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The warped, twisted mind of Baron Sukumvit has completely redesigned the deadly labyrinth of Fang. New traps and terrors, mazes and monsters, await you at every turn. And even before you can enter the labyrinth, you must endure the gladiatorial games of Lord Camuss, the Baron's evil brother, whose unwilling slave you are. Can you survive this trial of Champions and free yourself from slavery?

Two dice, a pencil and an eraser are all you need for this adventure. YOU decide which route to follow, which dangers to risk and which monsters to fight.

Cover illustration by Brian Williams



Ian Livingstone



A PUFFIN BOOK

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IAN LIVINGSTONE

Trial of Champions

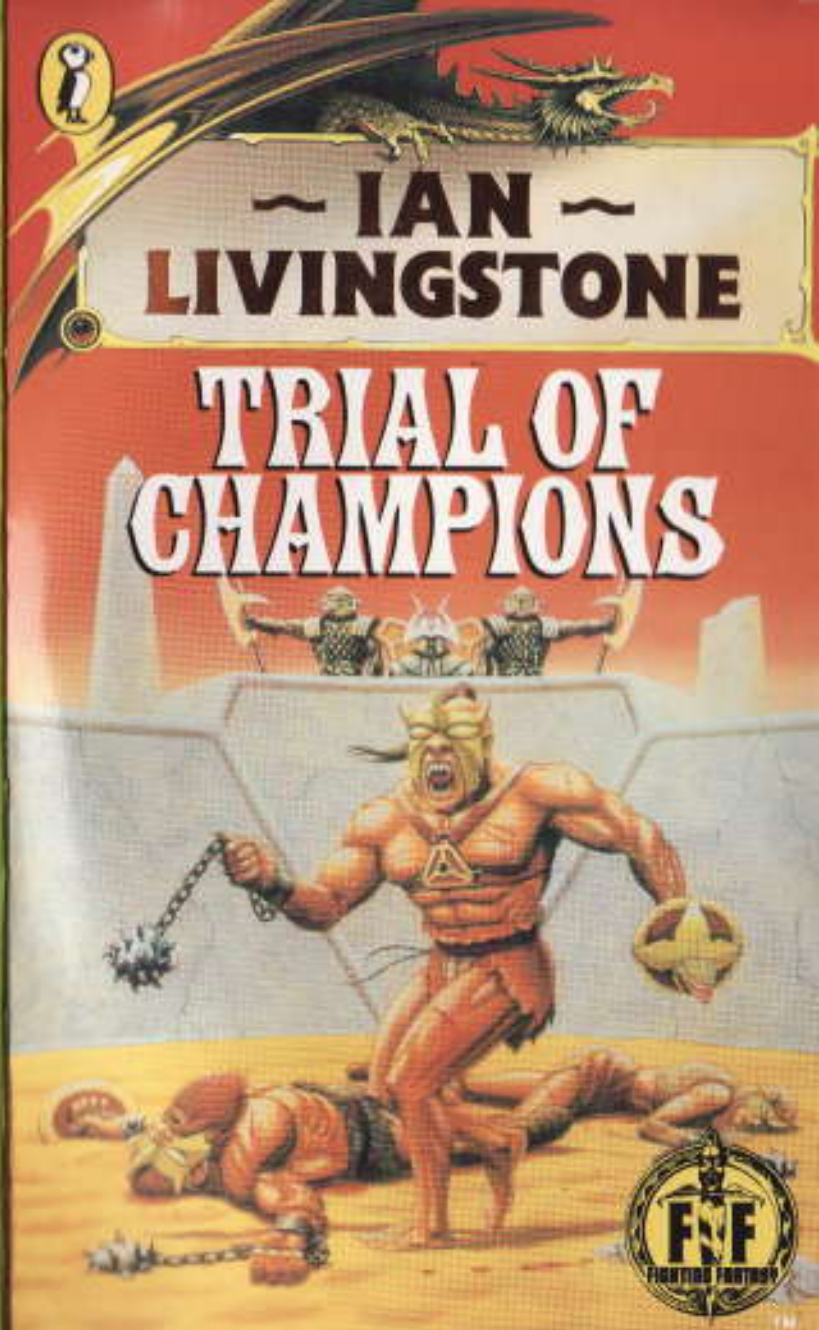
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~ IAN ~
LIVINGSTONE

TRIAL OF CHAMPIONS





PUFFIN BOOKS

TRIAL OF CHAMPIONS

When your small boat was rammed and crushed by an ominous-looking galley, you had no choice but to climb aboard. Faced with a crew of hardened cut-throats and their evil, scarred captain, it would have been useless to struggle.

Since that cursed day, you have been chained to a bench – just another galley-slave – rising to the point of collapse, towards an unknown destination. Then, at last, you reach land, and are dragged from the ship out into the glaring sunlight. You have landed on Blood Island, and are now the unwilling slave of Lord Carrass, evil brother of Baron Sukumvit, creator of Deathtrap Dungeon! The warped and twisted mind of Baron Sukumvit has completely redesigned the deadly labyrinth of Fang. New traps and terrors, mazes and monsters, await you at every turn. But even before you can enter the dungeon, you must endure your evil new master's bloodthirsty gladiatorial games. Can you survive this Trial of Champions and free yourself from slavery?

Two dice, a pencil and an eraser are all YOU need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to YOU to decide which route to follow, which dangers to risk and which adversaries to fight!

Ian Livingstone was born in Cheshire in 1949. He is the co-founder (with Steve Jackson) of the hugely successful Games Workshop chain, which specializes in fantasy games and war games of all kinds.



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Ian Livingstone's

TRIAL OF CHAMPIONS



Illustrated by Brian Williams

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30

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For Steve Jackson

CONTENTS

INTRODUCTION

9

ADVENTURE SHEET

16

BACKGROUND

18

TRIAL OF CHAMPIONS

23

INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. On pages 16-17 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the sheet to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

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

Although you may be awarded additional **SKILL**, **STAMINA** and **LUCK** points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your **SKILL** score reflects your swordsmanship and general fighting expertise; the higher the better. Your **STAMINA** score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your **STAMINA** score, the longer you will be able to survive. Your **LUCK** score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

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

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

The sequence of combat is then:

1. Roll both dice once for the creature. Add its **SKILL** score. This total is the creature's Attack Strength.

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

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes

you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *unlucky*, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK SCORE, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

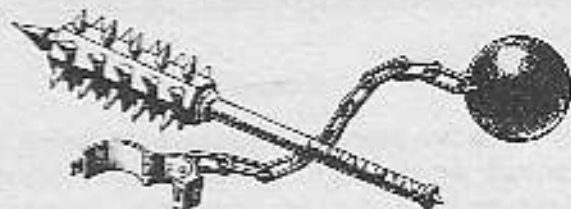
This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have

just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).



If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

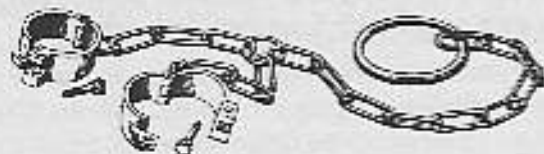
Skill

YOUR SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed.

Stamina

YOUR STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Unlike other Fighting Fantasy Gamebooks, you do not start your adventure with Provisions. However, during the course of the adventure, there will be opportunities for you to regain STAMINA points in various ways.



Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page.

ADVENTURE SHEET

SKILL

Initial
Skill=

STAMINA

Initial
Stamina=

LUCK

Initial
Luck=

NOTES AND ITEMS

MONSTER ENCOUNTER BOXES

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

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Stamina=

BACKGROUND

It is another fiercely hot day, and the temperature in the sticky gloom below decks is unbearable. The air is thick with the acrid smell of sweating bodies. Nobody is allowed to speak, and the only noise to be heard above the monotonous creaking of the ship is the regular sharp crack of a whip and the agonized cry which follows it. 'Row harder, you dogs!' shouts the one-eyed overseer, as he cracks the whip once again. 'Enjoy this pleasant voyage while you can, because you'll wish you were back on board after a day or two where you are going!' Chained to a bench and straining hard at the long oar which you pull with two other galley-slaves, your mind drifts back to that unfortunate day one week ago when you were captured.



You had left Port Blacksand in a small boat to sail south down the coast to Oyster Bay. As ill luck would have it, a galley appeared on the horizon

heading in your direction. It drew steadily closer and it was not long before your boat was crushed under its bows and you were forced to dive into the sea. There was nothing you could do except climb up a rope that was thrown down to you, as your boat had become no more than a few pieces of broken wood floating aimlessly on the sea. It was useless to struggle as a crew of twenty hardened cut-throats surrounded you.

A gruff voice from behind them ordered them to part, and an ugly, scarred man appeared, grinning and spitting juice from chewing-tobacco on to the deck. His teeth were chipped and blackened, and a foul stench wafted in the breeze from his unwashed clothes. 'Captain Bartella always delivers the goods. You'll make up for the one who died from the flogging yesterday. Saves me having to kidnap a landlubber. Must be my lucky day, but I wouldn't say it was yours.' The captain let out a laugh which was like a long, wheezing exhalation, and then barked out an order to his mate: 'Take the rat below to meet the rest of the vermin.'

Since that cursed day, you have been chained to your oar, rowing to the point of collapse towards an unknown destination. Suddenly you hear a shout of 'Land ahoy!', and begin to wonder what evil awaits you. An hour later, you feel the ship bump against a jetty and there is much shouting until the ship is finally moored. You are dragged from the ship with the other slaves, and see in the glaring sunlight that you are on a small island. A sombre-looking castle

sits on top of the island, and next to it there is a semi-ruined amphitheatre. A man wearing black chainmail armour hands Captain Bartella a bag of coins. Satisfied with his payment, the wheezing captain orders his men back to the ship and you watch them set sail. The man in black armour steps forward, saying, 'You are now the property of Lord Carnuss. It is your honour to die for his pleasure in the Arena of Death here on Blood Island. Only one of you will survive, and he or she will represent Lord Carnuss in Fang for the next Trial of Champions. Baron Sukumvit has modified his deadly labyrinth and is now offering 20,000 Gold Pieces to anybody who gets through it. Of course, Lord Carnuss will keep the prize if you get through, but you will be spared your life. Baron Sukumvit's reputation suffered greatly last year when somebody succeeded in getting through the labyrinth, but he now boasts that nobody can survive his new dungeon. Lord Carnuss would like one of you to make Sukumvit eat his words. You must understand that he hates his brother's fame. Now follow me.'



You are led up the hill to the castle, where you are locked in a cell in the depths of the lower chambers. Sharing the dark cell with you are four others: a

stout dwarf, a man-orc, a sinewy easterner and a bald, muscle-bound man. The mood is grim and few words are spoken as each of you ponders the impending combat. Forty-two slaves arrived by ship and only one will survive. The dubious reward is entry to a deadly dungeon.

NOW TURN OVER



1

At dawn the following day, you are woken by the sound of heavy footsteps approaching down the corridor. A key turns in the lock of the cell door and two guards wearing black chainmail enter, carrying trays of food. 'Eat well,' says one of them, 'as you will need all your strength to survive the day. By the end of it, you may all be dead.' The guard then turns to you and offers you some bread and a bowl of soup. If you wish to take the food, turn to 49. If you would rather try to overcome the guard and make an escape, turn to 292.

2

You step over the huge body of the Giant Centipede and peer into the cave entrance. The walls are wet and slimy, and you cannot see very far into the cave. If you wish to enter, turn to 89. If you would rather keep walking along the tunnel, turn to 161.

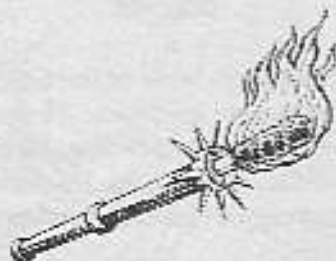
3

Sitting cross-legged in the middle of the room is a fat, bald man, eastern in appearance. He sits motionless and holds a bamboo pole between his outstretched hands. Half a dozen coloured-wooden blocks are hovering in a circle in mid-air above him. The man's eyes are grey and blank, and he is obviously blind. The room is sparsely furnished with a slatted wooden bed, a cupboard and a large wooden chest, which has pride of place in the centre of the floor. 'Welcome, contestant number two. I have been waiting for you. I am Noy, a Trialmaster,

and a servant of Baron Sukumvit. My duty is to test you in three ways before allowing you to proceed. Are you ready?' If you wish to obey the Trialmaster, turn to 369. If you would rather attack him with your sword, turn to 200.

4

The liquid in the jug is a strange magical concoction which changes its properties constantly. *Test your Luck*. If you are Lucky, turn to 135. If you are Unlucky, turn to 273.



5

Ahead you see the tunnel bend sharply to the right. But you do not see a crossbow mounted on the dark wall, pointing straight at you. Roll one die. If you roll 1-4, turn to 128. If you roll 5 or 6, turn to 313.

6

The chaos champion runs at you, unafraid of the dagger in your hand. You take aim quickly and throw it as hard as you can. *Test your Luck*. If you are Lucky, turn to 383. If you are Unlucky, turn to 121.

7

You soon arrive at another door in the tunnel wall. The handle turns, but wooden boards have been nailed across the door frame. If you wish to lever the boards off with your sword, turn to 336. If you would rather press on along the tunnel, turn to 45.

8

As you lunge again, the elf falls silent, the life squeezed out of his body. The tongue releases him and retracts down the cavernous throat. You drag the elf out of the mouth, although there is nothing you can do for him now. You are beginning to wonder what to do next when suddenly the elf's eyes open. With his dying breath he whispers, 'Thank you for trying to save me. You didn't have to do it, because we both know that only one person can walk out of here alive. It won't be me now. Take what I have and walk into the mouth. If you can overcome that dreadful thing that surprised me, I think it's the right way to go.' His eyes close again and he exhales for the last time. In a bag tied to his waist you find a small jar of grey paste which has a very sharp aroma. Knowing the ways of elves, you are certain that the paste will have healing properties, so you decide to dab the contents of the jar on to your wounds. The paste has the desired effect. Add 6 STAMINA points. You also find in the bag a small bottle of blue dye which you place inside your pouch. You think about what the elf said. If you wish to walk inside the mouth, turn to 306. If you would rather leave the room and continue along the corridor, turn to 138.

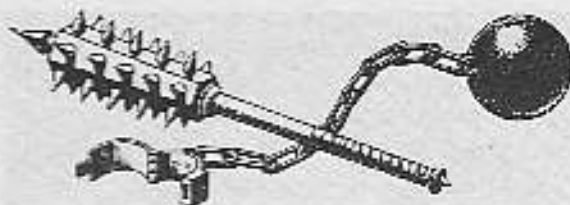
9

You step slowly to your right, and almost immediately hear an agonized cry followed by the dull thud of a body falling to the ground to your left. You walk on without making a sound. A chill runs down your spine when your outstretched shield arm comes into contact with something, but it is only the arena wall. You turn around and walk towards the centre of the arena. *Test your Luck.* If you are Lucky, turn to 166. If you are Unlucky, turn to 73.



10

You hack at the suit of armour, but your blows have no effect. As you tire in combat, you are caught momentarily off guard, and the mace thumps into your side. Lose 2 STAMINA points. You realize that it is useless to continue fighting the suit of armour, so you run for the door in the wall opposite: turn to 281.



11

The old wizard looks at you quizzically and says, 'Now tell me exactly how many gold rings you have.' If you have one or three rings, turn to 278. If you have five or seven, turn to 92. If you have nine or eleven, turn to 345.

12

As soon as you press the button, a large stone slab in the left-hand wall of the tunnel pivots open. You step through the gap and find yourself in another tunnel. You soon come to a door in the right-hand wall which has an old broom nailed to it. If you wish to open the door, turn to 246. If you would rather carry on down the tunnel, turn to 346.



13

You pull the door open and walk into a small room which has not been entered for years. A thick layer of dust covers everything and cobwebs hang down like dirty old curtains. Two skeletons, mouths hanging open, lie half-submerged in the dust, propped up against the far wall. One of the skeletons is pointing at the other. Suddenly the door slams shut behind you and the pointing skeleton starts to speak: 'Brothers and sisters have I none, but that man's father is my father's son. Who is he?' Will you:

Run for the door?

Reply he is his grandfather?

Reply he is his father?

Reply he is his son?

Turn to 207

Turn to 84

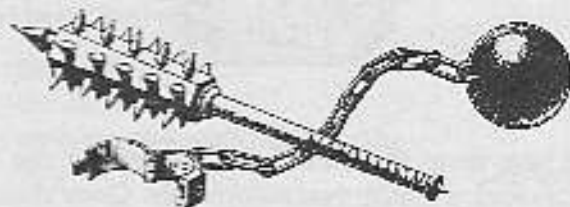
Turn to 302

Turn to 371



14

You quickly grab a short spear and climb back through the hole to the tunnel before any more of the colony come to investigate. Turn to 155.



15

With great courage and determination, your mind overcomes the illusion of pain. You drop exhausted to the floor when the pain eventually subsides from your body. But you are now mentally fatigued and drained of energy. Lose 3 STAMINA points. You sit up and throw off the accursed gauntlet. The Liche Queen remains silent as she pulls a gold ring from her finger and throws it in front of you. You do not wait to question her motives. Grabbing the ring, you run out of the room into the tunnel. If you wish to go right, turn to 285. If you wish to go left past the T-junction, turn to 227.



16

The heat from the flames is intense, but the fire-proof cloak protects you completely. Once through the archway, you find yourself in a cross-passage. Looking to the right, you see nothing of interest down the long tunnel, but to your left you see something hanging down from the ceiling. You decide to investigate: turn to 88.

17

The tactics work. Your spiked ball thumps into your opponent's leg and knocks him off his feet. He remains on the ground, groaning, so you move away before somebody else hears where you are. As quietly as possible, you move to the left. Turn to 120.

18

You soon see why the rats were inside the room in which you find yourself. It is a storeroom, piled high with barrels, sacks and crates. Jars and bottles are jammed along the shelves which line the walls from floor to ceiling. However, much of the food that you find is either old and stale or rotten, and the rats have eaten most of what is left. After emptying out nearly all the containers, the only items you find that appear vaguely edible are a loaf and some salted beef. Will you:

Eat the loaf?

Eat the salted beef?

Eat nothing and walk back up the stairs?

Turn to 57

Turn to 184

Turn to 305

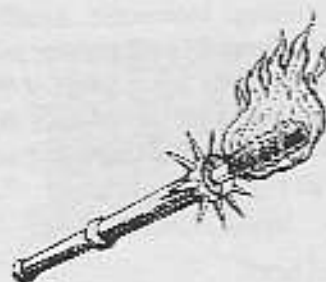


19

The Strider has no possessions, apart from a bone medallion hanging around its neck. If you wish to put the medallion around your own neck, turn to 70. If you would rather climb back up the rope, turn to 328.

20

Suddenly you see movement ahead in the tunnel. A small humanoid looks back and then runs away from you. Intrigued by the being, you decide to run after him: turn to 258.



21

The tunnel rises quite steeply and grows rapidly colder. The steep floor soon gives way to stone steps which makes progress a little less tiring. But half-way up the steps, you notice that there are three in a row which are painted red. If you wish to carry on walking up every step, turn to 372. If you would rather leap over the three red steps, turn to 50.

