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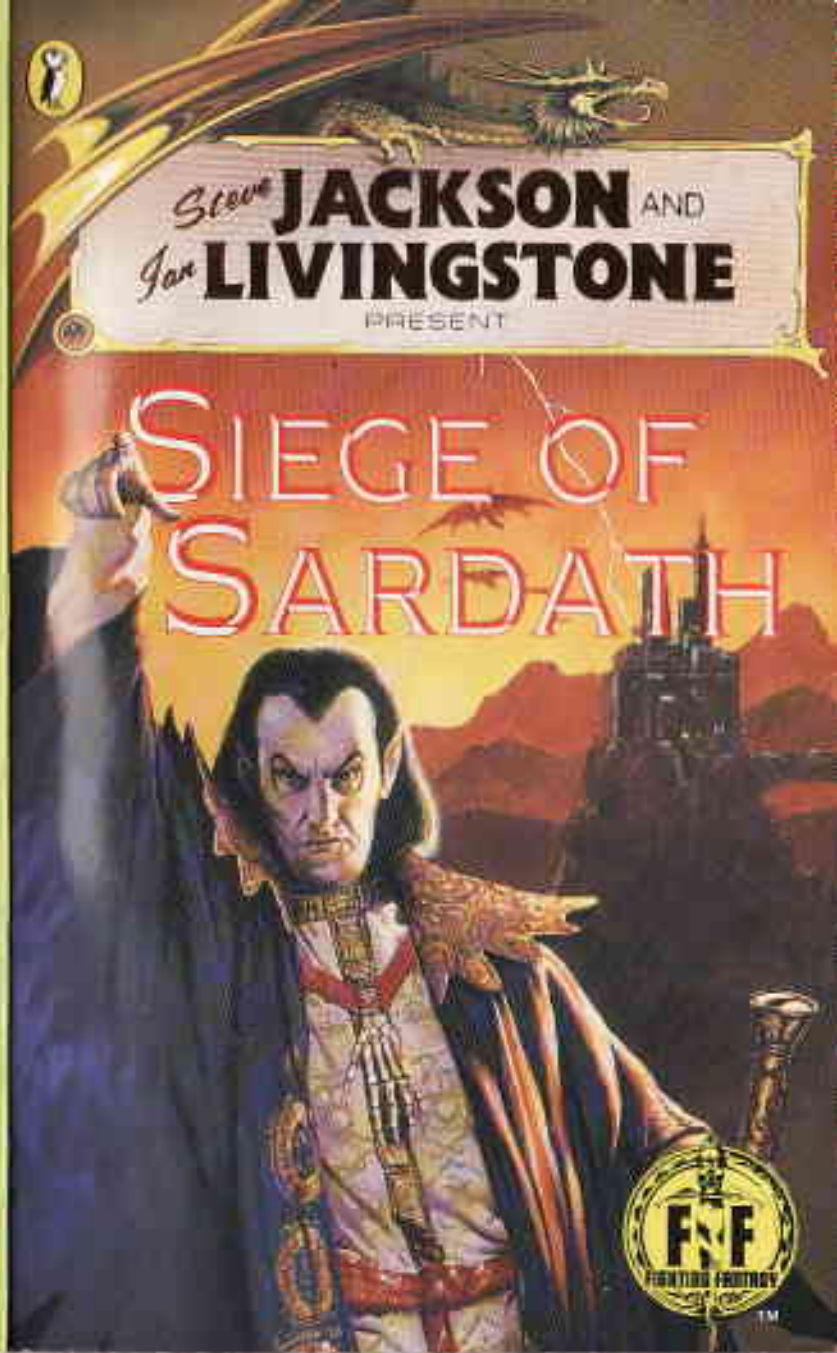
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STEVE JACKSON
AND IAN LIVINGSTONE

Siege of Sardath

49

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SIEGE OF SARDATH

The Forest of Night in the wild north-east of Allansia is a place where mankind and nature live in fragile harmony. But now a new and unknown enemy has appeared to threaten the whole balance of the region. Strange and terrible creatures stalk the forest and the ancient Elf paths are now closed to travellers. No news of events in the distant city of Sardath has come through the Forest of Night for weeks.

In the isolated town of Grimmund, on the very edge of the looming forest, the townspeople can bear it no longer. The Council has met and the decision has been taken. Some brave adventurer – YOU! – must journey into the Forest of Night, and beyond, to find the source of the evil and how to defeat it!

Two dice, a pencil and an eraser are all you need to embark upon the most challenging adventure yet, which comes complete with its own elaborate combat system and a score sheet to record your progress.

Many dangers lie ahead and your success is by no means certain. Sinister enemies are ranged against you, and it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight.

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SIEGE OF SARDATH

by Keith P. Phillips

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INTRODUCTION

As an adventurer in the Forest of Night in north-east Allansia you are renowned for your skill with sword and bow, and for your knowledge of the Forest. In fact, the people of Grimmund rely on you to protect them from the many dangers that exist in this wild region.

The danger which now threatens Grimmund, and perhaps the whole Forest, is greater than any you have so far encountered. Before you can begin the quest to destroy it, however, you must first find out exactly how good an adventurer you are. You will use dice to determine your attributes, which you will then record on the *Adventure Sheet* on pages 18–19. You will also use the *Adventure Sheet* to record the progress of your adventure. Either use a pencil and an eraser, or make photocopies of the *Adventure Sheet*, for it will certainly take more than one attempt for you to save the Forest of Night.

Skill, Stamina and Luck

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

Roll two dice. Add 12 to the total and enter the result in the **STAMINA** box.

Roll one die. Add 6 to the number rolled and enter the total in the LUCK box

These are your *Initial* scores, and you must keep a permanent record of them. Any of your scores may change during your adventure, but they will exceed your *Initial* scores only if you are given specific instructions to that effect.

Your SKILL score represents your ability as a warrior and adventurer; it says how well you fight, how well you track, and how well you know the Forest. Your STAMINA is your health and fitness, and your ability to survive wounds and physical hardship. Your LUCK represents how in tune you are with your world and your gods; a high LUCK score means that these forces will be with you and will come to your aid from time to time.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. If this does happen, however, it will usually be because of some temporary effect, like losing your weapon. If you do permanently lose points of SKILL, there are potions that will help: one of these is the Potion of Skill, which will restore your SKILL to its *Initial* value. Remember, your SKILL cannot be raised above its *Initial* value unless you are specifically told.

Stamina

Your STAMINA will change frequently, since you will undoubtedly suffer many wounds and much exhaustion as your adventure proceeds. You will then be able to heal these ills using your Herb Lore – the art of healing with herbs and mosses. Each Bundle of Herbs restores up to 4 STAMINA points. However, there is another way in which you may recover STAMINA: should you manage to get hold of one, a Potion of Strength will restore your STAMINA to its *Initial* level. Remember, your STAMINA cannot be raised above its *Initial* value. If your STAMINA ever reaches zero, then you are dead: stop reading immediately. This is not the end, of course, for you may create another character and start the adventure again from the beginning.

Luck

One reason for your being such a great adventurer is because you are naturally attuned to the Forest and travel under the watchful eyes of its gods. This attribute is measured by your LUCK score. There have been many times when your LUCK has turned the tide of a battle or made an arrow hit that would otherwise have missed. However, as your LUCK runs out it becomes less and less effective. Therefore, you should be careful not to squander it, for it is difficult to restore. In fact, one of the few sure methods of regaining it is to drink a Potion of Fortune. Not only will this restore your LUCK to its *Initial* level, it will also add 1 point to its *Initial* level before it is restored. You should note, however, that in general other additions to your LUCK will not raise it above its *Initial* value.

Combat

During your adventure you will meet many different people and creatures. Some of them will attack you; with others you will take the initiative. When this occurs, the first thing you should do is to record your adversary's SKILL and STAMINA scores in the first vacant Monster Encounter Box on the *Adventure Sheet*. Make a note also of any special abilities or instructions that are unique to this particular opponent. It is important that these records are made carefully, for an encounter may last over several numbered paragraphs. Once you have done this, you may begin the battle, either at a distance or hand-to-hand.

Using Your Bow

You have been shown how to make and use a bow by Sorrel, one of the Elves of Ash Cleeve. Your bow even bears Sorrel's emblem: a small carving of an owl.

You will be informed whenever there is an opportunity for you to use your bow. You will also be told how many arrows you may fire before something occurs to stop you. This will usually be the onset of hand-to-hand combat, in which a bow is useless. For ranged combat, use the following sequence:

1. Roll two dice and compare the total with your current SKILL score.
2. If the total is less than or equal to your SKILL, you have hit your opponent, inflicting damage; deduct 2 points from your opponent's STAMINA. Go to step 4.
3. If the total rolled is higher than your SKILL, your

arrow has missed and so does no damage. At this point, you may use your LUCK to change the outcome (see below).

4. If your opponent now has a STAMINA score of zero or less, it is dead. You have won the battle and should continue with the adventure.
5. If you have not fired the permitted number of arrows and have some left, you may fire another – return to step 1. If you have fired all the arrows you were allowed, or if you have run out of arrows, you should go on to the next stage of the battle as detailed in the numbered paragraph.

Hand-to-hand Combat

For close-quarter, hand-to-hand combat, most often you will use your sword; this is the normal weapon of Allansian adventurers and most people know how to use one. But you are not most people; you have gained much valuable experience in the use of this weapon and so you are of above-average ability. For hand-to-hand combat, follow this sequence:

1. Roll two dice and add the total to your opponent's SKILL score. This is its Attack Strength.
2. Roll two dice and add the total to your own SKILL. This is your Attack Strength.
3. If your Attack Strength is the higher, you have wounded your opponent; go to step 4. If your opponent's Attack Strength is the higher, it has wounded you; go to step 5. If the Attack Strengths are the same, you have avoided each other's blows – start a new Attack Round from step 1.

4. Deduct 2 points from your opponent's STAMINA. You may use your LUCK here to do more damage (see below). Go to step 6.
5. Deduct 2 points from your own STAMINA. You may use your LUCK here so that you are less seriously wounded (see below).
6. Make sure you have recorded on your *Adventure Sheet* all adjustments to the STAMINA score of yourself or your opponent, and to your LUCK score.
7. If either you or your opponent has a STAMINA score of zero or less, go to step 8. Otherwise, you both fight on; begin the next Attack Round, starting again at step 1.
8. If your opponent's STAMINA score has reached zero, you have killed it and can continue with the adventure. If your own STAMINA has reached zero, you are dead; you must start the adventure again from the beginning, first rolling the dice to create a new character.

Using Luck

Testing your Luck

To find out whether Dame Luck has been favourable to you, you should *Test your Luck*. In battles, you may sometimes do this without being given the option; the procedure for this is given below. However, most of the time you may *Test your Luck* only when you are specifically instructed to do so.

To *Test your Luck*, roll two dice. If the total is less than

or equal to your current LUCK score, you have been Lucky, and the outcome will be in your favour. If the total is higher than your current LUCK score, you have been Unlucky and will be penalized.

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 procedure will become.

Using Luck in Combat

When you are fighting with your sword or a similar weapon, you may use your LUCK either to inflict greater damage on your opponent or to minimize the damage your enemy does to you.

Whenever you wound an opponent, you may *Test your Luck*. If you are Lucky, you have inflicted a graver wound than usual – deduct an *extra* 2 points from your opponent's STAMINA. If you are Unlucky, you have inflicted a lighter wound than normal – deduct only 1 point from your opponent's STAMINA instead of the usual 2.

Whenever you are wounded, you may *Test your Luck*. If you are Lucky, the wound inflicted on you was only a glancing blow – deduct 1 point from your STAMINA instead of the usual 2. If you are Unlucky, the wound is more serious – deduct 1 *extra* point from your STAMINA.

You may also use your LUCK to improve your accuracy with the bow. If the dice roll indicates that an arrow

has missed, you may *Test your Luck* to reverse the result. If you are *Lucky*, the arrow will veer at the last moment and hit your opponent. If you are *Unlucky*, not only will the arrow miss — the bow-string will snap, and you won't be able to repair it until after your opponent is dead . . . if you survive that long!

Fighting More Than One Opponent

If you come across more than one creature in a particular encounter, you may be instructed to fight them in turn. In this case, fight each one singly as detailed above. If there are no instructions as to the order to fight them in, fight them in the order in which they are listed.

If you are not instructed to fight your opponents one at a time, then you must fight them all simultaneously. Follow this sequence:

1. Decide which of your opponents you are attacking this Attack Round. This will be your Chosen Adversary.
2. Roll two dice and work out your Attack Strength.
3. Roll two dice for each of your opponents and work out the Attack Strength of each of them.
4. Resolve this Attack Round's combat against your Chosen Adversary in the usual way.
5. Compare your Attack Strength with that of each of your other opponents. Any opponent who has a higher Attack Strength has hit you, inflicting the usual damage upon you; any opponent who has an

equal or lower Attack Strength has missed you. Remember: you cannot hit any of them, since you can only fight one creature at a time.

6. Deduct 2 points from your STAMINA for each hit you have sustained from these other opponents. You may use your LUCK here so that the wounds inflicted upon you do you less damage; you must make a separate LUCK roll for each hit (see above).
7. If you are still alive but have not yet won the battle, begin the next Attack Round, starting again at step 1.

It may happen in the course of your adventures that you find an ally. If you do, the procedure for combat is the same as above, except that now it will be your opponent (or opponents) who has to choose whom to attack. Whenever this occurs, you will be instructed how to determine which of you your opponent or opponents attacks.

Equipment

In the Forest you are able to find herbs and other things you may need, so you generally travel light. You wear a suit of light and supple leather armour that Sorrel gave you and carry the bow he helped you make. Slung over your shoulder you have a quiver which at present contains the greatest number of arrows it can ever hold: 6 arrows. Your sword is a fine weapon, forged by the Dwarven smiths in Sardath; should you ever lose it, you must deduct 2 points from your Attack Strength, unless you can find another

weapon. You also have a backpack for your herbs, gold and anything else you may find on your journey. When you begin this adventure, your pack contains 15 Gold Pieces and 5 Bundles of Herbs.

As well as being an adventurer, you are also a member of the Grimmund Council; probably your most important possession is your Council Signet Ring which gives you the rights, privileges and responsibilities of a Councillor. On it is your seal, made with such magic that it is almost impossible to copy.

Time

The Allansian week has seven days, as listed on your *Adventure Sheet*. For various reasons, time is crucial to your mission; therefore, at the beginning of each day, you should note which day it is by putting a tick in the new day's box. Your adventure begins in the middle of Highday night, so the first day you tick off will be Stormsday . . . if you make it through to the morning.

Notes on Play

First, make sure you have read through the above rules. Even if you have played *Fighting Fantasy* before, there are some new facts which you should know: a description of yourself as an adventurer; descriptions of three potions; and rules for Herb Lore and firing your bow.

Secondly, concerning geography: the Forest of Night is known territory. There is a map of the area on page 6 of the book; this represents your intimate knowledge of the Forest, so you should be able to travel around without getting lost. However, should you stray into the Freezeblood Mountains, you will be in unknown territory, so it is advisable to make a careful map as you go along.

Thirdly, you should make careful notes about everything you find in the course of your adventures. It is possible to complete your mission by trial and error, but it is more rewarding to do so through good thinking.

ADVENTURE SHEET

MONSTER ENCOUNTER BOXES

SKILL

Initial Skill=

STAMINA

Initial Stamina=

LUCK

Initial Luck=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

GOLD

ARROWS
(MAX. 6)

BUNDLES OF
HERBS

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

NOTES

DAY OF THE
WEEK

EQUIPMENT

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

STORMSDAY

MOONSDAY

FIREDAY

EARTHDAY

WINDSDAY

SEADAY

HIGHDAY

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

A CURIOUS MESSENGER

The cold air stings your throat as you desperately draw it into your lungs; the forest trail streaks past beneath your thundering feet. When you look over your shoulder, all you can see are the malevolent fir trees and the dark forest closing in behind you, so you run even harder to get away.

Suddenly the trees are gone, and you find yourself standing before a huge, isolated mountain. As you watch, a great fissure opens up in its side, and darkness pours from within, staining the snow with its evil. Slowly, the gloom forms itself into an army of jet-black soldiers who surge towards you. In the blinking of an eye, you are engulfed.

You awaken with a start, dispelling the nightmare. A Council messenger is standing over you. 'I am sorry to have woken you up,' he says. 'A traveller has just arrived, and Grissa has called an emergency Council meeting.'

A short time later, you take your place in the Council Chamber of the Grimmund Town Hall. Grissa, the Council Leader, stands up. 'This,' she says, indicating a rather travel-worn man sitting beside her, 'is Morn Preeler, an adventurer from Zengis. He has informed me that our fears are true - it is the Forest which has cut us off from Sardath. All those trying to get

through have either been forced to turn back or have died in the attempt.' And with that, Grissa sits down.

Morn Preeler rises to explain. 'The Wood Elves have had to abandon the Elf-paths because they have been invaded by trees and spanned by the webs of Giant Spiders. And, due to the spawning of all manner of horrific monsters and the rising of Slykk armies, killing indiscriminately, the river has become impassable.'

Grissa stands up again. 'I think it is clear that the only way to protect ourselves is to fight this evil in any way we can. Even if it means burning some of the Forest.'

'You cannot do this!' you shout in sudden anger. Everybody looks at you in surprise. 'I have travelled the Forest all my life. It is a dark and fearsome place; the paths are kept open by hard work and diligence alone. But it is a place in balance. It is no good declaring war on the Forest. Have you forgotten that it supplies you with your livelihoods? You should regard it as your friend.' Berend, one of the older Councillors, looks at you bitterly, his mouth twisted from the after-effects of Spider poison. You remain undaunted. 'Even the Giant Spiders and the troublesome Slykk are a part of that balance. Do you think for one moment that the Slykk would cut off the river when our trading boats are their primary source of weapons and luxuries from the west?'

'What do *you* say has happened, then?' shouts Tharborn.

'It is a new and much darker enemy that threatens us. I am not yet sure what it is, but I do know that it is neither the Forest nor any of its inhabitants. We have lived in the Forest for centuries and have ourselves become part of the balance. The Wood Elves and people like Colrhyn and myself have made sure of that.' You pause. 'No. Something alien to this part of Allansia is doing this.'

'I think you are deluding yourself with these ideas of a dark enemy,' says Grissa. 'We all know how much you love the Forest. Perhaps this love is clouding your judgement. If you had heard Morn's story, you would understand.'

'If I may,' says Morn Preeler to Grissa, 'I think it would be fruitful for me to tell my story to the Honourable Councillor. As a fellow adventurer, I believe he will understand what I have seen.' When Grissa hesitates, he continues, 'Perhaps it would save the Council time if I were to brief the Councillor in another room?'

'An excellent idea,' says Grissa. She looks at you and gestures towards the door.

Somewhat sullenly you ask Morn to follow you. He picks up his pack, slings it across his back, and respectfully takes his leave of the Council. You lead him along the empty corridors and up two flights of stairs to the Council Recess Chamber. Opposite the door is a large window. It is dark outside and, when Morn sees his reflection, he flinches. You shrug inwardly and sit down on one of the comfortable chairs. Your pack

is virtually empty, so you don't bother to take it off. Your bow and arrows are a little bulky, however, so you unsling them and put them down beside the chair. 'Now then, Morn,' you say, 'let's hear your story.'

'It's quite simple,' he says, sidling across to you. 'When I was travelling through the Forest, I was accosted and killed by a powerful creature. He then assumed my form and came here in order to kill the only person left in the Forest who had any chance of thwarting the plans of his people!'

Turn to 1.



I

You sit there for a moment, stunned and bewildered by what Morn has just said. It is only when he grabs your left wrist and tears the Council Ring from your finger that you realize you are in danger. You leap to your feet, but Morn jumps backwards out of your way.

'And now that I have your Council Ring,' he says, 'I will be able to impersonate you and persuade the Grimmund Council to take their people into the Forest, where they will surely die.' You edge towards him cautiously, not sure what magic he is armed with. As you do so, a sinister transformation takes place. The back of his tunic bulges, then tears as two huge, bat-like wings burst forth. He stretches them wide and takes a step forward, holding up his arms as if calling on a great power; slowly they change to a jet-black colour, his hands becoming fierce talons. 'On your own you might have made it through the Forest alive, armed as you are with knowledge and wit. But now it is too late.' He reaches out to attack you. Will you draw your sword and fight him (turn to 381) or dodge out of his way and run (turn to 398)?

2

Test your Luck. If you are Lucky, turn to 225. If you are Unlucky, turn to 248.

3

You follow the walkway until it comes to a wide staircase. This is less unnerving to climb than the other stairway, but you are glad when the archway at the top leads to an enclosed tunnel. However, this tunnel

is decorated with shadowy wall-paintings whose gruesome effect is made worse by the unnatural light coming from the surrounding fungi. With this sickness as a spur, you hurry through into the next cavern.

Half expecting some unknown horror, you take a tentative glance at your surroundings. You are standing at the beginning of a long walkway in a huge cavern. On your right there are some tall buildings of a bizarre construction; to your left, a row of impossibly slender pillars rises up beside the cavern wall. You go along the walkway for some distance until you come to a stairway which soars up towards the ceiling on the pillars you saw before; it ends at a balcony high above the archway through which you came. If you continue along the walkway, turn to 369. If you climb the stairway, you eventually reach the balcony; you walk to the edge and look out (turn to 135).

4

As your watch comes to an end, Roxsir appears from below. The others tell him about the impostor, and he thanks you profusely (regain 1 LUCK point). 'Lokimur is sleeping, but I will make sure that he knows how brave you have all been. Now I will escort you through the tunnels back to the surface.'

'Goodbye, then,' he says when you get to the bottom of the mine shaft, 'and many thanks for what you have done for our people.' You wish him good luck, then get into the cage and haul yourself back to the surface. Once there, you leave the cave and soon you are

standing once again on the top of the mountain pass. If you go down the north-west side, turn to 51. If you go down the south-east side, you eventually get back to the mountain path. Will you now go north-east towards the spire-shaped mountain (turn to 323) or south-west towards the river (turn to 101)?

5

The track leads you north-east up a gently rising valley, with the north side of the ridge on one side and some very steep mountains on the other. After some time, you come to a junction where the track meets another going north-west up a steep slope to a mountain pass. It doesn't look like an easy route, but it is not beyond your capabilities. In the far distance to the north-east is a spire-shaped mountain, so high that its peak is hidden in the clouds. A massive storm is raging in these clouds, with bright lightning flashes and rumbles of thunder. Will you go north-west (turn to 108), or carry on north-east (turn to 323)?

6

The Mirror Demon's long, cruel nails grasp your flesh fiercely. But instead of trying to destroy you, she drags you towards the shield and you are unable to stop her from pulling you into her dimension. Your adventure ends here.

7

You wait for some time, desperately trying to come up with a plan to get you out of this situation.

Suddenly you feel strange – the transformation potion is wearing off! When he sees what is happening to you, one of the Guards screams, 'Human!' and they all attack. You fight as best you can, but there are just too many of them. Your adventure is over.

8

As you walk along the path, the trees loom ominously overhead. Many of the Giant Spider webs have been woven much closer to the trail than usual – some threads are even stretched across the path. Fortunately, the Spiders in this area are trappers, not hunters, so you are safe as long as you don't get caught in one of their webs. You walk for many hours, wondering how the Elves could have let the path get so overgrown. You keep the pace brisk to prevent the cold getting to you, but some subtler chill still penetrates. As the sun is setting, you reach the place where some of your questions may be answered: the fork in the road where the Elf village is hidden among the trees. Turn to 332.

9

The trees loom overhead as you walk along Colrhyn's Track; it grows darker and darker, until you can hardly tell what time of day it is. In the absence of sunlight, the cold penetrates your bones, dampening your spirit. If the path is in this state, something dreadful must have happened to Colrhyn. A sudden thundering noise alerts you and you turn. In an instant, a Giant Wolf Spider appears, a webless predator much fiercer than the wolf it is named after. It moves towards you on its

immense legs, its huge mandibles clicking hungrily. There is just time to fire one arrow if you want to.

GIANT WOLF SPIDER SKILL 8 STAMINA 8

If you win, you leave the body of the unfortunate Spider behind you and keep on walking. Some time in the late afternoon you arrive at an even narrower and darker track running south-east. Do you choose to go down this track (turn to 192) or carry on north-east along the main trail (turn to 394)?



10

Having gained the advantage, you roll and twist, grasping Morn round the neck in an effort to get him in a firm hold. He struggles to free himself. Roll two dice to determine the Attack Strength of yourself and the impostor. If the result is a draw, you both struggle, but no advantage is gained – roll again. If you win the Attack Round, turn to 69. If Morn wins the Attack Round, he twists out of your grip and you are back on level terms – return to 212 and continue the fight.

11

'I would suggest that you leave now,' he says. 'You are not really of sufficiently exalted standing to be here.'

You hesitate for a moment – there may be information still to be gleaned from this room or some item that will help you complete your mission. However, one of the other Dark Elves raises his hand and twists his fingers into a weird contortion, possibly a gesture for a spell. 'Didn't you hear him? Or would you like me to use force?' Several Dark Elves turn and stare at you malevolently. There are far too many of them for you to fight, so you leave. Turn to 29.

12

You turn away from the crumbling body, approach the door, and strike it three times with your sword. There is a loud click, and you watch thankfully as the door slides into the wall. As you step out into the cold night air, the door closes behind you. Turn to 349.

13

You walk for some distance until you reach a narrow tunnel in the cavern wall. But something about the tunnel feels wrong, somehow. The world begins to spin, and you lose all sense of where you are. *Test your Luck*. If you are Unlucky, you feel an intense dizziness and start staggering from one side of the walkway to the other. Unable to stop yourself, you stumble and fall over the side – your adventure is over. If you are Lucky, you recover at the last moment and find yourself gazing into what looks like an infinite abyss. If this is the first time you have experienced this effect, you will still be disorientated for some days (lose 1 SKILL point). If you've undergone this trial before, the symptoms are not worsened. When you finally come to, you can't quite work out where you are, except that you are on a walkway. Roll one die; if you roll:

1-2

Turn to 177

3-4

Turn to 324

5-6

Turn to 370

14

At that moment a young Dark Elf comes running in, holding a piece of paper. 'Archduke Awlenion?' he asks.

One of the elite Guards saunters up to him and takes the message. 'Just a few Wood Elves,' he comments laconically. 'It will only take a couple of cohorts.' Some of the warriors prepare themselves and hurry away excitedly to battle. However, a lot of them have stayed behind – obviously they don't see the Wood

Elves as much of a threat. Suddenly you feel strange – the transformation potion is wearing off! When he sees what is happening to you, one of the elite Guards screams, 'Human!' and they all attack. You fight as well as you can, but there are just too many of them. Your adventure is over.

15

You walk up the dark, narrow track for an hour or so, until you come to the main Forest trail. You look south-west down the trail into the Forest, wondering whether you should go back in. But then you remember your dream of the black army coming out of the mountain, so you turn north-east. Turn to 394.

16

You leave the road at once and head north-west towards the western edge of the Freezeblood wall, keeping your eyes fixed on the Black Flyers. Once they have gathered together into a flying formation, they circle once, before heading north-west. You chase them as fast as you can, but the Black Flyers gain speed very quickly and you soon lose sight of them completely. You sit down for a moment, wondering despondently what to do next. After a while the slowly rising sun warms you a little, restoring your will to go on. Will you return to the road and follow it into Sardath (turn to 293) or carry on into the mountains, either north (turn to 175) or north-west (turn to 104)?

17

Holding your bow high, you fire an arrow at the approaching Giant Eagle. It is not frightened by your attack and, whether you hit it or not, it keeps on diving towards you. There is now no time to do anything but draw your sword. Turn to 89 and fight the creature, remembering first to deduct 2 points from its STAMINA if your arrow hit it.

18

You slap your hand over your mouth and pinch your nostrils closed with your thumb and forefinger. Thus protected against the spores, you run down the tunnel until you are past the fungus. However, after just a few metres, the floor suddenly gives way and you tumble into a pit, hundreds of metres deep, with only old Dark Elf bones and your death waiting for you at the bottom.