22

You are in the middle of the procession of forty-two slaves, which wends its way along various corridors, until you reach the amphitheatre. The sun is already beating down, making the sand in the arena uncomfortably hot to your bare feet. Seated high in the stands is a dark, hooded figure surrounded by guards. You watch him rise to his feet and lift his arms into the air, commanding silence. 'You know why you are here,' Lord Carnuss begins. 'It is my wish to be represented in the Trial of Champions. Some of you will die today, some tomorrow and more the following day, until only one of you is left. Those about to die, I salute you.' Lord Carnuss sits down again and nods his head to signal the start of the proceedings. The slaves are split into seven groups of six, and you find yourself in a group accompanied by an elf, two northmen, a dwarf and an ogre. Your group is chosen first and you are told that the first event is a race to test strength and stamina. A crude sack, containing several heavy rocks, is strapped to your backs. You watch as burning coals are brought into the arena and poured over a section of the makeshift racetrack. The six of you are then lined up at the start, each carrying your burden, and are told to race round the track until one of you is lapped or collapses. Then you are off, and you all jostle for position on the way to jumping the first pile of burning coals. If you wish to set the pace, turn to 310. If you would rather stay at the back, turn to 107.

23

The tunnel leads straight on for about a hundred metres before you encounter anything unusual. In the left-hand wall there is a stone archway inset with dragon-heads made of iron. Flames shoot out of their mouths, making a curtain of fire across the archway. Further on up the tunnel you see something hanging down from the ceiling. If you wish to run through the flaming archway, turn to 101. If you would rather investigate what is hanging down from the ceiling, turn to 88.



24

None of the other contestants enters the witch's room after you. When the witch rematerializes in her room, she cackles with laughter at the sight of your face on the lid of the box. There will be no more visitors for at least another year, and you will be trapped for ever in the void.

25

The Trialmaster remains silent for a moment and then says slowly, 'You have passed the second test. Now comes the final part: combat with me! We will fight with bamboo poles – not to the death, but as a simulation of a sword-fight. Any strike to the head or chest will be considered a death blow. For your information, my blindness is no handicap, as my ears will tell me where you are. Now fetch your pole from the cupboard, for I am ready.' As you take the pole, the Trialmaster stands up and the wooden blocks fall to the ground. Treading silently on bare feet, he moves towards you, his head turned to one side to aid his hearing. If you wish to lunge at him with your pole and catch him off-balance with a quick strike, turn to 134. If you would rather ready yourself to counter a blow, turn to 204.





26

As soon as you touch the door-handle you hear loud barking and growling. You push the door open and see a vicious-looking two-headed black dog straining at a leash fastened to a hook in the far wall of a small room. Its eyes are red, and saliva drips continuously from its fanged mouths. The room is in a terrible mess, with everything broken or chewed by the dog. However, on a shelf mounted on the wall behind the dog, there is a metal box. Will you:

Attack the dog?

Turn to 294

Blow your wooden whistle (if you have one)?

Turn to 67

Close the door and walk on up the corridor?

Turn to 379

27

You drop the gold ring into the box and step warily on to the rope bridge. It appears to be strong enough to bear your weight and you hurry across it unchallenged. Turn to 117.

28

As you walk along, you hear the sound of water dripping from the ceiling into shallow puddles on the stone floor. You hold out your hand and catch a drop – and shout out in pain. It is not water, as you had thought, but some kind of corrosive acid. If you have a shield, turn to 71. If you do not have a shield, you may either walk on and risk being burnt (turn to 335), or walk back to the hunchback and go through the other archway (turn to 291).

29

You summon all your mental energy and somehow manage to break the grip that the Bone Devil has on your mind. Holding tightly on to the hilt of your sword with both hands, you step forward, determined to destroy your evil opponent.

BONE DEVIL SKILL 10 STAMINA 8

Before each Attack Round, roll one die. If you roll 1 or 2, you will not be able to resist the mental attack of the Bone Devil and will be paralysed by fear again (turn to 265). If you roll 3-6, you will continue to resist its mental attack and fight as normal. If you win the combat, turn to 326.



30

The arrow strikes you in the back of your shoulder. Lose 1 SKILL point and 2 STAMINA points. It is agony even to touch the arrow, but you overcome the pain and tug it free. Paying more attention to your surroundings, you set off once again: turn to 398.



31

The Bonecrusher sniffs the air and, sensing where you are standing, moves nimbly to its left just as you release the net, which catches nothing but sand. Lose 1 LUCK point. Roll two dice. If the total is the same as or less than your SKILL score, turn to 66. If the total is greater than your SKILL score, turn to 334.

32

You anticipate the Trialmaster's move. He brings the pole around in a sweeping arc towards your side, but you block it with ease. His pole strikes your own with a loud crack. If you wish to take the initiative and strike back, turn to 239. If you wish to defend again, turn to 267.



33

The dried flowers and grasses are used as a nest by a poisonous red-back spider. Your hand inadvertently brushes against it as it crawls along a poppy stem. The spider bites you on the hand and the effect of the poison is swift. Lose 4 STAMINA points. If you survive the bite of the spider, you walk on along the tunnel: turn to 69.



34

The trunk is full of the Orc's possessions, although most of them are rubbish. A jar of rat-tails, an ogre's hip-bone, mouldy bread, a pair of worn-out boots, a broken arrow, damp breeches which are green with mildew, three wooden pegs and a cracked water jug are just a few of the items in the trunk. But underneath all the junk, you find a breastplate. If you wish to try on the breastplate, turn to 321. If you would rather leave the room without the breastplate and continue along the tunnel, turn to 133.

35

You do as instructed and watch the Trialmaster as he counts the rings. 'So far so good,' he says. 'Now if you will follow me, we'll proceed to the next stage.' He gathers up the rings and leads you to the throne he was sitting upon. He gives you back the rings and tells you to sit down. There is a panel, divided into nine squares, three by three, in the arm of the chair, with each square numbered between one and nine. 'Now, I want you to place three rings on three of the numbered squares, in order.' If you know which squares to place the rings upon, turn to that reference. If you do not know, turn to 286.



36

You find a gold ring lying on the stone floor under the straw. You place it in the leather pouch on your belt and then leave the room to continue along the tunnel. Turn to 82.



37

You walk quickly into the cave and when your eyes become accustomed to the dark, you see the person who is crying for help. It is the small humanoid whom you saw not long ago, and now he is caught in the enormous web of a Giant Spider. Unable to free himself from the tangle of sticky strands, the tiny man begs you to cut him free. Suddenly, the spider itself drops down from the ceiling on to its web and scurries across it towards its trapped prey. If you wish to attack the Giant Spider, turn to 118. If you would rather abandon the man and continue along the tunnel, turn to 397.

38

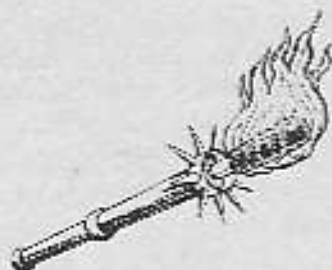
You fall awkwardly on the steps and sprain your wrist. Lose 1 SKILL point. Your injury does not deter you from jumping to your feet and renewing the struggle. Turn to 8.

39

The impact of the crossbow bolt knocks you backwards. A fierce pain grips your thigh where you see the bolt protruding. Lose 2 STAMINA points. Gritting your teeth, you pull the bolt from your thigh and bandage the wound as best you can. Limping painfully, you turn the corner and walk on another fifty metres before coming to a door in the right-hand wall. If you wish to open the door, turn to 104. If you would rather keep on walking, turn to 20.

40

The old man does a backward somersault and lands gently on his feet with a smile on his face. You decide to play a waiting game and let him make the next move. Turn to 204.



41

As soon as you pull the axe from the wooden block, it takes on a will of its own and you are unable to let go. At first the axe makes great sweeping cuts through the air, the blade flashing dangerously close to your legs. *Test your Luck*. If you are Lucky, turn to 296. If you are Unlucky, turn to 269.

42

The spiked ball hits your shoulder, but it is only a glancing blow. *LOSE 1 STAMINA* point. You continue to swing your own weapon, and now with success, as the ball thumps into your opponent's leg, knocking him off his feet. He remains groaning in the sand, and you move away before somebody else hears where you are. As quietly as possible you move to the left: turn to 120.

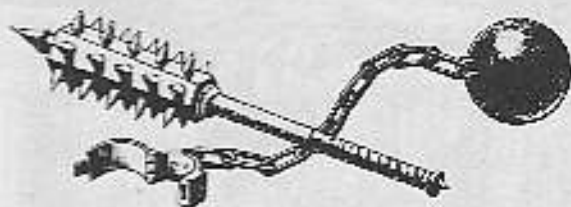
43

You enter a small room which is empty apart from a suit of armour with a winged helmet on top of it. The armour is propped up between two high-backed chairs and a shield is resting against one of them. There is another door in the far wall which is also painted with runes and symbols. Will you:

Take the winged helmet?	Turn to 126
Take the shield?	Turn to 187
Try to decipher the runes?	Turn to 157
Open the door and leave the room?	Turn to 221

44

In the left-hand wall of the tunnel, you see a hole about half a metre in diameter. From inside you can hear a strange mixture of clicks and hums. If you wish to climb through the hole, turn to 340. If you would rather walk on, turn to 155.



45

It is not long before you arrive at yet another door in the left-hand tunnel wall. If you wish to open the door, turn to 235. If you would rather keep on walking, turn to 177.



46

You climb the ladder as quietly as possible and peep through the hole in the ceiling. You see a goblin lying dead on the floor, his hand still gripping an open silver box. A stone has been removed from the far wall and you presume the box was hidden behind it. If you wish to pick up the silver box, turn to 224. If you would rather climb down the ladder and carry on walking up the tunnel, turn to 361.

47

As you walk warily along the tunnel, you suddenly become aware of a strange clicking noise. Then out of the gloom of a cave entrance in the tunnel wall scuttles a three-metre long monster with many tiny legs. The clicking noise comes from its black, bony plates of chitinous armour rubbing together as it moves. It advances speedily towards you. Suddenly it stops and raises itself on its hind legs so that it can dart forward to bite you with its strong mandibles. For a moment, the soft underbelly of the Giant Centipede is exposed. If you are carrying a spear, turn to 244. If you do not have a spear, turn to 270.

48

You stare at the levers and make your choice. Will you pull:

- Lever number 3?
- Lever number 6?
- Lever number 9?
- Lever number 12?

- Turn to 377
- Turn to 257
- Turn to 158
- Turn to 116

49

The soup is thick with chicken and vegetables and tastes delicious. You devour it greedily and mop up the last drops with the bread. You have not eaten well for a fortnight and now feel fit and ready for the coming ordeal. When you have all finished eating, you are led away to begin your first day in the Arena of Death. Turn to 22.

50

The steps are quite steep, and it requires a mighty leap to clear them. If you are wearing a breastplate, turn to 206. If you are not wearing a breastplate, turn to 327.

51

With a deft manoeuvre, you change your defence and bring your pole down to protect your ribs. The Trialmaster's pole strikes your own with a loud crack. If you wish to take the initiative and strike back, turn to 239. If you wish to defend again, turn to 267.



52

The room is empty apart from a pile of straw and old bones in the far corner. If you wish to rummage through the straw, turn to 36. If you would rather leave the room and walk along the tunnel, turn to 82.



53

The cloak is made of a special material which has fire-resistant properties. Add 1 LUCK point. If you now wish to look in the fourth and fifth urns, turn to 147. If you would rather walk on, turn to 69.

54

At the bottom of the pit there is a sharpened stake pointing upwards. You land on top of it and death is instantaneous.

55

Even though your sword appears to cut the idol, it does not harm her at all. She is immune to non-magical weapons. Her flashing blades rain down on you and it is impossible to escape. You defend yourself valiantly for several minutes until one of the swords finally breaks through your defence. For you the trial is over.

56

You curse your choice of weapon, for you know that swords make little impression on the iron-like hide of a Bonecrusher. There is only one way to slay a Bonecrusher and that is to make it fall to the ground, whereupon its delicate balance will be totally destroyed, and it will be impossible for the Bonecrusher ever to stand again. You will have to chop at its legs while avoiding its fatal grip.

BONECRUSHER

SKILL 9

STAMINA 10

As soon as you lose one Attack Round, turn to 343. If you win without losing an Attack Round, turn to 268.



57

As you break open the loaf, something heavy falls out and lands on your lap. It is an iron file, which could prove useful in the future. You tuck it into your belt and begin to eat the loaf. Add 2 STAMINA points. If you now wish to eat the salted beef and have not done so already, turn to 184. Otherwise there is nothing else you can do except climb back up the stairs (turn to 305).

58

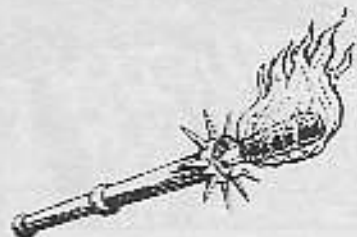
Walking along, you step on a stone which triggers an unseen trap. Iron bars drop down from holes in the ceiling in front of you and behind you. You strain to lift them, but are unable to move them, and they are too thick to bend. If you are carrying a file in your pouch, turn to 106. If you do not possess a file, turn to 396.

59

The door is locked. If you wish to charge it open with your shoulder, turn to 91. If you would rather save yourself the effort and walk on up the tunnel, turn to 150.

60

As expected, the hinged lid clicks and falls open when you pull on the elephant's trunk. A gold ring falls on to the floor; you pick it up and place it in your leather pouch. You waste no more time in the chamber and walk quickly towards the passageway. Turn to 263.



61

A cheer goes up as your opponent drops to the ground. You hear guards enter the arena and soon your blindfold is removed and your weapons are untied from your wrists. You are led away to your cell, realizing that only the southerner stands between you and victory. That night you are well fed and your wounds are bandaged. Add 4 STAMINA points. In the morning, the familiar ritual of being led into the arena is repeated, but this time you are made to stand face to face with the southerner. You are each handed a dagger and a studded glove. At the command of Lord Carnuss, the final arena battle commences.

SOUTHERNER

SKILL 10

STAMINA 10

If you win, turn to 261.



62

Your temple takes the full force of the crushing blow. You fall back on to the ground, your sword no more than half-way out of its sheath. Your trial is finished.

63

You are fortunate to be wearing a talisman which protects you against the mental attack of a Bone Devil, which paralyses its opponents with fear. Add 1 LUCK point. Gripping your sword lightly, you step forward to fight your adversary.

BONE DEVIL. SKILL 10 STAMINA 8

If you win, turn to 326.

64

As you struggle to escape the tangles of the web, the Giant Spider bites deeply into your leg. Lose 2 STAMINA points. Roll two dice. If the total is the same as or less than your SKILL score, turn to 108. If the total is greater than your SKILL score, turn to 254.

65

You find some half-eaten food tucked into the ragged furs of the Hill Troll. It smells horrible and does not look at all tempting. If you still wish to eat it, turn to 201. If you would rather walk on, turn to 211.

66

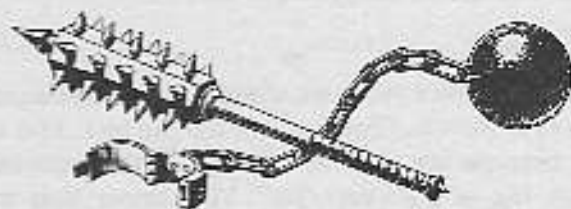
Your dexterity allows you to gather up the net while avoiding the sweeping arms of the Bonecrusher. Once again you take aim and hurl the net. Roll one die. If the number rolled is 1-3, turn to 255. If the number rolled is 4-6, turn to 189.

67

The high-pitched note emitted by the whistle has a tranquillizing effect on the dog. It stops growling and slowly its eyes start to close. It flops down to the floor and is soon fast asleep. Turn to 217.

68

You soon arrive at the doorway in the right-hand wall and are faced with a heavy iron door. You press your ear against the door and can just make out the sound of a woman's voice chanting. If you wish to open the door, turn to 318. Otherwise, you may either carry on down the tunnel (turn to 285), or go back along the other branch of the T-junction (turn to 227).



69

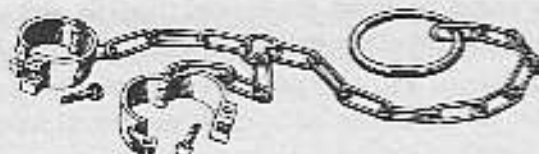
Twenty metres further along, you come to another door. The door is painted black and has a large brass ring as a handle. If you wish to open the door, turn to 182. If you would rather keep on walking, turn to 109.

70

Nothing strange or untoward happens to you as a result of putting on the medallion. You look around and decide the best plan is to climb back up the rope. Turn to 328.

71

Holding the shield over your head, you walk along the dripping tunnel unharmed. At last you see daylight at the end of the tunnel, and walk quickly towards it. Turn to 188.



72

The Trialmaster remains silent for a moment and then says slowly, 'You have failed the test. You will now become my servant to replace the caveman in future tug-of-war contests.' You know that it is impossible for you to overcome the power of the Trialmaster's magic, and you resign yourself to a life of servitude. But perhaps one day you will have your revenge against Lord Carnuss . . .



73

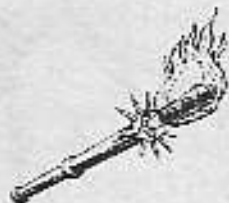
Unknown to you, there is a body lying in the sand directly in your path. You trip over it and fall to the ground. Suddenly you hear the whooshing sound of a ball and chain being swung near by. The wielder of the ball and chain has heard you fall and is moving in for the kill. But he too falls over the body and lands on top of you. He is heavy and drenched with sweat. You start to grapple with him in the sand, punching with your shield-arm while trying to free your other arm to swing the ball and chain.

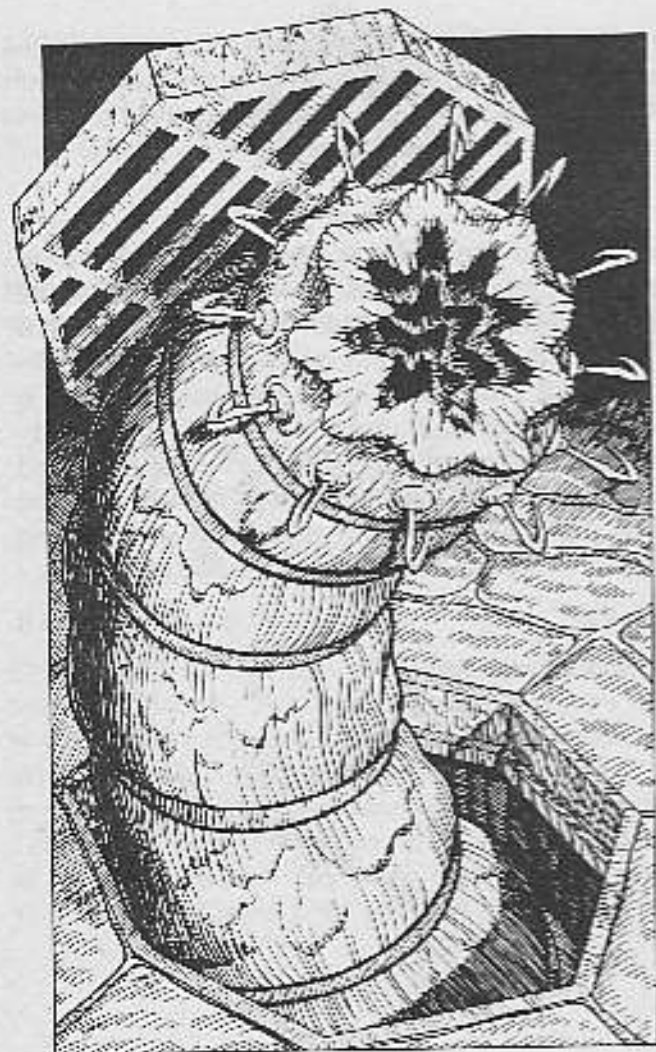
SLAVE

SKILL 9

STAMINA 8

If you win, turn to 196.





74

As you begin to lift the grate, it suddenly flies up in the air, pushed from below by a powerful and hideous creature. A grotesque head appears on a long segmented body. It has no eyes, but a large suckered mouth surrounded by sharp hooks, and it strongly resembles a giant tapeworm. Attracted by the heat of your body, the Bloodworm extends its body forward in an attempt to hook on to your flesh. Roll one die. If you roll 1-3, turn to 325. If you roll 4-6, turn to 234.

75

The pig shatters into many pieces with a tap from the hilt of your sword. Lying among the fragments of clay you see a small charm made of shiny black coral. But the charm is cursed and will bring you ill fortune. Lose 21 UCK points. At the back of the cave, you find a small, dark passage which winds away into the gloom. If you wish to walk along the passage, turn to 144. If you would rather walk back out into the narrow tunnel, turn to 230.

76

Suddenly you hear footsteps coming quickly down the corridor: somebody or something has come to investigate what all the noise is about. With your sword gripped tightly, you turn to face the heavily armoured Mutant Orc guard advancing with its poleaxe.

MUTANT ORC

SKILL 7

STAMINA 7

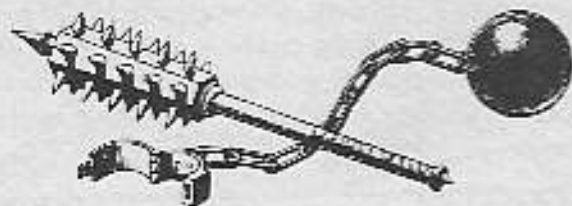
If you win, turn to 341.

77

You run up the stone steps and start to hack at the huge tongue with your sword. A large gash opens up and purple blood pumps from it, soaking you and making the steps treacherously slippery. As the tongue thrashes about, the elf screams louder in agony. Roll two dice. If the total is the same as or less than your SKILL score, turn to 245. If the total is greater than your SKILL score, turn to 132.

78

You see the ogre's leg just in time and manage to jump over it and race to the front. You slow down again and dictate the pace of the race to suit yourself. Round and round the arena you run, gritting your teeth harder each time you jump over the burning coals. After twenty minutes, nobody has been left behind, so one of the northmen decides to spring away. He runs past you and everybody accelerates to keep up. Throw two dice, adding 3 to the total if you were flogged by the guards. If the total is the same as or less than your SKILL score, turn to 360. If the total is higher than your SKILL score, turn to 250.



79

The Hill Troll catches sight of you from the corner of its eye and turns to face you. It looks even angrier than before, and picks up its battle-axe to attack you in a raging frenzy.

HILL TROLL

SKILL 9 STAMINA 10

If you win, turn to 65.



80

You struggle against the illusion, but your mind believes that the pain is real. You drop to the floor, writhing in agony as the pain grows more intense. Lose 4 STAMINA points. The Liche Queen slowly rises from her throne and walks over to deliver the death-blow with her bone dagger. In agony, you struggle to your feet to fight her.

LICHE QUEEN

SKILL 9 STAMINA 9

During this combat, reduce your SKILL score by 3. If you win, turn to 277.

81

You take the brass hands out of your leather pouch and fit them on to the socket in the centre of the clock. The time now displayed is three o'clock precisely. You turn to the levers and deduce which one must be pulled. Turn to 48.



82

The tunnel soon comes to an end at a T-junction. If you wish to head left, turn to 229. If you wish to head right, turn to 304.

83

The arrow strikes you in the middle of your back and pierces your heart. Once again Deathtrap Dungeon lives up to its name.

84

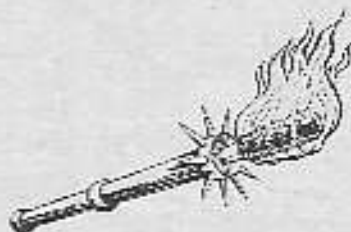
'You pay for your ignorance with your life,' comes the voice from the skeleton. A bolt of energy shoots out from its finger and slams into your chest, killing you instantly.

85

You climb over the bleeding tongue and see that steps descend a long way down. You can just make out the faint voice of a girl singing. If you wish to go down the steps to investigate, turn to 364. If you would rather walk back out to the tunnel, turn to 138.

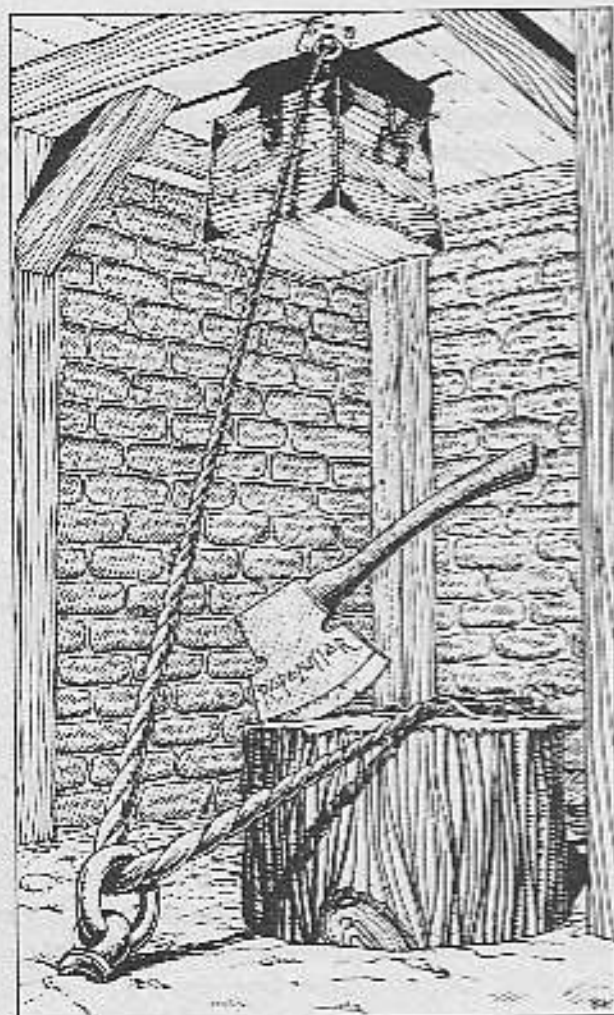
86

Your ankle is badly sprained, making it impossible to run. The northman soon runs around the arena and passes you, so ending the race. While the other five runners up are led back to their cells, you are quickly put to death before the next race starts.



87

In total darkness, your shaking hand fumbles inside the pouch in search of the phial. If you have more than one phial in your pouch, turn to 365. If you possess only the phial of anti-poison, turn to 331.



88

As you get closer, you see that a rope loops through a hook in the ceiling and that a wooden box is suspended by it, well out of reach. The other end of the rope loops through a hook in the floor and back up to a wooden block where it is fastened by iron bands. An axe is sticking out of the block and an inscription on the blade reads 'Ropercutter'. Will you:

Cut the rope with the axe?

Turn to 41

Cut the rope with your sword?

Turn to 149

Ignore the rope and walk on?

Turn to 388

89

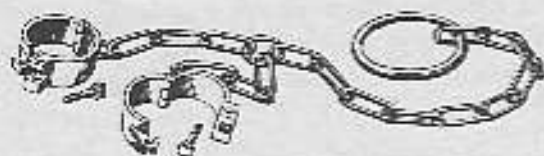
As you step deeper into the cave, the noise of droplets of water falling from the ceiling into the pools below grows ever louder. In the gloom of the cave you do not see a poisonous snake which is slithering across your path. *Test your Luck*. If you are Lucky, turn to 105. If you are Unlucky, turn to 137.

90

A delicate sound rings out from the small bell as you tap it with the hilt of your sword. You hear a fluttering of wings overhead. You get ready to defend yourself, but a white dove flutters down and settles on top of the bell. Much to your amazement it is holding a gold ring in its beak which it drops into the palm of your hand. With the ring safely stored in your pouch, you walk back down the corridor and turn left into the tunnel. Turn to 333.

91

Roll two dice. If the total is the same as or less than your SKILL, turn to 332. If the total is greater than your SKILL, turn to 357.



92

The Trialmaster tells you to place the rings on top of the bench. Turn to 367.

93

The stairs end at a door from which you can hear the sound of squeaking animals and pattering feet. If you wish to open the door, turn to 146. If you would rather climb back up the stairs, turn to 305.



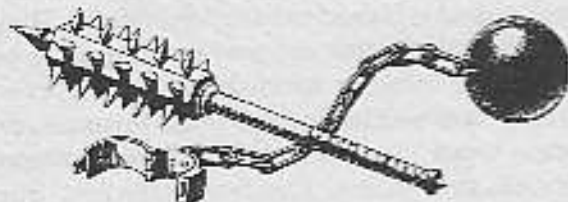
94

You get into a steady rhythm of ducking and jumping and slowly the pole spins to a halt. You have survived another ordeal. The next test begins immediately: you and the rest are split into two groups of five. You watch the first group of a dwarf, a man-orc, a woman warrior, a barbarian and a dark-skinned southerner stand silently as a spiked ball and chain is lashed to each of their sword-arms, and a small shield is lashed to their other hand. They are then blindfolded and ordered to commence battle against one another until there is only one left standing. It is a sickening spectacle to watch, as the fighters tread warily around the arena, swinging their balls and chains. The dwarf falls first, quickly followed by the warrior woman. In the end, the southerner stands triumphant and his blindfold is removed. He is led away and then each member of your group is armed in the same way. You can feel your heart pounding in your chest as the order is given to commence combat against the four unseen adversaries. Barefoot in the sand, nobody makes a sound. If you wish to step to your left, turn to 297. If you wish to step to your right, turn to 9.



95

The cool water of the fountain is refreshing, but has a terrible side-effect. Add 1 STAMINA point, but deduct 2 SKILL points as the water rapidly accelerates your ageing process. You have aged thirty years in less than a minute. But you do not realize what has happened and continue walking resolutely along the tunnel. Turn to 329.

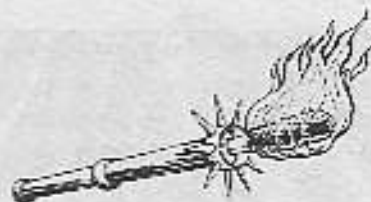


96

You pull a few rocks away from the pile and see that there is a doorway behind. If you wish to spend time clearing away the rocks so that you can open the iron door, turn to 215. If you would rather walk to the door on the other side of the T-junction, turn to 375.

97

The fruit is delicious and satisfying. Add 2 STAMINA points. When you have eaten your fill, you open the only door in the room. Turn to 163.



98

The door opens into a room which is empty except for a wooden table on which a jug and a flask are resting. The jug contains a clear, sparkling liquid which is odourless. If you wish to pour some of the liquid into the flask in order to drink it, turn to 4. If you would rather leave the room and walk back past the last T-junction, turn to 232.



99

The cavewoman is just too strong for you. With a mighty heave, he pulls you forward, and you fall headlong down the pit to your death.



100

Only your lightning-quick reflexes save you from being knocked into the river. You teeter on the ledge, but regain your balance. You draw your sword to attack your enemy. From out of the dark cave steps a creature which has the appearance of a stooped, starving man with long arms touching the ground and gaunt, brown leathery skin. You recognize it as a Strider, a cunning hired killer. The Strider is armed with an iron pole which has blades at either end. It is a fearsome weapon in the hands of the dextrous Strider.

STRIDER

SKILL 9 STAMINA 9

If you win, turn to 19.

101

The heat from the flames is so intense that you are consumed by the fire and fall to the ground. The deadly dungeon has claimed another victim.

102

Unfortunately for you, the tactics fail. Your opponent changes tactics too, and swings his ball and chain downwards rather than above his head. Test your Luck. If you are Lucky, turn to 42. If you are Unlucky, turn to 283.

103

The Siren's song has its effect on you before you think to cover your ears. Lured by the lilting voice, you step into the warm lake and swim towards the rock. But the lake is also home to a giant squid-like monster with tentacles five metres long. From the murky depths of the lake, it sees you swimming on the surface and glides silently up to wrap its tentacles around you. You suddenly feel something tugging at your foot and then see the giant monster of the lake as it surfaces. Roll two dice. If the total is the same as or less than your SKILL score, turn to 191. If the total is greater than your SKILL score, turn to 356.

104

The door opens into a room which is empty except for a large bowl of exotic-looking fruit standing on a marble plinth. If you wish to eat some of the fruit, turn to 395. If you would rather leave the room and continue up the tunnel, turn to 20.



105

Fortunately you do not tread on the snake, and it slithers harmlessly away. You spend about five minutes searching the cave, but you find nothing of interest, nor any other exit. Your only choice is to return to the main tunnel and walk on. Turn to 161.

106

You take out your file and begin the long and laborious task of filing through two of the iron bars. It takes an hour to escape from the cage, but at last you are free. Walking quickly along the tunnel, you are surprised to see a painting of Baron Sukumvit hanging on the wall. If you wish to take down the painting and inspect it more closely, turn to 314. If you would rather walk on, turn to 228.

107

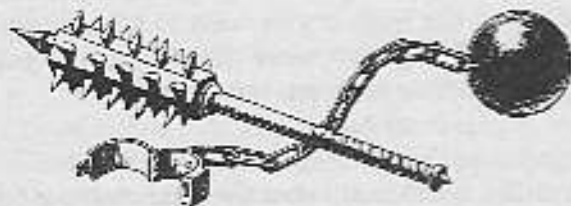
One of the northmen takes the lead, setting a fast pace. Round and round the arena you run, gritting your teeth harder each time you jump over the burning coals. After twenty minutes, nobody has been left behind and the northman increases his stride. Throw two dice, adding 3 to the total if you were flogged by the guards. If the total is the same as or less than your SKILL score, turn to 360. If the total is higher than your SKILL score, turn to 250.

108

You manage to disentangle yourself from the spider's web and are able to resume combat. If you manage to kill the Giant Spider, turn to 348.

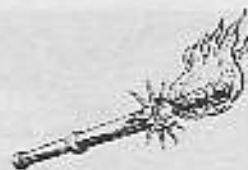
109

The tunnel eventually ends at a T-junction. Looking right, you can see a bright glow in the distance, and looking left, you see that the tunnel ends at a door. If you wish to walk towards the bright glow, turn to 143. If you would rather open the door to your left, turn to 386.



110

Standing on the tip of your toes, you reach up and grab the spear. One sharp tug loosens it from its fitting, but the others remain lodged in the ceiling. Pleased with the acquisition of this unexpected new weapon, you set off along the tunnel again. Turn to 5.



111

The Trialmaster suddenly sweeps the pole round in a side arc, and you are forced to change your defensive stance very quickly. Roll two dice. If the total is the same as or less than your SKILL score, turn to 51. If the total is greater than your SKILL score, turn to 169.

112

The chaos champion sneers at your pathetic attempt to form an alliance and demands that you give him all your gold. If you obey him, turn to 323. If you have no gold or do not wish to give it away, turn to 178.





113

By the end of the day, only one other person returns to your cell. It is the mean-looking easterner, a man who looks as though he would murder you for two copper pieces. As the light quickly fades, a guard shouts out an unexpected command. 'There are now two of you left in each cell. I only want one to come out in the morning for tomorrow's combat. Sleep well.' The guard bursts out laughing at his joke, and even before he has finished, the easterner dives at you, brandishing a long, sharp pin which was concealed in his headband. Unarmed, you must fight to the death.

EASTERNER

SKILL 10

STAMINA 8

If you win, turn to 237.



114

You fall well short of the other side of the pit, but instead of crashing to your death, you begin to float up to the other side of the pit, carried by the magical wings of your helmet. You look behind you and see the Zombies crowded together at the end of the pit. You allow yourself a smile of relief and walk on up the tunnel. Turn to 251.

115

Something rattles inside the pot, but when you throw it on to the floor, it does not break open, but merely cracks, and a green gas starts to escape from it and fill the room. Will you:

- Stay in the room?
- Run into the cave?
- Run back into the tunnel?

Turn to 173
Turn to 307
Turn to 150



116

Pulling the lever down does not halt the steady movement of the walls closing in. You try pulling another lever, but they are all locked in position. You try wedging your sword between the walls, but it quickly snaps, and moments later you are crushed to death.

117

The tunnel eventually comes to a dead end. There is a stone tablet set in the end wall with a small, circular hole in its centre. Around the hole are etched the words: 'One is on and two is gone.' If you wish to reach into the circular hole, turn to 179. If you would rather retrace your steps back over the bridge and walk beyond the T-junction, turn to 229.

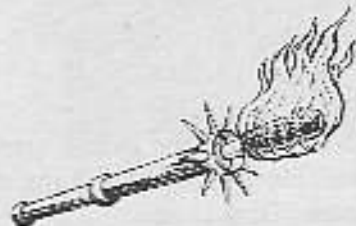
118

You draw your sword and close in on the huge black arachnid.

GIANT SPIDER

SKILL 7 STAMINA 8

If you do not defeat the Giant Spider within five Attack Rounds, you too will become entangled in its web. If this happens, make a note of the Giant Spider's SKILL and current STAMINA score and then turn to 64. If you manage to kill the Giant Spider in five Attack Rounds or less, turn to 348.



119

The nuts and berries taste as delicious as they look. Add 2 STAMINA points. When you have eaten enough, you place the remainder in your pouch and set off once again. Turn to 288.



120

You walk very slowly, as you know there are bodies lying in the sand. You stop to listen, but hear nothing. You decide to turn around and walk in the opposite direction. Suddenly you hear a gruff voice cry out, 'If there is anybody else, I'm over here.' You decide to accept the bold challenge and walk in the direction of the voice, swinging your ball and chain. You clash head on with your unseen opponent in a blind fight to the death.

FIGHTING SLAVE SKILL 8 STAMINA 8

If you win, turn to 61.

121

Your dagger bounces off the plated armour of the chaos champion. He is enraged and you must suffer the consequences. Turn to 247.

122

Despite all the noise you make, no creature of any kind arrives to investigate. At last the final board comes free and you are able to open the door. Turn to 13.



123

You look into the Bloodworm's foul lair beneath the grate, but see nothing. The floor is covered with fetid sludge and the smell makes you feel nauseous. If you wish to climb down into the lair, turn to 243. If you would rather walk on up the tunnel, turn to 174.



124

As soon as you open the box, your whole body seems to stretch as though you are being sucked through a keyhole. You are consumed by terror when you realize you are in a black void. You can feel nothing around you – walls, ceiling or floor. You are a prisoner in the trapping box, and the dwarf, who had opened the box earlier, is now free. Your face is now shown carved on the lid of the box and you cannot escape unless some other foolish person opens the box. *Test your Luck* and add 3 to the total. If you are Lucky, turn to 399. If you are Unlucky, turn to 24.



125

The iron key fits tightly inside the lock and turns with a loud click. You breathe a sigh of relief and walk through the open door. Before you is a lavishly furnished room where a bearded man clad in long red robes is sitting on an ornate golden throne, reading a book. A small winged creature, red in colour and boasting a long tail, is sitting on his shoulder, looking very menacing. On the wooden bench to the right of the man, various glass receptacles linked by tubes have different-coloured liquids bubbling inside them. At the end of the zigzag tubing, a glowing crystal bowl collects the slow drip of liquid from the end of the open tube. The man looks up and says in an even tone, 'Enter. I must admit that I am very surprised to see you. The deadly traps are obviously not deadly enough for the likes of you. Allow me to introduce myself: my name is Lexus. I am a grand wizard by training, and I have been hired by Baron Sukunvit as a Trial-master for this year's Trial of Champions. You are now in the final stage of your ordeal and only I stand between your success or failure. You will have discovered that there are a number of gold rings hidden in the dungeon, and the number you have collected is vital to your success. Do you have an odd number of rings or an even number?' If you have an odd number, turn to 11. If you have an even number, turn to 367.