19

During the night there is a noise near by and you wake up instinctively. Cautiously you open your eyes and slowly turn your head. Several metres away stands a Giant Spider, its bulbous body sagging down between its mottled red legs. It leers at you with its myriad eyes, obviously intent on attacking. Will you leap up and charge at it (turn to 156) or draw your bow swiftly and fire an arrow (turn to 219)?

20

As you walk along the riverbank, you begin to see just how strong your dark enemy must be. Even though the canopy of trees is now so dense that hardly any light shines through, the river is completely choked with unnatural weeds swirling around, some seemingly feeding on others. Lazing in the shadows are grossly bloated fish, nibbling at one another. When you finally emerge from the Forest, you are relieved to see the sun shining on the Freezeblood Mountains. However, as you walk north to Gwinir's Bridge, you begin to realize that the nightmare is not over, for there is a terrible darkness hanging over Sardath. With some trepidation, you walk towards the town. Turn to 293.

21

You take great care as you walk through the Forest. Even though there are no giant webs to look out for, there is still the threat of attack by Giant Pirate Spiders. These creatures drop from trees on a single thread, injecting their victims with poison before they

have a chance to react. Several hours pass, without any sign of danger, and in the late afternoon you arrive at the foot of the South Guard Mountains unhindered. These are the last obstacle between you and Sardath. Since you are not a mountaineer, you cannot climb over them, so you decide to trek round their western edge. However, as you walk north to the Zengis Road, you gradually realize that your problems are only just beginning, for there is a terrible blackness hanging over Lake Sardmere. Will you carry on north into the mountains (turn to 104) or travel along the road towards Sardath (turn to 293)?



22

As the ghostly form of Khornu Wych drifts apart, an icy wind blows through the tomb and there is a distant scream, then all is still. With renewed confidence, you step up to the empty sarcophagus to take a closer look. At the back, you can just make out the faint outline of a door. You push it . . . and it opens. As you step through into the next chamber, a rumbling sound begins and the ceiling starts to cave in. Luckily the destruction is only in the area of the doorway – opening it must have weakened the ages-old building.

However, when you look around, you realize that you have not been as lucky as you thought, for there is no other exit from this chamber! If you have been hit by the Ghost, turn to 44. Otherwise, turn to 92.

23

Being out at night this close to the mountains is a new experience for you and you are a little unnerved by their immense, brooding presence, especially as you can see them only in dark outline against the night sky. After you have been walking for several hours, you distinguish another dark shape. This one is some way ahead, moving along the road towards you. You stop and peer into the darkness. The creature coming towards you is like nothing you have ever seen: a huge Black Mammoth, its trunk armed with spikes and its tusks unnaturally twisted. Will you draw your bow and shoot at it (turn to 319), try to hide from it (turn to 379), or draw your sword and stand your ground (turn to 253)?

24

Test your Luck twice. If you are Lucky both times, turn to 124. If you are Unlucky either time, turn to 395.

25

Despite your efforts to stop him, Morn locks an inky-black arm round your throat and squeezes. 'Now then,' he says, 'stand up without struggling and I'll let you live.' You have no choice but to comply. Once you are both on your feet, Morn tightens his grip even further. 'In a moment, we are going to run and dive

out of the Recess Chamber window. If you want to go on living, you'll hang on to me.' Again you have no choice. Suddenly you are running; there is a crash of glass, a whoosh of air, and you are soaring up into the dark sky. In a few moments you are flying out of the village towards the River Sardath. If you prefer to do nothing, turn to 373; but if you want to get free, you will have to struggle against the impostor's grip. Roll two dice and work out your Attack Strength. Do the same for Morn, but deduct 2 points from his Attack Strength since he is flying as well as trying to hold you. If the result is a draw or if you win the Attack Round, you loosen his arms from your neck and let yourself drop just as you get above the water (turn to 310). If you lose the Attack Round, you are unable to escape (turn to 373).



26

Your mind gives a little mental push and the great white wings grow out of your back. You spread them wide and leap from the balcony. For a moment or two, you are totally absorbed by the exhilaration of flying, but a shout from below brings you back to your senses and you see many Dark Elves running to look at you. It is obvious that you are not a Black Flyer, for your wings are white and not at all bat-like. Bows are

drawn, and arrows fired; many of them strike home and you tumble down towards the Dark Elves. Your adventure is over.

27

You step up to the door and hammer out the sequence on the iron knocker. From nowhere a huge, booming voice echoes round the tunnel: 'What is the password?' What will you say:

'Faegh'?

Turn to 91

'Chaugh'?

Turn to 199

'Elath'?

Turn to 343

28

During the night, a Dwarf hand reaches out towards your neck. As it surrounds your throat, the hand transforms into a black claw, with long talons that clutch at your windpipe. The pain wrenches you from sleep, but you are unable to move or cry out. Your adventure is over.

29

You walk back to the huge door and wait as it opens for you. You step through and go back down the stairway to the junction. Some distance along the walkway, to the left, the warriors are still training, so you decide to take one of the other options. If you go straight ahead and down the stairway, turn to 391. If you go right, you soon reach a junction where a stairway goes off to the right. Will you go up these stairs to the balcony and look out (turn to 135) or

continue along the walkway to an archway in the wall of the cavern (turn to 228)?

30

If you decide to shoot at them, the Black Flyers, being creatures of darkness, will easily pick you out as soon as you have fired two arrows. The first Black Flyer will then run to attack you and you will have to draw your sword to defend yourself against it while the other goes on trying to open the stone door. If you decide to charge at them without using your bow, you may make a free attack on one of them (choose your victim and deduct 2 points from his STAMINA). This adversary will then turn to fight you while the other attempts to open the door. If you kill your first adversary, the other will leave the door and come to avenge his companion.

	SKILL	STAMINA
First BLACK FLYER	10	5
Second BLACK FLYER	7	7

If you win, turn to 262.

31

As the Dark Elf turns his back on you, you realize you have the perfect opportunity to take him by surprise. You draw your sword swiftly and strike him on the back of the neck. Roll two dice. If the total is less than or equal to your SKILL, you kill him instantly. If the total is greater than your SKILL, you get in a good hit, stunning him momentarily. However, his armour saves his life and he is able to turn and defend himself.

ELITE DARK ELF

SKILL 9

STAMINA 6

If you defeat the Dark Elf, you drag his body on to the walkway and drop it over the side. Then you walk back to the archway and go through the door. Turn to 103.

32

The trader looks anxious. 'I beg you to reconsider,' he whines. 'I've been waiting just outside the village for ages for someone like you to come along. I hoped I could fool you into thinking that I had just arrived with fresh stock. The truth is, I haven't sold anything for days. If it wasn't for the danger, I would have left a long time ago and headed west for Zengis. But, alas ...' He pauses for a moment, then grins. 'Tell you what, I'll give you a mystery free gift if you agree to buy something.' You ask him what kind of 'mystery gift'. 'A potion,' he says. You narrow your eyes — you'd guessed that much. 'Honestly, I don't know what it is. That's why it's a mystery!' He laughs nervously. Will you now agree to buy some of his potions (turn to 105), or will you decline the trader's offer and continue on your way (turn to 130)?





33

Since there is no path up the mountain, you are forced to scramble up its ridges and scree slopes as best you can. Your hands and feet gradually become numb with the cold and you flinch every time you have to push your hand through a patch of snow to find a hold. Suddenly there is a flash of lightning and a terrible explosion of sound. For an instant all you can see is a bright whiteness; then, as your sight gradually returns, you see a figure in a black robe standing in front of you. If you have met Thyra, turn to 80. If you have not, will you attack the figure (turn to 259), kneel before it (turn to 315), or try to talk to it (turn to 117)?

34

As you approach, you recognize the flowers as those of the Death Dripper, a highly dangerous carnivorous plant. If you were to touch its roots, the flowers would drip a fast-acting contact poison on to you — a risk you cannot afford to take. You turn your back on the plant and keep on walking north-west, thanking the teachings of Sorrel for saving your life. Obviously the former owner of the sword was not so fortunate. Some hours later, as the sun is beginning to set, you approach the fork in the road where the Elf village is hidden among the trees. Turn to 332.

35

You walk all night without finding any landmark to tell you where you are. Sometimes you go uphill, at other times down. As the night wears on you become increasingly tired (deduct 1 point from your STAMINA).

Eventually, the night draws to an end (tick off the next day on your *Adventure Sheet*), and in the dawn light you make out a road a short distance away. As you walk towards it, the sun comes up and you can see that you are still on the Fangthane Road, about half a kilometre from where you started. You also see a merchant wagon coming towards you from the east. The traveller is a Dwarf, obviously a trader from Fangthane. 'Good day to you, adventurer,' he says in his lilting north-eastern accent. You greet him, and ask him if he's going to Sardath. 'I am,' he replies. 'Can I give you a lift?' Will you accept his offer (turn to 220) or warn him that there is danger in Sardath and that he should turn back (turn to 266)?

36

Using the same route as you did before, you find your way back to the Dwarfs' sanctuary. The search for Lokimur takes some time but eventually you find him, surrounded by chaos and frantically giving orders to those round him. 'Have you returned to fight with us against the Toa-Suo?' he asks when he finally notices you. If you say that you have, turn to 74. If you say that you want to speak with him again, he becomes embarrassed; clearly he is far too busy. 'It pains me to have to be so discourteous to so brave an adventurer,' he says, 'but I am responsible for many lives.' You tell him that you understand, and leave him to continue his work.

A Dwarf guard then escorts you out of the mine, and leads you to the south-east side of the pass. 'It is not

safe to go down on the other side,' he says, 'unless you would like to fight the Toa-Suo single-handed.' You thank him for his advice and begin your descent. Some time later, you get back to the mountain trail in the valley. Will you now go north-east towards the spire-shaped mountain (turn to 323), or south-west towards the river (turn to 240)?

37

You immediately think of Bistort, the Forest Wood Elf who gave you the Snake Ring. When you say his name, his image appears on the surface of the pool. You speak to him, but he looks confused: he can hear you but cannot see you. Once you have explained to him what is going on, you tell him where you are and what has happened.

'Excellent,' he says. 'Do what you can. We are already in the mountains and will be with you soon.' You warn him of the Black Flyers. 'Wood Elves do not fear Dark Elves, whether they have wings or not. Try to get inside and free the slaves. With us fighting from the outside and you fighting from the inside, we will have them.' You say that you will do what you can. 'You have already done more than we could have hoped. We are grateful and our thoughts are with you.' As he says this, your Snake Ring doubles its length to fourteen coils and you tell Bistort that his energy is reaching you. 'Yes,' he says, 'Elf rings are sensitive in that way.'

You bid him farewell and tell him that you will see him soon. Before he has a chance to reply, his image

fades; the smooth, cultured voice comes into your head: 'To whom do you wish to speak?' Turn back to 99 and make another choice.

38

The only weapon you have to hand is your sword, so you draw it as swiftly as you can and lunge at the Sorcerer. His eyes flash bright yellow and the air between you crackles with energy. Before you have covered half the distance between you, you are paralysed, standing as still as a statue with your sword outstretched.

'So it was just foolishness, after all.' He shakes his head, apparently saddened by your weakness. 'Good-bye.' His eyes flash once more and your mind goes blank. Your adventure is over.

39

'Thyra Migurn is a powerful demi-god who lives on the spire-shaped mountain, some way east of here. Storm Mountain, we call it in your language. I would not recommend you seeing her, for she seems to despise us all. She used to send storms to stop our mining activities, but we promised her that in due course we would refill all the tunnels we had made. For a while she was appeased, but we still need to send regular delegations to speak to her. It is a difficult job and many of them come back injured by the lightning she wields.'

If this is the second question that you have asked

Lokimur, turn to 274. If it is only the first, you may ask another. What will it be about:

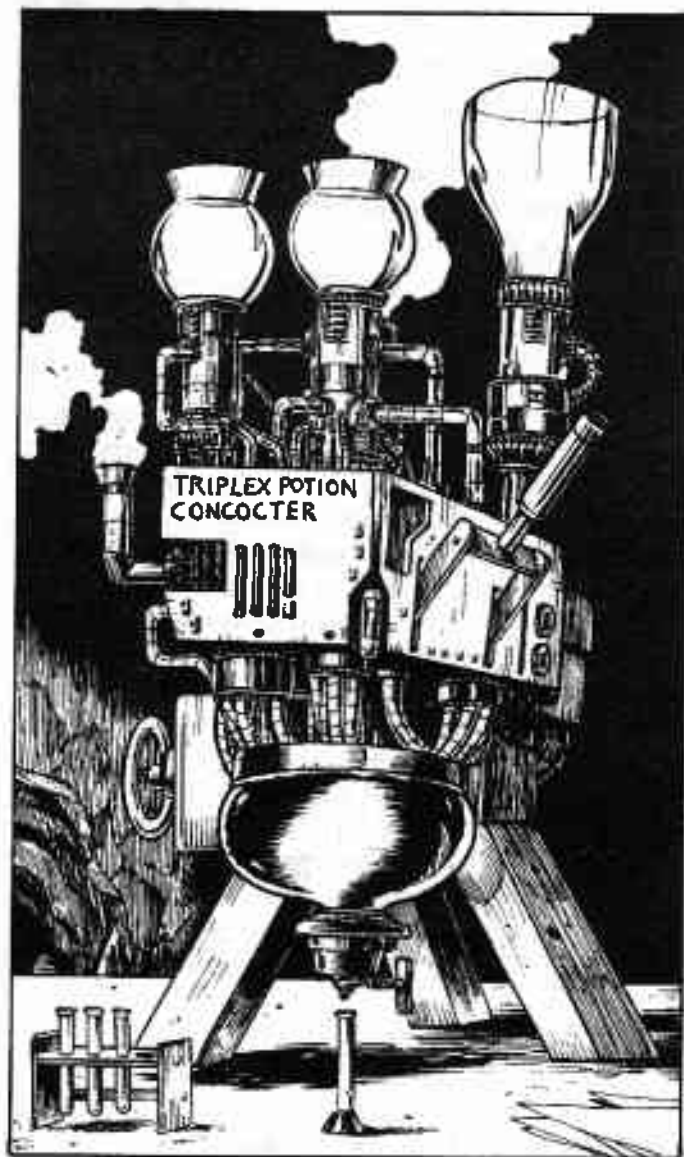
What's happened to Sardath?	Turn to 97
Corianthus (if you know of him)?	Turn to 181
The Black Flyers?	Turn to 368
The Toa-Suo?	Turn to 385

40

There are many boats idling in the river. As you hurtle towards the water, you see a small empty rowing boat lying directly beneath you. A second later you crash into it, wrecking it completely (roll one die and deduct that many points from your STAMINA). If you survive, you glance upwards to see whether Morn is still there. He is circling around, so you take a deep breath and float, face down, in the water. You move downriver a little way, then lift your head for a moment to take another breath. Then you put your face back in the water. After ten minutes of this, you cautiously turn your head and look up into the sky again. It is difficult to tell in the darkness, but you're fairly sure that Morn has flown away. Relieved to have escaped, but glad because of what you have learned from the encounter, you swim to the bank of the river and climb out. Wet and cold, you make your way back to the Council Hall. Turn to 291.

41

Roll two dice and deduct 1 from the total. If this value is less than or equal to your SKILL, turn to 213. If it is greater than your SKILL, turn to 386.



42

The laboratory is filled with a vast array of complex chemical apparatus. In the far corner, to your left, there is a gaping hole in the wall, leading to a dim, torch-lit tunnel. Against the wall next to this hole is a huge potion-making apparatus, with three funnels on top. If you have any magical components (not including any potions like the Mystery Potion or any of the Love Potions), you may climb on to the enormous bench and try to make a potion from them. Put one ingredient in each funnel, and then pull the lever to set the apparatus in motion. If you write the number of each of the components on the funnels (in pencil so that you can rub them out later), you will get a three-figure number; turn to that paragraph. If you manage to make a potion, you will be told immediately. However, if the paragraph makes no sense, turn to 190.

If you decide not to tamper with the apparatus, you search the room but find nothing else of any use, so you decide to leave. Will you go back through the door into the Library (turn back to 166) or enter the tunnel (turn to 102)?

43

With incredible bravery that is bordering on the foolhardy, you leap back towards the wagon to attack the monster before it can devour Fangnir.

CHTHONIAN TRAPPER SKILL 10 STAMINA 14

If you manage to kill this fearsome creature, you drag Fangnir, unharmed, out of the wreckage of his wagon.

But all his goods are lost and his poor horses are dead. All Fangnir can do for a few minutes is moan about his loss but, once he understands what has happened, he thanks you profusely for saving his life (regain 1 LUCK point); now, though, there is nothing for him to do but make his way back to Fangthane. You bid him farewell and watch as he trudges off east, mumbling to himself. You too must continue on foot. Will you travel west towards Sardath (turn to 232) or turn north and head into the mountains (turn to 357)?

44

A sudden subtle pain grips your body, and a great weakness afflicts your spirit; the touch of a Ghost can prove deadly. Your abilities as an adventurer and a warrior have been reduced; deduct points from your SKILL, STAMINA and LUCK scores as listed in the following table:

NUMBER OF HITS	SKILL LOST	STAMINA LOST	LUCK LOST
1-2	1	2	1
3-4	2	4	2
5-6	4	8	3
7-8	7	14	4
9-10	11	22	5

If you have been hit more than 10 times, you are dead.

If you survive this seizure, you will be relieved to learn that its effects are not permanent. Potions, Herbs and so on will all cure you in the normal way,

restoring your life-force in the process. Now turn to 92 to find out what manner of place it is that you are trapped in.

45

You walk along the badly overgrown path for several hours, keeping a look out for Giant Spiders. Suddenly ... *Test your Luck*. If you are Unlucky, you feel a rush of air and are pushed to the ground by a hot, sticky body and a mass of legs. There is a sharp pain in your neck as a Giant Pirate Spider injects you with its poison. In just a few moments you are paralysed and you will be eaten at the Spider's leisure. If you are Lucky, you see the Spider before it drops and just have time to dodge out of its way. It hangs over the path on a single thread, its myriad eyes staring at you and its huge jaws clicking. When you draw your sword, however, it scuttles nervously back up into the tree. You skirt round it and walk on. Many hours later, as evening is approaching, you decide to stop and make camp, so you shake out your blankets, eat a little food, and settle down to sleep. Turn to 82.



46

Just as the Beetle reaches you, you leap out of its way. Unable to change direction, it goes thundering past you, straight into the web of a Giant Spider. With lightning speed, the Spider scuttles down its web and attacks the writhing creature. Within seconds it is still. The Spider clamps its jaws round the body and hauls it high up in the tree, where you can see it wrapping the Beetle in silk to be hung for eating later on. Turn to 308.



47

You walk east between the ridge and the river until you come to a junction where the river is joined by a tributary coming down from the north; it is a raging torrent of water, flowing just past the eastern edge of the ridge. Since it is unfordable, you are forced to turn and walk north along its bank. When you reach the north side of the ridge, you see that the stream descends from a fascinating, spire-shaped mountain, so high that you can get only an occasional glimpse of its sharp peak through the clouds. A massive storm is raging in these clouds, with bright lightning flashes

and rumbles of thunder. Will you follow the stream towards the mountain (turn to 182) or avoid it by turning north-west (turn to 145)?

48

Beyond the archway is a short corridor, an enclosed space whose walls and ceiling shield you from having to look at the insane nature of the bottomless cavern. Tentatively at first, but then more confidently, you take in your surroundings. The corridor is roughly carved, with strange fungi growing on the damp walls, and the dim torches hiss and spit when drips of water fall on them from the ceiling. About ten metres away there is an archway on the left; a few metres further on, the corridor ends at a door. Carefully avoiding any contact with the fungi, you walk along to the archway which, you can now see, leads back out into the bottomless cavern. Will you go through the archway (turn to 236) or carry on along the corridor and go through the door (turn to 205)?

49

In the middle of the night you wake up, only to find yourself bound by a mass of thick, sticky spider webs. A Giant Spider, rearing up on its four hind legs, is spitting threads at you from some distance away. As you struggle to free yourself, the Spider skitters towards you, its bloated, yellow-spotted body pulsating with excitement. Roll two dice. If the total is greater than your SKILL, you are unable to free yourself and the Spider will fall on you before you can retaliate. Though in no way a fighter, since it has you in its web

the Giant Spitting Spider can drop its loathsome body on top of you and inject you with its paralysing poison, putting an untimely end to both your life and your mission. However, if the total rolled is less than or equal to your SKILL, you escape from the webs just as the Spider falls on you. Turn to 320.

50

The whole sky is black with thick clouds; there is absolutely no sign of the sun. You can see a faint glimmer of light on the horizon, but Sardath and the mountains and forest that surround it are shrouded in darkness. Not only that: the skies are filled with Black Flyers. Having suppressed the peoples of this area for many days, they have bought their Sorcerer enough time for him to create this transformation. The area now belongs to them. You have failed.

51

This side of the pass is something like an amphitheatre: a beautiful blue-green lake, surrounded on all sides by steep cliffs. On the north side of the lake there is another pass, where the cliffs are lower and slope at a safe angle for walking. On the south side, the water from the lake flows into a stream, a raging torrent which surges through a gap in the cliffs. The several hundred metres of descent are much worse than the climbing was: every step sends a jolt through your legs. By the time you reach the bottom, you are desperate for a rest and a long, icy-cold drink from the lake. Having rested, will you now go round to the north side of the lake and start climbing the scree

slope up to the north pass (turn to 285) or follow a rough track to a bridge at the head of the stream (turn to 224)?

52

The chief of the Slykk stabs his sword into the clump of reeds in front of him and the warriors lower their spears. The Slykk on his left steps forward. 'Rurkk,' he says, pointing to himself and rattling the chain of dried fish-heads round his neck. 'Slykk magic.' In stilted Allansian and improvised sign language, you parley, with Rurkk translating for his chief. After several minutes of this, the chief croaks at Rurkk and makes a strange facial gesture. 'Must know where boats,' Rurkk says to you.

You tell Rurkk in some detail about your mission and the events that led you to undertake it.

'Know this creature!' says Rurkk when you tell him about Morn Preeler. He then describes an Elf-like creature, but with jet-black skin, who magically impersonated a Slykk and mixed with the tribe – until Rurkk



exposed him. 'Elf carry this,' Rurkk says and hands you a small bundle wrapped in a piece of leather (which you may examine at any time by turning to paragraph 278). Rurkk says 'Will now go.' You look up, but the Slykk have vanished into the reeds. You must move on: will you now sail on up the river (turn to 397), sail to the east bank and walk north into the forest (turn to 267), or sail to the west bank and walk south-west into the marsh (turn to 64)?

53

As you leave the other two Black Flyers behind, you try to get Iulien to tell you more of his people's plans, but every question you ask is met with silence, so you abandon this tack and concentrate on working out where you are. A long way beneath you, the forest is still streaking past; ahead you can see a small group of mountains. It must be the South Guard.

A couple of hours later, when you have flown over the South Guard to Lake Sardmere, you finally see why no one has come from Sardath: the bridge has been destroyed and a huge army of Black Flyers is attacking the town. Nevertheless the citizens of Sardath, led by Ydys Tinner's army, are managing somehow to keep them at bay. Now that you are over the lake, there is a chance for you to escape. If you don't want to take it, turn to 351. If you do, you will have to wrestle free of Iulien's grip. Roll two dice and work out your Attack Strength. Do the same for Iulien (SKILL 7), but deduct 2 points from his Attack Strength since he is flying as well as trying to keep hold of you.

If the result is a draw or if you win the Attack Round, you tear his arms from you and drop into the lake (turn to 255). If you lose the Attack Round, you may make two further attempts. If you still can't escape, turn to 351.

54

'Is no matter,' he says, clutching the bundle to his chest. He mutters something else in his own language, then turns away. He doesn't seem to expect a reply, so you just stand there for a moment, watching him walk back along the street. When he disappears round a corner, you turn back the way you were going and walk on down the main road. Turn to 354.





55

Suddenly a great quantity of Slykk rise up out of the river and advance towards you, spears raised. Instinctively you gesture with your bow in a threatening manner towards the Slykk in front of you. The tribe stops, then one of them moves forward a little way. Being heavily laden with jewellery and other plunder, you reckon he must be the tribe's chief. If you wish to use your advantage in order to escape, you may back off into the Forest and head north (turn to 267) – they will not attack. If you try to talk to the Slykk, turn to 355.

56

When several of the Dark Elves look at you suspiciously, you realize you have made a mistake. The one who spoke to you says something else in his strange language, but you have no idea how to reply. Instead, you just turn and run. With so many warriors on your tail, however, you have no chance of escape. Your adventure ends here.

57

As you stride out, the first few kilometres are bright and pleasant and the air clean and crisp. The forest on the opposite side of the river looks as dark as ever, but the farmland on this side is open and airy. As your journey progresses, the tall pines encroach on the track. You, of course, don't fear the forest's shadowy atmosphere, but there do seem to be more eyes peering at you from the dark spaces between the trees than you remember, and the background noise of

unknown creatures is closer. You suppress your misgivings and press on.

Towards midday you arrive at the point where the track crosses the river. You curse as you approach, for the ropes have been torn down from the trees on this side. You would never dare to swim the river since it is icy cold and infested with predatory fish. However, you could try swinging across on one of the tree creepers (turn to 85). Otherwise, you will have to carry on along the riverbank into the dark, pathless forest (turn to 342).



58

'It's my duty to check everybody,' he says. 'I am one of the Sorcerer's Personal Guard. You know we're the toughest warriors in these caverns, so don't try to cross me.'

'But you recognized me,' you insist. 'Surely you don't need to waste your time on formalities for someone you know both by name and by face?'

'Obviously you know nothing about security,' he replies loftily. 'You only get in if you're on the list.' Will you let him turn to go (turn to 31) or attack him (turn to 250)?



59

You follow the track for some distance, walking gently downhill between the immense mountain to the north and the long, sharp ridge to the south. Eventually you come to another track which goes north-west up a steep slope to a mountain pass. Will you go north-west (turn to 108) or carry on south-west (turn to 240)?

60

In order to dodge the Beetle, your timing must be perfect. Write down a number between 1 and 6 on your *Adventure Sheet*; this represents the time at which you decide to jump. Now roll one die; this represents the time at which the Beetle would hit you. If your guess is exactly right or is only 1 lower or higher than the Beetle's number, turn to 46. If your guess is 2 or

more less than the Beetle's number, you jumped too early. The Beetle swerves and is able to deliver a glancing blow (deduct 1 point from your STAMINA). If your guess is 2 or more higher than the Beetle's number, you jumped too late, and the Beetle hits you squarely in the middle (deduct 2 points from your STAMINA). After hitting you, the giant insect skids to a halt and turns to charge. If you try to dodge again, return to the beginning of this paragraph. Otherwise, you will have to fight it with your sword (turn to 283).

61

The Black Mammoth lumbers to the opposite side of the road and, for a minute or so, peers into the vegetation. Then it turns round and walks towards you. It stops, looking straight at you, but you keep perfectly still. A few agonizingly tense moments pass, then the creature turns away, resuming its journey east. After about a hundred metres, it turns off the road and heads north into the mountains. When it is out of sight, you climb out of your hiding place, walk back to the road, and resume your own journey towards Sardath. Turn to 165.

62

Holding your breath against the spores, you walk into the tunnel. Before you even get close to the Dark Elf, however, several of the Elf Bane puffballs burst and you are enveloped in a cloud of spores. Remarkably, though, none of them settles on your skin; they burrowed into Liethif's body almost as soon as he

entered, so humans must be immune to them. Even so, you hold your breath as you search through the Dark Elf's belongings. Since he was dressed in ceremonial robes, he has little in the way of equipment, although you do find a huge set of jailer's keys hanging from his belt (if ever you are asked 'What is it?', add 10 to the number of the paragraph you are reading at the time and turn immediately to the paragraph with that number). By now, your lungs feel as if they are going to burst, so you run out of the tunnel. From what you have seen, you are sure that the slavers' camp has nothing else to offer you, so you decide to leave. Turn to 123.