126

You take the magnificent helmet and place it on your head. Seconds later, the suit of armour jolts forward and then moves towards you in jerky steps with its mace raised in the air. If you wish to fight the animated suit of armour, turn to 10. If you would rather run for the door in the opposite wall, turn to 281.

127

Before you can even get your breath back, the corpse of the Fire Imp starts to metamorphose before your eyes. A tall red-skinned creature, with large leathery wings, horns and cloven hooves for feet, stands before you. Flame shoots out from its nostrils, and it carries a whip in one hand and a flaming sword in the other. Now you must fight the vile Fire Demon.

FIRE DEMON

SKILL 10

STAMINA 10

The Fire Demon does not only attack with its flaming sword. Throw one extra die every Attack Round. On a roll of 1 or 2, the fire from its nostrils will burn you for 2 points of damage to your STAMINA. On a roll of 3 or 4, its whip will lash you for 1 point of damage to your STAMINA. On a roll of 5 or 6, both the shooting flame and the whip will miss you. If you win, turn to 303.



128

You step on a flagstone which activates the cross-bow. The bolt flies down the narrow tunnel and thuds into your body. Roll one die. If you roll 1, turn to 382. If you roll 2 or 3, turn to 145. If you roll 4, 5 or 6, turn to 39.



129

The tunnel extends only twenty metres before it ends at the edge of a dark pit. You drop a stone down the pit and hear it hit the bottom a few seconds later. The sides of the pit are too smooth to climb down and it would be foolish to jump down. If you are carrying a climbing rope over your shoulder and wish to climb down the pit using that, turn to 264. If you do not wish to climb down the pit or are unable to do so, you must walk back along the tunnel and past the last T-junction (turn to 351).

130

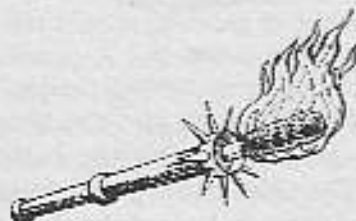
As you fell down the steps, the dagger cut into your back. Lose 2 more STAMINA points. You groan and rub your bruised limbs before climbing back up the steps. Once again, you leap over the red steps, only this time with more effort. By the time you reach the top of the steps, you are panting quite heavily. Turn to 141.

131

Just as you begin to swing the ball and chain, one of the other combatants steps up behind you swinging his weapon. *Test your Luck*. If you are Lucky, turn to 148. If you are Unlucky, turn to 210.

132

Trying to avoid the thrashing tongue, you slip on the wet steps and fall over. *Test your Luck*. If you are Lucky, turn to 271. If you are Unlucky, turn to 38.



133

Looking down the tunnel, you see that there is an opening in the left-hand wall. Suddenly you see a small head peer out from around the corner and, judging by its height off the ground, you deduce that it is the small humanoid again. You call out and give chase, but by the time you have rounded the corner, he is nowhere to be seen. You decide to walk quickly down the new branch of the tunnel in the hope of seeing the humanoid again. Turn to 287.

134

The Trialmaster is anticipating your over-eager move and blocks your blow with ease. He steps quickly to the side and thrusts his pole upwards at your throat. Roll two dice. If the total is the same as or less than your SKILL score, turn to 181. If the total is greater than your SKILL score, turn to 308.

135

At the moment, the potion is rich with healing properties. Add 4 STAMINA points. Finding no other exit from the room, you walk back down the tunnel and on past the T-junction. Turn to 232.

136

When all the races are finished and the survivors are back in their cells, you discover that the bald man does not return; now there are only three others left in your cell. Although exhausted, you find it difficult to fall asleep: your mind is occupied with what challenge the next day will bring. In the morning you are fed, and then one by one the slaves are led away to the arena. Eventually your turn comes and when you reach the door to the arena, you are told to choose weapons – broadsword and shield, or trident and net. Make your choice and turn to 275.



137

You tread on the snake's tail and it strikes quickly at you with its venomous fangs, which sink deep into your calf. Lose 4 STAMINA points. You use your sword to lance the wound to draw out the poisoned blood. If the poison does not kill you, you decide to hobble out of the cave and back to the illuminated tunnel: turn to 161.

138

Up ahead, you see a ladder which leads through a hole in the ceiling. If you wish to climb the ladder, turn to 46. If you would rather keep on walking, turn to 361.

139

The Orcs are unarmed, having just thrown their last dagger at the rat. On seeing you, they growl in anger and grab their swords to attack.

SKILL STAMINA

First ORC	6	5
Second ORC	6	6

Fight them one at a time in the small room. If you win, turn to 295.



140

The leaping Trialmaster tries to deflect your blow with his feet, but you sidestep and strike him in the ribs as he lands. You let out a victory cry, delighted with your triumph against the odds in ritual combat. Turn to 362.

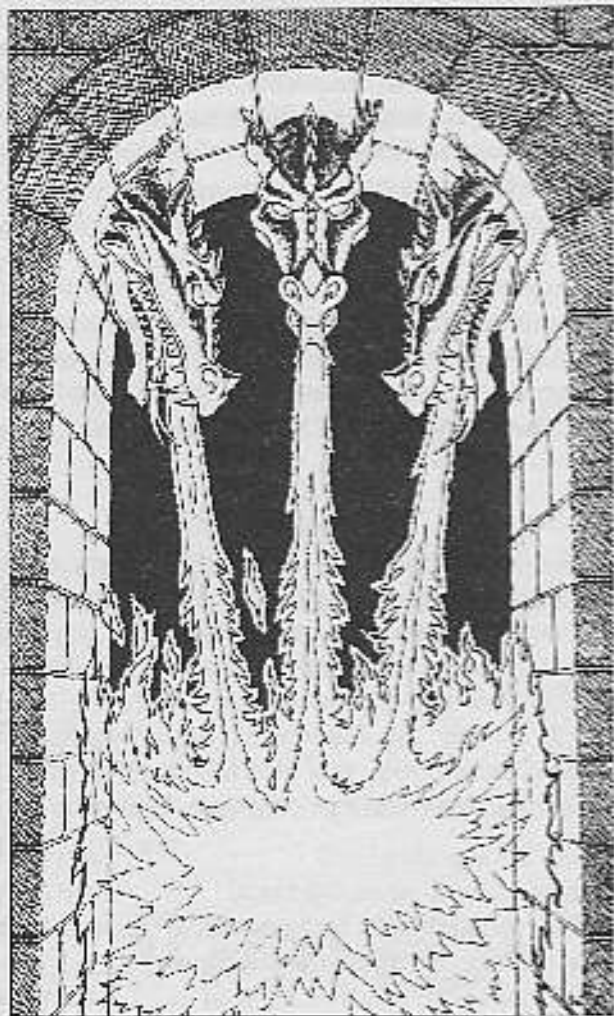
141

You walk through a stone arch into a level tunnel. After walking some thirty metres, you come across a row of clay urns, each the same size and pattern, lined against the right-hand wall. If you wish to look inside the urns, turn to 208. If you would rather walk on, turn to 69.

142

You decide to add your own ingredients to the witch's brew by dropping the Vampire Bats into the cauldron in the hope of poisoning her. You look around the room and find a polished wooden box with a face carved into it – a face which you recognize. It is that of the dwarf who entered the dungeon before you. You also find a small phial of red dust hidden inside an old book. Will you:

Open the wooden box?	Turn to 124
Throw some dust on the floor?	Turn to 171
Put the phial in your belt pouch?	Turn to 300
Leave the room and continue along the corridor?	Turn to 346



143

The tunnel ends at an archway which is mounted with dragons' heads made of iron. Flames shoot out of their mouths continuously, making a wall of fire across the archway. If you wish to run quickly through the archway, turn to 370. If you would rather walk back down the tunnel to open the door past the T-junction, turn to 386.



144

The passage twists and turns for what seems like ages. There are no torches to light the way, and you have to walk in pitch-darkness with your arms outstretched. You hear squeaks and squeals as scurrying feet run by, and once or twice something soft brushes against your legs. But you are not afraid of small rodents, and continue resolutely. All of a sudden, your feet sink into something warm and slimy which squelches and emits a disgusting, sulphur-like smell. Two more steps and the stinking slime is above your knees. If you wish to walk further into the slime, turn to 359. If you would rather walk back along the passage, through the Tusker's cave and along the narrow tunnel, turn to 230.

145

The crossbow bolt knocks you back off your feet and you fall to the stone floor. You feel a terrible pain in your shoulder and see the bolt lodged in it. Lose 1 SKILL point and 3 STAMINA points. Gritting your teeth, you pull the bolt from your shoulder. Grimacing with the pain, you bandage your shoulder as best you can before setting off again. You turn the corner and walk on another fifty metres before coming to a door in the right-hand wall. If you wish to open the door, turn to 104. If you would rather keep on walking, turn to 20.

146

You turn the handle of the door and as soon as it opens, you are pounced upon by a large rat. Others wait to take over if the first is defeated.

	SKILL	STAMINA
First RAT	3	2
Second RAT	2	2
Third RAT	3	2
Fourth RAT	3	2
Fifth RAT	4	2

Fight the rats one at a time. As soon as you lose an Attack Round, turn to 165. If you manage to kill all the rats without losing an Attack Round, turn to 18.



147

The fourth urn is empty and the fifth urn is half-filled with dried flowers and grasses. If you wish to empty the urn out on to the floor, turn to 241. If you would rather walk on, turn to 69.



148

You make first contact and your unseen opponent cries out in pain as the spiked ball slams into his shoulder. But you do not hear him fall. You turn your head, listening intently for another grunt or groan. The man bites his lip and makes no sound. If you wish to stay where you are and continue swinging the ball and chain, turn to 159. If you wish to step to your left, turn to 120.

149

One blow from your sword cuts the rope in two. The wooden box crashes to the floor and breaks apart. Lying inside the broken box you find two brass hands from a clock. Hoping that they might be of use to you, you place them inside your leather pouch and walk on. Turn to 388.

150

The tunnel continues another thirty metres before turning sharply to the left. On rounding the corner you see that there is a new branch in the right-hand wall. You are surprised to see a small humanoid suddenly pop his head out from the new branch, but when he sees you, he quickly retracts it. You call out and give chase, but by the time you reach the corner, he is nowhere to be seen. You decide to walk quickly down the new branch of the tunnel in the hope of seeing him again. Turn to 287.

151

You pull the cork from the phial with your teeth and pour the contents into your mouth. You start to cough and splutter on the red dust you have swallowed! Lose 2 STAMINA points. You realize your mistake and throw away the phial. You rummage again through your pouch and this time pull out the correct phial. Turn to 260.

152

You step warily on to the rope bridge, testing it to make sure it will bear your weight. You look around, but see nobody, so you hurry across the bridge unchallenged. Turn to 117.



153

You clear the red steps, but miss the step you had intended to land on. You fall heavily on the stone steps and roll over and over to the bottom. Lose 2 STAMINA points. If you have a dagger tucked in your belt, turn to 130. If you are without a dagger, turn to 284.



154

Somehow you manage to miss the large target and the spear flies harmlessly past the Giant Centipede. You curse and draw your sword to attack the giant monster.

GIANT CENTIPEDE SKILL 9 STAMINA 7

If you win, turn to 2.

155

You see in the right-hand wall a small recess in which two candles are burning on either side of a pewter plate. An assortment of nuts and dried berries are piled high on the plate and look very tempting. If you wish to eat some of the nuts and berries, turn to 119. If you would rather walk on, turn to 288.



156

The door opens into a narrow, gloomy corridor at the end of which you see a stone plinth with a large glass dome resting on top of it. Four black candles are burning on each of the corners of the plinth, illuminating the dome with an eerie glow. As you approach, you see that there is a tiny man trapped inside the dome, jumping up and down, trying to attract your attention. The man is no more than half a metre tall and is wearing tight-fitting black hose. You notice that his ears are pointed and that he has a wispy grey beard. He gestures to you to lift the glass dome. If you decide to do as the man bids you, turn to 199. If you would rather walk back down the corridor and return to the tunnel, turn to 222.

157

There seems to be a pattern to one of the runes, so you set about trying to translate the message. Roll one die. If you roll 1-4, turn to 312. If you roll 5 or 6, turn to 344.

158

Pulling down on the lever does not halt the steady movement of the walls closing in. You try pulling another lever, but they are all locked in position. You try wedging your sword between the walls, but it quickly snaps, and moments later you are crushed to death.

159

You decide to crouch down and swing low, hoping your opponent will swing his weapon over your head. *Test your Luck.* If you are Lucky, turn to 17. If you are Unlucky, turn to 102.

160

You just manage to hold on to the wall as the wind gusts all around. Stones and debris are picked up and carried along, but the whirlwind passes and you remain unscathed. When all is quiet, you set off once again. Turn to 195.

161

The tunnel turns right after another thirty metres and you soon come to a doorway in the left-hand wall. If you wish to open the door, turn to 197. If you would rather walk on, turn to 378.

162

You soon come to the edge of a pit which looks too wide for you to jump across. If, nevertheless, you wish to take a running jump over the pit, turn to 276. If you would rather walk back up the tunnel and past the T-junction, turn to 251.

163

The door opens out into a tunnel. You look left and see nothing, but to your right you see a small humanoid running away from you. Intrigued by the being, you decide to run after him. Turn to 258.

164

You step over the unseen tripwire and continue walking, unaware of your narrow escape. Turn to 398.

165

Test your Luck. If you are Lucky, turn to 389. If you are Unlucky, turn to 322.

166

Unknown to you, there is a body lying in the sand directly in your path, and you are fortunate not to trip over as you pass by. You decide to stand still for a moment and listen. You hear the whooshing sound of a ball and chain being whirled through the air directly in front of you. Will you:

- | | |
|---|-------------|
| Stand your ground and swing your own ball and chain? | Turn to 183 |
| Step back? | Turn to 349 |
| Lie down in the sand and trip up the person who is advancing? | Turn to 316 |

167

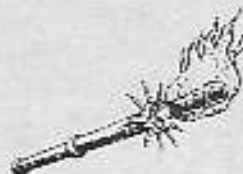
At the back of the cave you find a small dark passage which winds away into the gloom. If you wish to follow the passage, turn to 144. If you would rather walk back out into the narrow tunnel, turn to 230.





168

The door opens into a large room with a massive stone face carved into the back wall. Stone steps rise up to its huge, open mouth, and at the top of these steps you see one of the other contestants writhing in agony. A large, purple tongue like a giant snake is wrapped around the elven prince who is desperately stabbing at it with his dagger. If you wish to help the elven prince, turn to 77. If you would rather leave him and continue along the tunnel, turn to 138.



169

Your modified defence is rendered useless by the lightning speed with which the Trialmaster attacks. The bamboo pole thumps into your ribs and you realize that all is lost. Turn to 72.

170

The Xoroo's frantic clicking noises must certainly have warned others in the colony. But if you wish to stay and search the chamber, turn to 213. If you would rather climb through the hole and back into the tunnel, turn to 155.

171

Emulating the old crone, you sprinkle some of the red dust on the floor. Smoke rises up, and you feel as if you are spinning in a black void. Seconds later, you find yourself standing in a small, empty room. There is an iron door which is locked and has no handle. You are trapped and there is no escape. The best you can hope is that Baron Sukumvit's servants will find you before you starve to death. Alas, they don't.

172

Although your leg is bleeding and painful, at least it is not broken. Once again, the axe rises into the air and swings down. Turn to 296.

173

The gas is not toxic and soon drifts harmlessly away. You pick up the clay pot and throw it against the wall. This time it shatters and something shiny falls on to the floor among the fragments of clay. You look down and see a gold ring, which you pick up and drop into your belt pouch. Finding nothing else of interest in the cold room, you decide which way to head. If you wish to go into the cave, turn to 307. If you would rather return to the tunnel, turn to 150.



174

The tunnel turns sharply to the left and then doubles back on itself. You walk along it for fifty metres before coming to a wooden door. The lower jaw-bone of a dog is mounted crudely above the door. If you wish to open the door, turn to 26. If you would rather walk on, turn to 379.



175

You allow yourself a faint smile, as you have chosen a good weapon with which to fight your adversary. Edged weapons cause little damage to the iron-like hide of a Bonecrusher. There is only one way to slay a Bonecrusher and that is to make it fall to the ground, whereupon its delicate balance will be totally destroyed, and it will be impossible for the Bonecrusher to get to its feet again. You move forward cautiously to snare it with your weighted net. Roll one die. If the number rolled is 1-3, turn to 31. If the number rolled is 4-6, turn to 189.

176

'Incredible!' says the old wizard. 'Who would have thought it possible? Never mind, stand up and follow me.' He leads you through a doorway into another room, which has bare stone walls and is empty except for a long-case clock standing against one of the walls. You notice that there are no hands on the clock face. On the wall opposite the clock there are four levers numbered 3, 6, 9 and 12. The wizard mutters a few unintelligible words to his familiar, which then flies off his shoulder and begins to circle over your head. You watch as the creature grows steadily bigger until it has a two-metre wingspan. 'Now I must leave you to fend for yourself,' says Lexus as he leaves the room, locking the door behind him. As soon as he is gone, the Fire Imp swoops down to attack you, spitting fire.

FIRE IMP

SKILL 9 STAMINA 4

If you win, turn to 127.

177

The tunnel eventually ends at a T-junction. Looking both left and right you see nothing of interest apart from a door some way down to your left. If you wish to go left, turn to 68. If you wish to go right, turn to 227.



178

The chaos champion is predictably enraged by your refusal to give him what he wants. With his legs astride, he starts to swing his spiked mace through the air. Turn to 247.

179

Slowly you reach further into the hole until your fingers touch two buttons, one with the number 1 stamped into it, and the other bearing the number 2. If you wish to press button number 1, turn to 12. If you wish to press button number 2, turn to 214.

180

There is a leather bag on the chaos champion's belt. Inside the bag you find a piece of paper with 'Set two, 358' scrawled on it in black ink. You also find a small ivory box with a skull painted on the lid. If you wish to open the box, turn to 282. If you would rather leave it in the bag and walk on up the tunnel, turn to 44.

181

You react quickly and block the thrusting pole. You both jump back and circle each other warily. If you wish to feign a move to the left and then dive in low to trip up the Trialmaster, turn to 223. If you would rather wait for him to make the next move, turn to 204.



182

The room is empty except for a large bronze statue of a six-armed woman, dressed in decorative silk and mounted on a marble plinth. The idol is holding a brass lamp in one hand, and a curved sword in each of its other hands. White smoke drifts up from four silver pipes placed around the idol. If you wish to take the lamp, turn to 311. If you would rather keep walking along the tunnel, turn to 109.

183

Test your Luck. If you are Lucky, turn to 218. If you are Unlucky, turn to 387.

184

The dry salted beef is tough yet tasty. You chew on it and swallow it in big lumps, so great is your hunger. Add 4 STAMINA points. Eventually you feel as though you have eaten enough. If you have not done so already, you may eat the loaf (turn to 57). Otherwise there is nothing else you can do except climb back up the stairs (turn to 305).

185

Gripping your sword tightly, you step boldly towards the Zombies. You manage to chop down two of them, but the relentless barrage of clawed hands slashing at your body finally wears you down. You fall under the sheer weight of numbers, your body crushed and torn. For you the trial is over.

The old crone looks up, cackles an evil laugh and then throws some dust on the floor. A cloud of smoke rises up and the old witch vanishes. Suddenly there is movement above you, and you have just enough time to draw your sword as two Vampire Bats swoop down to attack.

	SKILL	STAMINA
First VAMPIRE BAT	5	5
Second VAMPIRE BAT	5	4

Fight the bats one at a time. However, while you are fighting the first Vampire Bat, the second will cling to your back and suck blood from your neck. Lose 1 additional STAMINA point during every Attack Round with the first Vampire Bat. If you win, turn to 142.

You pick up the shield carefully, making sure you do not move the chair just in case there is a trap. You place the shield on your arm, and are well satisfied with your new piece of armour. Add 1 SKILL point. Will you now:

- Take the winged helmet? Turn to 126
- Try to decipher the runes on the door? Turn to 157
- Open the door and leave the room? Turn to 221



There is a large crowd gathered at the exit to the dungeon. When they see you appear, they can hardly believe their eyes and burst into rapturous applause, cheering at the tops of their voices. A message is sent to Baron Sukumvit, who was not expecting anyone to emerge from the killer labyrinth. But you notice Lord Carnuss standing expressionless in the crowd, surrounded by his guards. Hate wells up inside you, but you are too exhausted to think about avenging the slaves of Blood Island just yet. Two men run forward and lift you on to their shoulders and carry you to the town square where the victor's ceremony is to take place. You are carried up a platform and set down on a cushioned chair, while various servants tend to you, bandaging your wounds and giving you special healing potions to drink. Add 2 SKILL points and 6 STAMINA points. At last Baron Sukumvit appears to make the presentation of 20,000 Gold Pieces. You stand up to receive the prize, but Lord Carnuss climbs up the steps of the platform to intervene. Looking surprised, Baron Sukumvit asks why his hated brother has come to Fang. In a voice full of contempt, Carnuss replies, 'Because the warrior standing before you is my slave and is representing me. I will take the prize, if you don't mind!' Baron Sukumvit turns to you and says, 'This year, there is an additional gift for the victor - any one wish will be granted. Warrior, what is your wish?' Your chance has come and you answer that it is your wish to fight Lord Carnuss and avenge the slaves who

died on Blood Island. Lord Carnuss tries to refuse the challenge, but the screaming crowd starts to boo and will not let him leave the platform. He turns to face you, draws his sword and says, "So be it!"

LORD CARNUSS SKILL 10 STAMINA 10

If you win, turn to 400.

189

Your throw is on target, and lands on top of the near-sighted Bonecrusher. As it thrashes around, it becomes more and more entangled and lets out an enraged howl. Before it can break free, you tug hard and pull the beast to the ground. The Bonecrusher lies helpless and defeated. Panting with relief, you are taken back to your cell. Turn to 113.

190

From a cave entrance in the left-hand wall, you can hear the sound of grunting. The entrance is low down, and you will have to stoop to enter. If you wish to enter the cave, turn to 279. If you would rather continue walking along the narrow tunnel, turn to 230.

191

You cut yourself free and swim as fast as you can towards the rock, spurred on by the magical song. But you are swimming to your doom. With your arms hanging at your sides in heedless submission, you smile as the long knife plunges into your chest.

192

One of the Orcs turns and throws his dagger at you. At close range he does not miss. Lose 2 STAMINA points. You pull the dagger from your arm and step forward to attack the Orcs who are now brandishing swords.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	6

Fight them one at a time in the small room. If you win, turn to 295.

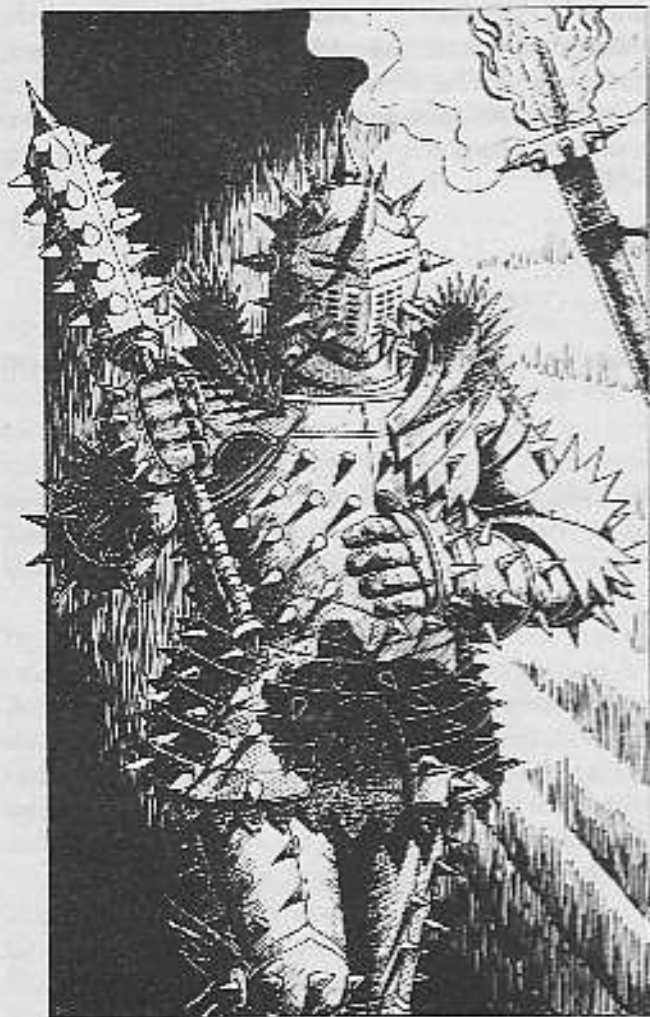
193

You hold your nose and run off down the tunnel as fast as you can, expecting to hear the hissing sound of escaping gas. But you do not hear anything and are able to continue unharmed. Turn to 23.

194

You carefully lift the lid of the chest with your sword and find that the chest contains small parcels of vegetables and rice wrapped in palm leaves. You realize that you are very hungry and are tempted by the food. If you decide to eat, turn to 366. If you would rather walk on without eating, turn to 47.





195

A figure ahead of you turns and slowly walks towards you. As he steps under a torch, you recognize the person clad in dark, spiked armour. One of the other contestants, the chaos champion, is advancing towards you, wielding a two-handed spiked mace. Will you:

- | | |
|--|-------------|
| Defend yourself with your sword? | Turn to 247 |
| Throw a dagger at your adversary
(if you have one)? | Turn to 6 |
| Try to talk to him? | Turn to 112 |

196

You jump to your feet and listen intently for other opponents. Hearing nothing, you step warily to the left. Turn to 120.

197

As soon as you touch the door-handle, a shock runs through your body. You manage to pull your hand away, although it is shaking uncontrollably. Lose 2 STAMINA points. At last the tremors subside, but you decide against trying the door again, and you walk on. Turn to 378.

198

The dried flowers and grasses are used as a nest by a poisonous red-back spider. But luckily you see it crawling up the stem of a poppy and crush it underfoot. There is nothing else hidden in the flowers and grasses, and you walk on up the tunnel. Turn to 69.

199

As soon as you lift the dome, the candles are extinguished and the corridor is plunged into darkness. You hear laughter echoing down the corridor before your head starts to spin and you lose consciousness. You have been tricked by a Black Imp, who has now run off with all the contents of the pouch on your belt. Make the necessary deductions on your *Adventure Sheet* and also lose 1 LUCK point. When you finally come round, the Imp is nowhere to be seen, so you return to the tunnel and carry on. Turn to 222.

200

The Trialmaster senses your aggression and uses his magic to bombard you with the wooden blocks, which hurtle through the air towards you at high speed. All six blocks find their target and smash into your body as you try to fend them off with your hands. Roll one die and deduct the number from your STAMINA score. If you survive the battering, you decide to call out to Noy and tell him that you will obey him. The wooden blocks immediately fly away and hover again in a circle around the Trialmaster. Turn to 369.

201

As soon as you have eaten a few mouthfuls of the food, you begin to feel sick. Not only is the food rotten, it is also infected with Flesh Grub eggs which will soon hatch out and begin to burrow their way out of your stomach. Now you know why the Hill

Troll was punching the wall: it was because of pain, not anger. All you have to look forward to is a slow and agonizing death. Your morale is low as you realize that even if you manage to escape from the dungeon, death awaits you. Lose 2 SKILL points and 2 LUCK points. Also deduct 1 STAMINA point each time you turn to a new reference. Cursing your bad luck, you walk on, clutching your stomach. Turn to 211.

202

Your ankle is only twisted and not sprained, and you force yourself to run hard, ignoring the pain. You think you will never catch the others up, when suddenly one of them drops to the floor. It is the dwarf, and he never moves again. The race is halted and you are all led back to your cells, while the dwarf is carried away before the start of the next race. Turn to 136.

203

You cover your ears and scream at the top of your voice to shut out the Siren's song. You run through the cave and into the tunnel beyond. Turn to 21.

204

The agile old man strides nimbly towards you with the bamboo pole held to one side. You cannot tell whether he is going to bring the pole down over his head and strike at your head, or sideswipe you in the ribs. If you wish to anticipate a strike to the head, turn to 111. If you wish to defend your ribs, turn to 32.



205

The instant you lift off the top of the skull, you are thrown back by a blast of cold air. The air has a misty trail to it and begins to circle the cave at high speed. Suddenly all the bones in the cave start to rattle. Some start to move across the floor and group together. They begin to rise off the floor and take the rough shape of a skeleton. You watch transfixed as the small whirlwind shoots inside the eye-sockets of the skull. With horror you realize that you have released the undead spirit of a Bone Devil. If you are wearing a medallion, turn to 63. If you are not wearing a medallion, turn to 384.

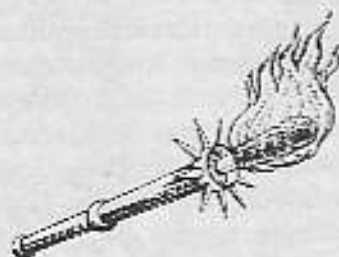


206

The heavy breastplate weighs you down as you leap to clear the steps. Roll two dice. If the total is the same as or less than your SKILL score, turn to 342. If the total is greater than your SKILL score, turn to 153.

207

As you struggle to unlock the door, you do not see the pointed finger of the first skeleton move. A bolt of energy shoots out from the finger and slams into your back, killing you instantly.



208

The first urn is empty, as is the second, but the third one contains a purple cloak. Will you:

Put on the cloak?

Look in the fourth and fifth urns?

Leave the urns and walk on?

Turn to 53

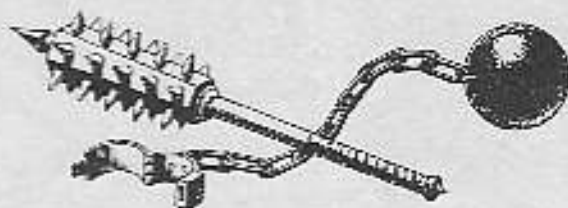
Turn to 147

Turn to 69



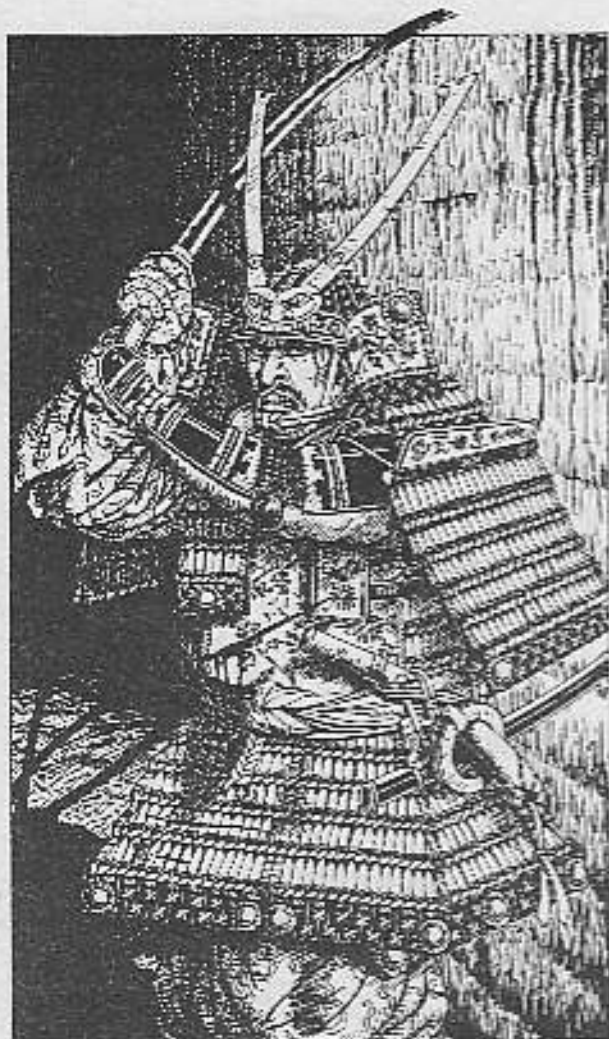
209

You open the horse's saddlebag and find a mirror and a wooden whistle. You slip them inside your pouch and continue along the tunnel. It soon ends at a T-junction. If you wish to go left, turn to 129. If you wish to go right, turn to 351.



210

You cry out in pain as your opponent's spiked ball slams into your arm. Roll one die. If you roll 1-3, turn to 380. If you roll 4-6, turn to 393.



211

After another thirty metres, the tunnel comes to a dead end. There is no sign of a secret passage, so you turn around and are surprised to see another of the contestants stalking you. It is the eastern warlord, his torn battledress stained red with blood. Intent on murder, with his sword raised high, he steps swiftly and surely towards you.

EASTERN WARLORD SKILL 10 STAMINA 9

If you win, turn to 354.

212

The hideous-looking woman reaches under the cushions she is sitting on and then tosses an iron gauntlet to the floor. You bend down, pick it up and slip it on to your right hand. Pain immediately grips your hand and quickly spreads throughout your body. You feel as though you are being crushed by a giant vice and you begin to scream in terror. Roll three dice. If the total is the same as or less than your SKILL score, turn to 15. If the total is greater than your SKILL score, turn to 80.

213

You find a carved bone horn on the floor. If you wish to blow it, turn to 259. If you would rather sling it around your neck and climb back through the hole to the tunnel, turn to 155.

214

Your mind goes blank immediately, and when you regain your senses, you find yourself at the entrance to the dungeon. The crowd sees you and starts to jeer and hiss. They rush forward hurling stones. Roll one die and deduct the number from your STAMINA score. Realizing what is happening, you turn and run back into the dungeon, past the door on your left, to the T-junction. If you wish to head left, turn to 229. If you wish to go right, turn to 304.

215

It takes about twenty minutes to clear the rocks away. Eventually you turn the handle of the door and shove on it with your shoulder. The rusty old door creaks open and you find yourself standing in a disused tunnel. The air is dank and musty and you cannot see far into the gloom. But as your eyes become accustomed to the dark, you can see that there is no way forward, as the roof of the tunnel has caved in. On the back of the door there are words and numbers written in chalk, but it is too dark to see them properly. If you wish to fetch a torch from the main tunnel so that you can see to read the words and numbers, turn to 394. If you would rather forget about the derelict tunnel and walk to the door on the other side of the T-junction, turn to 375.

216

You land heavily on the floor of the pit, narrowly missing a sharpened stake sticking up from the

floor. Your ankle is badly sprained, but luckily no bones are broken. Lose 1 SKILL point and 1 STAMINA point. You look up and see the Liche Queen glaring down at you. She drops down into the pit something which clatters on to the floor. It is an iron gauntlet and you realize that there is no escaping the Liche Queen's challenge. The sides of the pit are rough enough for you to be able to climb up. When you reach the top, the Liche Queen commands you to put on the gauntlet, which you brought up with you. You realize that there is no alternative. As soon as your hand slips into the gauntlet, it is gripped by terrible pain, which soon spreads throughout your body. You feel as though you are being crushed by a giant vice, and you begin to scream in agonized terror. Roll three dice. If the total is the same as or less than your SKILL score, turn to 15. If the total is greater than your SKILL score, turn to 80.

217

You step over the dog, reach up to the shelf and take the box. You prise it open with your sword and find a copper bracelet inside. If you wish to place the bracelet on your wrist, turn to 317. If you would rather leave the room without it and continue along the tunnel, turn to 379.

218

Your spiked ball finds its mark and crashes into the temple of your unfortunate opponent. He drops to the ground and does not stir again. Listening intently, you step warily to the left. Turn to 120.



219

The temperature inside the derelict room is much lower than in the tunnel. You begin to shiver as soon as you step into the room, and you can see your breath hanging in clouds in the cold air. In the far wall of the room you see a large tunnel entrance from which you can hear the sound of slow footsteps coming towards you and a long, low hissing sound. You stand your ground, sword in hand, as a hideous beast enters the room. It has a bloated green stomach, like that of a huge toad, and a grotesque, misshapen head supported by a blubbery neck. It has a circular, extended mouth, whose fat purple lips surround rows of sharp teeth: the beast slices its prey and then sucks the innards out. Fresh intestines are the delicacy of the Coldclaw, and it intends to eat yours as punishment for entering its lair.

COLDCLAW

SKILL 10 STAMINA 11

As the vile beast lumbers towards you, the temperature appears to drop even further. Reduce your SKILL score by 1 for this combat only. If you win, turn to 252.

220

You shout out the wizard's name at the top of your voice, but get no reply. In the meantime, the walls close in more and more, and now they are no more than four metres apart. In desperation you decide to pull one of the levers. Turn to 48.

221

You enter another room and are surprised by what you see: turn to 3.

222

Further along the tunnel, you stumble upon a pile of rocks. Something underneath the rocks catches the light and sparkles. Carefully, you remove some of the rocks until you can see what is hidden underneath. It is a broadsword, finely honed and perfectly balanced. If you wish to use it instead of your own sword, turn to 240. If you would rather leave it where it lies and continue your walk, turn to 7.



223

The Trialmaster is a skilled fighter, and anticipates your every move. But he is surprised by your swiftness and has to jump up to avoid your pole. His SKILL score is 8. Roll two dice. If the total is the same as or less than his SKILL score, turn to 40. If the total is greater than his SKILL score, turn to 256.

224

The silver box is very ornate, the work of a master silversmith. But it has been placed here for a purpose. It is a life-draining box and in less than two minutes your fate is the same as that of the goblin.

225

You do not see the ogre's leg, and you trip over it and fall headlong in the sand. You jump up quickly and have to run as fast as you can to catch up with the pack. Lose 2 STAMINA points. Round and round the arena you run, gritting your teeth harder each time you jump over the burning coals. After twenty minutes, nobody has been left behind, so one of the northmen decides to sprint away, forcing everyone to accelerate. Throw two dice, adding 3 to the total if you were flogged by the guards. If the total is the same as or less than your SKILL score, turn to 360. If the total is higher than your SKILL score, turn to 250.

226

You fall well short of the other side of the pit and plummet to your death some twenty metres below. Unseen mouths make light work of devouring your broken body.



227

You soon arrive at a cave entrance in the left-hand wall of the tunnel. You peer inside but it is too dark to see very far into the cave. Suddenly you hear a high-pitched cry for help from deep within. If you wish to enter in order to investigate, turn to 37. If you would rather keep walking along the tunnel, turn to 397.



228

The tunnel turns left up ahead and you hear the sound of grunting and heavy breathing coming from round the corner. You walk quietly up to the corner, peer round and see an ugly creature with long claws and sharp teeth, punching the wall in anger. It is the largest and most savage of all the Trolls, a fearsome Hill Troll. You decide to try to creep by the Troll while it is preoccupied. *Test your Luck.* If you are Lucky, turn to 381. If you are Unlucky, turn to 79.

229

After thirty metres, you notice that the ceiling has about twenty spears pointing down from holes in the rock. You look on the ground for a tripwire which may trigger them, but do not see one. If you wish to walk on, turn to 390. If you would rather retrace your steps and walk back past the T-junction, turn to 304.

230

A wind starts to blow in your face and grows stronger until you can barely stand up in the face of it. You cling desperately to a crack in the wall as a small whirlwind comes howling down the tunnel. Roll two dice. If the total is the same as or less than your SKILL score, turn to 160. If the total is greater than your SKILL score, turn to 337.