63

As soon as you slide the key into the lock, the huge stone door grinds open, revealing a long walkway back in the bottomless cavern. You lower your gaze to avoid the sight of the insane Dark Elf architecture, and step out. The door closes behind you. There is a staircase at the end of the walkway, leading downwards to an archway. The corridor is filled with yet more madness. The subjects of the wall paintings aren't too bad: a Dark Elf sorcerer hypnotizing Dwarfs, conjuring strange monsters and annihilating dragons with floating spheres of blackness. But it is all in such an inhuman style that the depth of the Sorcerer's evil is made very plain. Half-way along the corridor there are two doors, one on each side, and you can see a set of Iron Keys hanging on the wall next to the door on the left. You decide to take the keys (note them on your *Adventure Sheet*). Now, will you go through the door on the left

(turn to 128), carry straight on and go through the door at the end of the corridor (turn to 164), or go through the door on the right (turn to 109)?

64

Walking through the marsh is difficult and uncomfortable and, no matter how hard you try, you cannot keep your feet dry. You see no sign of any Slykk, though you are sure they are watching you. Some time later, you leave the marsh and make your way back to the dry forest you prefer. After a kilometre or so, you come to a small grove of rowan trees, with some fine healing herbs growing round their roots (add 2 to your Herbs). For the rest of the day, you walk through the ever-darkening forest, carefully avoiding the webs of Giant Spiders. Towards evening you arrive at the Elf-path near Ash Cleeve. Turn to 332.

65

As you approach the table, one of the Dark Elves looks up from his food and shouts, 'Hey, soldier. Fetch me some wine.' You hesitate. 'Don't you understand Allansian?' he demands. 'I thought all your lot were learning it. Or perhaps you think that serving is beneath you? You may be a Warrior Lord, but that means nothing here. We are *High Nobility*.'

Unsure as to the appropriate response, you agree to do what he asks, but in a tone which implies that you feel insulted. This seems to satisfy the Dark Elf and he goes back to stuffing his face with small pieces of strange-looking meat. They are all laughing and drinking, paying no attention to you, so you could spike

the Dark Elf's wine while you are pouring it. If you have a Love Potion and you pour it into his goblet, turn to 176. If you have a Sleeping Draught and pour this into his goblet, turn to 311. If you have neither of these, or if you don't want to use them, the Dark Elf snatches the goblet from you and drains the wine in a single swallow (turn to 11).

66

The Eagle spreads its wings in order to slow itself down, then lands gently. It takes a few hopping steps towards you, then flies up a few metres before landing again. It repeats this action several times, until you realize what it is trying to say: if you wish, it will carry you up the mountain. When you tell the Eagle that you understand, it flies into the air, banks, turns, then swoops down and plucks you from the ground. Its claws bite a little way into your shoulders, but you can sense that it is trying not to hurt you. As soon as you are in the air, it screeches loudly and begins to circle. It must be waiting for your instructions. Will you ask it to take you to where the Black Flyers come from (turn to 221) or to Corianthus's Castle (turn to 141)?





67

One of them moves forward slightly. Being heavily laden with jewellery and other plunder, he must be the tribe's chief. He makes a gesture to the rest of the Slykk and they hold their fire. Then he gestures and croaks at you. He doesn't look threatening, but he doesn't look particularly friendly, either. He hands his spear to the Slykk nearest him and draws his sword. He points it at the ground and makes some more croaking noises. Then he points first at you, then at himself. This is a very delicate situation, requiring a careful response. Will you lay your sword in the bottom of your boat and sail towards him (turn to 52) or draw your sword and hold it in front of you in the salute for single combat (turn to 147)?

68

You ask Jonnan about Corianthus, the Storm Giant. 'I have heard the legend,' he replies, 'but I've no idea whether it's true or not. It's said that he lives in a castle on a mountain somewhere to the north of here, but I don't know where. Some of the Dwarfs probably know about it, but none of them has ever told me.' It is clear that Corianthus values his privacy, so you decide not to tell Jonnan about Colrhyn and the Brass Key. Turn to 305.

69

Even though the impostor struggles furiously, you manage to lock your arms round his neck. He struggles again, but you simply tighten your hold. In one swift movement, you take one of your hands from round

Morn's neck, grab your sword and hold it at his throat. You tell him that you won't hesitate to kill him if he tries to escape.

'You'll get nothing out of me,' he says and, before you can move your blade, he twists his head and slumps forward. Turn to 249.

70

As your final blow hits the Mirror Demon, a network of cracks appears on her face and body. With an ear-splitting crash, she shatters into a million pieces of glass. The shield from which she emerged falls to the floor and shatters, revealing a narrow tunnel sloping upwards. As the noise of breaking glass dies down, another takes its place: a deep rumbling sound. Realizing that the whole place is beginning to break up, you clamber into the tunnel and set off on all fours for the surface. After a few metres the tunnel ends at a stone slab in the ceiling. You push, but it won't budge. Then you remember the Sign of Summoning; you tap the slab three times with your sword and it slides open. All that stands between you and freedom are a few centimetres of soil and grass roots and you break through easily. As you drag yourself out on to the top of the mound, an icy wind springs up, and the ground begins to shake. You leap off the mound just as the entire crypt caves in. Khornu's tomb is sealed for ever. Turn to 349.

71

The tunnel twists and turns, leaving dark shadows in the corners, and you proceed very warily, half expect-

ing something sinister to leap out at any moment. After several hundred metres, you reach a heavy stone door with a huge iron knocker set in the centre. If Istu is with you, turn immediately to 256. If you are alone, you push at the door but it is as firm as the rock all around you. If you know the knocking sequence, add the numbers together and turn to the paragraph with that number. If you do not, turn to 374.

72

As you go west, the ridge slopes gradually downwards until it reaches the level of the river. Here you find a landing-stage and a track leading north-east into the mountains. A number of rafts are moored here, but most of them are no better than wrecks. One of them, however, is still in good enough condition to carry you, although it would probably sink if you tried to load it up. Will you get on this raft and punt it west (turn to 326), or follow the track north-east (turn to 5)?

73

You take out a sprig of Quagwart (deduct 1 from your Herbs), and give half to each monster. They swallow it down hungrily and gaze at you, begging for more, their eyes growing fiercer all the time. Then they stop looking fierce, cock their heads to one side and a questioning expression crosses their faces. One of them starts to whimper. After a few seconds, they sag to their knees and crawl back to their respective roadsides. They both lie there, wallowing in self-pity, and you are able to walk confidently past. As you go

down the road, you hope, despite yourself, that they won't become too ill. Turn to 399.

74

Lokimur thanks you and assures you that your special skills will be greatly appreciated. He leads you through several tunnels bustling with Dwarfs running to their battle stations. 'Ah,' says Lokimur as you encounter an older, battle-worn Dwarf. 'Roxsir, take care of our newest recruit.' Before Roxsir has a chance to reply, Lokimur has gone striding off down the tunnel.

'Right then, youngster,' says Roxsir. 'I understand that you're quite a warrior.' You reply that you have seen plenty of action in your time. Roxsir smiles. 'Dwarf and human have fought together on many an occasion — always on the side of Good, and often on the side of victory. We shall make some tales today.' You agree and add that you hope they will have a happy ending. 'There's no doubt about it,' he says. 'Now, where can we fit you in?' Will you join the few archers on the highest rampart (turn to 158), the boulder throwers on the lower rampart (turn to 284), or the rampart axe warriors (turn to 211)?

75

You search the doorway very thoroughly, examining the edges, feeling for hinges and secret locks. Roll two dice. If the total is less than or equal to your SKILL, turn to 303. If the total is greater than your SKILL, turn to 364.

76

As you stand there plotting their downfall, a group of about fifteen Dark Elves emerge from one of the side streets. The artisan is with them. 'Valethion, Chaugh,' he says. 'Frithign na crogchan Camcarneyar.'

Realizing that you should have been more forceful when you met him before, you glare at him. 'I have already told about speaking Allansian,' you tell him. 'Now I must —'

'It's too late for that,' says another Dark Elf, stepping forward and drawing his sword. 'He just said that you are not worthy to be a Camcarneyar. The real Lord Chaugh would have killed him for that.' Against so many you have no chance. Your adventure is over.

77

You follow the walkway for some distance until it is met by another coming from the left. Will you now go left (turn to 146) or carry straight on (turn to 358)?





78

As you open the door, sunlight streams into the room. A figure runs into the shadows. 'Valethion, human,' says the Dark Elf. You draw your sword, warning him to be quiet. 'It's just a greeting. You should say, "Thional" in reply.' You tell him that you are not in the mood to be polite. 'No matter,' says the Dark Elf, and he throws a small wooden box at the door, knocking it closed. With the sunlight blocked out, he leaps forward to attack you. There is no time to use your bow.

DARK ELF

SKILL 8

STAMINA 6

If you win, you find that there are many games in this room and a table with several puzzles on it. Of interest is a square grid, filled with numbered tiles except for one empty square. If you manage to complete the puzzle, multiply your answer by 10 and turn to that paragraph. If it is correct you will be told so immediately. If the paragraph you turn to does not make sense, turn to 304.

If you decide not to touch the puzzle, you leave the Games Room and return to the Observatory. Will you go through the door on your left into the Library (turn to 166) or go straight on through the unmarked door (turn to 110)?

79

He smiles. You must think me very foolish if you expect me to fall for that trick. I suppose you have some kind of shield against physical magic to comple-

ment the mental defences of the amulet.' He pauses, frowning. 'But what?'

Will you tell him that the magic that protects you is so strong that he will not even be able to detect its presence, let alone penetrate it (turn to 239), suddenly look panic-stricken and say that the amulet's power is waning (turn to 121), or tell him that, since you are defended against physical magic, his best option might be to attack your mind (turn to 312)?

80

Thyra throws back the cowl of her robe, revealing a ball of fiery plasma where her head should be. 'So, brave adventurer, you have returned.' The plasma shimmers and changes colour as she speaks. 'Although I should say "foolish" rather than "brave". I told you of my wrath, and you did not heed my warning.' For a few seconds, all you know is heat and light ... and then it is over.

81

The Freezeblood Wall is too steep and treacherous a set of mountains for you to climb, so you must skirt round its eastern edge. After travelling for some distance, you observe a black shape at the foot of one of the numerous rocky crags. It is not far away, so you climb up to investigate. When you get there, you find that the shape is, in fact, the corpse of a Dark Elf which has been dead for at least a week. The creature seems to have been stripped of its weapons and armour, and it was not carrying a pack. Nevertheless a

thorough investigation is always worth while. Roll two dice. Add together the numbers rolled, then modify the result, depending on what day it is, according to the following table:

Moonday	deduct 4
Fireday	deduct 2
Earthday	no modification
Windsday	add 2
Seaday	add 4

If the result is less than or equal to your SKILL, turn to 152. If the result is greater than your SKILL, you find nothing on the Dark Elf's body, so you decide to leave it where it is and carry on north into the mountains (turn to 175).

82

Neither the track nor the Forest has any ground cover, so your bed is rough and cold, and you don't get much sleep (deduct 1 point from your STAMINA).

In the blue pre-dawn (tick off the next day on your *Adventure Sheet*), you are woken by the sound of something coming through the trees. When it appears, you instantly recognize the Giant Wolf Spider, a webless predator much fiercer than the wolf it is named after. It moves towards you on its long, thin legs, its huge mandibles clicking hungrily. There is just time to fire one arrow at it if you want to.

GIANT WOLF SPIDER SKILL 9 STAMINA 8

If you win, you break camp and set off, eating a little

breakfast as you go. The trees loom large over the Elf-path, and it grows ever darker until you can hardly see the sun. Towards midday, the path leaves the Forest and you are relieved to follow it. However, as you walk north to the Zengis Road, you gradually realize that the nightmare is far from over, for there is a terrible blackness hanging over Lake Sardmere. Will you carry on northwards into the mountains (turn to 286) or travel along the road to Sardath (turn to 293)?



83

Although the Vampyric Mould has done you no physical damage, it has managed to crawl up your legs and now covers a large portion of your torso. There is nothing you can do to stop it making its way to your brain and turning you into another Mould Zombie. Your adventure is over.

84

Test your Luck, deducting 1 from the dice roll for each hit you have taken from the Mammoth. If you are Lucky, the monster nudges you with its spiked trunk

and you flop over on to your back, giving the most lifelike impression of being dead that you can, and the Mammoth is convinced. If you are Unlucky, the Mammoth suspects that you are feigning death and is finally convinced only after it has whacked you a couple of times with its spiked trunk as you lie on the ground (deduct 4 points from your STAMINA). Having been fooled into thinking that you are dead, the Mammoth loses interest in you, turns northwards and thunders off into the mountains. Once it is out of sight, you get to your feet and resume your journey towards Sardath (turn to 165).



85

You climb up one of the trees and reach out for the nearest creeper. Roll two dice. If the total is less than or equal to your SKILL, turn to 174. If the total is greater than your SKILL, turn to 210.

86

Try as you may, you can find no way to open the stone door. You race around the now deserted quarters

of the elite Guard but are unable to find a route to the Sorcerer, so you return to the bottomless cavern. When you get there you hear chanting coming from somewhere above you. You dare not look up, for the insane architecture would destroy your mind. But you don't need to, for the effect of the spell is obvious: the Dark Elves have become enveloped by auras of dark power, and each warrior fights like ten. The surface dwellers are going to lose, and your adventure ends here.



87

There are many boats in the river, lying idle now that the town has been cut off. For a moment, you think you are going to hit one, but fortune prevails and you land in the water (deduct 1 point from your STAMINA). If you survive, you glance upwards to see whether Morn is still there. He is circling around, so you take a deep breath and lie, face down, in the water. You float down river for a little way, then lift your head a fraction, taking another breath. Not wanting to take

any chances, you put your face back in the water. After ten minutes of this, you cautiously turn your head and look up into the sky. It is difficult to tell in the darkness, but you're sure that Morn has gone. Relieved to have escaped, but glad of what you have learned from the encounter, you swim to the bank of the river and climb out. Wet and cold, you make your way back to the Council Hall. Turn to 291.

88

One of the Slykk is lighter and faster than the other, and he soon races ahead of his companion. You decide to fire at him.

First SLYKK

SKILL 8

STAMINA 2

If you hit him, turn to 297. If you miss him, there is still time to loose another arrow. If this hits him, turn to 297. If you miss again, you have now run out of time. You quickly sling your bow over your shoulder and draw your sword (turn to 207).

89

The Giant Eagle swoops in at great speed, raking a gouge in your shoulder before you can react (deduct 2 points from your STAMINA). The bird banks and turns, then swoops again. This time you are ready for it.

GIANT EAGLE

SKILL 8

STAMINA 12

If the Eagle wins two Attack Rounds in a row, turn immediately to 339. If you win the fight, did you follow the runnel up the mountain (turn to 296), or did you come up by some other route (turn to 388)?

90

As you turn to fire, the eyes vanish beneath the water. You loose an arrow at the clump of weeds and wait. A few bubbles come up, but you cannot tell whether or not you hit anything. That is the last you see of the strange eyes, but you somehow feel that some of the darkness that has been infesting the Forest has crept inside you (lose 1 LUCK point). Some time towards midday, you ready your bow again, for you are entering Slykk territory. The reeds here are denser than ever and it is difficult to keep your boat in clear water. While you are manoeuvring through a particularly narrow channel, a number of the slimy frog-people rise out of the reeds on either side of you, spears raised, croaking with anticipation. *Test your Luck.* If you are Lucky, turn to 67. If you are Unlucky, turn to 147.

91

Using a calmer tone the voice says, 'You may enter,' and the stone door opens, seemingly by itself. At the far side of the door there is a narrow tunnel, which you follow for about fifty metres. It emerges at last into a seemingly bottomless cavern, and you are seized by an unexpected attack of vertigo. Once you have recovered, you see that a long, narrow walkway extends from where you are standing, and you glance across the cavern to see where it goes. You are shocked by a terrifying glimpse of the Dark Elf lair, which is of such a wild geometry and architecture that it makes you flinch and avert your gaze. Will you force yourself to look at the lair (turn to 24) or go

along the walkway, keeping your eyes down (turn to 288)?

92

You have found Khornu Wych's secret treasure hoard. There isn't a vast amount, but what there is looks valuable and some of it may even be magical. At first you ignore the treasure and concentrate on searching for a way out. After a while it becomes apparent that, if there is any hope of escape, it lies with one of the objects here. There are two goblets on a marble slab: one is made of silver and contains a thick black liquid, the other is golden and contains a deep red liquid. Above these, hanging on the wall, are a beautifully fashioned silver shield and a golden amulet. The shield has a smooth, shiny surface, and the amulet has an engraving of a tall, powerful-looking humanoid with the head of an octopus. Will you:

Take the golden amulet?

Turn to 235

Take the silver shield?

Turn to 275

Drink from the silver goblet?

Turn to 377

Drink from the golden goblet?

Turn to 393





93

The mountains are not a pleasant place to have to camp in, but you are exhausted from the day's walking, so you soon fall asleep. In the middle of the night you are woken by the squelching noise of a shapeless, yellow blob heaving itself out of the faintly glowing stream. This horrific parody of life must have been created by the stream's pollutants. Moved by a mixture of disgust and pity, you decide to put the creature out of its misery. It is slow, so you may fire up to three arrows at it.

XANTHIC HORROR

SKILL 6

STAMINA 14

If you win, you crawl back under your blankets and settle down to sleep. Your dreams are haunted by the Horror, and in the morning you wake up with a start (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to 50. If it is not, you follow the stream until you come to another, smaller stream — a runnel tumbling down the side of a huge, isolated mountain to the west. It has the same yellowish tint of the main stream, which to the north of here is clear. Will you follow the runnel (turn to 318) or leap across it and carry on north (turn to 119)?

94

'What a sad piece of acting,' he says. 'You should know better than to try to fool me. Your earlier panic was clearly genuine. And the second I doubted the amulet was fading, you jumped on it, trying to correct your mistake. Well, it didn't work.' He pauses. 'Now you have no protection for your mind and whatever

physical protection you may have is a waste of time. His eyes flash bright yellow, and the air between you crackles with energy. Add 300 to the number of the Brain Slayer Amulet, then turn to the paragraph with that number.

95

Test your Luck. If you are Lucky, turn to 197. If you are Unlucky, turn to 258.

96

Instead of firing your bow, you reach quickly into your pack and take out the large bottle of Mystery Potion that the trader gave you. Carefully you take aim at your opponent, then let fly. Roll two dice. If the total is greater than your SKILL, the phial misses and smashes harmlessly on the floor. If the total is less than or equal to your SKILL, you hit your target, and the powerful acid which was in the phial splashes all over your opponent. Roll one die and deduct that many points from your opponent's STAMINA. Now turn back to the paragraph you came from.

97

'Sardath has been isolated by a terrible storm which rages over the whole lake. What causes it I don't know. The only creature I know who can evoke such weather is Corianthus, the legendary Storm Giant, but the stories about him suggest that he is a friend to the land rather than a ravager of it.'

You suggest that somebody might be forcing him to do it.

'I cannot believe that is so. I am sure that Corianthus, if he does exist, would rather die than blight such a beautiful place as Lake Sardmere.' He shrugs apologetically. 'I'm sorry that I can be of no more help with this problem,' he says. You assure him that every clue is useful, if only to eliminate possibilities.

If this is the second question that you have asked Lokimur, turn to 274. If it is only the first, you may ask another. What will it be about:

Thyra Migurn (if you know of her)?	Turn to 39
Corianthus?	Turn to 181
The Black Flyers?	Turn to 368
The Toa-Suo?	Turn to 385

98

'You do that,' he says. 'I'll even give you somewhere comfortable to eat it.' You ask him what he means, and he smiles. 'I like you, and I think I'll keep you.' The Dark Elf wants you to be his personal servant. You try various excuses to wriggle out of this situation but he is insistent and, when you turn to run, several Dark Elves leap to their feet and draw their swords. You cannot escape.

99

When you first look into the pool, all you can see is your own reflection. But then it shimmers and fades, leaving only darkness. Gradually a pair of bright yellow eyes form on the surface and a smooth, cultured voice appears in your head: 'To whom do you wish to speak?' If you have a Snake Ring, add 30 to its number

and turn immediately to that paragraph. If you do not, whose name will you give:

Liam Astronomius of Grimmund?	Turn to 126
Colrhyn of the Forest of Night?	Turn to 185
Sorrel of the Forest Wood Elves?	Turn to 260
Ydys Tinner, Commander of Sardath's Army?	Turn to 327
Corianthus, the Storm Giant?	Turn to 352

If you don't want to speak to anyone, you say so; the eyes then vanish, and you move on (turn back to 166 and make another choice).

100

The Dark Elves snap to attention. 'Lord Chaugh,' one of them says, 'we were . . .' His voice trails off. 'How did you get past the sunlight?' he asks. You rack your brains for a plausible reply but, before you get a chance to tell your story, he starts to gabble at you in some unintelligible language – probably Dark Elf. You try to answer in Allansian, but he is not convinced. 'Take the impostor,' he shouts. You fight the Dark Elves with great fury, bringing all your resources to bear, but there are just too many of them. Your adventure is over.

101

You walk south-west for some time, heading towards the western edge of a long, sharp ridge. As you round the edge of the ridge, you see a river – the Sardath, wide and slow. There is a landing-stage here, and many wrecked barges. One of them is just about fit for

you to sail, although it would probably sink if you were to try loading it up. Feeling that you have exhausted all the possibilities of these eastern ranges, you decide to sail west. Turn to 326.

102

You walk down the torch-lit tunnel, tensely excited at the possibility of encountering a Dark Elf in this gloom. After a few hundred metres, you come to a junction, with one tunnel going up to the right and another going down to the left. While you are standing here, trying to decide which way to go, you hear two sets of footsteps, one approaching from each direction. You could run back to the Laboratory, but they might follow you. However, there is a small, dark niche on the opposite side of the tunnel, where even Dark Elves may not be able to see you. If you decide to hide in here, turn to 335. If you would prefer to stand and face the Dark Elves, turn to 287.

103

A long corridor runs from here and it has just one exit: a closed door at the other end. When you walk down the corridor, you are relieved to see that this door has a handle, so you open it and walk through. And then you stop – the room is full of Dark Elves, and they are elite warriors, all wearing the same type of armour as the guard. For a few seconds you hesitate to take any action at all – this is a very dangerous situation. One of the Dark Elves then walks up to you and looks at you with disdain. 'Name?'

'Lord Chaugh,' you say, 'from the Giant's castle.'

'Sit there,' he says, pointing to a chair by a stone door. Wary of making the Dark Elves suspicious, you do as you are told. The door has the word 'SAUCRIERE' carved on it and, as you sit there, you wonder what it means. The Dark Elf turns to the others and murmurs something in a strange language – probably a secret battle language, for it doesn't sound at all like normal Dark Elf. Whatever he said, it must have been sarcastic, for the others laugh. Add up the value of the rings you have, then turn to the paragraph with the same number. If you have no rings with values, turn to 203.

104

You travel all day through the Freezeblood Mountains, following the same route up a long, gently rising valley. There is no path here, so the going is very difficult. You can see a huge, isolated mountain at the end of the valley, but it is impossible to tell how far away it is; you walk for many hours, but it doesn't seem to get any closer. To make matters worse, the valley floor is damp and marshy, and you can only make any progress by leaping between clumps of springy turf. Each mis-step threatens to break your ankle; but you are not easily beaten, and you keep going, ignoring the sweat which is almost freezing against your skin. By the time night begins to fall the mountain still doesn't look any nearer. But everything you have discovered indicates that this is the way you must go, so there is no point in turning back now. Indeed, you may even decide to press on through the

night. If you do so, turn to 251. If you wish to camp for the night, you notice a small crag near by where you can shelter and some dry rocks on which you may sleep (turn to 286).

105

'Excellent.' He is obviously very pleased and hands you a large bottle containing about half a litre of a thick, clear liquid. 'What I said before wasn't quite true: it's not really a potion at all – at least, not a potion for drinking. All I know about it is that it's very dangerous, so don't even open the bottle, let alone pour it down your throat. What I suggest you do is throw it at something nasty and hope that it does some damage.' You may use Mystery Potion X at any time when you are allowed to fire your bow, in place of one arrow. When you decide to use it, make a note of the number of the paragraph you are reading at the time and then turn to paragraph 96 to find out what happens. 'Now, then,' says the trader, 'down to business.' Turn to 263, and remember: you are obliged to buy at least one potion.

106

Before the Elves have time to react, you draw your bow and fire an arrow at Sorrel. If it hits, turn to 272. If it misses, turn to 204.

107

You walk all night without finding any landmark to tell you where you are. Sometimes you go up hill, at other times down. As the night wears on, you grow

more and more tired (deduct 1 point from your STAMINA). Eventually, the night draws to an end (tick off the next day on your *Adventure Sheet*) and gradually you are able to make out the various mountains. The one you were heading towards last night is still a long way off – you have wandered around so much that you have covered less than half the distance you should have done. Cursing your stupidity, you press on northwards, trying to make up for lost time. Turn to 357.

108

Although the slope up to the mountain pass is steep, it is not dangerous. It is a hard slog to get to the top, but you accomplish it more quickly than you might have expected. While you are trying to take in the incredible grandeur of the mountains, you notice a small cave on the eastern side of the pass and you walk cautiously across to investigate. You can't see anything in the cave, but there are several tracks on the ground outside, possibly those of Dwarfs, though it does seem as if inexperienced hands have tried to cover them up. If you follow the tracks into the cave, turn to 252. Otherwise, since the mountains on either side of the pass are too difficult for you to climb, you will have to descend again. If you go down the north-west side of the pass, turn to 133. If you go back down the south-east side of the pass, you eventually regain the main trail; will you now go north-east (turn to 323) or south-west (turn to 240)?

109

As soon as you go through the door, you are assailed by a hypnotic, rhythmic chanting. You are high up on

a balcony in a massive circular room, so you step closer to the edge and look down to see what it is making the noise. The room below you is filled with Dark Elf sorcerers wearing ornate robes and holding twisted, black wands in the air. They are standing in three groups of thirteen round strangely ungeometric magical diagrams, swaying and loudly reciting their invocations. The air above each group is heavy with baleful power, and thick globules of blackness hang over their heads.

If you have a Lightning Sphere, it begins to crackle, so you take it out of your pack. As you hold it in your hand, it glows with a bright, white light, and small flashes of energy arc out over the sorcerers, dying against the coagulation of black power. If you hurl the Sphere at the Dark Elves, turn to 233. If you don't have a Sphere, or if you don't want to use it, turn to 191.

110

When you open the door, you suddenly realize your terrible mistake: there are at least ten Dark Elf warriors in here and they are still furious at being tricked by the Eagle. Because you are human, they attack without hesitation. You defend yourself with great fury, bringing all your resources to bear, but there are just too many of them. Your adventure is over.

111

Since the Ghost is a creature of the Spirit Plane, normal weapons won't harm it. Only silver, which has

a partial existence on the Spirit Plane, can touch it. It is lucky that you possess such a weapon, for otherwise you would have been powerless against the creature.

GHOST

SKILL 9

STAMINA 8

The Ghost doesn't wound you in the normal way. Every time it hits you, it drains your life-force; therefore, instead of deducting STAMINA, just count how many times it hits you and keep a note for future reference. You may attempt to run back the way you came at any time, by turning to 150. If you destroy the Ghost, turn to 22.

112

You follow the walkway for some distance, keeping your eyes down while still trying to walk as naturally as possible. Eventually you come to a junction; will you go left (turn to 193) or carry straight on (turn to 358)?

113

You throw the bone into the middle of the road where the two creatures can reach it. They each grab an end and shake their heads fiercely. For a few moments they growl and tug, but then the bone snaps in two, and they retire to their respective roadsides to enjoy their feast. Somewhat hesitantly you walk between them, increasing your pace once you are past. Turn to 399.

114

Suddenly you feel something crawling up your leg: it is the Mould. It doesn't seem to be hurting you, but it

is clear that its intentions are not good. If you have the Mystery Potion and wish to use it, add 220 to its number and turn to the paragraph with that number. Otherwise, you must try to scrape the Mould off your body before it covers you completely.