231

You are soon delirious as the poison races through your bloodstream. You slump down to your knees and fall unconscious, never to wake again.





232

The tunnel curves gently round to the right until you reach two stone archways. A hunchbacked man dressed in ragged clothing is sitting on a stool between the arches, sharpening a stick. He looks surprised to see you and says, 'Well, I didn't expect anyone to get this far. You are nearly through the dungeon. Just take the tunnel to my left and you will reach the exit in five minutes.' If you wish to take the hunchback's advice, turn to 291. If you would rather walk under the archway to his right, turn to 28.

233

The boots fit perfectly, and when you walk about the cave in them, you feel nimble and sure-footed. You are wearing eleven Boots of Speed. Add 1 SKILL point. If you wish to rummage around for something else, turn to 272. If you wish to walk back to the tunnel, turn to 150.

234

The Bloodworm's head darts forward as it tries to sink its mouth hooks into your flesh to suck your blood. But you step deftly to one side, at the same time bringing your sword down on the extended body. The stricken Bloodworm rears up and attempts to hook you again.

BLOODWORM**SKILL 4****STAMINA 4**

If you lose any Attack Rounds, you will automatically lose 2 STAMINA points every Attack Round thereafter, whether or not you win it, due to loss of blood. If you win, turn to 123.

235

The door opens into an empty room. You enter the room cautiously and, as you do so, the door swings slowly shut behind you. You search the room for a secret passageway, but find no sign of one. To your surprise, the door is not locked and you are able to walk out into the tunnel. However, you do not know that you entered a room of teleportation, and are in a different tunnel from the one you were walking along previously. Unaware of your teleportation, you walk on down the tunnel. Turn to 378.

236

You dive under the water and swim away from the rock out of earshot of the Siren. You cover your ears as you surface by the shore and run through the cave into the tunnel beyond to escape the dreaded Siren. Turn to 21.

237

You slump back against the cell wall after the fierce fight with the easterner, and fall asleep from exhaustion. When all the survivors are assembled in the arena in the morning, there are only twelve of you left. The first test of the day involves a deadly machine; you will need lightning reactions and steel nerves to survive it. It is made of a pole fixed to a heavy base. Two sharp blades stick out from either side of the pole, one at head height and one at ankle height. One of the slaves is made to stand by the pole, which is promptly spun around by one of the

guards. The slave alternately has to duck under one blade and jump over the other to avoid being badly cut. Your turn comes last and there are nine survivors so far, the two others having had their throats cut. You stand by the pole, adrenalin pumping through your veins. The guard spins the pole and you start to jump and duck. Roll two dice. If the total is the same as or less than your SKILL score, turn to 94. If the total is greater than your SKILL score, turn to 324.

238

Remembering the disappearance of the old crone who sprinkled dust on the floor, you decide to try to do the same in a desperate attempt to escape. You uncork the phial and empty the contents on to the floor. Smoke rises up and you feel suddenly as though you are spinning in a black void. Seconds later, you find yourself standing in a small, empty room. There is an iron door which is locked and has no handle. If you possess an iron key, turn to 125. If you do not have a key, turn to 266.



239

You thrust your right arm forward in an attempt to strike the Trialmaster's neck. He tries to counter your blow by bringing his pole up quickly across his body. His SKILL score is 8. Roll two dice. If the total is the same as or less than his SKILL score, turn to 248. If the total is greater than his SKILL score, turn to 298.



240

The broadsword is an excellent weapon made by a famous armorer; it is also magical. Cutting the mighty blade through the air, you continue your quest. Turn to 7.

241

After emptying the urn, you begin to sift through the flowers and grasses. *Test your Luck.* If you are Lucky, turn to 198. If you are Unlucky, turn to 33.

242

The floor of the room suddenly jolts, and then starts to rise slowly upwards. It makes a continuous grating noise and you begin to panic as the floor nears the ceiling. You are soon forced to lie down and you try wedging your sword between the floor and ceiling. However, it snaps like a twig, and less than a minute later you are crushed to death.

243

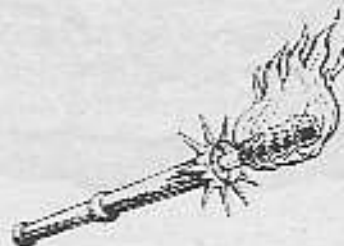
You drop knee-deep into the thick, brown sludge. The dark brown body of the Bloodworm is about eight metres long, and is coiled round inside its stinking lair. You poke around in the sludge with your sword and come into contact with something solid. You reach down and pick up a corked bottle. You wipe off the sludge and see that it is made of dark green glass. There is a piece of paper inside the bottle which reads, 'There is a door behind the pile of stones.' It makes no sense to you, but you make a mental note of it. Finding nothing else of use, you climb out of the lair and carry on walking along the tunnel. Turn to 174.

244

You hurriedly aim the spear and hurl it at the giant monster. Roll two dice. If the total is the same as or less than your SKILL score, turn to 290. If the total is greater than your SKILL score, turn to 154.

245

In the confined space of the stone mouth, you manage to keep your balance. Turn to 8.





246

As soon as you open the door, you are met by a blast of warm air. For a second you think it is a trap, until you see a huge fire burning under a simmering cauldron in the centre of the small room. An old woman is dropping rats, slugs, maggots and centipedes into the cauldron and appears to be enjoying herself. If you wish to enter the room, turn to 186. If you would rather close the door and continue along the tunnel, turn to 346.

247

The ravening chaos champion is a natural fighting-machine, trained since birth to kill. His battle-cry echoes down the tunnel as he works himself up into a frenzy for combat.

CHAOS CHAMPION SKILL 11 STAMINA 12

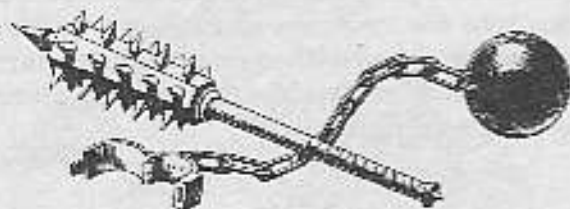
If you win, turn to 180.

248

The Trialmaster reacts quickly and blocks your thrusting pole. Sweat breaks out on his forehead as the Trialmaster realizes that you are a better lighter than he originally thought. Making the most of your psychological advantage, you step forward to strike again. If you wish to execute a body blow, turn to 320. If you wish to make an overhead strike, turn to 385.

249

The old wizard smiles and says, 'Well done! And now the next three, please.' If you know the second sequence of numbers, turn to that reference. If you do not know it, turn to 286.



250

The weight of the rocks is steadily weakening you, and when you next jump the burning coals, you twist your ankle on landing and fall over into the sand. You watch the others race ahead as you pick yourself up. They are more than half a circuit ahead by the time you limp after them, trying to catch them up. Roll one die. If the number rolled is 1-5, turn to 86. If the number rolled is 6, turn to 202.

251

There is an archway in the left-hand wall through which you see a brass bell mounted on the wall at the end of a narrow corridor. If you wish to ring the bell, turn to 90. If you would rather continue straight on, turn to 333.

252

The room has long been abandoned to the Cold-claw, whose cave opens into it. The few pieces of furniture that are left are broken and scattered about the room, and a thick layer of grey dust covers everything. In a pile of rubble in a corner of the room, you find an old clay pot with a wax-sealed top. Will you:

Break open the pot?

Turn to 115

Walk into the cave?

Turn to 307

Leave the room and walk on up the tunnel?

Turn to 150

253

Your leg is not only bleeding and painful, but also broken. Lose 4 SKILL points. Once again the wild axe rises up and swings down, but thankfully it embeds itself in the wooden block. You are able to let go of the handle and tend your broken leg as best you can. Luckily it is only fractured and you cut a splint from the wooden block and bind it to your leg. Although you are now at a considerable disadvantage, you will be able to continue. If you wish to cut the rope with your sword, turn to 149. If you would rather limp along the tunnel, turn to 388.



254

Try as hard as you might, you are unable to free yourself from the sticky strands of the tough web. Again the spider bites you. Lose 2 STAMINA points. Roll two dice. If the total is the same as or less than your SKILL score, turn to 108. If the total is greater than your SKILL score, turn to 293.

255

You curse as your net once again floats harmlessly to the ground. Lose 1 LUCK point. Roll two dice. If the total is the same as or less than your SKILL score, turn to 66. If the total is greater than your SKILL score, turn to 334.

256

The old man attempts a backward somersault to escape, but lands awkwardly. Seizing your opportunity, you follow through with a lunge to his ribs. You find your target and shout for joy. You have scored a surprising victory against the skilful Trial-master. Turn to 362.

257

Pulling down on the lever does not halt the steady movement of the walls closing in. You try pulling down on another lever, but they are all locked in position. You try wedging your sword between the walls, but it quickly snaps, and moments later you are crushed to death.

258

The humanoid disappears around a corner, and by the time you turn the right-hand bend he is nowhere to be seen. You carry on down the tunnel until you come to a door in the left-hand wall. If you wish to open the door, turn to 353. If you do not wish to stop, turn to 133.

259

The horn you are blowing is used by Xorooa to warn one another that danger is approaching. Four more Xorooa come scurrying into the chamber armed with short spears and javelins. They close in to avenge the fallen warrior.

SKILL STAMINA

First XOROA WARRIOR	10	10
Second XOROA WARRIOR	9	11
Third XOROA WARRIOR	10	11
Fourth XOROA WARRIOR	10	10

If you somehow manage to defeat all the Xorooa, turn to 14.

260

You uncork the phial and swallow the contents down in one. Your body immediately stops shaking as the poison is quickly neutralized. When you feel well enough to continue, you walk back along the passageway until you come to the hole in the floor. You lower yourself down through the hole and drop to the floor of the tunnel below. Turn to 315.

As the southerner drops to his knees clutching his stomach, he manages to utter a few words with his dying breath. 'Good luck in the dungeon, stranger. But if you get a chance to be alone with Carnuss, remember those of us who died in his arena.' The southerner grimaces with pain and falls silent. You vow to yourself that you will avenge your fellow slaves' deaths, and kill Lord Carnuss if you survive the deadly labyrinth of Fang. That night you are the honoured guest of Lord Carnuss and indulge yourself in your every whim. You gorge yourself on delicious food and enjoy yourself long into the night. After a week of luxurious living, you return to full fitness. Restore your STAMINA score to its *Initial* total. Then, locked in chains, you set sail with Lord Carnuss and thirty of his guards, and ten days later arrive in Fang, the venue for the annual Trial of Champions. The town is swarming with people intrigued by the trial and eager to celebrate. However, there is no time for you to enjoy the hospitality of Baron Sukumvit, as it is late in the evening of 30 April and the trial begins at dawn the next day. You spend the night in a tavern under the watchful eyes of the guards, and at dawn are led to the entrance of the deadly labyrinth. It is supported by ornately carved stone pillars depicting demons, deities and writhing serpents. You see Baron Sukumvit shaking the hands of the other contestants – a chaos champion wearing dark spiked armour, an eastern warlord in full battle costume, an elven prince and a dwarf noble. This year the prize has attracted illust-

rious contenders. You take your place alongside them, and are then asked to draw a bamboo stick from the hand of the Baron. The number 2 is etched on the stick: you are to enter the dungeon second, after the dwarf. To the cheers of the exultant onlookers, you pass between the pillars, armed only with a magnificent sword given to you by Lord Carnuss. Without a backpack, food or armour, you feel ill-prepared for the coming ordeal, but at least you have this fine sword, and a leather pouch at your belt. The sound of the crowd quickly dies away as you walk on down the dimly lit tunnel. What horrors lie before you, it is impossible to imagine, but you know that Baron Sukumvit has spent the last year modifying his deathtrap dungeon so that it is now reputedly lethal beyond comprehension. But your desire to avenge the deaths of your fellow slaves makes you determined to succeed. The tunnel leads straight ahead for fifty metres, and then you come to a doorway in the left-hand wall with a 'Keep Out' sign written on it in dried blood. You hear scratching and sniffing sounds coming from the other side of the door. If you wish to draw your sword and open the door, turn to 374. If you would rather keep walking down the tunnel, turn to 82.



262

Once again you pick up the lamp. Hoping for something wondrous to happen, you rub it vigorously. Nothing happens, but you hear something rattle inside. You take off the lid and find a gold ring inside. You drop it in your pouch, leave the room, and walk on along the tunnel. Turn to 109.

263

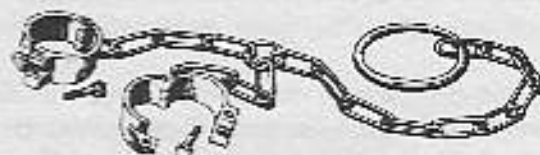
The passageway continues to twist and turn through total darkness. At last you see light shining up through a hole in the floor. Standing over the hole, you see that there is a much wider tunnel beneath you. If you wish to jump down to the tunnel below, turn to 315. If you wish to keep feeling your way along the dark passage, turn to 289.

264

You tie one end of the rope around an outcrop overhanging the pit. Gripping the rope firmly, you slide over the edge and then ease yourself down the pit until you reach the bottom. A new tunnel leads away from the pit, somewhat narrower than the tunnel above. If you wish to follow the new tunnel, leaving your rope behind, turn to 190. If you would rather climb back up the rope, retrieve it, and walk back along the tunnel past the T-junction, turn to 351.

265

With a terrified grimace frozen on your face, you watch helplessly as the Bone Devil's dismembered hand appears to reach inside your chest. Death is instantaneous as your heart is plucked out for the Demon to gorge itself upon.



266

You have escaped from one prison to another. There is no exit from the room, and all you can do now is think about what might have happened had you chosen another route. The deadly dungeon's traps have claimed another challenger.

267

The Trialmaster tries to press home his advantage in attack against your continued defence. He leaps in the air in a do-or-die aerial attack. You thrust your pole upwards in a desperate attempt to strike him as he lands on top of you. Roll two dice. If the total is the same as or less than your SKILL score, turn to 140. If the total is greater than your SKILL score, turn to 274.

268

With incredible dexterity you dive at the Bonecrusher's leg, cutting your sword through the air. Your fifth blow severs the tendons behind its right knee and the Bonecrusher crashes helplessly to the ground. Panting heavily with fatigue and relief, you are taken back to your cell. Turn to 113.

269

The wild axe swings down again and this time it sinks into your leg. Lose 2 STAMINA points and Test your Luck. If you are Lucky, turn to 172. If you are Unlucky, turn to 253.

270

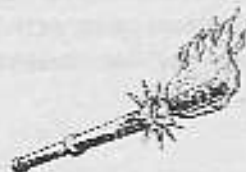
Gripping your sword with both hands, you step forward to attack the monster.

GIANT CENTIPEDE SKILL 9 STAMINA 7

If you win, turn to 2.

271

You land on the steps without injuring yourself and jump up to rejoin the fight against the hideous tongue. Turn to 8.



272

In a dark recess in the cave, you find a large skull which has been painted gold. The eye-sockets and nose-holes have been sealed, as has the mouth. A section of the top of the skull has been cut off, replaced and painted over. If you wish to lift the top of the skull, turn to 205. If you would rather leave the cave and continue your walk along the tunnel, turn to 150.



273

At the moment, the potion is harmful to your health. Lose 4 STAMINA points. Finding no other exit from the room, you walk back down the tunnel and on past the T-junction. Turn to 232.

274

The leaping Trialmaster deflects your pole with his feet and strikes you on the head with his own pole. You groan in defeat and realize that all is lost. Turn to 72.



275

A guard opens the door to the arena and you step out on to the hot sand, which is now stained red with the blood of fallen combatants. Suddenly another door in the arena wall opens and out steps the dreaded Bonecrusher beast, its tough, leathery skin glistening in the sun. Its ugly head is small and houses two narrow, near-blind eyes, a flat nose and tendrils hanging over its taut mouth. Its torso, however, is massive, and its long arms are dauntingly powerful. If you are to fight it with a broadsword and shield, turn to 56. If you are to fight it with a trident and net, turn to 175.

276

You run as fast as you can down the tunnel and leap across the black void. But you fall well short of the other side of the pit and plummet to your death some twenty metres below. Unseen mouths make light work of your broken body.



277

You slump against a wall, exhausted after the fierce combat. The gauntlet's power is gone with the death of the Liche Queen and you are able to pull it off and cast it aside. But the traumatic experience has left its mark: lose 1 SKILL point. When your limbs finally stop trembling, you walk over to where the Liche Queen is lying and notice that she is wearing a gold ring on one of her bony fingers. You prise it off and drop it into your leather pouch. Slowly you walk to the door and decide which way to head. If you wish to go right, turn to 285. If you wish to go left past the T-junction, turn to 227.

278

The Trialmaster tells you to place the rings on top of the bench. Turn to 367.

279

The cave opens out, but is still quite small. There is a strong musty smell in the air, and the grunting sound appears to be coming from behind a rocky outcrop at the back of the cave. An ugly creature suddenly steps into view, its small humanoid body covered with hair. Its head resembles that of a boar, with two curved tusks protruding from its mouth. Armed with a stone club, it is obvious that the advancing Tusker is not an ally.

TUSKER

SKILL 6

STAMINA 6

Once again you are fighting for your life. If you win, turn to 339.

280

The arrow just catches the fleshy part of your shoulder. Lose 1 STAMINA point. It is not much more than a graze, which you quickly tend before continuing along the tunnel. Turn to 398.

281

Luckily the door is not locked and you are able to slam it behind you. The suit of armour hammers repeatedly on the door, but with no intelligence, it does not think to turn the handle. You turn around and are surprised at what you see in the next room. Turn to 3.



282

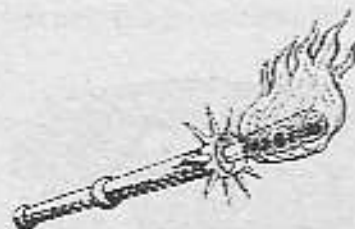
You find a gold ring wrapped up in a dirty rag inside the box. You drop the ring into your leather pouch and walk on up the tunnel. Turn to 44.

283

With a sickening crunch, the spiked ball thuds into your skull, killing you before you slump into the sand. The Arena of Death claims another victim.

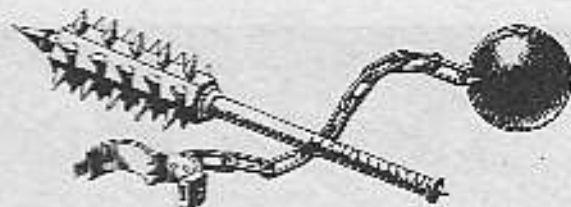
284

You stand up groaning, and rub your bruised limbs before climbing back up the steps. Once again, you leap over the red steps, only this time with more effort. By the time you reach the top of the steps, you are quite out of breath. Turn to 141.



285

Ahead in the tunnel, you see a wooden chest against the wall. You inspect it closely, but do not find any signs of a trap. If you wish to open the chest, turn to 194. If you would rather keep on walking, turn to 47.



286

Fine white strands of silk-like fibres suddenly sprout from the throne and begin to envelop you. They are so strong that you cannot move a muscle, and are soon encased, like being inside a giant cocoon. Terror grips you as you hear the wizard say goodbye. Perhaps in future years other challengers will find your mummified remains.

287

You soon reach a door in the left-hand wall of the tunnel. You listen at the door, but hear nothing. If you wish to open the door, turn to 156. If you wish to keep walking, turn to 222.





288

The tunnel soon ends at an iron doorway. It opens easily and swings shut behind you. You find yourself in a cross-tunnel, and looking left, are shocked by what you see. With vacant, hollow eyes staring from their sickly white faces, a large group of Zombies is shuffling towards you. Their clothes hang in rags and their pallid skin is scarred and peeling. The door has no handle on this side of it and there are far too many Zombies for you to take on. You have no option but to turn right. You run on ahead of the Zombies and soon arrive at the edge of a pit which looks too wide for you to jump across. The Zombies come into sight and you realize that you are trapped. If you fight the Zombies, turn to 185. If you try to jump across the pit, turn to 347.