VAMPYRIC SLIME MOULD

SKILL 9

Since the Mould is not a single creature but a colony of microscopic beings bound together and driven by an evil sentience, you cannot do it any real harm. Equally, it can do you no harm. Instead, this combat represents the race to find out whether you can fend it off before it covers your body; therefore do not deduct any STAMINA points. If the Mould wins two Attack Rounds in a row, turn to 83. If you win two Attack Rounds in a row, turn to 134.

115

The morning arrives (regain 1 STAMINA point and tick off the next day on your *Adventure Sheet*) and you climb out from under your thick, frost-covered blankets, the chill morning air reviving you and making you eager to go on. You shoulder your pack and set off. As the morning wears on, the river becomes more and more choked with reeds, for you are entering Slykk territory. You keep your eyes open for any sign of the slimy frog-people, but you see nothing for over an hour. Then, without warning, two Slykk leap up out of the reeds and on to the bank. One of them shouts at you in his croaking speech and brandishes a spear. He gestures with it northwards, seeming almost to point. He croaks again, more threateningly. If you

comply with the gesture and head north into the Forest, they will let you go (turn to 267). If you stand your ground, they will begin to advance on you. Will you make some sign of friendship and say who you are (turn to 125), draw your bow and loose an arrow at one of them (turn to 88), or draw your sword and wait for them to reach you (turn to 207)?

116

As you get deeper into the mountain, the bright light of day is replaced by an eerie yellow glow from the stream, making the stalactites cast strange shadows on the ceiling. Sometimes they even look as if they are moving. After you have been walking for about half an hour, you become convinced that some of the stalactites really are moving. You look up, but it is too late – they are already raining down on you. You run. Roll one die to find out how many hit you, and deduct 2 STAMINA points for each hit.

If you survive, you reach the end of the Mimic Stalactites' territory and find yourself at a junction where the stream splits off to the right and the path heads left. The tunnel where the stream goes is impassable, so you follow the path. Gradually the tunnel levels out, then turns to begin a gentle descent. You come to a couple of turnings to the left, but there are many alien voices echoing from these tunnels so you avoid them and carry straight on. The tunnel twists and turns, going downwards for a few hundred metres, until you reach a heavy stone door with a huge iron knocker in the centre. If Istu is with you, turn to 256. If you are alone, turn to 374.

117

You start to speak, but the figure interrupts. 'How dare you speak to Thyra Migurn without kneeling before her!' A glowing light appears in the cowl, then a burst of lightning shoots out, hitting you in the chest. Roll one die and deduct that many points from your STAMINA. If you survive this blast, will you now kneel before Thyra (turn to 315), or do you refuse (turn to 350)?

118

Somehow Morn manages to get you into a position where you are out of balance. With this advantage, he twists, trying to turn you on to your stomach and get you in a strangle hold. You fight to stop him. Roll two dice to determine the Attack Strength for both yourself and the impostor (SKILL 7). If the result is a draw or if you win the Attack Round, you manage to twist yourself out of Morn's grasp, thwarting his efforts to hold you – return to 212 and continue the fight. If you lose the Attack Round, turn to 25.

119

You follow the stream for some distance until you see a beautiful blue-green lake at its head, nestling within a natural amphitheatre formed by the surrounding cliffs. Suddenly you are knocked to the ground by a massive, white-furred body. You strike out, but several more of the Hobgoblin-like humanoids join the attack. Your adventure is over.

120

The Mirror Demon comes to a halt and looks in the direction of your Veiled Guardian; being a Demon herself, she can see him. 'Istu,' she says, 'free yourself from the bondage of this human and side with me. After all, we are both Demons; this pathetic creature is but a mortal.'

Istu laughs. 'You cannot tempt me, Lix Tetrax. You must know that my service to this human is the final stage of my release from the Ivory Cube. Once my earthly form has been destroyed in honest service, my exile will be over.' He leaps at her, talons flashing.

MIRROR DEMON SKILL 8 STAMINA 10

You decide to stand well back and await the outcome. Play out the battle between Lix Tetrax and Istu, remembering to deduct points from Istu's STAMINA since he is in direct combat. If Istu wins, turn to 70. If the Mirror Demon wins, you will have to finish her off. If she wins an Attack Round against you, turn immediately to 6. If you destroy her, turn to 70.

121

Test your Luck. If you are Lucky, turn to 173. If you are Unlucky, turn to 246.

122

You walk for many hours, following the stream up an ever-steepening valley. There is no trail here and the ground is very rocky, so your progress is slow and tiring. Eventually night falls, but you still haven't

found the source of this strangely polluted water. It is cold and windy in this valley, but there seems to be a good shelter under some fallen boulders by the stream. Will you stop here and make camp for the night (turn to 93) or press on north (turn to 251)?

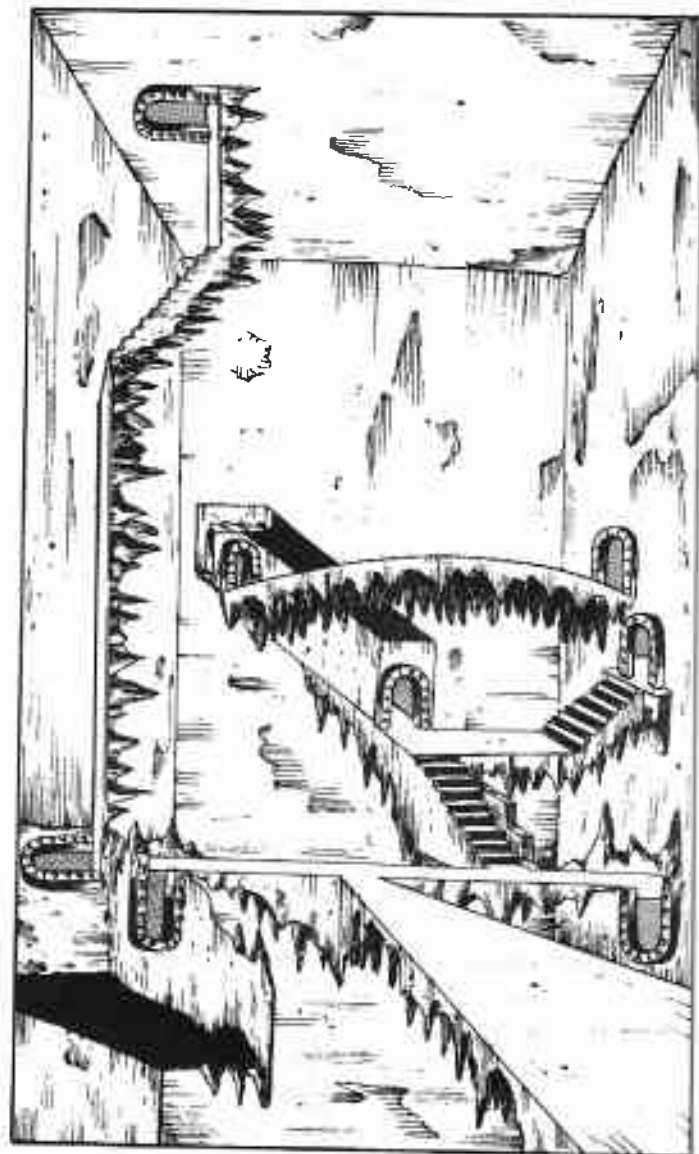
123

Just as you are leaving the camp, a young Dark Elf, breathless from running, comes up to you. 'Thank the Whisperer I have found you, Lord Chaugh. Duke Pilea wants you to return to the castle immediately.' Several other Dark Elves have overheard him, so you have no choice but to go along with this order. As you walk away from the slavers' camp, you try to act as naturally 'Dark Elven' as you can, praying that you won't say the wrong thing. However, if you return to the castle, you are bound to give yourself away sooner or later, so you have got to get rid of this Dark Elf. Once you are out of sight of the camp, you attack him.

YOUNG DARK ELF SKILL 5 STAMINA 4

If you win, you hide his body, then carry on down the track. If you weren't forced to kill them on your way in, the Obligaths just let you past — they are there to keep the wrong people out, not to keep anyone in. When you get back to the main track, you turn right, heading further into the city. Turn to 237.





124

The architecture is more than wild – it is completely illogical! The elements of the lair are as you might expect: walkways, stairs and archways; but the way they are put together is insane; it seems to defy all the laws of nature. Perhaps what you see is not the reality of the place but the only way in which your logical mind can interpret it. You stand there for a moment, entranced by its strangeness, feeling yourself becoming lost, your mind chasing through endless paths of unreason. But your will is strong and you are able to draw yourself away at last. Convinced that it would be too dangerous to look again, you decide to rely on what you have seen already to guide you through this alien world, so you walk tentatively along the walkway, keeping your eyes on the path just in front of you. It is unnerving not knowing where you are going, but you force yourself to walk on. Eventually the walkway meets another. Will you go left (turn to 358) or right (turn to 112)?

125

You raise your hands to show that you are not hostile. The Slykk stop and look at you enquiringly, so you shout your name and say that you are from Grimmund. The Slykk look at each other and make croaking sounds and strange facial gestures. Then, without warning, they shout, 'Arrark!' a noise which is something more than a croak but not quite a word. Then they charge at you again. If you flee northwards they will stop and let you go (turn to 267). If you stand your ground, they will continue charging, the smaller, faster

one pulling away from the other. Will you draw your bow and loose an arrow at one of them (turn to 138) or draw your sword and wait for them to reach you (turn to 207)?

126

If you have your Council Ring and a Four-Leaf Clover, turn to 151. If you have only the Clover, turn to 227. If you have neither, turn to 392.

127

But there is still cause for hope: a small sailing boat struggling desperately against the weather. Its lone sailor, dashing frantically from sail to tiller and back again, may not make it. You look around for a means to aid him, but the only thing you find that will actually float is a small rowing boat, moored to the wrecked bridge. Will you row out to help the sailor (turn to 242) or wait and hope that he makes it on his own (turn to 313)?

128

As soon as you open the door, you are stopped dead by the sight that greets your eyes. There are scores of Dwarfs in here, shackled to the walls and floor with manacles and chains, and to each other with neckbands and steel rods. When they see you, many of them widen their eyes in delight but keep their mouths firmly closed. You go to the one nearest you, quickly unhook the Iron Keys from your belt and unlock him. Now that he is freed, the Dwarf grabs the keys from you and begins to release the others.

'Go back into the corridor and through the door opposite,' he hisses at you over his shoulder. 'I presume you are well enough armed to fight the Sorcerer. We'll go to the dormitory on the left and take out the acolytes.' He looks at some of the others. 'Revenge at last!' he shouts, and the Dwarfs let out a cheer, unconcerned at the noise they are making. Following the Dwarf's instructions, you return to the corridor and go straight through the door opposite. Turn to 109.

129

You walk towards the cage but are repulsed by some great power. No matter what you do, you cannot get close to the Giant. Perhaps if you were able to speak to him, he could tell you what to do. You call to him, but he shows no sign of hearing you. Whatever is binding the Giant, it has cut him off from the outside world completely, and there is no way you can get to him so, reluctantly, you give up. If you decide to leave the oval building, turn to 29. If you want to stay and investigate further, will you edge round the Giant to the left (turn to 238) or to the right (turn to 337)?

130

You walk on down the road until you come to the last outpost of the village – the harbour, where all the trading boats are kept. It has a look of dereliction about it: all the sails are furled, and the food in the warehouses is beginning to rot. This scene drives home to you the importance of your mission and the urgency with which it must be completed. There is not

much for you to go on yet, but nevertheless you must now decide how you will proceed. Will you travel north-east on the Grimway (turn to 57), take your boat and sail up the river (turn to 269), or cross the river and head north-west through the forest (turn to 325)?

131

In the middle of the battle, just when the Ghost is beginning to weaken, you make a dash for the secret door in the sarcophagus. The Ghost is still strong enough to keep up its defence, however. A ghostly arm flails out and delivers a life-draining hit. Add 1 to the number of times the Ghost has hit you, then return to 111 to continue the battle.

132

You draw your sword and lean over the stern of the boat. A few deft strokes destroy the Bloodweed, and the rudder is freed. You sail on. However, since Bloodweed is dangerous only until it becomes gorged, killing it was unnecessary — this one had already had its fill of your blood, which you should have realized from its dull-red colour. As a result of this gratuitous act the natural luck that follows you through the Forest ebbs a little (lose 1 LUCK point). An hour or so later, you spot another pair of amphibian eyes looking at you. This time, instead of looking back at them directly, you keep on looking forward but watch the eyes at the edge of your field of vision. Not realizing that you have seen it, the creature stays in full view. Will you quickly grab your bow and shoot an arrow

at it (turn to 90), or just wait to see what it does (turn to 294)?

133

Because of the shape of the north-west descent, you don't see the bottom until you have made your way down for some distance. The beautiful lake and the sheer cliffs to the north quite soon become visible — but you don't see the huge army of white, thickly furred humanoids until it is too late. These are Toa-Suo: resembling overgrown Hobgoblins, they have two tusk-like lower teeth protruding from their mouths. They see you straight away and a group breaks off to attack you. You run, but they are in their element and catch up with you easily. Your adventure ends here.

134

You are much quicker than the Mould and so are able to drive it from your body. The relief is only temporary, however, for it slimes back across the ground towards you, ready to resume its attack. Unfortunately, it is not alone now — the Zombie has come to its aid. There is no way that you'll be able to fend off the Mould and fight the Zombie, so you run north-west (since the Zombie is blocking the other way), slowing down to a walk when the creatures are out of sight. Turn to 15.





135

The sight that meets you as you look out across the immense cavern fills you with dismay: the Dark Elves have nearly finished building the small city which will be the base for their evil machinations. Beneath you and to your left it is complete; further out, Dark Elf artisans are still building their strange houses and decorating them with hideous gargoyles and bas-reliefs. Over to the far right, you are saddened to see scores of Dwarf slaves quarrying the rock from the cavern wall and ferrying it to the artisans in huge carts. Behind you, at the back of the balcony, is an archway, which you may go through into the short tunnel beyond (turn to 281).

All your other options lead further into the city. If you have a pair of Pegasus Wings, the most direct route is by flying (turn to 26). If you do not, you will have to walk. On each side of the balcony a stairway leads downwards. Will you go down the left stairway to a walkway some distance above the floor of the cavern (turn to 160) or down the right stairway, which goes all the way to the bottom (turn to 389)?

136

The door reverberates with a dull thud but does not give; the stone is not even chipped. Will you:

- | | |
|----------------------------------|-------------|
| Search for an opening mechanism? | Turn to 75 |
| Try saying a password? | Turn to 2 |
| Hit the door again? | Turn to 321 |
| Give up? | Turn to 349 |

137

Sailing round the wrecked bridge is easier than you thought, and you are soon sailing on up the river. The increasing darkness of the Forest bears out your theory that something evil is taking place, that the coldness you feel is not just the result of the weather. Even the river is beginning to look abnormal. Several times you see a pair of large amphibian eyes pop up in the reeds, only to disappear just as quickly. Many hours pass, and the Forest's darkness turns into the chill blackness of night. There is a small clearing on the east bank, so you land the boat and set up camp. As you sit, eating cold rations and gazing over the trees on the west bank, you notice two black shapes silhouetted against the starry sky. They are some distance to the west, flying southwards; after a while, they land. If you decide to sail over to the west bank and track the creatures into the Forest, turn to 168. Otherwise (write the number 178 in a circle on your *Adventure Sheet*), will you settle straight down to sleep (turn to 19) or make a fire first (turn to 188)?

138

Since the First Slykk is a lot closer than the other, you fire at him.

First SLYKK

SKILL 8

STAMINA 2

If you hit him, turn to 297. If you miss him, he is too close for a second shot, so you quickly sling your bow over your shoulder and draw your sword (turn to 207).

139

Holding your sword up to his face, you shout at him that you are the one who deserves the most respect. You say that you are a warrior, risking your life for the spread of Dark Elf civilization. He begins to tremble and drops his bundle. A small, beautifully carved statue of a Gargoyle's head falls out of the sackcloth. 'We both noble, in own ways,' he says, obviously concerned by your superior strength, but still trying to salvage some honour. 'No need violence,' he says. 'Take Gargoyle.' You sneer, but you pick up the figure and march off down the main road. 'Many ways of power,' he shouts after you. 'See when you need noble living place.' You ignore his taunts and carry on. Turn to 354.

140

Roll two dice. If the total is less than or equal to your SKILL, turn to 34. If the total is greater than your SKILL, turn to 95.

141

The Eagle carries you up the mountain at a pace so swift that the icy air rushes past your face and chills your skin. You begin to shiver; but nevertheless you are glad that you no longer have to make the effort of climbing – especially when you see the sheer walls of the castle, seemingly carved out of the actual rock of the mountain. After the Eagle has landed on the roof and you are safely on firm ground once more, it starts scraping at the stone with its talons, screeching all the while. When you take a closer look, you see that there

is a huge, stone trapdoor here, and you can hear shouts coming from beneath it. 'Scatter, you evil creature. Come back and tempt us in the darkness. Then you will receive the same treatment as your master.' Of course, you think, these creatures of the night cannot bear direct sunlight. Suddenly the trapdoor begins to slide open, and you jump off it. The movements and the noises of the Eagle must have been a magic code. There are many screams from beneath you – apparently caused by the sunlight pouring in through the aperture. Will you go to the edge and look over (turn to 245) or wait until the noise dies down (turn to 365)?



142

You follow the river steadily south until night falls. You are not far from Sardath now, so you press on. When you are about half way round the eastern edge of the Freezeblood Wall, you hear a strange noise like

a thousand giant birds flying overhead. Quickly, you dive behind a large boulder and peer out to see a horde of dark shapes silhouetted against the night sky. It is an army of Black Flyers, flying towards Sardath. Relieved that you are hidden from their view, you decide to huddle into the side of the boulder and get what sleep you can.

You sleep fitfully all night and wake in the morning hardly refreshed at all (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to 50. The sky is only just beginning to lighten into the pale blue of the pre-dawn when you see the army of Black Flyers leaving Sardath and flying north over the Freezeblood Wall. Will you follow them (turn to 16) or continue south to the Fangthane Road and follow it into Sardath (turn to 293)?





143

'That, of course, is your privilege – though I think you are being unwise.' You follow Liam into the spell chamber. In the centre of the room stands an enormous crystal mirror, shrouded in coloured mists. Liam picks up a silver sceptre from its stand. 'All that remains is for me to perform the Sign of Summoning.' He raps on the crystal three times.

Without warning, a vision appears. It is a Suma, a messenger from the gods and answerer of desperate prayers. His voice echoes round the spell chamber, as if the room were too tiny to contain it. 'Seek out the tomb of Khornu Wych in the Forest of Night. Look for the Flyers and remember what you have seen here today. Without the amulet you are lost.' The mists swirl around, enveloping the mirror. When they subside, the Suma has gone.

'Well,' says Liam, 'you have survived. I have no idea what the Suma's advice means, but I'm sure that all will become clear in the fullness of time.' It is now time to leave; Liam comes to the door to wish you luck and watches as you walk down the main road. Turn to 390.

144

You apologize, mumbling that you can't help them with their ritual because you have urgent business with the diners at the other side of the room. *Test your Luck.* If you are Unlucky, they don't believe you and draw long, curved daggers. When they move towards you, eyes burning with bloodlust, you realize that

fighting them would be futile and decide to do what they ask (turn to 268). If you are Lucky, the Dark Elves are inclined to believe you; however, they are not totally convinced and watch closely as you walk towards the diners (turn to 65).

145

The ground to the north-west rises gradually for several kilometres until it arrives at the foot of an immense mountain. However, before you reach the mountain, you are confronted by a path; in one direction it goes north-east towards the spire-shaped mountain and in the other it goes south-west. Will you now go north-east (turn to 323) or south-west (turn to 59)?

146

You continue along the walkway until you reach a narrow tunnel in the cavern wall. You are just about to go through it when you realize that this is the way you came in. You turn and glance across the cavern, once again catching a terrifying glimpse of that wild architecture. You have no choice but to turn around and try to complete your mission. Will you force yourself to look at the city before you go (turn to 24) or walk back across the walkway, keeping your eyes down (turn to 288)?

147

The Slykk launch a sudden volley of spears. Roll one die to find out how many strike you, and deduct 2 STAMINA points for each hit. If you survive, you try desperately to sail away from the line of fire, but

another group of the frog creatures rise up alongside the boat and begin to rock it. There are too many to fight, so you must simply try to keep the boat afloat. Roll two dice. If the total is greater than your SKILL, you are upended into the icy water. Fighting in their own environment, the Slykk will have no trouble in defeating you, putting an end to your quest. If the total is less than or equal to your SKILL, you manage to keep the boat upright until you break out into clearer water and are able to let the boat run. The Slykk could probably keep up with you if they wanted to, but when they see that you are on the retreat they let you go. Turn to 397.

148

'Come out, you puny creature,' the Black Mammoth bellows, to your great surprise! It is looking straight at you. 'I can see you, hiding beneath that heather. I haven't yet killed in this form, and I would like my first blood to come from a fair fight.' You remain completely still – it may be bluffing – but then it takes a step towards you. 'I don't think you would enjoy being trampled to death,' it says. Whether it's bluffing or not, you don't want to end your adventure by being crushed to death, so you leap out into the road and draw your sword.

BLACK MAMMOTH SKILL 12 STAMINA 15

Since this is such a fearsome adversary, you may, at any time, collapse on to the ground and pretend to be dead (turn to 84). If you kill the monster, you may resume your journey towards Sardath (turn to 165).

149

The fungi in this tunnel are pale green, with green tops and small spikes round their bases. They look fairly harmless, so you set off down the tunnel quite confidently. Once you have gone several metres into the tunnel, however, many of the Green Cap start dropping spores from their undersides. Even though most of them fall on the walls and the floor, some of the spores waft towards your face. Roll two dice. If the total is less than or equal to your SKILL, turn to 18. If the total is greater than your SKILL, turn to 189.

150

You turn away from the Ghost and run back to the door. You try the Sign of Summoning, but the door remains shut. From behind you, you hear the ghostly voice of Khornu Wych: 'You do not think I would let you escape that easily, do you?' The Ghost floats out of its sarcophagus and begins to move towards you. Surely there must be some escape . . . surely . . . sur . . .

151

As soon as you make contact, Liam seems to know what is happening. 'It is truly fortuitous that you have contacted me,' he says. 'Since you left, I have been researching the Brain Slayer Amulet shown me by the Suma. It was created by an ancient seer called Khornu Wych . . .' He rambles on for some time about the history of this amulet but eventually says, 'It has a symbol carved on the back. At the moment, this means that it will absorb any mental attacks made on the wearer. However, if two X's are scratched in front

of the existing symbol, the amulet will not only absorb any attack made on the wearer's mind but will reflect it back on the attacker. I hope this proves useful. Goodbye and good luck.' Before you get a chance to say anything, the image fades.

If you already have a Brain Slayer Amulet, you scratch the new symbol on it as instructed. If you do not, you should make a note of what to do for future reference. You then look back into the pool 'To whom do you wish to speak?' asks the smooth, cultured voice. Turn back to 99 and make another choice.



152

Even though you find nothing on the Dark Elf's body, you do discover a number of footprints near by. You follow them eastwards for a short distance until you come to an area containing several other tracks, all leading north-west up a long valley. These prints were made over a week ago, and by large numbers – a Dark Elf army, perhaps. The presence of such a force, no matter how long ago, is a vital clue to your mission, so you waste no time in following it up. Turn to 104.

153

You raise your head and force yourself to gaze upon the wild architecture of the Dark Elf lair. It makes your mind reel and you begin to lose all sense of who and where you are. *Test your Luck*. If you are Unlucky, you feel an intense dizziness and start staggering from one side of the walkway to the other. Unable to prevent it, you stumble and fall over the side – your adventure is over. If you are Lucky, you recover at the last moment and find yourself gazing into what looks like an infinite abyss. If this is the first time you have experienced this effect, you will be disorientated for some days (lose 1 SKILL point). If you've suffered from this before, the symptoms are not worsened. Now turn back to the paragraph you came from and continue your adventure.

154

But there is still cause for hope – a small sailing boat is struggling desperately against the weather. Its lone sailor clings single-mindedly to the tiller but lets the sails flap wildly in the wind. You look around for a way to help, but the only thing you can find that will actually float is a small rowing boat, moored to the wrecked bridge. Will you row out and help the sailor (turn to 41) or wait and hope that he makes it on his own (turn to 313)?

155

Your sword slashes into Morn's side, sending him staggering backwards. You advance on him, but now, instead of fighting back, he makes a run for the Recess

Chamber window. If you let him escape, turn to 271. If you dive after him in an attempt to bring him to the ground, turn to 340. If you swipe at him with your sword, you will easily hit him since he is not defending himself – deduct 2 points from his STAMINA (you may use your LUCK to try to increase this). If this hit kills him, turn to 249. If it doesn't, he will escape (turn to 271).



156

As you charge towards the Spider, it ejects a thin stream of sticky silk in your direction. You are closer than it would ideally like, so the thread arcs over your head, missing you completely. This is a Giant Spitting Spider, not one of the more ferocious hunting varieties, so, before you can reach it, it turns and scuttles off into the trees. You walk back to your camp, feeling good about resolving this encounter so well (regain 1 LUCK point). You lie down, wrap your blankets around you, and settle back down to sleep. Turn to the paragraph whose number you wrote in a circle on your *Adventure Sheet*.

157

You fit the ivory squares together into a cube so that all the carved lines are aligned. As you turn it round in your hands, you see that the shapes form a word: *ISTU*. 'Istu,' you say out loud. You feel a great power flow through you (regain 1 *LUCK* point) and by your side appears an immense demon with fiery eyes and great talons that are as potent as the finest silver sword. 'I am Istu, the Twelfth and Last of the Veiled Guardians. I am invisible to all except you and other Demons. I will remain with you and fight by your side until I am destroyed. I will fight any adversary that I can rend with these claws – unless you command me otherwise.' This means that Istu fights only when you yourself are actually in hand-to-hand combat; he does not fight if you are still firing your bow, for example. Since he is invisible, your opponents will still attack you, so you will take all the damage from the fight. However, even though Istu does not take any damage directly, he does lose 3 *STAMINA* points for each fight he takes part in and he cannot be healed; once his wordly form is killed, he will be dispelled back to his own magical plane.

VEILED GUARDIAN SKILL 12 STAMINA 15

Now turn back to the paragraph you came from.

158

Roxsir leads you through many tunnels and out on to a ledge above a north-facing cliff. You lean over the parapet and see the huge army of Toa-Suo. You can also see another ledge below you, where many Dwarfs are

throwing boulders down as the Toa-Suo climb up. Some of the enemy are able to dodge the boulders and get up to the ledge, but the axe warriors are there to fend them off. You step back from the edge and prepare to join the fight. There are plenty of arrows but only a few archers; with your superior skill, you are more than welcome. If you don't have your own bow, the Dwarfs give you one. It is smaller than your own and of inferior craftsmanship (deduct 1 *SKILL* point when you use it). With it, you fare little better than any of the others. If you do have your own bow, you have an excellent day, slaying many Toa-Suo (regain 1 *LUCK* point). As the day draws to an end, the Toa-Suo retreat. Hellura, the leader of the Dwarven archers, tells you to refill your quiver and follow her back into the tunnels. Turn to 322.

159

You mention something that only you and he know, some secret from your time together. Instead of the expected flicker of recognition, he gives you a blank look, followed by one of grim determination.

'Shoot,' he orders, and four arrows fly from the Elves. *Test your Luck*. If you are Unlucky, at least one of the arrows pierces your heart, killing you instantly. If you are Lucky, the Elves have some doubt about Sorrel's verdict concerning your identity; they cannot disobey an order, but they can aim their shots at less vulnerable parts of your body (roll one die and lose that many *STAMINA* points). If you survive, will you now run (turn to 204) or quickly draw your bow and shoot Sorrel (turn to 106)?

160

This stairway is wider and less unnerving to walk on than those in the bottomless cavern, especially since you can see where you are going. As you descend, the stairway spirals to the right, ending at the walkway you saw below you when you were on the balcony. Will you turn left and head further into the city (turn to 369) or turn right and walk towards an archway in the wall of the cavern (turn to 228)?

161

'And how will you achieve that?' he asks.

Will you just smile and say nothing (turn to 366) or tell him that you learned the secret of the amulet's destruction in Khornu's tomb (turn to 270)?

162

Before you reach the cavern wall and the Dwarf slaves who are quarrying there, you arrive at a junction where a narrow path leads off to your right. It must finish up somewhere in the city, but you can see neither where it ends nor any turnings off it. There are high fences along its sides – so presumably it is a pathway for slaves, the fence being there to prevent them straying into the city. Will you leave the main road and go down this path (turn to 280) or carry straight on (turn to 237)?



163

Normal weapons cannot touch this creature, let alone destroy it. Without a silver weapon you have no hope but to try to run back the way you came. Turn to 150.

164

This room is a huge dormitory, equipped with some forty four-poster beds. Most of them have their curtains drawn back, but ten or so at the back of the room have their curtains drawn closed, and you can hear a gentle snoring. If you have a Lightning Sphere, it begins to crackle, so you take it out of your pack. As you hold it in your hand, it glows with a bright, white light, and small flashes of energy arc across to some of the statues standing between the beds. Carved in a style similar to the paintings in the corridor, they are of other Dark Elf sorcerers, so there is no doubting what the Sphere desires. If you hurl it at the sleeping Dark Elves, turn to 261.

If you don't have a Lightning Sphere, or if you don't want to use it, you decide that there are too many Dark Elves here to risk a fight, so you tiptoe out of the room and go back along the corridor to the two doors. Will you now go through the one on your left (turn to 109) or the one on your right (turn to 128)?

165

You have already been travelling all day, so you grow quite weary as you trudge along the Fangthane Road in the darkness (deduct 1 point from your STAMINA). If you don't collapse on the road and expire from

exhaustion, you eventually make it to Gwinir's Bridge. By this time the sky is just starting to lighten, although the sun won't rise yet for an hour or two (tick off the next day on your *Adventure Sheet*). Nevertheless there is enough light for you to make out a deep, unnatural darkness clinging to the sky above Sardath. As you cross the bridge, you see a small, black cloud emerge from the gloom. When it rises above the Freezeblood Wall and begins to fly northwards, you realize that it is an army of Black Flyers. Will you follow them into the Freezeblood Mountains (turn to 16) or carry on into Sardath (turn to 293)?

166

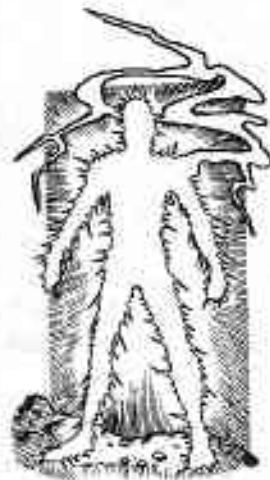
As soon as you insert the Brass Key in the lock, the door opens on its own. When you remove your key and step in, the door closes behind you. In front of you are masses of bookshelves and books beyond number. Although this room is vast, there are only two doors: one marked 'Laboratory' and the other 'Observatory'. Just inside the Library, there is a massive desk, over three metres high, with a chair to match. If you climb up and stand on the huge chair in front of the desk, you are able to reach what is there; you find a book, a sheet of paper and a shallow dish containing mercury. Will you look at the book (turn to 279), read what is written on the sheet of paper (turn to 375), or look at the dish of mercury (turn to 99)?

If you go through the Laboratory door, turn to 42. If you go through the Observatory door, you find that the Eagle has flown away, but the trapdoor is still

open and sunlight is streaming through. Will you go through the door on your right into the Games Room (turn to 78), or through the unmarked door on your left (turn to 110)?

167

When the astrologer finally emerges, it is with a look of puzzlement on his face. Eagerly you ask him what happened. 'I was visited by a Suma, a messenger from the gods. He had a message for you.' He frowns in concentration. 'You are to look for the tomb of Khornu Wych in the Forest of Night. You must look for the flyers. Without the amulet, you are lost.' You look at him questioningly. 'I'm afraid I have no idea what the Suma's advice means, but I'm sure it will become clear in the fullness of time.' He smiles. 'Anyway, it's time you were off.' At the door Liam wishes you luck and waves as you walk down the main road. Turn to 390.





168

You walk through the Forest for several hours, trying to follow a straight line to where you saw the creatures land. It is difficult to find your way in the dark without getting caught in a Giant Spider web, but you are used to the Forest and so make unfaltering progress. Some time in the middle of the night, when you estimate that you must be getting near, you hear a sound: two voices, talking in a language you have never heard before. You creep up close and hide behind a stand of young trees. In the darkness it is difficult to be sure but they seem to be the same sort of creature as the impostor who tried to kill you in Grimmund. Beside them is a small mound, in which is set a huge, stone door, covered with lichen. They are trying to open it, but are not having much success. Will you try a surprise attack on them with bow or sword (turn to 30) or wait to see what will happen (turn to 241)?

169

The Dark Elf stops and glares at you in amazement, acting as if he were royalty and you were a beggar. He demands something of you in Dark Elf; even though you cannot tell what he is saying, his scornful tone upsets your natural sense of honour and fairness, your temper snaps. You are far too close to use your bow, so you draw your sword and unleash your indignation.

DARK ELF NOBLE

SKILL 7

STAMINA 5

If you win, you quickly search the body, then throw it

over the right-hand side of the stairway. There is a dark area by the cavern wall here, where he should remain undiscovered for some time. You look around furtively, but it appears that no one saw you. The only thing you found on the Dark Elf, apart from his sword, was a small belt pouch containing three diamonds and a key with an ornate 'S' engraved on it. You put these articles in your pack, then carry on down the stairway to a rough track. You follow this for about fifty metres until it comes to a junction that turns right. Will you carry on along the track (turn to 237) or turn right and head towards what looks like a military camp (turn to 362)?

170

Now that the Ghost has moved out of its sarcophagus, you will be able to get through the secret door. As the Ghost approaches, you set off; you swerve past it, leap into the sarcophagus and push at the door. It opens and you step through into the small chamber beyond. Suddenly there is a rumbling sound and the ceiling begins to cave in. Luckily it is only in the area of the doorway – opening it must have weakened the age-old construction. However, when you look around, you realize that you have not been as lucky as you thought, for there is no other exit from this chamber! If you have been hit by the Ghost, turn to 44. Otherwise, turn to 92.

171

As you walk along the riverbank, you notice that the river is becoming more and more clogged with weeds

and that the forest insects are increasingly troublesome. However, you do find a small patch of Haemwort, which is excellent for staunching the flow of blood (add 1 to your Herbs). As evening approaches, you arrive at the second rope-bridge. You shrug off your pack and set up a camp on the edge of the trail near the bridge. This site is often used by traders, and even though the Forest is becoming darker it still seems safe. You settle down to sleep.

The morning arrives (tick off the next day on your *Adventure Sheet*) and you shoulder your pack and prepare to go on. Will you continue to follow the river (turn to 20) or walk north-east along the trail (turn to 9)?

172

You walk over to the newcomer and ask the guards to wait a moment. Affecting total confidence, you confront the Dwarf with your knowledge that he is an impostor. Then you stand, impassive, waiting to see what his reaction will be. Without warning he grabs a dagger from inside his tunic. *Test your Luck*. If you are Unlucky, you don't see the dagger in time, and the assassin ends your adventure right here. If you are Lucky, you do see the dagger – but only in time to deflect it to a less vulnerable part of your body (deduct 2 points from your STAMINA). If you survive this, the other guards leap on the impostor while you stagger away to tend your wound.

Once it is all over, one of the Dwarfs approaches you.

'We owe you a great debt, adventurer, in addition to what you have already done.' You tell him that you fight on behalf of all the good people of the Forest and the mountains. 'Well said. I am sure that you will become known as a great Dwarf-friend, even as far as Fangthane - if we survive.' For a while you are all quiet as you watch the black sky slowly turn to the pale blue of the pre-dawn (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to 50. If it is not, turn to 4.

173

The Sorcerer begins to laugh. 'And now it doesn't matter what clever defences you came armed with, for your principal weapon is losing its power.' He shakes his head in disbelief. 'And the cruellest joke is that this turn of events suits my purpose perfectly. I don't want the amulet for protection myself - I hardly need it. No; I want to learn its secrets and to turn them, so that I may break Corianthus's defences once and for all. Once the amulet is dead, that job will be child's play.' He looks at you with a disdainful glare. 'And now I will wipe your mind blank and take what is mine.' His eyes flash bright yellow, and the air between you crackles with energy. Add 300 to the number of the Brain Slayer Amulet and turn to the paragraph with that number.

174

Just before your fingers close round the creeper, you realize that it is not a normal plant at all, but Strangle Weed: it will crush the life out of you if any of its

tendrils get a hold. Without wasting a second, you leap out of the tree and on to the ground. Roll two dice. If the total is less than or equal to your SKILL, you have landed without mishap. If the total is greater than your SKILL, then you fall badly (deduct 2 points from your STAMINA). Now that you know what to avoid, you are easily able to find a tree with non-carnivorous creepers, and you swing safely across the river.

As you walk along the path, the trees loom ominously overhead. Many of the Giant Spider webs have been woven much closer than usual - some threads are even stretched across the trail. Fortunately the Spiders in this area are trappers, not hunters, so you will be safe as long as you don't get caught in one of their webs. You walk for many hours, wondering how the Elves could have let the path get so overgrown. As the sun is beginning to set, you approach the place where some of your questions may be answered: the fork in the road where the Elf village is hidden among the trees. Turn to 332.

175

After walking northwards for several hours, you reach a stream descending from the mountains. It is a raging torrent of water with a strange, yellowish tint; it must be a tributary of the Sardath, so it may be what is polluting the Forest. You follow it north up an ever-steepening valley. There is no trail here and the ground is very rocky, so your progress is slow and tiring. Eventually night falls. It is cold and windy in

this valley, but there seems to be a good shelter under some fallen boulders by the stream. Will you stop here and make camp for the night (turn to 93) or press on north (turn to 251)?

176

The Dark Elf snatches the goblet from you and drains it in a single swallow. Then he grabs a large, meaty Orc bone from the table and thrusts it in your face. 'I quite like you,' he says. 'Have something to eat.' You take the bone and put it in your pack, telling him that you'll save it to enjoy later. Roll one die. If the number rolled is less than or equal to the number of the potion, turn to 98. If it is higher than the number of the potion, turn to 11.



177

After some distance, the walkway reaches another junction. Will you now go left (turn to 13) or carry straight on (turn to 324)?

178

The morning arrives (regain 1 STAMINA point and tick off the next day on your *Adventure Sheet*), and you climb out from under your thick, frost-covered blankets, the chill morning air reviving you and making you eager for the day's adventures. You climb into the boat, and sail on. The Forest is as dark as ever, and the reeds seem to be encroaching more and more on the river. Twice more you see amphibian eyes watching you, but again they disappear as soon as you look at them. It is soon after the second of these sightings that the boat lurches to a sudden halt. You let go of the tiller and look over the stern. Some reeds have tangled round the rudder; cursing, you reach over and try to pull them free, but they swirl in the water and wrap themselves round your wrist. As the tiny, needle-like hairs pierce your skin, sucking the blood from your arm (deduct 4 STAMINA points), you realize that the plant is River Bloodweed. You jerk your arm back and the Weed flops back into the water, now a dull red colour. If you have the Mystery Potion, you could pour it over the Weed (turn to 371). If you don't have it, or if you don't wish to use it, will you hack at the Weed with your sword (turn to 132) or reach back into the water to remove the plant by hand (turn to 201)?

179

The Zombie slumps to the ground. Its body bloats and the skin begins to erupt. Before you can react, the thing bursts, showering you with red mould spores, which immediately start burrowing into your skin, attacking your nerves. You feel a sudden pain, and then nothing. You are now a Mould Zombie, completely in the power of the Vampyric Slime Mould.

180

The Dark Elf, obviously satisfied by your reply, turns his head away and goes on with what he was doing. Without wasting a second, you back out through the door and close it firmly. You slump against the wall, breathing out a heavy sigh. That was very close. Once your heart rate is under control once more, you walk back down the corridor to an archway on the right. At the end of the corridor, about ten metres further on, there is another archway. Both of these lead back into the bottomless cavern. If you go right, turn to 236. If you carry straight on, turn to 348.



181

Legends have it that Corianthus has a store of knowledge more vast, and more ancient, than anything in

northern Allansia. It is said that he lives in a castle on the top of a mountain called Harn Cloud, but I know of no one who has ever climbed the mountain, let alone seen the castle.'

You ask him how to get to this mountain.

'When you leave here, go down the north-western side of the pass into a large corrie with a lake. Go around the south side of the lake and across the bridge, then follow the river southwards. Eventually you will come to a runnel going up the side of a huge, isolated mountain to the west. That is Harn Cloud.' You're not quite sure about some of his technical terms, but you think you can follow what he means.

If this is the second question that you have asked Lokimur, turn to 274. If it is only the first, you may ask another. What will it be about:

Thyra Migurn (if you know of her)?

Turn to 39

What's happened to Sardath?

Turn to 97

The Black Flyers?

Turn to 368

The Toa-Suo?

Turn to 385



182

As you follow the stream, the ground becomes increasingly steep and you find the going quite hard. But you are no stranger to hardship and eventually you reach the foot of the mountain. Unfortunately the stream is tumbling down a steep gully which is much too hard for you to climb, so you wander around on the mountain's lowest slopes to see if there is an easier way up. A little way around, you find a path coming from the south-west. You follow it up the mountain-side, but it ends abruptly after only fifty metres or so. Will you press on, trying to find your own way up (turn to 33), or go back down to the foot of the mountain (turn to 298)?

183

You are desperate now, for you have no way of defending yourself. You make a run for the secret door in the sarcophagus – but the Ghost still hasn't moved, so there is no room for you to squeeze past. A ghostly arm flails out and delivers a life-draining hit. On your *Adventure Sheet*, make a note that the Ghost has hit you once. You now have no choice but to try to run back the way you came in. Turn to 150.

184

If only you could get across the lake to Sardath and talk to some of its people, many of your questions might be answered. You search among the wrecks to see if any are fit to sail, but the only thing you find that will actually float is a small rowing boat. Will you take this and row across to Sardath (turn to 345) or

leave the town and head north into the mountains (turn to 81)?

185

'This person is unconscious,' says the voice. 'So deep is he, that he cannot be roused.' There is a pause, then the voice says, 'To whom do you wish to speak? Turn back to 99 and make another choice.'

186

As you burst into the Council Chamber, you shout at the other Councillors to grab the impostor. Tharborn, Yerika and Toth dive on him and pin him to the ground. While he is being held, you retrieve your Council Ring, then search through his belongings. His pack contains 5 Gold Pieces and three small bottles. They are labelled: '1: Dried Chameleonite Blood', '2: Condensed Mist from the Mithrir Forest', and '7: Pickled Whole Shapechanger Brain'. They are clearly components of some magical process, but you don't know what. Without consulting the other Councillors, you put these articles in your own pack. While Morn is being held, you try to interrogate the strange creature.

'I would rather die than tell you anything,' he says. Grissa, who has moved to watch you at work, says that she believes him. You agree, then suggest that he be locked up in the town prison. Morn is taken away.

'He looked like a Dark Elf,' says Grissa, 'but they don't have wings and talons. Still, it looks as though your dark enemy theory was right.' Turn to 291.

187

You walk all night without finding any landmark to tell you where you are. Sometimes you go up hill, at other times down. Filled with uncertainty, you don't dare make camp. As the night wears on, you become increasingly fatigued (deduct 1 point from your STAMINA). Eventually the night draws to an end (tick off the next day on your *Adventure Sheet*). As the blackness of night fades into the pale blue of the pre-dawn, you make out a bridge near by. You immediately recognize it as Gwinir's Bridge – you really did lose your way! As you cross the bridge and walk towards Sardath, you notice that the lake is enveloped in a deep darkness, which is unaffected by the increasing light. When a dark shape emerges from the gloom, you think at first that it is a cloud – but to your horror you realize that it's a mass of Black Flyers, flying at great speed over the Freezeblood Wall. Will you try to follow them (turn to 16) or carry on into Sardath (turn to 293)?

188

You are not some fearful Dwarf who would be more happy tunnelling beneath the mountains than spending a night in the Forest; you have ways of protecting yourself from the attentions of nocturnal predators other than lighting a fire and leaving it dangerously unattended all night (lose 1 LUCK point). Moreover, you should know that many of the creatures that live in the Forest are not afraid of fire. *Test your Luck*. If you are Lucky, turn to 19. If you are Unlucky, turn to 49.

189

You try to hold your breath, but you are not quick enough, and some of the spores get into your lungs, burning them and making you cough. But you survive the ordeal, and walk on confidently. However, after just a few metres, the floor suddenly gives way and you tumble into a pit, hundreds of metres deep, with only old Dark Elf bones and your death awaiting you at the bottom.

190

The apparatus bubbles and smokes for a few minutes, then glugs to a halt. Perhaps you used the wrong ingredients or put them in the wrong places. Which-ever it may be, you have blocked the apparatus or damaged it in some way. You try to clear it, but you don't have any knowledge of these things and so are unsuccessful. Since there is no way for you to try making any other potions, turn back to 42, and take one of the other options.

191

One of the covens of sorcerers turns in unison, their wands aimed in your direction. You back away from the edge of the balcony, out of their line of fire; but the power they wield does not depend on sight, and a huge black sphere rises over the balcony. You run back into the corridor, slamming the door behind you, but the sphere passes through as if it wasn't there and follows you, accelerating all the time. In seconds it is upon you, engulfing you in its life-sapping blackness. Your adventure is over.



192

You walk down the badly overgrown trail, thinking about your old friend, Colrhyn, who usually keeps this path open. Even though this hugely built and heavily bearded man spends a lot of his time in the mountains, he is the only human whose knowledge of the Forest comes close to your own. You are brought up short by a strange sight: a red log is lying by the side of the path; when you look more closely, you see that the colour is caused by a covering of deep red mould. A sudden hissing from behind startles you and you spin around. A huge, red, Zombie-like creature is lumbering awkwardly along the path. You may escape by running north-east (the Zombie is blocking the other way); after a few minutes you leave the Zombie far behind you, so you slow down to a walk (turn to 15). If you don't run, the Mould Zombie lurches towards you, its arms outstretched, hissing unnaturally. It is already too close for you to use your bow.

MOULD ZOMBIE

SKILL 6

STAMINA 6

Fight this battle for two Attack Rounds only. At the end of that time, if the Zombie is still alive, turn to 114. If you have managed to destroy it, turn to 179.

193

This walkway leads almost immediately to a stairway, which you climb up carefully until you come to a small landing. Straight ahead there is an archway and to your right is another walkway. Will you go straight on (turn to 48) or turn right (turn to 3)?

194

The road itself is far too hard and cold to sleep on, so you find a patch of dry heather and press it down into a mattress, lie down and curl up in your blankets. It's not the best camp you've ever been in, but at least it's not snowing.

In the morning (tick off the next day on your *Adventure Sheet*), you are shocked out of sleep by noisy clattering. You open your eyes to see a merchant wagon coming towards you. As you stand up, the driver hails you and stops. You see that he is a Dwarf, obviously a trader from Fangthane.

'Good day to you,' he says in his lilting north-eastern accent. You greet him, then ask him if he's going to Sardath. 'I am,' he replies. 'Can I offer you a lift?' Will you accept his offer (turn to 220) or warn him that there is danger in Sardath and advise him to turn back (turn to 266)?

195

You ask her if she has heard of Corianthus, the Storm Giant. 'Indeed, I have,' she says, but she seems suspicious. 'What do you know of him?' You show her the Brass Key and explain about Colrhyn. 'In that case,' she says, 'I will tell you what I know. I have visited Corianthus many times to bring news from distant lands. I am a sailor, you see, and I have travelled to many places. If you wish to consult with Corianthus, you should go north from here, following the river until you reach a small stream leading up the side of a huge, isolated mountain. Persevere, and you

will reach the castle.' You thank Neya again. She smiles. 'I will see you when I come back to Sardath to celebrate the success of your mission.' You laugh at her bravado, then you watch as she heads towards Gwinir's Bridge. Once Neya is out of sight, you turn towards the north, following her advice, and begin the trek into the mountains. Turn to 81.

196

Your sword slices into Morn's side and he staggers backwards. You move towards him and raise your sword to strike him again. However, instead of slashing at you with his talons, he makes a dive for you. Roll two dice. If the total is greater than your SKILL, he grabs you round the waist, bringing you to the ground with a thud and forcing you to let go of your sword (turn to 212). If the total is less than or equal to your SKILL, then you see the attack coming and manage to dodge nimbly out of his way. He turns and raises his talons. Turn back to 381 and continue the fight.

197

Even though it is completely tangled up in the plant's roots, you manage at last to draw the sword out. Just as you pull your hand back, a drip of honey-like fluid drops from one of the flowers on to the ground. You curse yourself for a fool as you realize that this is a Death Dropper. You were lucky: if that drip had touched you, you would now be dead, food for the plant. You breathe a sigh of relief and examine the sword. With a shock, you recognize it as Sorrel's. This is strange, for he was a Wood-Elf and a better woods-

man than you'll ever be. Whatever has happened here, he didn't fall into the Death Dripper by accident. The sword, being silver, is much better than your own, so you take it and swear that you will use it to avenge Sorrel's death. You then say a few words of farewell to your old friend, and walk on. Some hours later, as the sun is beginning to set, you approach the fork in the road where the Elf village is hidden among the trees. Turn to 332.

198

If you wrote something like 'Hold up the Brass Key', turn to 66. If you didn't, the Eagle takes no notice of your action, whatever it was, and you have only just enough time to draw your sword. Turn to 89.

199

The voice booms out even louder. 'You foolish mortal. I asked you for the password, not your name. Now give it me before I become angry.' Will you say 'Taegh' (turn to 91) or 'Elath' (turn to 343)?

200

As you lay the tiles on the grid, a click comes from the direction of the wall and a secret door opens, revealing a small room beyond. It was probably a safe storeroom, although it couldn't have been very secure, for there is a hole in the wall where the Dark Elves broke in. However, there has been a rock fall since then, and the tunnel is now completely blocked. But the damage has been done: everything has either been smashed or taken ... everything, that is, except for

one small bottle, lying on its side under a pile of broken glass. It is labelled '3: Lycanthrope Saliva'. There is nothing else in here, so you leave the storeroom and go back to the numbers puzzle. Even though the storeroom has been thoroughly ransacked, you remove the '2' and the '0' from the board and watch as the secret door closes, vanishing as if it had never been there.

For a while, you tinker around with some of the other games and puzzles, but no further secrets are revealed so you leave the Games Room and go back into the Observatory. Will you go through the door on your left into the Library (turn to 166) or go straight ahead through the unmarked door (turn to 110)?



201

Realizing that the Bloodweed has gorged itself on your blood and so is no longer dangerous, you plunge your hand back into the icy water. The Weed lets you untangle it from your rudder without fighting back (regain 1 LUCK point). With your boat now free, you can sail on. An hour or so later, you spot another pair of amphibian eyes

gazing at you. This time, instead of looking back at them directly, you keep on looking forward but you watch the eyes at the edge of your field of vision. Not realizing that you have seen it, the creature stays in view. Will you quickly grab your bow and shoot an arrow at it (turn to 90), or wait to see what it does (turn to 294)?

202

'So, you are a friend of those destructive Dwarfs, are you? I despise them, delving all the time into the secrets of the mountains.' There is a sudden blinding flash and you clasp your hands over your eyes. 'Go to them and tell them that Thyra Migurn laughs at their misfortunes.'

When you muster enough courage to lower your hands and open your eyes, you see a vast creature standing before you, almost a mountain in itself. It is vaguely humanoid, although its body is a constantly changing mass of energy. Lightning arcs into the sky from its head and torso, and huge balls of fiery plasma are crashing into the mountainside all round you. None of it is aimed directly at you, but there is so much power flying about that you could be wounded by accident. *Test your Luck*. If you are Lucky, none of it hits you. If you are Unlucky, you are painfully burned by some plasma (roll one die and deduct that many points from your STAMINA). If you survive, you race down the mountain to escape Thyra's fury. As you are clambering over the rocks, you throw a glance over your shoulder: a pulse of light is coming from Thyra's body as she arcs up into the clouds.

A short time later, you are at the path at the foot of the mountain, relieved to have made it back alive. Turn to 298.

203

You wait for some time, desperately trying to come up with a plan to extricate you from this situation. Suddenly you begin to feel strange: the transformation potion is wearing off, and there is nothing you can do about it. When he sees what is happening to you, one of the Guards screams, 'Human!' and they all attack. You fight as well as you can, but there are far too many of them. Your adventure is over.

204

Your action proves you to be an impostor, so Sorrel gives the order: 'Fire!' A volley of arrows from the Elves flies across the clearing. Your adventure ends here.





205

You open the door cautiously and look in. This room is full of Dark Elves, all of them armed but most are just sitting around, either playing games, cleaning their weapons, or eating and drinking. Realizing that you must do something in order not to arouse their suspicion, you glance round the room, pretending to be looking for someone. You are on the point of turning and leaving when one of the Dark Elves looks up casually and says in greeting, 'Valethion, Chaugh.' He gazes at you, clearly expecting a reply. What will you say:

'Valethion'?

'Chaugh'?

'Thionel'?

Turn to 56

Turn to 359

Turn to 180

206

After making a bivouac out of wood torn from the wrecks, you settle down to sleep. Being in the dry and out of the icy wind, you spend a very comfortable night (regain 3 STAMINA points).

In the morning (tick off the next day on your *Adventure Sheet*), you wake up, bright and refreshed. If today is Highday, turn to 50. If it is not, you set off without delay, punting the barge with a long pole. Once it has got up a good speed, you let the current take it so that you can rest further (regain 2 STAMINA points). As you lie on the raft, half dozing, you begin to wonder: how is it that the water here is so clear, when in the Forest the river is so overgrown.

Some hours later you reach the point where the river turns south and this puzzle is solved. There is a tributary here with a strange yellowish tinge. Downstream of the point where it joins the river, the polluted water has caused the river to become overgrown with weeds. The tributary itself is clear, probably because it is flooding so fast. Since you are not able to travel any further in the barge, you bring it to land on the west bank, just past the junction of the two rivers, then you jump off and prepare to continue your adventure on foot. Will you follow the tributary north (turn to 122) or follow the river south towards Sardath (turn to 142)?

207

Since the first Slykk is faster than his companion, he arrives ahead of him, and immediately goes into a fury, screaming something unintelligible in his strange croaking language. Fight him for two Attack rounds. At the start of the third Attack round, the second Slykk arrives, and you must carry on the battle against them both simultaneously.

	SKILL	STAMINA
First SLYKK	8	2
Second SLYKK	6	5

If you win, a lot more Slykk rise up out of the river and advance towards you. You are forced to back away into the Forest. After a few metres, they halt and watch you. You are impossibly outnumbered, so you

decide to leave the land of the Slykk and head north. Turn to 267.

208

The fungi in this tunnel look like giant black puffballs. They are ominous-looking things, so you walk along trying not to touch them. However, when you have progressed only a few metres, several of them explode, engulfing you in a cloud of choking black spores. Roll two dice. If the total is less than or equal to your SKILL, turn to 223. If the total is greater than your SKILL, turn to 264.

209

The Sorcerer becomes suddenly firm. 'I know I'm right. The amulet cannot possibly have faded.' A look of recognition crosses his face. 'You are trying to fool me — you want me to attack you. So my attempts to obscure the efforts of that cursed astrologer weren't enough, and you have implemented Khornu's Attenuation, turning the amulet from a mere shield to a reflector.' He smiles. 'But it is of no matter, for now I know of your achievement.' He pauses. 'And I also know that you don't possess any secret magic.'

Even if you have no idea what he is talking about, it is too late to try to dissuade him; you can tell he is going to attack. So you draw your sword as swiftly as you can.

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

210

As your fingers close around the creeper, the creeper curls up round your fingers! You struggle to pull away, but several other creepers have already wrapped themselves around you. It is too late to use your bow, but you just manage to draw your sword.