289

As you continue to walk along, you do not see the rows of poisoned spikes which extend from the end of the passage wall. Your outstretched hands are pierced by the sharp tips of the spikes. The poison works quickly and you feel violently ill. If you possess a phial of anti-poison, turn to 87. If you do not have this item, turn to 331.

290

Your throw is perfect: the spear plunges deep into the underbelly of the Giant Centipede. It begins to thrash about on the floor, upturned, its tiny legs waving helplessly in the air. You seize your opportunity and run safely past it. Turn to 391.

291

You walk along the tunnel for about twenty metres before stepping on a loose stone. It tilts forward, triggering a section of the ceiling which falls down on top of you. There is no hope of escape from under the pile of rubble.

292

You dive at the legs of the guard and send him crashing to the floor. The soup bowls clatter on the floor as you wrestle with the guard. Before your cell-mates have a chance to follow your example, the other guard runs out of the cell and locks the door. You realize that your struggle is futile. You release the guard and stand up to await your punishment. You are led away and flogged by the guard you attacked. Lose 4 STAMINA points and 1 SKILL point. Barely conscious, you are dragged back to your cell and thrown inside. Your cell-mates do what they can to dress your wounds before you are all led away to begin your first day in the Arena of Death. Turn to 22.

293

You become weaker and weaker as you struggle to free yourself. The spider bites you once more before spinning more web around you and commencing its meal.



294

The veins on the dog's necks bulge as it strains at its leash. You close in slowly, trying to guard your exposed flesh.

TWO-HEADED DOG SKILL 6 STAMINA 5

During each Attack Round, the dog will make two attacks. Your Attack Strength must exceed the Attack Strength of both heads to win the Attack Round. If you win, turn to 217.



295

You tuck two of the daggers into your belt and begin to search the room. It contains two wooden beds, a sturdy wooden trunk, a crude table and two chairs. If you wish to open the trunk, turn to 34. If you would rather leave the room and continue along the tunnel, turn to 133.

296

The wild axe narrowly misses your legs and becomes embedded again in the wooden block. You release the handle and must swiftly decide what to do. If you wish to cut the rope with your sword, turn to 149. If you would rather walk on, turn to 388.

297

You step slowly to your left, straining your ears for the sound of movement. Suddenly there is an agonized cry and a dull thud as a body falls to the ground not far in front of you. If you wish to step further to your left, turn to 368. If you would rather stand your ground and swing the ball and chain, turn to 131.

298

Your quick thrusting counter catches the Trialmaster unawares. Your bamboo pole thumps against his neck and you let out a victory cry. You have triumphed against the odds over the skilful Trialmaster. Turn to 362.

299

You place the gold ring on the outstretched palm of the idol and walk on without incident. Turn to 23.

300

There is nothing else of interest in the room and, despite your hunger, you refrain from helping yourself to a bowl of the bubbling brew. If you now wish to open the wooden box, turn to 124. If you would rather leave the room and continue along the corridor, turn to 346.



301

Your left foot catches the tripwire which triggers an arrow from a hole in the wall. Roll one die. If you roll 1-3, turn to 83. If you roll 4 or 5, turn to 30. If you roll 6, turn to 280.

302

'You pay for your ignorance with your life,' comes the voice from the skeleton. A bolt of energy shoots out from its finger and slams into your chest, killing you instantly.



303

Expecting yet another hideous creature to rise up, you are relieved to see the Fire Demon become engulfed in its own flame and turn to ashes. You walk over to the door, as it is both locked and bolted. Suddenly the clock starts to tick loudly and the two bare walls at either end of the room start to close in, making an unnerving grating sound. Will you:

Call out to the wizard?

Turn to 220

Put the brass hands on the clock

(if you have them)?

Turn to 81

Pull a lever?

Turn to 48

304

In the distance you hear the sound of running water and soon the tunnel ends at the edge of a pit. A rope bridge straddles the pit and beyond it the tunnel continues straight on. There is a wooden box tied to the bridge and a sign above it which reads, 'Pay gold to cross.' A rope hangs down from the bridge. Peering down into the gloom of the pit, you can just make out a fast-flowing river far below. Will you:

Drop a gold object into the box and
walk across the bridge?

Turn to 27

Walk across the bridge without
paying?

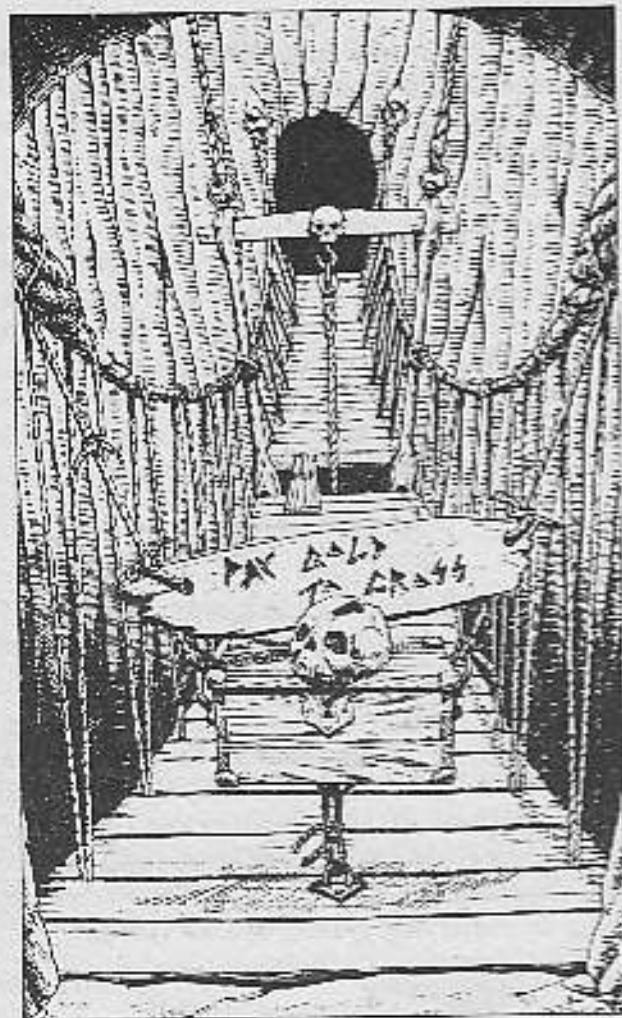
Turn to 152

Climb down the rope into the pit?

Turn to 355

305

You climb the stairs as quietly as possible and come to a landing. A new tunnel leads from the landing, which soon ends at an old oak door. There are many runes and symbols painted on the door, but they mean nothing to you. To one side of the door there is a wooden box, which is also made of old oak. If you wish to open the door, turn to 43. If you would rather lift the lid of the box first, turn to 373.



306

As soon as you step inside the mouth, the hideous tongue coils out to ensnare you. But you are ready for it with your sword.

TONGUE

SKILL 5

STAMINA 6

If you win, turn to 85.

307

The Coldclaw's cave is enormous. Bones litter the floor, and it is evident that the beast never went hungry. You look up and see a shaft of light shining through a hole in the ceiling high above. But there does not appear to be any way of climbing up to the hole. Perhaps the enemies of Fang were simply dropped into the cave to be taken care of by the Coldclaw. There are some rags and remnants of clothing on the floor and a few old boots. You find one pair which are well made and about your size. Will you:

Try on the boots?

Turn to 233

Look for something else?

Turn to 272

Walk back to the tunnel?

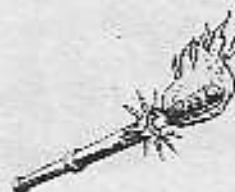
Turn to 150

308

You try to block the thrusting pole, but you react too slowly. The Trialmaster calls out a victory cry and you realize that all is lost. Turn to 72.

309

You drop a handful of nuts and berries into the bag and watch it disappear through the grille. The little man smiles and says, 'The hunchback is a liar.' Then he disappears, and you are alone again. Wondering who the hunchback might be, you set off once again. Turn to 58.



310

As you accelerate, the ogre sticks his leg out and tries to trip you. *Test your Luck.* If you are Lucky, turn to 78. If you are Unlucky, turn to 225.

311

As soon as you touch the lamp, the idol jerks into life. It steps down from its marble plinth and walks towards you, cutting its swords through the air.

IDOL

SKILL 9

STAMINA 6

If you are armed with a magic sword, it will be possible to slay the idol. If you win, turn to 262. If you are armed with an ordinary sword, turn to 55.

312

Your mental ability fails you and you remain frustrated by the runes. They make no sense whatsoever. You decide against wasting any more time on them and open the door instead: turn to 221.



313

You step on a flagstone which activates the cross-bow. The bolt flies down the narrow tunnel, but whistles past your left ear. Add 1 LUCK point. You turn the corner and walk on for another fifty yards before coming to a door in the right-hand wall. If you wish to open the door, turn to 104. If you would rather keep on walking, turn to 20.

314

The painting is quite ordinary and there are no hidden compartments in the frame. On the back there is a label with the words 'Set three, 176' written in black ink. You place the painting back on the wall and walk on. Turn to 228.

315

You look swiftly up and down the tunnel, and suddenly see movement up ahead. Turn to 195.

316

As you lie down in the sand, you hear a shouted order: 'Shoot the coward!' You panic and try to get to your feet again, but two arrows fired by unseen archers sink into your chest. You slump headlong into the sand and do not stir again.

317

As soon as you place the bracelet on your wrist, your arm feels weak and starts to shake. The bracelet is cursed, but you are unable to remove it. Lose 2 SKILL points and 1 LUCK point. There is nothing you can do except leave the room and carry on as best you can. Turn to 379.





318

The iron door swings open and you enter an ornate room with a marble floor and rich furnishings. But your eyes immediately light on a decorative marble throne on which sits a woman dressed in a lavish gown. But to your horror you see that her face is almost a skeletal skull, with only remnants of dried skin hanging loosely from it. Her blood-red eyes fix on you and then the Liche Queen starts to speak: 'Who is this foolish mortal who dares to enter my chamber? Have you the courage to wear my gauntlet of pain, or would you prefer that I kill you where you stand?' If you agree to wear her gauntlet, turn to 212. If you would rather attack the Liche Queen with your sword, turn to 363.

319

The tunnel leads straight for some thirty metres before ending at a wooden door. If you wish to open the door, turn to 98. If you would rather walk back past the T-junction, turn to 232.

320

The Trialmaster anticipates your blow and blocks your pole with a sideways check. The poles crack together and your advantage is lost. With renewed courage, the Trialmaster leaps in the air and tries a do-or-die aerial assault. You thrust your pole upwards in a desperate attempt to strike him as he lands on top of you. Roll two dice. If the total is the same as or less than your SKILL score, turn to 140. If the total is greater than your SKILL score, turn to 274.

321

The breastplate fits well and is an excellent piece of armour. Add 1 SKILL point. Satisfied that there is nothing else of use, you leave the room and continue along the tunnel. Turn to 133.

322

Unfortunately, the rat that bit you was carrying an advanced form of rabies. It is not long before you are foaming at the mouth and convulsed with pain. An agonizing death awaits you.

323

The chaos champion snatches the gold from your outstretched hand and then strikes you on the head with his spiked mace. If you are wearing a helmet, turn to 350. If you are not wearing a helmet, turn to 62.

324

Just as you get into a good rhythm, your mind freezes and you stand still instead of ducking. The long, sharp blade sinks deep into your throat and you crumple to the arena floor. Another contestant is eliminated.

325

You are surprised by the speed with which the Bloodworm's head darts forward. It manages to sink its mouth hooks into your thigh to suck your blood. Lose 2 STAMINA points.

BLOODWORM

SKILL 4

STAMINA 6

You start to hack at the head of the vile creature. During each Attack Round you will lose 2 STAMINA points automatically, whether or not you win the Attack Round, due to loss of blood. If you win, turn to 123.

326

The Bone Devil's skeletal host body is smashed to pieces by your onslaught. But its undead spirit rises out of the skull and disappears through the hole in the roof. You bend down and examine the broken fragments of bone and suddenly notice a gold ring on one of the fingers of the Bone Devil's hand. You slip it off the cold bone and drop it into your pouch. There is no other exit from the cave, so you return to the tunnel and continue along it. Turn to 150.

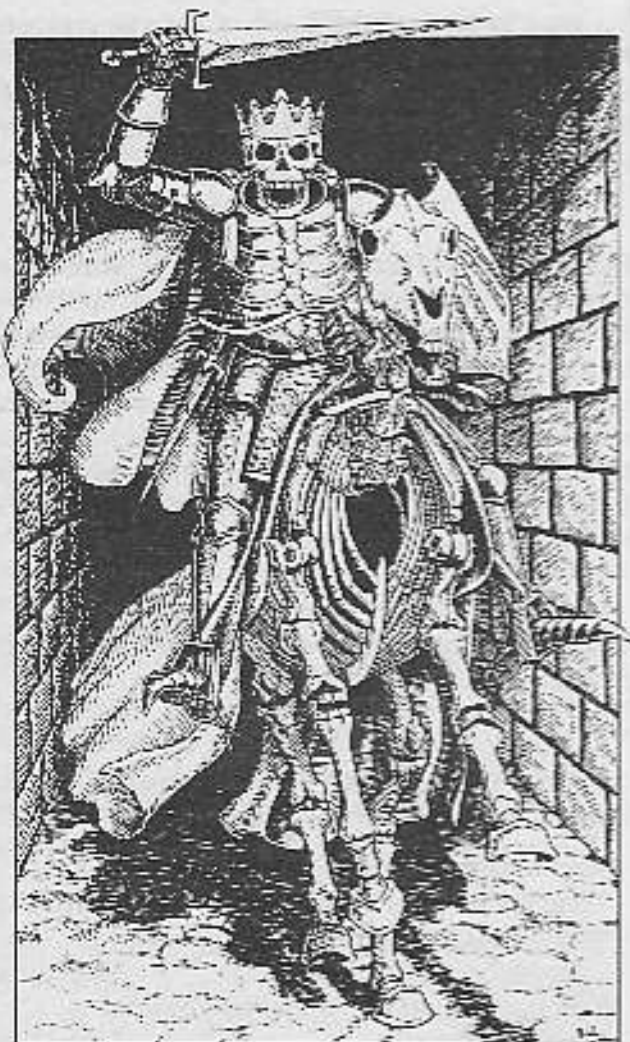
327

You clear the three steps with ease and walk up the remaining ones. Turn to 141.

328

You climb back out on to the edge of the pit and decide what to do next. Will you:

- Drop a gold object into the wooden box
and walk across the bridge? Turn to 27
- Walk across the bridge without
paying? Turn to 152
- Walk back down the tunnel and beyond
the T-junction? Turn to 229



329

Soon you hear the sound of hoofs clattering along the stone floor. The sound echoes down the tunnel — then you see a shape emerging from the gloom. Seated astride a white skeleton horse is an armoured Skeleton with a crown on its skull. Seeing you, the Skeleton King kicks its undead horse into a gallop and holds its sword aloft. You must fight the mounted undead.

SKELETON KING

SKILL 9

STAMINA 7

Edged weapons like swords and daggers do little harm to Skeletons. Unless you have a hammer with which to fight the Skeleton King, you will only cause it to lose 1 STAMINA point during a successful Attack Round. If you win, turn to 209.

330

There is no escape and you can only ponder what might have happened had you chosen another route. The deadly dungeon has claimed another victim.

331

You are almost delirious by the time you uncork the phial and swallow the contents. But your body immediately stops shaking as the poison is quickly neutralized. When you feel well enough to continue, you walk back along the passageway until you come to the hole in the floor. You lower yourself down through the hole and drop to the floor of the tunnel below. Turn to 315.

332

You stand back before throwing your full weight against the door. It bursts open and you draw your sword and step into the darkness before you. Turn to 219.



333

The tunnel ends at a T-junction. Looking left, you see that the way is blocked by a pile of rocks. To your right, you see a wooden door some twenty metres down the tunnel. If you wish to investigate the rock-pile, turn to 96. If you wish to walk towards the door, turn to 375.

334

You are slow in gathering up your net and the Bonecrusher manages to grab one of your arms, breaking it as though it were a twig. Without releasing your arm, it grabs your neck and breaks it with equal ease. Alas, one more candidate is eliminated.

335

It is impossible to avoid the drops of acid falling on to you. Roll one die to decide the number that hit you as you run through this section of tunnel, deducting 1 STAMINA point for each. At last you see daylight at the end of the tunnel and run quickly towards it. Turn to 188.

336

The nails holding the boards in place make a loud creaking noise as you prise the boards away. *Test your Luck*. If you are Lucky, turn to 122. If you are Unlucky, turn to 76.

337

Stones and debris are picked up and carried along by the whirlwind. You cling on to the rock wall, but the force of the wind blows you over. A flying rock catches you on the side of the head and knocks you out. Lose 2 STAMINA points. When you regain consciousness, everything is quiet again. You pick yourself up and set off once more. Turn to 195.

338

Your reactions are too slow to save you falling into the river. You plunge headlong into the torrent and are swept away downstream and underground. Your adventure ends in a watery tomb.

339

The Tusker's cave contains few items and the only thing that you find of interest is a crude pig made of red clay. The pig is hollow, and when you shake it something rattles inside. If you wish to break the pig open, turn to 75. If you would rather leave the cave, turn to 167.





340

You crawl through the hole and find yourself in a small dark chamber. The noise you heard was the sound of the strange creatures which inhabit the network of chambers. With the head and torso of a man and the lower body and legs of a giant ant, the Xoroa live in large underground colonies. You have disturbed a Xoroa Warrior which, with its keen silver eyes and acute sense of hearing, locates you immediately. Grabbing a short spear, it moves quickly through the dark to attack.

XOROA WARRIOR SKILL 10 STAMINA 11

Reduce your SKILL during this combat only by 1 point because of your disadvantage in the dark. If you win, turn to 170.

341

You quickly rummage through the pockets of the orc guard and find some small glass balls. You place them in your belt pouch and carry on levering off the wooden boards. At last the final board comes free and you are able to open the door. Turn to 13.

342

Despite the extra weight, you clear the three steps and land on the next safely. By the time you reach the top of the steps, you are quite out of breath. Turn to 141.

343

The Bonecrusher manages to grab your sword-arm and break it as though it were a twig. Without releasing your arm, it grabs your neck with its other arm. It snaps your neck with similar ease – and the arena eliminates another candidate.

344

You have all your wits about you and are rewarded by suddenly understanding one of the runes. It reads 'Trust not the word of axe.' You memorize the rune and open the door. Turn to 221.

345

The Trialmaster tells you to place the rings on top of the bench. If you have nine rings, turn to 35. If you have eleven rings, turn to 392.

346

You soon come to another doorway in the right-hand wall. Nailed to the door is a small bird, long dead and shrivelled. If you wish to open the door, turn to 59. If you would rather continue along the tunnel, turn to 150.



347

You run as fast as you can towards the pit and hurl yourself across the black void. If you are wearing a winged helmet, turn to 114. If you are not wearing a helmet, turn to 226.

348

You cut the tiny man free from the web and stand back warily in case he tries to trick you. But he simply bows and says, 'Thank you, stranger. I, Billybob of the Little People, am for ever grateful to you. Our tribe has been living under this mountain for generations, but we are forced to scavenge what we can now that our tunnels have been taken over by these dreadful monsters. The sooner they are killed by the likes of you, the better. As a reward for saving my life, I give you what I found in a scorpion's nest.' Billybob drops a gold ring into the palm of your hand. 'Before I go, I shall give you some advice: don't drink at the fountains. Now I must be going; I'm late enough as it is. Goodbye.' The tiny man then runs out of the cave and turns left into the tunnel. Turn to 397.