STRANGLE WEED

SKILL 8

STAMINA 12

Even though you may attack the Strangle Weed, it doesn't fight back in the normal way; it simply crushes 1 point of STAMINA out of you every Attack Round. If you defeat the Weed, you extricate yourself from the dead tendrils and climb down the tree. Now that you know what to avoid, you find a tree with non-carnivorous creepers and swing safely across the river.

As you walk along, you notice that many of the Giant Spider webs have been woven much closer than usual to the trail – some threads even stretch across the path. But the Spiders in this area are trappers, not hunters, so you are safe as long as you don't stumble into one of their webs. After many hours of walking, just as the sun is beginning to set you reach the fork in the road where the Elf village is hidden among the trees. Turn to 332.

211

Roxsir leads you through many tunnels and out on to a ledge above a north-facing cliff. You lean over the parapet and see the huge army of Toa-Suo trying to climb up. The Dwarfs are trying to repel them by throwing down rocks which have been brought up from the tunnels below. Nevertheless some Toa-Suo still make it as far as the ledge; the axe warriors are there to finish them off.

During the course of the day, three Toa-Suo succeed in clambering up on the ledge in your area. They don't all get there at once, of course, so you can fight them one at a time. There is no room to use your bow.

	SKILL	STAMINA
First TOA-SUO	6	11
Second TOA-SUO	5	12
Third TOA-SUO	7	8

If you defeat them all, the end of the day finally arrives and the Toa-Suo retreat. When the order is given to stand down, you follow the Dwarfs as they traipse into the tunnels, exhausted by the day's fighting. Turn to 322.

212

You roll around on the ground, arms and legs flailing, each trying to get a grip on the other. Even though you are not using your sword, don't deduct any points from your SKILL since you are on equal footing with the impostor. Also, since you are not hitting each other, neither of you takes any damage – conduct the fight as detailed below, but don't deduct any points

from the STAMINA score of either of you. (If you have already fought Morn with your sword, his STAMINA score may be less than that given.)

MORN PREELER

SKILL 7

STAMINA 8

Roll two dice to determine the Attack Strength for both yourself and Morn. If the result is a draw, you fight on with neither gaining the advantage — roll again. If you win the Attack Round, you gain the advantage and have the choice of what to do next. Will you leap away from him, grab your sword and attack him (turn to 381), leap away from him, and then run (turn to 398), or try to get him in a firm hold (turn to 10)? If Morn wins the Attack Round, he gets the advantage (turn to 118).

213

Trying to row in this weather is a terrible ordeal, and you nearly don't make it. With a titanic effort, you manage to pull alongside the sailing boat. You see that the sailor is just sitting there in blind panic, so you shout at him in a commanding voice to come and help you, and he is shaken out of his stupor. Once aboard, you take over command of the boat and eventually you both make it ashore. Once there, the man introduces himself as Jonnan; he thanks you for saving his life (regain 1 LUCK point). 'I am no sailor,' he says, 'but when I saw Neya drown yesterday, I realized that someone had to try to escape.' You tell him that he might well have died. 'The storm has got steadily worse over the last few days,' he says, 'tomorrow you probably won't even be able to get in a boat, let alone

sail it. This was the last chance.' You tell him you are surprised that the storm never lets up. 'It does,' he says, 'at nightfall, when the Black Flyers come. It is to defend the town from them that most folk remain in Sardath.' You explain about your mission, and his dour expression lifts a little. Then you ask him if he knows where the Black Flyers come from. 'All I know is that, about an hour after the sun has gone down, a dark army appears from over the Freezeblood Wall.' If you have a Brass Key, turn to 68. Otherwise, turn to 305.

214

As the Ghost emerges, you observe behind it the faint outline of a door in the sarcophagus, a secret opening that it must be trying to defend. At the moment, however, this is inaccessible since the Ghost is in the way. If you ever want to make a run for the secret door, add 20 to the number of the paragraph that you are reading at the time, then turn to the paragraph with that number. For now, turn to 316.

215

'Die, human!'

You snap your head around and look up at the balcony. Another coven of Dark Elves is there, pointing at you with their black wands. You run towards the part of the balcony where they are standing and dive for its shelter, but the power they wield does not depend on sight; a huge black sphere floats down towards you. By the time you see it, it is too late; you are engulfed in its dark, life-sapping power. Your adventure is over.



216

At the top of the stairway is an immense door, about ten metres high and three metres wide. It opens as you walk towards it, closing behind you once you have stepped through. This room is roughly the same shape as the building, except that it is about half the size. In front of you, there is an immense cylindrical cage with some sort of magical energy oscillating between its bars. Standing inside the cage, almost filling it, is a Storm Giant, apparently in some kind of tortured trance. Behind the Giant are two groups of Dark Elves. The ones on the left are seated round a table, eating and drinking, laughing and screaming, oblivious to the torment of the Giant. The others, on the Giant's right, are standing in a circle round a magical diagram on the floor, chanting and swaying, performing some dark ritual. If you have a Lightning Sphere, it begins to crackle, indicating an urgent desire to be used. If you throw it between the two groups of Dark Elves, turn to 382. If you don't have a Lightning Sphere, or if you don't want to use it, no one has noticed you yet, so you may leave (turn to 29). If you decide to stay, will you go up to the Storm Giant (turn to 129), walk round him to the left (turn to 238), or walk round him to the right (turn to 337)?

217

The apparatus bubbles and smokes for a few minutes, then a clear liquid drips out of the end into a small phial. There is no use in making a potion and not using it, so you pick up the phial and drink its contents. For a moment or two nothing happens, but

then you feel your body changing, becoming lighter. Soon you are nothing but a creature of mist, and all your equipment clatters uselessly to the floor. You can move about and see and hear, but there is nothing you can do. Your adventure is over; a new one has begun.

218

You pass within metres of the Black Flyer but not close enough to grab him. As you hurtle towards the trees, you pray that they will break your fall. For a moment there is just pain and noise as your falling body is battered by branches and scratched by twigs (roll two dice and deduct the total from your STAMINA). If you are hardy enough to have survived this horrific ordeal, you find yourself lying in the wreckage of a clump of young trees. You still have your pack containing your Herbs and gold, and your sword, if you didn't drop it when you were fighting Iulien. But your bow and arrows are back in the Council Recess Chamber in Grimmund. You haul yourself painfully to your feet. Before you is a small mound, in the front of which is set a stone door, covered with lichen. However, there is no time to investigate now for the two Black Flyers are landing in front of you; they draw long black swords and walk malevolently towards you. You must fight them simultaneously. Remember: if you don't have your sword, you must deduct 2 points from your Attack Strength.

	SKILL	STAMINA
First BLACK FLYER	10	5
Second BLACK FLYER	7	7

If you win, turn to 262.

219

You nock an arrow and roll sideways to face the Spider, firing from where you lie in order to take it by surprise. As your arrow arcs through the air, the Giant Spider spits several jets of thick, sticky thread towards you, binding you and fixing you to the ground. Roll two dice to see whether your arrow hits. If it does, make a note to deduct 2 points from the Spider's STAMINA if you survive to fight it. Whether or not the arrow hits, you must now attempt to break free of the webs before the Spider gets to you. Roll two dice. If the total is greater than your SKILL, you are unable to free yourself and the spider will fall on you before you can retaliate. It is in no way a fighter but, since it has you in its webs, the Giant Spitting Spider can drop its loathsome body on top of you and inject you with its paralysing poison, putting an untimely end to both your life and your mission. However, if the total is less than or equal to your SKILL, you escape from the webs just as the Spider falls on you. Turn to 320.

220

You climb up on to the wagon, glad to have a rest from walking. The Dwarf, who is called Fangnir, starts grumbling about the people of Sardath: they are always trying to do him out of his 'honest' profit. You smile to yourself and let him ramble on, glad not to have to put much effort into your side of the conversation. After about a quarter of an hour, you hear a strange rumbling sound coming from the road beneath you. You tell Fangnir to stop talking and then listen carefully. The sound is growing louder, like an earthquake

approaching. Suddenly the road itself cracks, and you shout at Fangnir to spur his horses into a gallop. He lashes at them with the reins but it is too late. The whole wagon is lifted up on the erupting road-surface. You shout at Fangnir to jump from the wagon, but he is frozen with fear. You cannot leave him, so you grab him and try to drag him off with you as you jump. *Test your Luck.* If you are Lucky, turn to 341. If you are Unlucky, turn to 290.

221

The Giant Eagle flies you to a rocky crag on the east side of the mountain. There is a strange yellow stream flowing out of a small cave in the crag, and the Eagle lands you here. You rub your shoulders and stretch your arms, pleased to discover that no serious damage has been done. While you are doing this, the Eagle screeches at you and spreads its wings. Guessing that it is going now, you wave an arm at it in thanks. The Eagle screeches at you once more, then flies off. When you turn and look into the cave, you see that it leads to a narrow tunnel going deep into the mountain. A path runs along this tunnel, with the stream flowing beside it. Will you follow the tunnel (turn to 116) or leave this place and carry on walking up the mountain (turn to 388)?

222

'Ah' he says in an almost friendly tone, 'now I see what it is that is making you so confident.' He pauses, looking thoughtful. 'So it was you who destroyed my

two Flyers. And you managed to get into the tomb and retrieve the amulet.' He smiles. 'Well done.' Having no desire to take part in this bizarre conversation, you stand there impassively. Unperturbed, the Sorcerer goes on. 'When the last pair of Flyers reported that the tomb had been destroyed, I thought I had lost the amulet.' He laughs quietly. 'But now I see that you have brought it for me. Please accept my humble thanks.'

The Brain Slayer Amulet is the only object you have that you can use against him. But how? For the moment, all you have is talk, so you are forced to say something. Will you tell him to go ahead and kill you if he wants the amulet (turn to 79), tell him that, if he makes any move against you, you will destroy the amulet (turn to 161), or tell him that, if he makes a move against you, you will use the amulet against him (turn to 383)?



223

You slap your hand over your mouth and pinch your nostrils closed with your thumb and forefinger. Thus protected against the spores, you run down the tunnel. The fungus comes to an end after a short distance and you reach an area lit by torches. Two tough-looking Dwarf guards are standing here, but they don't seem at all aggressive. 'Welcome, human,' one of them says. 'Would you please follow us. You are the first human we have seen for many days, so Lokimur is sure to want to see you immediately.'

The Dwarfs lead you through the convoluted tunnels of what looks more like an underground settlement than a mine, eventually bringing you to a chamber where an important-looking Dwarf is sitting behind a large stone desk. 'I am Lokimur, son of Bakulor, leader of this band of refugee Dwarfs in these dangerous and hasty times.' He hands you a beautifully fashioned Red Gem. 'A gift,' he says, 'to thank you for braving the mountains to come to us - whoever you are.' Will you tell him only that you are an adventurer seeking help in finding and destroying the Black Flyers (turn to 306), or are you prepared to give him your name and tell him that you hail from Grimmund in the Forest of Night, travelling under orders from the Grimmund Council (turn to 331)?

224

The bridge is a sturdy affair, evidently of Dwarven construction. You cross it, then follow the track as it leads you southwards along the bank of the stream. For a while you are able to forget the desperate nature

of your mission and enjoy the beautiful scenery. But the illusion of calm is soon shattered when you come to another, smaller stream - a runnel tumbling down the side of a huge, isolated mountain to the west. Its water has a strange yellowish tint. Where it joins the main stream, there are ribbons of yellow snaking erratically southwards; further down, the whole stream is tainted. Will you turn west and follow the runnel up the side of the mountain (turn to 318) or leap across it and continue following the track south (turn to 276)?

225

Seemingly from nowhere, a name leaps into your mind: 'Krystal Erlho.' The gods must really be with you, for this is the name of the secret love of Khornu Wych . . . This is not the actual password, however, since there isn't one; it is but a key to a key. A voice emanates from the door - the seer speaking from ages past: 'Krystal, my love, I prayed that one day you might come and join me. Now we shall be together for eternity. Give the Sign of Summoning, and enter.' The voice is then silent. Will you:

Search for an opening mechanism?	Turn to 75
Smash the door with your sword (if you have one)?	Turn to 136
Give up?	Turn to 349

226

As you strike the final blow, a blinding light flares out from the woman's armour; the whole thing turns into a crackling ball of lightning, and a huge voice crashes

out over the mountains. 'So you dare to defeat Thyra Migurn in combat. For that there must be a prize.'

A bolt of lightning bursts from the blazing sphere, arcing into your sword. Instead of electrocuting you, however, the power stays within the weapon. From now on, every time you draw your sword against a Black Flyer or a Dark Elf, it will blaze with lightning power (deduct 3 points per hit from their STAMINA instead of the usual 2). However, make a note that there is enough power in your sword for four such battles, after which it will revert to normal.

'But now,' says Thyra, 'either you will show proper obeisance or be forced to behold me in my true form.' Will you kneel before her (turn to 315), or do you refuse (turn to 350)?

227

'So you have appeared, finally,' says Liam when you contact him. He looks terribly tired and is streaked with blood and grime. You ask him what happened. 'You came back,' he says. 'Well, not the real you, an impostor. He had your Council Ring, so Grissa believed it was you. Anyway, the impostor told them what they wanted to hear. No one asked me, so I had no chance to find out the truth.' He pauses and shakes his head in apparent disbelief. 'And then the war began. As soon as we hit the Forest, it hit back.' He breaks off suddenly and looks to one side. 'Curse them all! They're here already.' There is a crash, and you see a Giant Spider scuttling towards Liam. 'Goodbye, Councillor,' he says, and the image disappears.

Desperate to find out what is happening, you call up the astrologer again. But the smooth, cultured voice just says: 'There is no one of that name living in Grimmund.' After a moment, it asks dispassionately, 'To whom do you wish to speak?' Turn back to 99 and make another choice.

228

The archway leads into a short tunnel which is both wide and high and is decorated with shadowy wall-paintings whose gruesome effect is worsened by the unnatural-looking light emanating from the surrounding fungi. However, you are soon through the tunnel and away from its sickness. You are now back in the bottomless cavern, so you lower your gaze at once to avoid its insanity. Nevertheless you can still see the stairway that leads down from here, so you follow it to a small platform. On the right of the platform is an archway; to its left, a stairway leads downwards. Will you go right (turn to 48), or left (turn to 302)?

229

The monster resumes its charge, and soon you are in combat. The fight is hard and you are hopeful that you are going to win. However, when a flight of Black Flyers arrives, there can be no doubt about the outcome. Your adventure is over.

230

The only object you have that might harm the Mould is the Mystery Potion the trader gave you, so you pull out the bottle and smash it on the monster. In an

instant a large area of the Mould withers away into nothing. The colony is decimated and virtually powerless; forced to retreat, it slithers off you and slimes its way back into the forest. Amazingly, it also slithers off the Zombie, revealing the true shape of the man beneath. It is Colrhyn. He sits on one of the logs, obviously exhausted by his ordeal. 'I'm sorry I attacked you,' he says, 'but the Vampyric Slime Mould dominated my will.' You console him and give him one of your Herbs. Once he has recovered a little, you help him to walk back along the path to his cabin. He lies down on his bed, still cramped and weak, and you give him some more Herbs from his own supplies. While he is eating them, you make sure that plenty more are within easy reach of his bed. Once you feel certain that he is going to recover, you tell him briefly about your mission and its urgency. 'Now I understand,' he says, but his eyes are drooping — he is in desperate need of rest. Will you press him for information (turn to 384) or, leaving him to sleep, go northwest up the trail from his cottage (turn to 15)?

231

Even though he is quite old, Liam Astromonius, the astrologer, is a friend of yours, having helped you in many of your adventures. When Liam opens his oaken door to your knocking, he smiles. 'I thought you would be paying me a visit. Come in.' Once inside, the astrologer asks you to sit down. He sits opposite you and indicates his star charts. 'I've been working on this all night but I am still unable to tell you anything about this mission. I have studied the charts as closely

as I can, but there is some cloud hanging over your future. Either that,' a flicker of self-doubt passes across his face, 'or there is some power interfering with my activities.' Then he smiles strangely. 'But there is still something I haven't tried. It is a powerful but dangerous ritual, especially if the gods are not with you. No non-magician has ever seen it and lived.' Do you insist that you must witness the ritual (turn to 143), or will you take the astrologer's advice and let him enter his spell chamber alone (turn to 167)?

232

You walk along the road for many hours, wondering what you are going to find in Sardath. The mountains to the north look cold and forbidding; the Forest to the south looks dark and evil. It seems as if your whole world has been darkened. Later in the day, as you are crossing Gwinir's Bridge, you see your fears for Sardath justified: the whole lake is enveloped in a deep, unnatural darkness. Your heart sinks and you come to a halt, very nearly giving up. But if the people of Sardath are trapped by this darkness, you may be their only hope; you must go on. With this thought in mind, you press on towards the town. Turn to 293.





233

One of the covens of sorcerers turns and glares at you, but the Lightning Sphere is already falling towards them. An instant later it hits the ground, exploding into a mass of lighting and fire. For a second you feel intense heat on your face, and you close your eyes in shock. And then it is gone. You walk back to the edge and look down. All that remains is a thick layer of grey dust covering the ground.

On the other side of the balcony there are some steps leading down to the floor below. In a state of mild shock, you walk over to them and go down to inspect the damage you have wrought, hoping to find some remains of the Sorcerer himself. If you have a set of Iron Keys, turn immediately to 215. If you do not, you spend a few minutes looking around but finding nothing. Suddenly a part of the wall slides to one side and a robed figure steps out – the Sorcerer. You stand before him, triumphant among the havoc you have caused, but he is unimpressed. 'I still have the power to turn the tide. You have brought the Wood Elves and freed the slaves, but I have a greater power than you can imagine. You have destroyed my acolytes, but they can easily be replaced. And I have plumbed so many of the depths of Corianthus's mind that I will soon be able to force him to cover this whole land with darkness.' The Sorcerer looks at you through narrowed eyes. 'And yet you stand there, apparently unafraid. Is this bravery, or mere foolishness?' If you are wearing a Brain Slayer Amulet, turn to 222. If you are not, turn to 38.

234

The instant he is close enough for hand-to-hand combat, the Slykk goes into a fury and attacks you, screaming something unintelligible in his strange, croaking language.

Second SLYKK

SKILL 6

STAMINA 5

If you win, a mass of other Slykk rise up out of the river and advance towards you. You are forced to back away into the forest. After a few metres they stop and watch you. You are impossibly outnumbered, so you decide to leave the territory of the Slykk and head north. Turn to 267.

235

Both the amulet and its chain are made of solid gold and are very heavy. The octopoidal humanoid engraved on the front of the amulet is a Brain Slayer, a creature renowned for feeding on the mental energy of its victims. It is writhing in flaming torment. On the back of the amulet is carved the symbol 'IX'. When you put the amulet on, you can feel its magic, though you can only guess at its function. Unfortunately the amulet is so big and cumbersome that it is difficult for you to do anything like fight or move stealthily (deduct 2 points from your SKILL; this penalty can be relieved only by taking off the amulet). If you remove the amulet and put it in your pack, you will not suffer its debilitating effects; you may put it back on again at any time when you are not engaged in combat or any other restrictive activity. (If you are asked whether you are wearing the amulet, it will already be too late

for you to put it on.) Make a note on your *Adventure Sheet* that you have the Brain Slayer Amulet and keep a record of whether you are wearing it or carrying it in your pack. Now turn back to 92 and select another item.

236

As you step through the archway on to yet another walkway, you quickly lower your gaze to avoid the insane architecture. This walkway feels even higher than the others you have been on, although you daren't look down to find out whether your presentiment is accurate. You meet no junctions as you walk along, just another archway at the end, leading to a short tunnel. This tunnel is lit only by the weak light that filters in from either end, so you feel at something of a disadvantage; but it soon emerges into the dim light, high up the wall of a vast cavern. The glimpse you catch of the cavern as you step through reveals that you are standing on a long platform, very near its ceiling. From what you can hear, some sort of activity seems to be going on a long way below you. With some misgivings you walk towards the sound. When you reach the edge of the platform, you tentatively look down, ready to throw yourself back against the wall should this cavern be full of the same mind-wrenching architecture as the bottomless cavern. But the buildings on this side are just sane enough for you to be able to look at them without having your mind unbalanced. Turn to 135.

237

After walking several hundred metres more, you reach the side of the cavern; it is like a huge cliff, with

tunnels and caves where it has been quarried by the Dwarfs. As you watch, an open cart creaks towards you, fully laden with blocks of dressed stone. With a mixture of sadness and joy, you recognize one of the two Dwarfs pushing the cart: it is Arneggur Thugfist, a hard, experienced officer in Sardath's Fifth Hammer and Axe. You shout at them to stop and walk up to Arneggur.

'What is it?' he says in an exasperated tone. In a hushed voice you tell him who you are and the reason you are here. He is delighted that you have come but quickly turns the conversation to escape and retribution. 'You will have to go to the slavers' camp and steal a set of keys,' he says, pointing along a rocky road. 'Go down that way, but, before you reach the stairway which goes up to the balcony, turn left. The camp is along this track. When you have the keys, bring them straight to me. This lot are spoiling for a fight and, with me to lead them, nothing will stand in our path.' If you have already been to the slaver camp,



turn to 295. If you have not, you leave the quarry and follow the road for a kilometre or two, then turn left, heading towards what looks like a temporary military camp. Turn to 362.

238

You walk round the side of the room until you are level with the archway. When you look through here, you are amazed by the splendour of what you see. In the centre of a large hall, with great staircases going up and down to other floors, is a long table, with at least thirty Dark Elves sitting round it. They are feasting but are showing no signs of enjoyment; they are just leering over their gruesome food like fastidious, demonic gourmets.

One of them turns around. 'Would you like to come in for dinner?' he says.

Will you accept the invitation and go through the archway (turn to 396) or say that you have other business to attend to, then quickly move away? If you choose the latter course of action, will you go towards the diners (turn to 65) or towards the ritual (turn to 337)?

239

He looks at you with mock sadness. 'Oh, that is a shame,' he says. 'And you were doing so well.' Suddenly his facial muscles become tense with fury. 'But now you have pushed me too far with your weak deceptions.' Realizing he is going to attack, you draw your sword as swiftly as you can.

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

240

You walk along the trail between the sheer mountains to the north and the long, sharp ridge to the south. After you have travelled a few kilometres, you reach the western edge of the ridge. The trail turns south here, and you follow it as far as the river. On the riverbank there is a landing-stage and several barges. Most of the boats have been wrecked, although there is one that would just about bear your weight. If you embark straight away and start punting down the river, turn to 347. However, it is now getting quite late, so you could make camp and sail tomorrow (turn to 206).

241

After a few moments they abandon whatever it was that they were doing and step back. One of them holds up a small phial; when the other nods, he throws it at the door. There is a loud explosion and a cloud of smoke and you duck down to shield yourself from the blast. When you look up again, the smoke has cleared and you can see that the door is completely untouched. The two black creatures, however, have been blown to pieces! You walk across to the mound and examine the

door. It is just as it was when you saw it from a distance – cold, heavy stone, covered with lichen – except now you can see something engraved on its surface: 'Here within lie the remains of Khornu Wych, Seer and Visionary. Whosoever desecrates this tomb shall be haunted by my spirit and destroyed.' This is quite a threat. Nevertheless, there must be something vital in this tomb, or your secret enemy wouldn't be so desperate for it. You decide that it is up to you to break into the tomb and get this thing before they do. If you think you might know the password and wish to try it, turn to 2. Otherwise, will you search for an opening mechanism (turn to 75) or, if you have one, break down the door with your sword (turn to 136)?

242

Roll two dice and deduct 3 from the total. If this value is less than or equal to your SKILL, turn to 334. If it is greater than your SKILL, turn to 386.





243

DANGEROUS FUNGI

Many fungi are saprophytic, which means that they feed on the decaying matter of other organisms. However, some species are more pernicious even than that. These species actually spray a cloud of spores which kill their prey. The spores then grow into new individuals, which feed on the decaying corpse.

ELF BANE: This is a black fungus, much like the giant puffball. It is only slightly harmful to surface-dwelling Elves, but is lethal to Dark Elves. This specialism has developed into something of a bizarre symbiosis; for Dark Elves have been known to send individuals of their own kind into patches of the fungus for sport or as punishment.

GREEN CAP: This is a pale-green fungus, much like the oyster mushroom but with a green top and small spikes round the base. It is harmful only to Rock Grubs and Giant Spiders, and so is an excellent species for protecting mines.

Now turn back to the paragraph you came from.

244

The Dwarf nods his head very slightly and stands up. He walks over to the newcomer quite casually and asks the guards to wait a moment. He asks the Dwarf a few questions and then turns away, apparently satisfied. Suddenly he swings around, drawing a heavy war-hammer. The impostor Dwarf, realizing that he has been discovered, tries to defend himself, but he is

on his own and is armed with only a dagger. Once it is all over, the Dwarfs come over to you. 'We owe you a great debt, adventurer, in addition to what you have already done.' You tell them that you fight on behalf of all the good people of the Forest and the mountains. 'Well said, I am sure that you will become known as a great Dwarf-friend, even as far as Fangthane – if we survive.'

For a while you all fall quiet as you watch the black sky slowly turn to the pale blue of the pre-dawn (tick off the next day on your *Adventure Sheet*). If today is Hightday, turn to 50. If it is not, turn to 4.

245

Since the creatures inside are averse to sunlight, there is no chance of them looking up and seeing you. As you watch, you see a Dark Elf running out of view to your left, and several others going to your right. You hear doors slam and what sound like Dark Elf curses, but they die down after a few minutes. This castle was built for a Giant, so there is a ten-metre drop to the floor of the room below. If you have a rope, you loop it round one of the battlements and use it to abseil down. Once you have landed, you tug on the rope's end and pull it down behind you. If you do not, you have no choice but to jump. No matter how agile you may be, such a long drop means that you are bound to suffer some injury (roll one die and deduct that many STAMINA points).

The room you have entered is not just a means of

access for the Eagle, it is also an observatory. There are star charts on the walls and a huge telescope pointing up through the trapdoor. But there is nothing else in here, so you decide to leave through one of the immense doors. Will you go through the one on your left, marked 'Games Room' (turn to 78), or the one in front of you, marked 'Library' (turn to 166), or will you go through the unmarked door on your right (turn to 110)?

246

The Sorcerer begins to laugh. 'And now it doesn't matter what clever defences you came armed with, for your principal weapon is losing its power.' Suddenly he stops and thinks. 'But how can this be? Nothing I have learned would indicate that this is possible – it is just an absorber, a conduit for the power of others.'

Will you now change your look to one of confidence, telling the Sorcerer that he is right and that you should have known better than to try fooling him (turn to 94), or carry on looking nervous, but say nothing (turn to 209)?

247

'It's me,' you say, and give him your name. You then hand him the keys and tell him he can now take his revenge on the Dark Elves (regain 1 LUCK point).

'It will be a pleasure,' he says grimly, then he smiles. 'It is an old Dwarf custom to give a rescuer a gem or a piece of jewellery, but this Ring of Three Centuries is

all the Dark Elves left me with.' He removes a silver band from round his finger and gives it to you. 'May I suggest that you now seek out and destroy the Sorcerer who leads the Dark Elves. Unless he is removed from the arena, I fear that we will not be able to defeat them.' He points along the road towards the part of the city where most of the building work is going on. 'Go down there a good distance until you come to a fenced pathway on your left. Follow this to an archway in the cavern wall. Once you are through, keep your eyes down and follow the walkway, avoiding all turns until you come to another archway. Through there is the Sorcerer.'

You promise Arneggur that you will do what is needed or die in the attempt. Then you leave him and walk along the road. When you get to the fenced pathway, you turn and follow it. Turn to 280.

248

You make a wild guess at the password. You speak the word in a clear voice and wait. A few moments pass; nothing happens. If you wish to guess again, turn back to 2. Otherwise, will you:

Search for an opening mechanism?	Turn to 75
Smash the door with your sword (if you have one)?	Turn to 136
Give up?	Turn to 349

249

Now that he is dead, you look at the body of the mutated impostor. In some ways, it is familiar: like a

Dark Elf, perhaps; in others it is like nothing you have ever seen. You retrieve your Council Ring and then search through his belongings. His pack contains 5 Gold Pieces and three small bottles. They are labelled: '1: Dried Chameleonite Blood', '2: Condensed Mist from the Mithrir Forest', and '7: Pickled Whole Shapechanger Brain'. They are clearly components of some magical process, but you don't know what. You pick up your bow and arrows and return to the Council Chamber. Turn to 291.

250

You draw your sword and leap forward to attack the Dark Elf, hoping to take him by surprise. But he is one of the Sorcerer's elite Personal Guard and has lightning reactions.

ELITE DARK ELF SKILL 10 STAMINA 8

If you win, you drag his body on to the walkway and drop it over the side. Then you walk back up to the archway and go through the door. Turn to 103.

251

After you have been walking for an hour or so you notice several black shapes silhouetted against the night sky, some way ahead. You realize almost immediately that they are Black Flyers. There is nowhere for you to run to: but they are creatures of the night and saw you long before you saw them. As they swoop down towards you, you realize that your adventure is over.



252

There are more roughly erased tracks in here, although they are more difficult to make out in the darkness. You follow them to the back of the cave, where you find a mine shaft descending deep into the ground. There are also several lanterns hanging on hooks on the wall, so you take one and light it. With the extra light you can now see a rickety wooden cage suspended above the shaft; a rope, used to pull it down into the mine, is probably attached to a counterweight. You step into the cage and pull on the rope.

At the bottom of the mine shaft, the trail heads off down a large tunnel, leading eventually to a shallow pool of still water, where the footprints end. There are three tunnels on the far side of the pool, two of which are full of strange fungi. The third tunnel, which is empty, has more footprints, presumably the continuation of the trail. Which tunnel will you take:

The left-hand one?

Turn to 149

The middle one?

Turn to 208

The right-hand one?

Turn to 292

253

As the monster charges at you and the ground trembles beneath its feet, you draw your sword and prepare to do battle. It probably weighs several tonnes, and you are but a puny human, waiting to be crushed beneath its bulk.

BLACK MAMMOTH

SKILL 12

STAMINA 15

At any time during this combat you may collapse on

to the ground and pretend to be dead (turn to 84). If you kill the monster, you slide your sword back into its scabbard and resume your journey towards Sardath (turn to 165).

254

Since the Giant Stag Beetle is a huge, lumbering creature, you can get in three shots before it reaches you. If all three arrows hit, the Beetle crashes to the ground, dead (turn to 308). Otherwise, make a note of how many do, so that you will be able to deduct the appropriate number of points from the Beetle's STAMINA if you fight it. For now, the Beetle is still alive and thundering towards you — you must act. Will you use your last second to dodge out of its way (turn to 60) or draw your sword and prepare to fight (turn to 283)?

255

You plummet towards the icy water of Lake Sardmere and the impact knocks all the breath out of you. Suddenly you see six or seven Black Flyers diving towards you. You try diving and swimming away; after they have swooped past you a few times, slashing at you with their swords, you cannot prevent yourself from sinking. Your adventure is over.

256

A huge booming voice comes from nowhere: 'Istu! So you are released. You were to remain in your puzzle until I was returned to the Abyss.' Istu roars and raises his talons, 'If you want to fight,' says the voice, 'so be

It! I, Pnea, the Eleventh Veiled Guardian, will destroy you and damn you to another period of imprisonment in the mortal world.' Istu lashes out; the two demons fight.

PNEA

SKILL 11

STAMINA 17

Resolve the battle, remembering to deduct points from Istu's STAMINA score since he is directly engaged in combat. If Istu wins the battle, turn to 363. If Pnea wins, he will turn on you, rending you to pieces in seconds since you do not have a magic weapon.

257

Now that you know your natural fitness and strength will carry you up the steep slope, you actually enjoy the exercise. Nevertheless, when you get to the top of the pass, the mountains on either side look as formidable as ever, and there is still no way you could climb them. Will you go back into the Dwarf mine (turn to 36) or carry on north-west down the other side of the pass (turn to 133)?

258

As you fumble for the sword in the roots of the plant, a thick, honey-like substance drips on to your hand. You curse your stupidity as you realize that this is a Death Dripper and the fluid which has landed on your hand is a fast-acting contact poison. Your adventure is over.

259

You lunge forward with your sword, and its blade strikes deeply into the black robe. Instead of the figure

falling or fighting back, however, the robe collapses and falls to the ground, empty. A voice comes from behind you: 'Let us fight then, adventurer.' You turn. Standing before you is a tall woman in bright silver armour. She has long silver hair and her silver sword is sheathed in lightning. 'I am Thyra Migurn, Mistress of Sukh's Tower, and I welcome your challenge.' With that, she attacks you.

THYRA MIGURN

SKILL 10

STAMINA 12

You may yield to her at any time by turning to 315. If you beat her, turn to 226.

260

'There is no one of that name living anywhere within my range,' says the voice. For a moment you are puzzled, but then you remember that Sorrel was called Eledorn Falestien among his own people, so you try that. When the voice gives precisely the same reply as before, you have no choice but to assume that Sorrel is dead. While you are recovering from this terrible shock, the smooth, cultured voice says dispassionately, 'To whom do you wish to speak?' Turn back to 99 and make another choice.

261

You draw your arm back and throw the Sphere into the middle of the group. For one heart-stopping second, nothing happens, then it erupts into a deafening storm of fire and lightning. You clap your hands over your eyes and leap out into the corridor. After just a second or two, the storm is over and you re-

enter the room. Everything has been destroyed: the beds, the statues and the Dark Elves. All that is left is a fine grey powder covering the floor. There are no other exits from here and nothing remains for you to search, so you go back down the corridor to the two doors. After a few seconds' thought, you go through the one on your left (turn to 109).

262

As the last Black Flyer hits the ground, you hear glass smashing. When you see smoke pouring from something on his belt, you dive for cover. There is a loud explosion and a cloud of smoke. When you look up, the bodies of the two black creatures have been blown to pieces, so that even their swords are destroyed. You get up and walk across to the mound and examine the door. It is just as you saw it from a distance – cold, heavy stone, covered with lichen – only now you can see that something is engraved on its surface: 'Here within lie the remains of Khornu Wych, Seer and Visionary. Whosoever desecrates this tomb shall be haunted by my spirit and destroyed.' This is quite a threat. Nevertheless something vital must be inside this tomb, otherwise your secret enemy wouldn't be so desperate for it; it is up to you to break into the tomb and get this thing before they do.

If you think you may know the password and wish to try it, turn to 2. Otherwise, will you search for an opening mechanism (turn to 75) or, if you have one, break down the door with your sword (turn to 136)?



263

I have a great range of potions,' he tells you, 'although some are in limited supply.' He reaches into the wagon and produces a placard with a list of the prices. 'The Love Potions are excellent value, and very effective, though I don't suppose you are in need of such things. The Sleeping Draught is potent, but it does tend to make you a bit hyperactive once it has worn off. And then there are my special commodities. I'm afraid that the last four items on the list are very rare, so I only have one of each. I suppose I ought to apologize for their cost as well – but, as I said, they are very special.' Buy what you wish from the list and deduct the appropriate number of Gold Pieces from your *Adventure Sheet*. After making your purchases, you bid the man farewell and carry on down the road. Turn to 130.

264

You hold your breath to keep out the spores, but you are not quick enough and they get into your throat, burning your lungs as you run down the tunnel (deduct 2 points from your STAMINA). The fungus comes to an end after a little way and you reach an area illuminated by torches. There are two tough-looking Dwarfs standing guard here, but they don't seem to be at all aggressive. 'Welcome, human,' one of them says. 'Would you please follow us. You are the first human we have seen for many days, so Lokimur is sure to want to see you immediately.'

The Dwarfs lead you through the convoluted tunnels

of what looks more like an underground settlement than a mine, eventually bringing you to a chamber where an important-looking Dwarf sits behind a large stone desk. 'I am Lokimur, son of Bakulor, leader of this band of refugee Dwarfs in these dangerous and hasty times.' He hands you a beautifully fashioned Red Gem. 'A gift,' he says, 'To thank you for braving the mountains to come to us - whoever you are.' Will you tell him briefly that you are an adventurer seeking help in finding and destroying the Black Flyers (turn to 306) or give him your name and say that you are an adventurer from Grimmund in the Forest of the Night, travelling under orders from the Grimmund Council (turn to 331)?

265

Roll two dice. Add together the numbers rolled, and then modify the result depending on what day it is:

Moonday	deduct 5
Windsday	add 1
Seaday	add 3

If the result is greater than your SKILL, turn to 386. If the result is less than or equal to your SKILL, the boat bobs about on the waves like a cork but you fight as hard as you know how to control it. Several times you nearly capsize, then, gradually, the storm lessens and you finally make it back in one piece. It is clearly useless trying to get to Sardath so, with some reluctance, you turn your back on the town. Following either your dream or some other clue, you head north into the mountains. Turn to 81.

266

He sees that you are deadly serious in your warning and thanks you for the advice (regain 1 LUCK point). You tell him what happened to you in Grimmund and all about the mission it has led you to undertake.

He is clearly impressed. 'Merchants like me owe much to adventurers like you,' he comments. He reaches back into his wagon and takes from it a thick book. 'Since you are likely to go underground, you may need this.' The book is called *Fangnir's Encyclopaedia of Subterranean Flora*. It contains a lot of very detailed information about the fungi and moulds which grow underground. As far as your mission is concerned, the most important page is that entitled 'Dangerous Fungi'. If ever you wish to read it, make a note of the paragraph you are reading at the time, then turn to paragraph 243.

You thank Fangnir for his generosity; you are sure the book will be invaluable. He bids you farewell and trundles away.

You are now forced to continue on foot. Sure that the enemy cannot lie any further to the east, will you head north into the mountains (turn to 357), or west towards Sardath (turn to 232)?



267

You take great care as you walk through the Forest. Even though there are no giant webs to look out for, there is still the threat of attack by a Giant Wolf Spider. After a couple of hours you find a patch of anaesthetic moss. You collect as much as you can without destroying the plant (add 2 Herbs) and then set off again.

In the late afternoon, you arrive at Colrhyn's cottage having seen no sign of any Giant Spiders. You go up to the front door and knock. There is no answer, so you go in. You search the whole place, but Colrhyn is nowhere to be found and there are no clues as to where he might be. You decide to press on with your mission, setting off north-west up the track which leads from his cottage. Turn to 192.



268

You take the torch and walk to the centre of the magical diagram. As you stand there, holding the torch high above your head, the chanting grows louder and the flame turns cold and blue. When the chant gets faster and more frenzied, you gradually feel your life force beginning to flow into the torch where the Dark Elves can direct its power, and then you lose consciousness. Your adventure is over.

269

You walk down to the harbour and find your boat. It takes only a few minutes to set sail, and then your quest begins. With the sun shining across the fields, the first few kilometres make a pleasant – if somewhat chilly – start to the day. As your journey progresses, however, the tall pines close in on the Grimway. Of course, you don't fear the Forest's shadowy atmosphere, but there do seem to be more eyes peering at you than you remember, and the background noise of unknown creatures is closer to the river.

Towards midday, you reach the point where the rope-bridge should be, but it has been torn down from the east bank and is lying in the river. Will you try to manoeuvre round it (turn to 137), land on the west bank and walk along the forest trail which goes north-west (turn to 8), or land on the east bank and walk north-east through the pathless forest beside the river (turn to 342)?



270

He laughs. 'A nice bluff, adventurer. But you forget: I have made a lifelong study of these things.' He sighs, 'I weary of this futile conversation.'

Realizing that he is going to attack, you draw your sword as swiftly as you can.

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

271

Morn charges towards the window and takes a flying leap. He crashes through the glass, spreads his huge black wings and flies off into the night sky. You run after him, grabbing your bow on the way, but he is already too far away for you to stand any chance of hitting him. You curse – he still has your Council Ring. There's nothing you can do about that now, so you return to the Council Chamber to tell the rest of the Council what you have learned. Turn to 291.



272

The very instant your arrow hits Sorrel, he lets out a horrific, piercing scream. His scar vanishes and his skin darkens to an inky black colour. One of the Elves shouts, 'Dark Elf!' and they all attack him. In seconds, the creature is dead.

When the excitement has died down, Bistort, an Elf Commander, explains. 'Dark Elves have somehow acquired the ability to assume any form they wish. I am afraid that, rather than looking after the paths, we have spend all our energies in seeking them out and destroying them. Dark Elves are our oldest and most despised enemy.' He laughs hollowly. 'We nearly killed you because we thought you were one.' Bistort hands you a Seven-coiled Snake Ring. 'Please accept this token with our apologies for misjudging you!'

Suddenly a shout comes from the tall look-out tree above you, and you both climb up. From above the Forest treetops, you can make out two black shapes silhouetted against the night sky, flying south-west. Eventually, they swoop down somewhere to the east of the village.

'Sorrel was in charge of tracking the Black Flyers,' Bistort informs you. 'He said he had seen them and that they were not Dark Elves. That was clearly a lie. I will dispatch a tracking party at once.' If you decide to track them yourself, you tell Bistort of your intentions, climb down the tree, and set off into the Forest (turn to 168). Otherwise, you decide to stay in Ash Cleeve for the night (turn to 360).



273

When you get closer, the two Obligaths seem to recognize you and start sniffing at your clothes. The transformation potion must have given you the right smell, because their spines relax against their scales and they start nuzzling up against you. You are nervous of them at first, but they don't seem to mean you any harm, so you pat them. However, they are still showing no sign of letting you through. Will you push past them (turn to 378), feed them some Herbs (turn to 73), or try to beat your way through with your sword (turn to 333)?

274

At that moment, a Dwarf guard comes into the room and hurries over to Lokimur. 'Begging your pardon, Leader, I realize that you are giving counsel, but I believe your presence is urgently required. We are again under attack from the Toa-Suo.'

Lokimur tells the Dwarf that he will be there in a moment and then turns to you. 'Will you stay and help us?' If you reply that you would be honoured, turn to 74.

If you say that your mission is too urgent, Lokimur says that he quite understands and he wishes you good luck. Once he has left to attend to the Toa-Suo attack, the Dwarf guard escorts you out of the mine, warning you to hold your breath before you go through the fungus tunnel. When you arrive back at the surface, he leads you to the south-east side of the pass. 'Go down this way,' he says, 'for the Toa-Suo

army are on the north side of the mountain.' You thank him for his advice and begin the descent. You soon reach the bottom of the slope and find yourself back on the main path. Will you now go north-east towards the spire-shaped mountain (turn to 323) or south-west towards the river (turn to 240)?

275

As you reach out for the shield, a wild, horrific screaming fills the cavern and you see a creature forming in its silvery metallic surface: it's a screaming, slashing woman with four arms and four heads. You smash your sword into the shield in an attempt to stop her getting through but only succeed in denting it. Soon the form is complete and her long nails are slashing at you, barely missing your face, before you realize that she has materialized into the treasure chamber. If Istu is with you, multiply his number by 10, then turn to the paragraph with that number. Otherwise you must fight the Mirror Demon. She is too close for you to use your bow, so you attack her with your sword.

MIRROR DEMON

SKILL 8

STAMINA 10

If she wins an Attack Round, turn immediately to 6. If you defeat her, turn to 70.

276

You follow the stream south until it meets a wide slow-moving river. Where the river comes in from the east, the water is clear and clean. But after the junction with the stream, where the river turns south, the plant

life has grown out of all control, completely choking the water with weeds. You press on, following the river south, until night falls. You are not far from Sardath now, so you do not rest. When you are about half way round the eastern edge of the Freezeblood Wall, you hear a strange noise like a thousand giant birds flying overhead. You dive for cover behind a large boulder, then peer out to see what is causing all the noise. After a few moments an army of Black Flyers appears over the mountains, silhouetted against the night sky. They are flying towards Sardath. Relieved that you are hidden from their view, you decide to huddle into the side of the boulder and get what sleep you can.

You sleep fitfully all night, and you wake up in the morning hardly refreshed at all (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to 50. If it is not, the sky is only just beginning to lighten into the blue of the pre-dawn when you see the Black Flyers leaving Sardath and flying north over the Freezeblood Wall. Will you go after them (turn to 16) or carry on south to the Fangthane road and follow it into Sardath (turn to 293)?



277

When the Dark Elf coming up from the right reaches the junction, he stops and salutes you. You copy his action. 'Valethion, Chaugh,' he says, but then stops himself. 'I apologize,' he says. 'I forgot we must speak Allansian.'

Quite severely, you tell him that a slip like that could cost him his life, and that it is not enough to look human, you must also act and speak like one. By this time the other Dark Elf has arrived. 'Lord Chaugh,' he says, saluting you. You return the gesture. 'How did you get out of the Games Room?' he asks. Thinking very quickly, you tell him that you discovered a secret door into the Laboratory by manipulating one of the puzzles.

'We should report back with this information,' says the first Dark Elf. 'I nearly forgot, the knocking sequence has been changed. It's now six, one, five, seven, eight.' They both salute you and set off up the tunnel to the right. It sounds as if there are a lot of Dark Elf warriors in the tunnel to the right and you can't afford to take part in any unnecessary combat, so you decide to go to the left. Turn to 71.

278

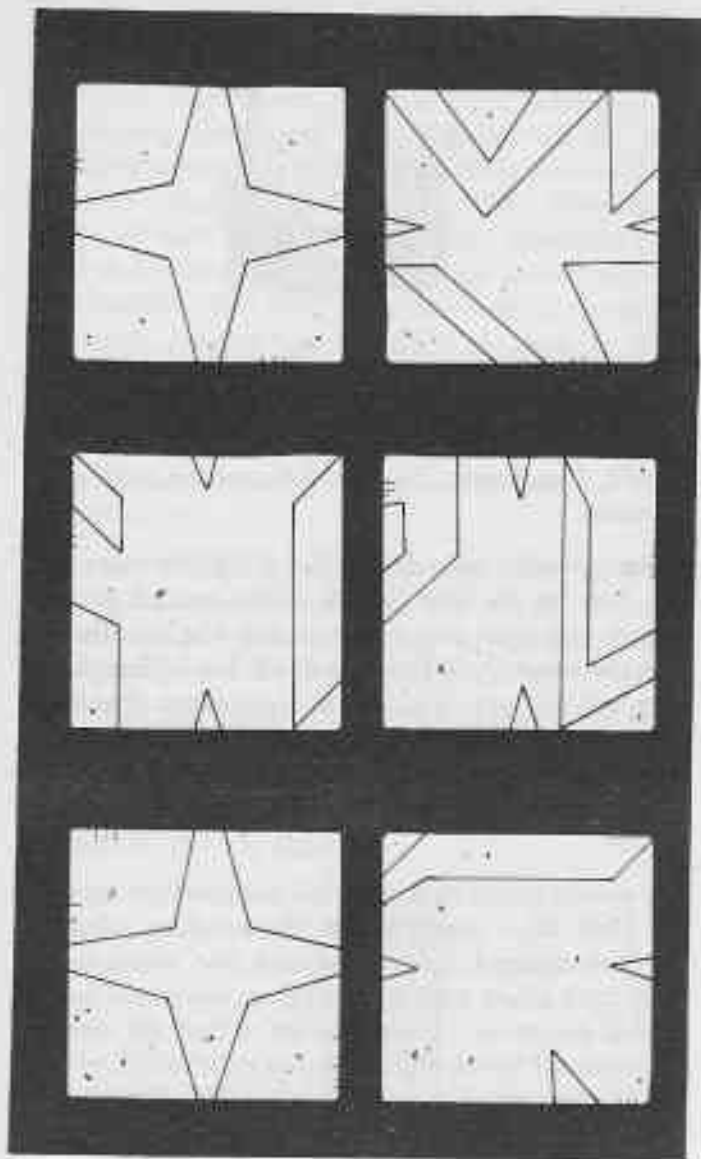
Inside the bundle are six ivory squares; each is of beautifully smooth workmanship, with delicate carving. The engraved lines are filled with a black pigment, which makes them stand out vividly. From the strange shapes that the lines form, you can tell that this is some kind of puzzle, but there is no indication of how to solve it. While you still have the ivory squares, you may unlock their secret at any time. Whenever you want to re-examine them, return to this paragraph, first making a note of the paragraph you have come from. Once you have solved the puzzle, it should become clear how to proceed.

279

The book is a huge volume entitled *The Researches of Thalion Lorassee*. It is far too large for you to read now; anyway, most of it would be useless to a warrior like yourself. However, one of the pages is marked. You open the book and begin to read. One section in particular catches your attention:

THE APPARATUS: The Triplex Potion Concocter is used for making potions which require two solid components and one liquid. The liquid component is always poured into the first thistle funnel, and the powder into the second funnel. The third component, which will be a solid in a larger form, should be put into the third, much larger funnel.

You may have some items which could be used in the making of potions, so you memorize these instructions. Should you find such a machine later in your adventure,



you may be able to concoct something useful. Turn back to 166 and make another choice.



280

The fenced pathway carries you right through the weirdly constructed city, past enclosed squares with towers standing at strange angles and streets whose only purpose is to confuse. Everything is carved with images of malevolent-looking Dark Elves. The fence is unbroken for the entire length of the pathway, so you



have no access to the city – but you realize with some relief that this also means that the bizarre city has no access to you! Eventually you reach the wall of the cavern, some way beneath the balcony. There is an archway here, leading to a short tunnel. It is very low and narrow, and you have to stoop to get through. However, it soon emerges into the bottomless cavern, and you lower your gaze to avoid the wild architecture. The flimsy walkway you are now on is slippery with moss, so you walk very carefully; but it soon widens and becomes dry again. After a few more metres, you come to a junction. Will you go right (turn to 370) or carry straight on (turn to 177)?

281

The tunnel soon emerges on to a walkway, lit by the dim light of the bottomless cavern, and you lower your gaze to avoid the insane architecture. The walkway feels even higher than the others you have been on, although you don't dare look down to see if your feeling is accurate. Another archway at the end leads to a corridor. Now that you are in a more enclosed

space, you feel shielded from the insane character of the bottomless cavern. Tentatively at first, but then more confidently, you look around at your surroundings. A few metres to your left, there is a door at the end of the corridor. On your right, the corridor goes for about ten metres to an archway. Will you go left and through the door (turn to 205) or right and through the archway (turn to 348)?

282

'Dark Elves?' screams Thyra, her voice echoing round the mountain. There is a bright flash, followed by a crack of thunder, and you are momentarily blinded. 'I loathe and detest these sorcerous delvers into the ground.'

Test your Luck. If you are Unlucky, a bolt of lightning hits you (roll one die and deduct that many points from your STAMINA). If you are Lucky, it all misses. Once the fury has died down and your vision is restored, you see that everything she was wearing has been annihilated. Her body is now cloaked in a blaze of light; sparks fly from her, causing licks of lightning in the sky. She looks at you with menace.

'What do you want with Dark Elves?' she asks. You tell her about your mission. 'You will need power,' she says, and a small silver sphere appears in her hand; she gives it to you. 'You may use the Lightning Sphere only against the darkest of Dark Elves; the ball itself will tell you when.' You open your mouth to thank her, but she holds up a fiery hand. 'Go,' she says, 'for my temper is not to be trusted.' Having seen her in full fury, you leave without delay.

A short time later, you find yourself at the path at the foot of the mountain, relieved to have made it back alive. Turn to 298.

283

As the Beetle's huge bulk comes thundering towards you, its antler-shaped jaws twitching, you plant your feet squarely and prepare yourself for battle.

GIANT STAG BEETLE

SKILL 9

STAMINA 6

If you win, turn to 308.





284

Roxsir leads you through many tunnels and you eventually come out on a ledge above a north-facing cliff. You lean over the parapet and see the huge army of Toa-Suo climbing up. The Dwarfs are trying to repel them by hurling rocks at them. Without delay, you join in. You may be larger than the Dwarfs, but they have the advantage of a lifetime of mine work, so they are much stronger than you are, and you have to work yourself to the limit. Even then, you are not able to keep up; so many Toa-Suo manage to get up the cliff that the axe warriors cannot handle them and you are forced to fight one.

TOA-SUO

SKILL 6

STAMINA 9

If you win, you return to the arduous job of rock hurling. Towards the end of the day, the Toa-Suo retreat to the north, having failed to breach the mine's defences. As you watch them go, a terrible exhaustion grips you (deduct 4 STAMINA points). If you don't collapse and expire from overexertion, you follow the other Dwarfs as they traipse back into the tunnels. Turn to 322.

285

After an hour or so of hard scrambling, you stop for a rest. Above you, the top of the pass is capped by a thick covering of snow; nevertheless, you must press on. Once you reach the snowline you find that it is almost knee deep and gets deeper the further you go. Just as you are getting to the top, there is movement in the snow all round you, and a whole tribe of

Toa-Suo rise from their hiding places. They are all over two metres tall and nearly as wide, with thick coats of white fur. Against one or two of them you might have stood a chance, but not against an army. Your adventure is over.

286

Not long after nightfall and just after you have settled yourself down, you spot an army of Black Flyers coming down the valley from the north-west, heading towards Sardath. Glad that you have stopped and hidden yourself, you pull your blankets close around you and try to get some sleep. Your camp is not exactly comfortable but it is dry and out of the icy wind, so you should be able to rest quite well.

Next morning you wake up cold and stiff (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to 50. If it is not, you drag yourself to your feet and do a few vigorous exercises to get your body going. Then, after some breakfast, you set off. As the morning wears on, the huge, isolated mountain actually looks as if it is getting nearer; this is a boost to your morale, but it also means that the ground will soon be getting steeper. Towards midday, you begin to climb the mountain itself. Turn to 318.

287

Because you are human, the Dark Elf coming up from the left shouts a warning as soon as he reaches the junction. You both draw your swords, and a fierce battle ensues. This Dark Elf is a strong and skilful

warrior and, by the time you have gained the upper hand ten or eleven more Dark Elf warriors have arrived. You fight valiantly but there are just too many. Your adventure is over.

288

If you ever change your mind and decide to take a look at your surroundings, make a note of the number of the paragraph you are reading at the time, then turn to 153 (make a note of this number for future reference). For now, you walk tentatively along the walkway, keeping your eyes on the path just in front of you. It is unnerving not knowing where you are going, but you force yourself to walk on. Eventually the walkway meets another. Will you go left (turn to 358) or right (turn to 112)?

289

As soon as you lift the amulet from around Khornu's neck, the body begins to crack and crumble as several centuries of decay catch up with it. If you decide to make your escape from the crypt before the process has finished, turn to 12. If you do not, a few moments pass and then there is nothing left but a fine layer of dust on the floor. Suddenly an icy wind blows up out of nowhere, penetrating through to your very bones. A faint light appears inside the sarcophagus, and an awe-inspiring figure forms within: it is the Ghost of Khornu Wych. Roll two dice. If the total is less than or equal to your SKILL, turn to 214. If the total is greater than your SKILL, turn to 316.

290

You reach over to grab Fangnir's tunic, but the ground rocks again and you are thrown into the back of the wagon. Fangnir slumps forward out of your reach, and you are forced to leap off without him. You hit the ground heavily, roll, and turn to look to the wagon. The monster which caused the eruption is a many-armed, writhing creature with hard, shiny scales. Its massive tentacles have burst through the road and are now dragging the Dwarf, his wagon and all his goods into its cavernous mouth. Suddenly Fangnir comes to his senses; he screams for help. Will you leap up to fight the Chthonian Trapper (turn to 43) or leave the Dwarf to his fate (turn to 376)?

291

Grissa reconvenes the Council to discuss what you are going to do. The Councillors listen in respectful silence while you tell them about the imposter. Now you have no choice but to believe in my dark enemy. I would love to march through the Forest with an army and wipe this enemy out, but Morn told me himself that this is precisely what he came here to achieve. The Forest is now so contaminated with evil that we would never make it through.' The Council members accept your plan to go alone but insist that you wait for daylight and use the few remaining hours of darkness to recuperate. Grissa sends you some food and a Healer to tend any wounds you may have (regain up to 6 STAMINA points).

Once the sun is up (tick off the first day on your

Adventure Sheet), you gather together your equipment and leave the Council Hall. Most of the Councillors have gone to their beds after all-night discussions, but Grissa is there to see you off. She gives you a four-leaf clover. 'For luck,' she says. You thank her and say farewell. If you visit the town astrologer before leaving Grimmund, turn to 231. Otherwise, turn to 390.