349

As you step back, you trip over the body lying in the sand. Your advancing opponent hears you fall and moves in for the kill. But he, too, falls over the body and lands on top of you. He is heavy and drenched with sweat. You start to grapple with him in the sand, punching with your shield, while trying to free your other arm to swing the ball and chain.

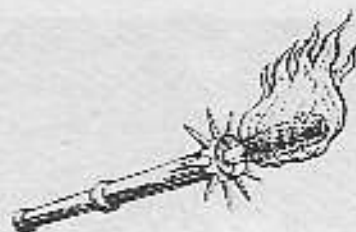
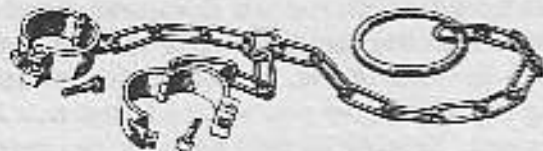
SLAVE

SKILL 9 STAMINA 8

If you win, turn to 196.

350

The crushing blow knocks you to the ground and your vision blurs. Lose 1 SKILL point and 4 STAMINA points. Leaving you for dead, the chaos champion strides off down the tunnel. You have difficulty focusing your eyes, but you know you must not give in. You get to your feet and walk on up the tunnel. Turn to 44.



351

After twenty metres or so, you come to an iron grate in the floor. If you wish to lift the grate, turn to 74. If you would rather keep on walking, turn to 174.

352

Your strength is greater than that of the caveman. With a mighty heave you pull him forward and watch him fall headlong down the pit. Unconcerned by the loss of his servant, the Trialmaster speaks again. 'I will now ask you a question. Think carefully before answering.' He points at the wooden chest in the middle of the room and says, 'Inside this chest there are six more chests, and each of those contains three smaller chests. How many chests are there altogether?' If you know the answer, turn to the reference with the same number. If you are wrong or you do not know the answer, turn to 72.



353

You burst in on two Orcs who are having a dagger-throwing contest, using as their target a large dead rat nailed to a post. *Test your Luck.* If you are Lucky, turn to 139. If you are Unlucky, turn to 192.

354

The warlord must have barely escaped with his life after a previous battle, as his body is deeply gashed by claws, and he has no possessions with him other than his sword. You decide to leave him and walk back down the tunnel, but you bump into an invisible and immovable barrier. You have triggered another trap, and there appears to be no way of escape. If you possess a phial of red dust, turn to 238. If you are not carrying this item, turn to 330.

355

Your feet find a ledge protruding out over the river. You release the rope, walk along the ledge and find that it leads to a completely black cave mouth. Suddenly two bony arms shoot out of the darkness and try to push you off the ledge into the river. Roll two dice. If the total is the same as or less than your **SKILL** score, turn to 100. If the total is higher than your **SKILL** score, turn to 338.

356

You fail to cut yourself free and are dragged under the surface. You do not hear the Siren's song under the water and regain control of your mind. With sudden determination, you struggle against the tentacled monster.

TENTALLUS

SKILL 8

STAMINA 12

Unless you win at least one Attack Round in every three, you will drown. If you win, turn to 236.



357

You stand back before throwing your full weight against the door. It bursts open, but you jar your shoulder in the process. Lose 1 SKILL point. You draw your sword and step into the darkness before you. Turn to 219.

358

'You must have made a thorough search of the dungeon. Baron Sukumvit swore that nobody would be able to do this. Anyway, the last three, please.' If you know the last sequence of numbers, turn to that reference. If you do not know it, turn to 286.

359

You are soon up to your waist in slime, and briefly it reaches up to your neck. But slowly the ground rises and you pass beyond what is actually a pool of volcanic mud. The mineral-rich mud has fabulous healing properties. Add 5 STAMINA points and 1 SKILL point. Eventually the passage opens out into a chamber which is lit by glowing rocks. You see that the passage runs through the chamber and out through the back wall. In the centre of the room there is an elephant, nearly a metre high, carved out of soapstone. Under its belly, you see the hairline crack of a hidden compartment, but cannot see how to open it. Then you see another crack half-way along the elephant's trunk, and deduce that, if the trunk is pulled, the compartment might spring open. If you wish to pull the elephant's trunk, turn to 60. If you would rather follow the passageway, turn to 263.

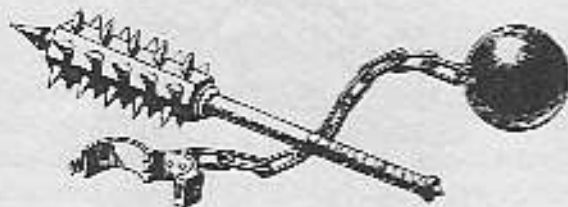


360

The northman increases his lead over the rest of you, but you feel you still have a lot in reserve should he come close to lapping the pack. When he gets within ten metres of catching up, everybody decides to sprint. There are only two runners ahead of you, but you do not look back. Suddenly there is an agonized cry followed by a shout which calls an end to the race. The dwarf lies prostrate in the sand, having collapsed just as the northman caught up with him. While you are led back to your cells, the dwarf is quickly put to death before the start of the next race. Turn to 136.

361

The tunnel continues straight on for some thirty metres before turning to the left. As you turn the corner, you do not see the fine tripwire that stretches between the walls. *Test your Luck.* If you are Lucky, turn to 164. If you are Unlucky, turn to 301.



362

The Trialmaster stands back, panting heavily. Once he has caught his breath again he says, 'You have passed the third test. You may now continue your walk through the dungeon. Leave this room through the door behind me.' The old man offers you no words of advice or encouragement, so you leave his room. You open the door and pass through the squalid sleeping-area of the caveman into another long, gloomy tunnel. You soon come to a stone fountain in the shape of a leaping fish. If you wish to drink at the fountain, turn to 95. If you would rather continue walking, turn to 329.



363

As you draw your sword and step towards her, the Liche Queen presses an unseen panel in her throne. The floor suddenly gives way beneath your feet and you plunge headlong down a pit five metres deep. *Test your Luck.* If you are Lucky, turn to 216. If you are Unlucky, turn to 54.

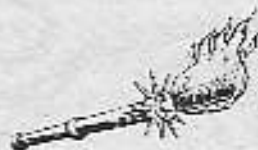


364

At the bottom of the steps there is a large cave, which is partly submerged in gently bubbling water. Steam rises into the cold air and you see a tunnel exit in the far wall. Sitting on a rock in the middle of the underground lake is a beautiful woman singing a magical song. She is a Siren, one of a human-like race of evil seductresses. Her song is to lure you to her so that she can slay you with her long knife as a sacrifice to her gods. Roll one die. If you roll 1 or 2, turn to 103. If you roll 3-6, turn to 203.

365

You are almost delirious as the poison courses through your body and you grab the first phial that your fingers touch. Roll one die. If you roll 1-3, turn to 151. If you roll 4-6, turn to 260.



366

You gorge yourself on the tasty vegetables and rice until you can eat no more. Add 4 STAMINA points. You wipe your mouth with the back of your hand and continue along the tunnel. Turn to 47.



367

You empty your pouch on to the bench and count the gold rings. The old wizard frowns and says, 'I'm afraid that you do not have the right number. There is only one way to deal with losers, as decreed by Baron Sukumvit.' Before you can draw your sword, a lightning bolt shoots out from the wizard's outstretched finger and slams into your chest. So near, and yet so far . . . you have failed the ultimate trial.



368

You walk slowly on and then stop to listen again. You hear nothing, and decide to walk in the opposite direction. *Test your Luck.* If you are Lucky, turn to 166. If you are Unlucky, turn to 73.

369

'The three things I am instructed to test you in are strength, intelligence and fighting ability. Should you fail any of these tests, you will not be allowed to continue the Trial of Champions. We insist on a worthy winner. The first test will be a tug-of-war against a caveman.' A door behind the Trialmaster opens, and a huge man with long hair, dressed in ragged furs, strides into the room. The Trialmaster taps the floor in front of him with his pole and the floor drops away to reveal a dark pit. He then orders the caveman to fetch a thick rope from the cupboard. He gives you the end of the rope and tells you to take the strain with the rope pulled taut over the pit. He counts to three and then shouts, 'Heave!' The caveman's strength is incredible and you grit your teeth and pull as hard as you can. The caveman has SKILL 7. Resolve the tug-of-war as you would in normal combat, but do not reduce STAMINA, as no wounds are inflicted. Make a note of who wins each Attack Round. If you are first to win four Attack Rounds, turn to 352. If the caveman is first to win four Attack Rounds, turn to 99.



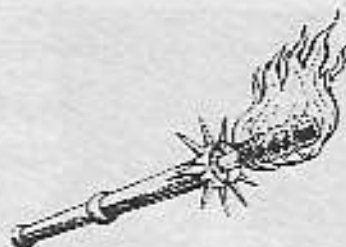
370

Keeping your head down, you run through the archway as fast as you can. If you are wearing a purple cloak, turn to 16. If you are not wearing a cloak, turn to 101.



371

'You are a wise challenger,' the voice from the skeleton states without emotion. 'Your reward for passing this part of the test is in the drawer of the table.' The skeleton's mouth remains open, but no more sound issues from it. You look around the dark room and soon find a small table with a drawer. Carefully you slide the drawer open and find a small iron key inside. You drop it into the pouch on your belt, leave the room and continue along the tunnel. Turn to 45.



372

Each one of the three red steps emits a flow of healing vibration. Add 3 STAMINA points. With renewed energy, you bound up the remaining steps. Turn to 141.

373

The box contains a coil of strong rope. Hoping that it might prove useful later on, you sling it around your shoulders. There is also a hammer, which you stick in your belt, and a small phial of colourless liquid labelled 'Anti-poison'. Pleased with your finds, you open the door. Turn to 43.





374

The door opens easily and you step into a small room. Before you have time to look around, a huge black Hellhound leaps at you with flame shooting out from its cavernous mouth. You must fight this savage beast to the death.

HELLHOUND

SKILL 7

STAMINA 6

After each Attack Round roll one die. On a roll of 1 or 2, deduct 1 additional STAMINA point from your score as a result of being burnt by the Hellhound's flame. If you win, turn to 52.

375

From the other side of the door, you hear the agonized cry of a man in pain. If you wish to open the door, turn to 168. If you would rather keep on walking, turn to 138.

376

The floor of the room suddenly jolts, and then starts to drop. It grinds slowly down until you see that you have been lowered into another room. You jump off and watch as the section rises again, and rejoins the ceiling. The room is empty except for a large bowl of exotic-looking fruit standing on a marble plinth. If you wish to eat some of the fruit, turn to 97. If you would rather open the only door in the room, turn to 163.

377

When you pull down the lever, the front panel of the long-case clock swings open to reveal a secret passageway out of the room through the back of the clock. You just manage to squeeze through the open panel, and moments later you hear the sound of splintering wood as the clock is crushed between the closing walls. You follow the winding passageway until it ends at a T-junction where it meets a main tunnel. If you wish to go left, turn to 232. If you wish to go right, turn to 319.

378

You follow the tunnel around a right-hand bend until it ends at a wooden door. You have no choice but to open it and are surprised by what you see inside the room. Turn to 3.

379

The tunnel continues straight ahead until it ends at a T-junction. If you wish to turn left, turn to 162. If you wish to turn right, turn to 251.

380

It is your sword-arm which is deeply gashed. Lose 1 SKILL point and 2 STAMINA points. If you wish to stay where you are and continue swinging your ball and chain, turn to 159. If you wish to step to your left, turn to 120.

381

The Troll is so engrossed with punching the wall that you are able to slip past it unnoticed. Keeping close to the wall, you walk quietly on up the tunnel. Turn to 211.

382

The crossbow bolt enters your chest and pierces your heart. You are dead before you hit the ground.

383

Your dagger somehow finds its way between the plates of armour and pierces your adversary's shoulder. The ravaging chaos champion is a natural fighting-machine, trained since birth to kill, and ignores his injury in his lust for combat.

CHAOS CHAMPION SKILL 11 STAMINA 10

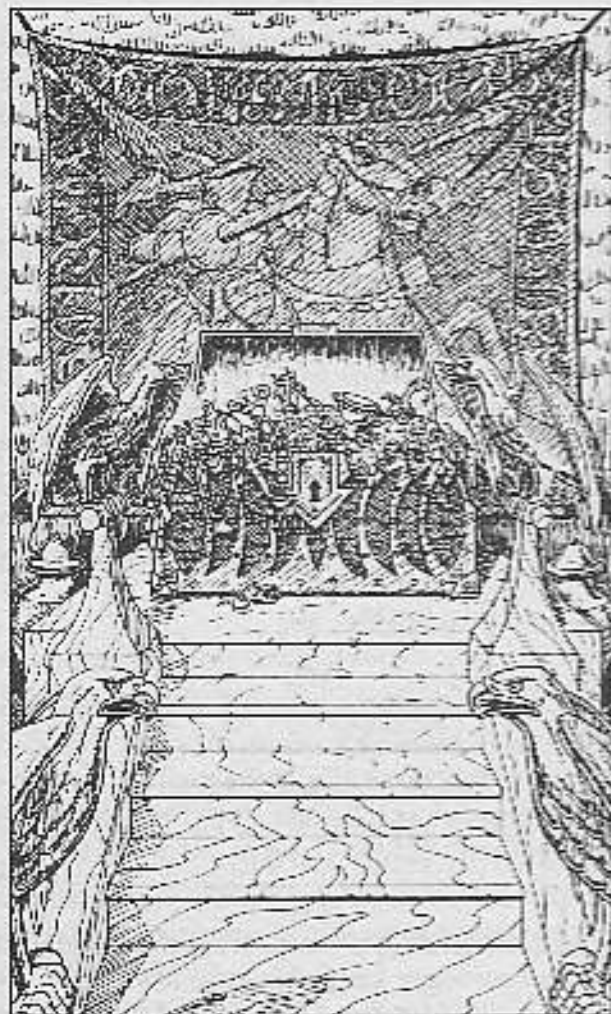
If you win, turn to 180.

384

The Bone Devil paralyses you with fear, and you feel unable to move as it approaches you with ugly, jerky steps. Roll three dice. If the total is the same as or less than your SKILL score, turn to 29. If the total is greater than your SKILL score, turn to 265.

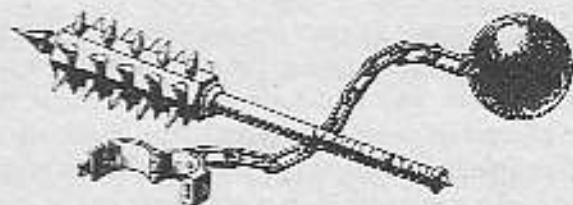
385

The Trialmaster does not expect another blow to his head and wrongly keeps his pole low. Your pole thumps against his head and you let out a victory cry. You have triumphed against the odds in ritual combat. Turn to 362.



386

The door opens into a lavishly furnished chamber. Splendid objects are all around, but your eyes are transfixed by an open treasure-chest in the middle of a raised platform at the back of the chamber. Solid gold statues of eagles are set at the four corners of the marble steps that lead up to the platform. The treasure-chest is brimming over with diamonds, gold objects and countless gems. You climb the steps, but as soon as you reach out to touch the treasure, the illusion shatters and you see that you are not touching gold and precious stones at all, but the open jaws of the terrible Mind Warp Beast. This gruesome killer, which has the ability to create a perfect illusion, is now revealed as a gigantic green mouth with rows of needle-sharp teeth. The jaws snap shut, almost severing you in two. Its second bite is more successful.



387

Your opponent's spiked ball finds its mark—the side of your head. You drop to the ground senseless and never move again. Your ordeal in the arena is over.

388

Walking along, you are surprised to hear a squeaky voice above you shout, 'Hello!' You look up and see a small face staring down at you from a grille in the ceiling. 'I'm hungry!' the little man says. 'Give me some food and I'll tell you a thing or two about somebody you're bound to meet.' He drops a cotton bag down on a piece of string in hopeful anticipation. If you wish to give the little man some nuts and berries, turn to 309. If you would rather walk on without giving away your precious food, turn to 58.

389

You are fortunate that the rat which bit you was not rabid. You pull the vile rodent from your leg and hack at it with your sword. Turn to 146 and continue the fight.

390

Pressing yourself against the tunnel wall, you step slowly and carefully under the spears. You are soon beyond them and conclude that they must have been placed there as a deterrent. You reach up and are just able to touch the tip of a spear. If you wish to try to pull a spear out of its recess, turn to 110. If you would rather keep walking, turn to 5.



391

You peer into the gloom of the Centipede's cave. The walls are wet and slimy, and you cannot see very far. If you wish to enter the cave, turn to 89. If you would rather keep walking along the tunnel, turn to 161.



392

The Trialmaster does not wait to count the rings. In a cold voice he says, 'There is only one way to deal with liars.' Before you can draw your sword, a lightning bolt shoots out from the wizard's outstretched finger and slams into your chest. So near and yet so far . . . you have failed the ultimate trial.

393

Fortunately it is your shield-arm which has been gashed. Lose 2 STAMINA points. If you wish to stay where you are and continue swinging your ball and chain, turn to 159. If you wish to step to your left, turn to 120.

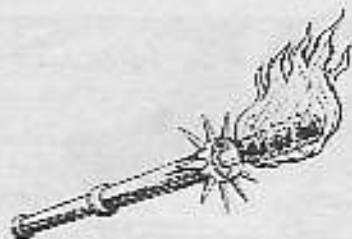
394

The torchlight casts eerie shadows inside the derelict tunnel, but you are concerned only with the words and numbers on the back of the door. In barely legible writing you read, 'Set one, 249'. You make a mental note of what you read and then walk out through the door towards the door on the other side of the T-junction. Turn to 375.



395

The fruit is delicious and satisfying. Add 2 STAMINA points. When you have eaten enough, you walk back into the tunnel and continue up it. Turn to 20.



396

Like a caged lion, you pace between the bars, getting angrier and angrier. But you are trapped and there is no escape. Minutes later, you hear a hissing sound overhead as poisonous gas is released into the air to end your challenge.



397

The tunnel soon ends at a stone staircase. Candles held in open skulls are mounted on the banister to light the way. The stairs lead both up and down. If you wish to climb up the stairs, turn to 305. If you would rather go down, turn to 93.



398

In an arched recess in the left-hand wall, you see a large bronze idol of a dog-headed human deity. Its hands are held out palms upward and there is an inscription below the idol which reads, 'A gift of gold will let you pass, unless you want death by gas.' You notice that the nostrils of the dog-head are open. If you can, and wish to place a gold item on the palm of the idol's hand, turn to 299. If you would rather risk walking past it, turn to 193.



399

Fortunately for you, your nightmare ends when another of the contestants enters the witch's room and opens the wooden box. Light fills your eyes and your body feels as though it is expanding. You find yourself standing in a very small empty room. There is a lever in the wall which can be pushed up or pulled down. If you wish to push the lever up, turn to 242. If you wish to pull the lever down, turn to 376.

To the wild cheering of the crowd, you are handed your victory prize by Baron Sukumvit. Such a huge sum of money is more than you could ever dream of, let alone carry. For the next week, you recover from the ordeal and begin to enjoy yourself once again. You start to think about what you are going to do with all the money. A wild idea crosses your mind to hire an army and conquer the unknown lands to the east of Moonstone Hills. The more you think about it, the more the idea appeals to you. The next day you begin your preparations and recruitment notices go up all over town and throughout the rest of the province. With new heart and high spirits, you set off east a week later with your hired army to begin a new adventure.



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