292

The tunnel goes on for a long way, twisting and turning, and eventually you lose all sense of direction, but still the trail of footprints leads you on. At last the tunnel comes to an end in a small cavern. The trail peters out here, but you enter anyway. Once in, you stop and stare, momentarily confused: you are back at the bottom of the mine shaft where you came in. If you want to retrace your footsteps to the cavern with the pool and the three tunnels, turn back to 252 and choose another option. If you give up looking around and leave the mine, you step into the cage and haul yourself up the shaft.

You are standing once again on the top of the mountain pass. Since the mountains on either side of the pass are too sheer for you to climb, you will have to descend again. If you go down the north-west side of the pass, turn to 133. If you go back down the south-east side, you eventually get back to the main track. Will you now go north-east (turn to 323) or south-west (turn to 240)?



293

Sardath, built on stilts over Lake Sardmere, is the trading centre of the Freezeblood Mountains and the Forest of Night. Built centuries ago by the rough men and Dwarfs who came to this region to exploit its many resources, Sardath has become an important outpost in the spread of civilization throughout northern Allansia. As you walk along the road, it looks as if all this might come to nothing. The whole of Lake Sardmere is shrouded by a strange swirling storm, with the town at its centre; from what you can see, Sardath itself looks completely dead. The bridge that crosses the lake has been destroyed and most of the boats have been wrecked. If today is Fireday, turn to 127. If it is Earthday, turn to 154. Otherwise, turn to 184.

294

After a few minutes, the eyes vanish beneath the water. You look around but can see no sign of where the creature went. Towards midday, you ready your bow again, for you are entering Slykk territory. The reeds here are denser than ever and it is difficult to keep your boat in clear water. While you are manoeuvring through a particularly narrow channel, a group of the slimy frog-people rise out of the reeds on either side of you, spears raised. Turn to 67.

295

'I've already been there,' you tell Arneggur. 'And I can't return, because they think I have gone up to Corianthus's castle to join someone called Duke Pilea.

If I were to go there again, they would become suspicious. I understand how much you desire your freedom, but if I am killed many more will become slaves.'

'You are right, of course,' he says. 'It's just that we could do so much. Still, all is not lost. If you can destroy the Sorcerer, the resulting disorder might give us a chance to rise up and free ourselves.' He points along the road towards the part of the city where most of the building work is going on. 'Go down there for several hundred metres until you come to a fenced pathway on your left. Follow this to an archway in the cavern wall. Once you are through, keep your eyes down and follow the walkway, avoiding all turns until you come to another archway. Through there is the Sorcerer.'

You promise Arneggur that you will do what is needed or die in the attempt. He smiles, slaps you on the back, and stands, watching, as you set off along the road. When you get to the fenced pathway, you turn and follow it. Turn to 280.

296

You leave the Eagle's body behind and carry on up the mountain beside the rushing, yellow stream. After an hour or so, you reach a rocky crag and a small cave out of which the stream is flowing. When you look into the cave, you see that in fact it is a narrow tunnel going deep into the mountain. A path runs along this tunnel, and the stream flows beside it. Will you follow the tunnel (turn to 116) or leave this place and keep on walking up the mountain (turn to 388)?

297

Seeing his companion felled by a single arrow, the second Slykk stops dead in his tracks. This gives you time – if you want to and if you have one – to nock another arrow and point it at him (turn to 380). If you don't have another arrow, or if you don't wish to do this, you sling your bow over your shoulder and draw your sword. Seeing this, the Slykk's courage returns and he resumes his charge. Turn to 234.

298

Nothing you have learned so far points either to the south or to the east, and the mountains lying to the north of here are impassable to someone of your inexperience, so you decide to follow the mountain trail south-west. This leads you down a gently descending valley, with the sheer mountains to the north and a long ridge to the south. After a long walk, your path crosses a track going north-west up a steep slope towards a mountain pass. It doesn't look like an easy route, but it is not beyond your capabilities. If you carry on south-west, turn to 240. If you go north-west up to the pass, do you have a Red Gem (turn to 257) or not (turn to 108)?

299

Your renowned luck saves you again as you land on the back of one of the Black Flyers, though with such force that he is knocked out of control. You both plummet. For a moment there is a rush of noise as you crash through the trees; then you hit the ground. The impact kills the Black Flyer outright, but his body cushions your fall. Roll one die and deduct that many

points from your STAMINA. Before you is a small mound, in the front of which is a stone door, covered with lichen. This must be the place the creatures were making for. Suddenly you remember that two of them are still in the sky above you. You look up and can just see their silhouettes against the stars. Iulien is flying back to his Sorcerer to tell him of his success, but the other one is descending. In seconds he lands and walks towards you, drawing his sword. Even though you still have your pack with your Herbs and gold, you may have dropped your sword when you were fighting with Iulien in Grimmund. If you did so, you must deduct 2 points from your Attack Strength. Your bow and arrows are back in the Council Recess Chamber.

BLACK FLYER

SKILL 7

STAMINA 7

If you win, turn to 262.

300

At that moment, a young Dark Elf comes running in, holding a piece of paper. 'Archduke Awlenion?' he asks.

One of the elite Guards saunters up to him and takes the message. 'The slaves have broken free,' he states. 'It will take only a couple of cohorts.' For a few minutes there is a lot of bustle as the warriors prepare themselves and exit hastily to do battle. However, a lot of them have stayed behind – obviously they don't see the Dwarfs as that much of a threat. Suddenly you feel strange – the transformation potion is wearing off!

When he sees what is happening, one of the elite Guards screams, 'Human!' and they all attack. You fight as best you can, but there are just too many of them. Your adventure is over.

301

Walking in the mountains at night can be extremely hazardous, even if you are an experienced mountaineer. You know very little about the Freezeblood Mountains, so you are almost sure to get lost. Roll one die. If you roll:

1-2

Turn to 35

3-4

Turn to 107

5-6

Turn to 187

302

This stairway is as narrow and treacherous as any of the previous walkways you have been on: you descend it with an uneasy compromise between caution and a desire not to arouse suspicion. At the bottom of the stairway there is another walkway. Will you now go right (turn to 77) or left (turn to 358)?

303

You examine the door very carefully, feeling across its surface and round its edges. After a while, you work out that it should slide to the left. When you try to move the door sideways, however, it won't budge. You search around again but are unable to find any way of opening it. Will you:

Strike it with your sword (if you
have one)?

Try saying a password?

Give up?

Turn to 136

Turn to 2

Turn to 349

304

You place the numbers on the puzzle and step back, waiting to see what will happen. There is a sudden flash and the whole table crumbles to dust. Whatever the puzzle was for, you will never find out.

You look around for a while, experimenting with some of the giant-sized games and puzzles, but nothing happens, either good or bad, so you leave the Games Room and return to the Observatory. (Note: having exhausted all the possibilities in this room, you may not return here unless you are specifically instructed to.) Will you now go through the door on your left into the Library (turn to 166) or go straight on through the unmarked door (turn to 110)?

305

You thank Jonnan for his help and ask him what he intends to do now. 'I am only a trader,' he says, 'so I would be a hindrance to you. Anyway, I promised that I would go to Fangthane to summon help. It's a long way, and we've already lost a day because Neya was drowned. But at least it's something.' You tell Jonnan that indeed it is. Should your mission fail, there is now a small hope that all may not be lost. Jonnan sets off towards Gwinir's Bridge and you too must be on your way; turn to 81.

306

A look of anger clouds Lokimur's face. 'I understand your urgency, young human, but there can be no reason for completely abandoning common courtesy. I know that humans are by their nature a hasty folk, but I would have thought that anybody arriving at a new place would introduce themselves with the appropriate ...' Your mind wanders as Lokimur proceeds to give you a lengthy lecture on the etiquette of getting counsel from Dwarfs. When his tone begins to mellow, you start paying more attention. 'Therefore,' he says, 'I will relent from what would be my normal, somewhat violent course of action, and give you whatever help I can. Now then ...' Turn to 274.

307

At that moment, a young Dark Elf comes running in, holding a piece of paper. 'Archduke Awlenion?' he asks.

One of the elite Guards saunters up to him and takes the message. 'The slaves have broken free. It will only take a couple of cohorts,' he says. For a few minutes there is a lot of bustle as the warriors prepare themselves, and run excitedly to battle. However, a lot of them have stayed behind – obviously they don't see the Dwarfs as that much of a threat. Suddenly you feel strange – the transformation potion is wearing off! When he sees what is happening, one of the elite Guards screams, 'Human!' and they all attack. You fight as best you can, but there are just too many of them. Your adventure is over.



308

You rest for a few moments, perhaps treating yourself with some of your Herbs. Then you set off again. After a couple of hours' steady walking, you catch a glint of light coming from the trees ahead. As you approach, you can see that the sun is striking something at the base of a strange shrub, which is about three metres tall with a wide, thick-barked trunk and palm-like fronds, interspersed with yellow star-shaped flowers. As you get closer, you see that it is a sword, entangled in its roots, that is glinting. If you try to get the weapon out, turn to 140. If you prefer not to, you leave it and carry on north-west. Some hours later, as the sun is beginning to set, you approach the fork in the road where the Elf village is hidden among the trees. Turn to 332.

309

In the instant that the Sorcerer is waiting for you to succumb to his attack, you draw your sword and lunge at him. But he is too quick for you: 'Faeleorn rath mardex'

Before you reach him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

310

You plummet down towards the river, screaming in a mixture of fear and elation. *Test your Luck.* If you are Lucky, turn to 87. If you are Unlucky, turn to 40.

311

The Dark Elf snatches the goblet from you and drains it in a single swallow. Then he carries on laughing and stuffing bits of meat into his face for a few minutes, but soon his eyelids begins to droop and he collapses into what looks like a drunken stupor. The Elf on your right looks at the sleeping Dark Elf in disgust. 'And he always boasted that he could hold his drink.' He laughs and turns to you. 'Take him over there and throw him on one of the couches.'

After lifting the Elf across your shoulder, you carry him away from the table and lay him down. Once the other Dark Elves have forgotten about you and have gone back to their gorging, you take the opportunity to search through his belongings. You find 14 gold coins and a large key with an ornate 'S' engraved on it. While you are putting these items in your pack, the Dark Elf grunts – the Sleeping Draught is wearing off. You decide to leave before he wakes up. Turn to 29.

312

'I see it now,' he says. 'You want me to make a mental attack. But what possible reason could you have for doing that?' He ponders. 'Of course – Khornu's Attenuation, turning the amulet from a mere shield to a reflector. Then my attempts to obscure the efforts of that cursed astrologer weren't enough.' He smiles. 'But it is of no matter, for now I know of your achievement.' He pauses. 'And I also know that you don't possess any secret magic.' You can tell he is going to attack, so you draw your sword as swiftly as you can.

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

313

You watch and wait, willing the sailor to succeed but not wanting to take any risk yourself. Suddenly a huge gust of wind races across the water. The sails fill, and the boat heels over; then a huge wave capsizes it. You scan the raging surface of the lake for several minutes but no one emerges. The sailor is lost.

You can see no other sign of life from Sardath, and you realize that, if you want to make contact, you are going to have to row all the way across in the boat you found (turn to 345). If you decide against this course of action, there is nothing more you can do here: you decide to leave Sardath and head north into the mountains, following your dream of the dark army, and maybe other clues (turn to 81).

314

At that moment, a young Dark Elf comes running in, holding a piece of paper. 'Archduke Awlenion?' he asks.

One of the elite Guards saunters up to him and takes the message. When he reads it, he looks worried. 'The

slaves have broken free, and we are being attacked by Wood Elves. I will need all four cohorts.' The warriors prepare themselves and run excitedly to battle. In just a few minutes they are gone, except for one guard.

Suddenly you feel strange – the transformation potion is wearing off! When he sees what is happening to you, the elite Guard screams, 'Human!' and then attacks. He is too quick for you to use your bow.

ELITE DARK ELF SKILL 10 STAMINA 8

If you win, you hurry over to the door that has 'SAUCRIERE' carved on it. If you have an 'S' Key, turn to 63. If you do not, turn to 86.

315

Reluctantly you lower yourself to your knees.

'Now then, mortal,' the creature says, 'who are you and what do you want with Thyra Migurn?'

You tell her that you are an adventurer from Grim-mund in the Forest of Night.

'You should have stayed in the Forest where you belong.' You can hear great fury in her voice, although clearly she is trying to suppress it. If you apologize for trespassing on her mountain and leave immediately, she allows you to get back down to the path unharmed (turn to 298). If you persist in talking to her, will you ask her if there are any Dwarfs left alive in the mountains (turn to 202) or ask her if she knows where the Black Flyers come from (turn to 282)?

316

If you have a silver weapon of some kind, turn to 111. Otherwise, turn to 163.

317

The apparatus bubbles furiously for a few minutes and some parts of its complex tubing rattle and shake. Eventually a clear liquid drips out of the end into a small phial. Feeling some trepidation, you drink the potion. You immediately experience an itching sensation and a tightness in your muscles. Various parts of your body warp and twist, as if trying to transform into something else, but no definite shape takes hold. Perhaps this is the very magic that the Dark Elves have been using to impersonate other species. Suddenly you have an idea. Without wasting another second, you run back through the Library and Observatory into the Games Room. As soon as you see the body of the Dark Elf, you feel a great pressure being released. You are now one of them (whenever you come to the phrase 'because you are human' do not read on: deduct 10 from the number of the paragraph you are reading and turn immediately to the paragraph with that number). However, for your disguise to work, you will have to hide your twin's body, so you decide to leave it in the Library. If the Dark Elves haven't got in there so far, it must be impregnable. As you leave the Games Room and enter the Observatory, the sunlight feels very hot on your skin, but you are still essentially a human, so you reach the Library door unharmed. Turn to 166.



318

You ascend the steepening mountainside for some time, losing pace as the climbing gets harder until, eventually, you are forced to rest. As you are gazing up towards the mountain's peak to see how far away it still is, you become aware of a shadowy form in the sky above you. Your thoughts turn immediately to the Black Flyers. As the shape draws closer, however, you realize that it is a Giant Eagle, flying straight towards you. If you do something to show that you are friendly, write down on your *Adventure Sheet* what that is, then turn to 198. Otherwise, will you draw your bow and shoot at it (turn to 17) or draw your sword and attack it as it drops down to land (turn to 89)?

319

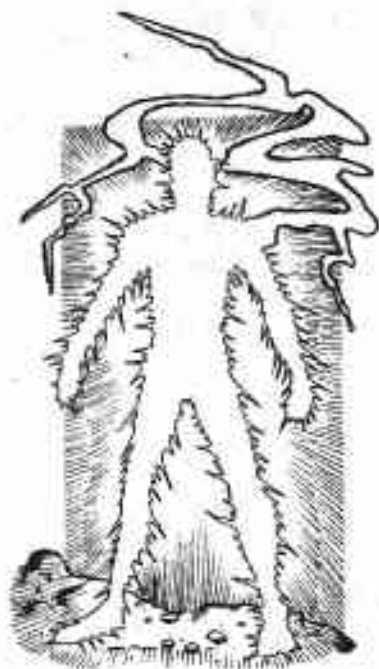
As soon as the Black Mammoth gets within range, you loose an arrow at it. The monster stops in its tracks, raises its trunk, and lets out a terrible bellow. *Test your Luck*, adding 2 to the dice roll if your arrow hit. If you are Unlucky, turn to 229. If you are Lucky, the call is not answered, and the creature resumes its charge; turn to 253, remembering to deduct 2 points from its STAMINA if your shot was successful.

320

Still a little sticky from the webs, you draw your sword and thrust it towards the Spider's bulbous body.

GIANT SPITTING SPIDER SKILL 9 STAMINA 6

The Giant Spitting Spider is not as aggressive a hunter as, say, the Giant Wolf Spider, so it will run away into the trees if you survive long enough to reduce its STAMINA to 2 points. If you do manage to drive it off, there is nothing to be gained from following it, so you lie down, curl up in your blankets, and drift back to sleep. Turn to the paragraph whose number you wrote in a circle on your *Adventure Sheet*.



321

Once again you hear a dull thud but the door does not give; the stone is still not chipped. Will you:

Search for an opening mechanism?

Turn to 75

Try saying a password?

Turn to 2

Hit the door again?

Turn to 387

Give up?

Turn to 349



322

On the way down into the mine, you bump into Roxsir, who is coming up to meet you. 'Lokimur told me to convey his apologies for not meeting you personally. My orders are to find you decent quarters and to show you some good old-fashioned Dwarf hospitality.' Some time later you are sat at a long table, replete with a large meal and a quantity of Dwarfish ale. Despite a feeling of deep relaxation, you tell your new friends that your mission is pressing and that you must leave.

'I don't think that would be very wise,' says one of them. 'The Black Flyers rule the mountains at night.'

There are patrols in the air continuously, and they usually send a force to attack the mine – although they are conducting a terror campaign rather than a proper military assault.'

By this time everybody is getting ready to sleep, to recover from the day's fighting. You, too, are exhausted, and the Dwarf's advice is good, so you find yourself an empty pallet to sleep on. Will you go up to the duty officer and volunteer to take a watch during the night (turn to 344) or settle straight down to sleep (turn to 28)?

323

As you walk towards the spire-shaped mountain, you gaze up at its prodigious height and its peak, shrouded by dark mist. From within these clouds come bright lightning flashes and rumbles of thunder. It is an awesome sight. By the time you reach the foot of the mountain, you are beginning to realize just how fierce the storm is. Surely nothing could live within that unbridled fury? You continue up the steepening path, but it ends abruptly after only some fifty metres. Will you press on, trying to find your own way up (turn to 33), or go back down to the foot of the mountain (turn to 298)?

324

Eventually the walkway leads you to an archway. Unlike the other archways you have seen, this one has a door in it – but one without any lock or handle to open it. With a shrug, you give the door a push, but it

doesn't budge. Instead, a small hole opens at about head height. When the guard on the other side sees you, he mutters something to himself, and you hear the sound of bolts being drawn. Having opened the door, he just stands there, leaning arrogantly against the frame. 'I know you,' he says, 'It's Lord Chaugh, isn't it? Oh yes, I remember now. You're stationed up in the Giant's castle with the other scum.' He laughs. 'I'll just go and see if your name is on the list.' Will you let him turn to go (turn to 31), ask him why he has to check (turn to 58), or attack him (turn to 250)?

325

The river acts as a defence against the Giant Orb-Web Spiders that live in the Forest to the west. They are the reason that the Grimway takes such a roundabout route. Having decided to brave the more direct route, where there is no bridge, you untie your small boat and row across the river. Once across, you set it adrift – Spiders can't row, but you don't yet know what other dangers have arisen. As you walk through the Forest, more eyes seem to be peering at you from the dark spaces between the trees than you remember and the background noise of unknown creatures is louder. Everywhere there are the webs of Giant Spiders. Fortunately this species is a trapper rather than a hunter, so you are safe as long as you apply all your skills to avoiding the almost invisible webs. After you have been walking for several hours, you hear something running towards you. It is large and has many legs – but it can't be a Giant Spider, for they seldom leave their webs. Then you see it, charging through the

trees: a Giant Stag Beetle with an enormous, black armoured body and hugely overgrown jaws like a stag's antlers – but it's much more ferocious than any stag. Will you dodge out of its way (turn to 60), shoot at it (turn to 254), or fight it with your sword (turn to 283)?

326

You punt the barge until you have got it up to a good speed, then you let the current take it so that you can rest (regain 2 STAMINA points). As you lie on the raft, half dozing, you begin to wonder: how is it that the water here is so clear, when in the Forest the river is so overgrown?

Some hours later you reach the point where the river turns south and this puzzle is answered for you. At this point a tributary with a strange yellowish tint joins the river from the north. Whatever may have caused this discoloration, it seems to be affecting the river, for the water downstream is choked with weeds. The tributary itself is clear, probably because it is flowing so fast. There is no way you are going to get any further in the barge, so you land it on the west bank, just past the junction of the two rivers, then you jump ashore and prepare to continue your adventure on foot. Will you follow the tributary north (turn to 122) or follow the river south towards Sardath (turn to 142)?

327

'I am so relieved to hear an outside voice,' says the warrior when you contact him, 'even if it is inside my head.'

You talk for some time about what has happened, and of your plans to stop it.

'By day, there are terrible storms,' he says, 'so that the Lake is unnavigable. Anyway, only a very few would leave Sardath voluntarily. Most elected to stay and defend the town from the Black Flyers. They are fierce fighters and have considerable measure of advantage, attacking from the air. But we are also a strong people and so far have held them off. But we cannot last forever. We are relying on you, Councillor, to turn the tables in our favour.'

You wish Ydys good luck, but his image has already faded, and the yellow eyes are appearing. 'To whom do you wish to speak?' says the smooth, cultured voice. Turn back to 99 and make another choice.

328

The Dark Elf looks at you in horror and screams: 'Human!' The shout echoes off the cavern walls and reverberates all over the city. You run, but scores of Dark Elves leave their homes to pursue you. You cannot escape.

329

The amulet hums with power as it absorbs the Sorcerer's attack, and flashes yellow. There is another crackle of magical energy and the Sorcerer is left staring ahead through pure white eyes. He is alive, but mindless. You tell him to lie down on the floor, and he obeys you. But when you tell him to use his magic to levitate himself, he just lies there dumbly. With his

mind destroyed, all his magical abilities have gone. You draw your sword and leave the Sorcerer's domain, striding out on to the walkway in the bottomless cavern. Turn to 400.



330

As you plummet down through the sky, you spread your arms wide in a desperate attempt to steer yourself towards one of the descending Black Flyers. You have seen Wraith Apes attacking adventurers with gliding leaps; without their wing-like skin-flaps, however, you cannot hope to control your descent. You will just have to trust that your gods are with you. *Test your Luck.* If you are Lucky, turn to 299. If you are Unlucky, turn to 218.

331

You introduce yourself in the most Dwarf-like manner you know. Lokimur smiles. 'You are a very courteous and unhasty human,' he says, 'but these are hasty times, so I think we should discuss the situation without delay.' You agree, and explain to him the nature of your mission and what has befallen you so far. In his turn, Lokimur explains how he gathered

together all the mining folk into this one mine for their mutual protection. You congratulate him on his work and ask him if they have suffered many attacks from the Black Flyers. 'Yes,' he replies, 'but only by night, of course. By day they send packs of Toa-Suo.' You were going to ask him for his help, but now you realize that he has other concerns. You ask him instead if he can give you any information that might be of help to you. 'Of course,' he says, 'but sadly there is very little time for proper counsel. What do you need to know? Will you ask him about:

Thyra Migurn (if you know of her)?
What's happened to Sardath?
Corianthus (if you know of him)?
The Black Flyers?
The Toa-Suo?

Turn to 39
Turn to 97
Turn to 181
Turn to 368
Turn to 385





332

You stop and wait, knowing that the Elves must be aware of your presence and that they will come to greet you in their own good time. Very few humans have had much contact with the Elf village and you are the only one ever to have been trained by an Elf. When you, and adventurers like you, were trying to open up the Elf-paths, Sorrel, whose Elven name is Eledorn Falestien, befriended you and taught you not to fear the Forest but to understand and respect it. He also showed you how to use a bow, how best to track, and how to heal yourself using herbs and mosses. In return, you taught him swordplay. A scar across his right eye is testimony to this. As you stand there, thinking of your old friend, a small band of Elves steps out of the trees with Sorrel at their head. You raise your hand in greeting and move to approach.

'Hold,' shouts Sorrel. 'Go no further, impostor, we know what you are.' You stand there for a second, baffled. Sorrel lifts his hand and the Elves raise their bows. You must act quickly or die. Will you shoot Sorrel (turn to 106), try to prove who you are (turn to 159), or turn and run (turn to 204)?

333

When you draw your sword, the creatures start leaping into the air, making a noise like the barking of dogs. You slash at one of them, but it snatches at your sword with its gleaming teeth, tugging on it and shaking its head. When you pull the weapon free, the blade is twisted and covered with teeth-marks. An

instant later, the other monster leaps up and grabs the sword, wrenching it out of your hands. The first creature then returns to the game, its jaws snapping round the hilt, and the two engage in a terrifying tug of war. However, while they are distracted, you are able to sneak past and continue down the track. Since you have lost your sword, any future combat will be much harder (deduct 2 points from your Attack Strength until you find a replacement). Turn to 399.

334

The waves crash around you, and the wind and rain lash into your face; you are only just able to reach the sailing boat. 'Brave help!' comes a shout from above. When you look up, you see a woman throwing you a rope, so you grab it and haul the rowing boat alongside. Once you are aboard, the woman starts giving you orders. Realizing that she is an experienced sailor, you jump to it, and with your help she is able to get the boat to shore.

'I am Neyra,' she reveals, once you are both safe. 'I owe you my life.' You try to shrug off her thanks but cannot suppress a good feeling about what you did (regain 1 LUCK point). 'They all said that I was foolish to try to escape from the town, especially now that the storm has grown so bad. Perhaps I should have tried to get away earlier, but we all wanted to stay, to defend Sardath from the Black Flyers.' When you tell her that they are the very enemy you have come to destroy, her face lights up with hope. Then you must travel north into the mountains, for that is where they

come from. Strangely, though, on the first night of the siege, it was a Dark Elf army that destroyed the bridge and sank our boats. There is a connection between these two forces, but it is too frightening to contemplate.' If you have a Brass Key, turn to 195; otherwise, turn to 372.

335

When he reaches the junction, the Dark Elf coming from the left stops, waiting for the other to arrive. Thankfully he doesn't see you. 'Valethion, Clasyar,' he says when the other reaches him.

'Hello, Dernath,' the other answers. 'We were ordered to practise our Allansian, remember.'

'Yes,' says Dernath. 'I forgot.' Then he looks puzzled. 'But where are you going? I was just coming to join the Cohort.'

That self-righteous Eagle has opened the Observatory roof again, and Lord Chaugh got himself trapped in the Games Room. I was sent to try and get him out. Why don't you come with me? It's a futile assignment, so we can forget it and play Wrist-Dagger.'

That suits me,' says Dernath, and they both set off up the tunnel.

You wait for a few minutes, then climb out of the niche. It sounds as if there are a lot of Dark Elf warriors in the tunnel to the right, and you can't afford any unnecessary combat, so you decide to go to the left. Turn to 71.

336

You dodge to one side, trying to find a way past the Ghost. To have made your move early and surprised it would have been a good idea – if the Ghost wasn't actually standing right in front of the secret door! As it is, there is no way you can get through. If you have a silver weapon of some kind, turn to **111**. Otherwise, turn to **163**.



337

Slowly and cautiously you make your way towards the strange ritual, wary of what you might encounter. One of the Dark Elves suddenly spins round and glares at you with demonic eyes. You flinch, and he laughs softly. 'Excellent,' he says. 'Take this torch and stand in the centre of the diagram.' You hesitate for a moment, and the Dark Elf bares his cruelly sharpened teeth. Will you do as you are asked (turn to **268**) or make some excuse (turn to **144**)?

338

From your experiences in the oval room, you know that a large number of Dark Elves are in there and that they are exceptionally strange and dangerous. There may still

be things you would like to accomplish in this room, but the risk of returning to that grisly place would be very great. With these thoughts in mind, you decide to avoid the oval building, so you take the turning to the right and go down the stairway. Turn to **391**.

339

The Eagle swoops down and its talons take a deep grip on your flesh. Even though you struggle to free yourself, it lifts you into the sky, its enormous wings struggling to overcome the extra weight. When it has climbed several hundred metres, it hovers for a moment and screeches, as if calling to somebody. Then it drops you, and you plummet towards the rocks below – a fall which you will not survive.



340

Dropping your sword, you take a few running steps, and then leap at the retreating impostor. Roll one die. If you roll 1-2, Morn is just that little bit too quick for you and you miss him, collapsing to the floor (turn to **271**). If you roll 3-6, you manage to grab him and bring him crashing to the ground (turn to **212**).



341

Fangnir's body goes limp as you tug at him, and he hits the ground with a thud. You quickly pull him to the side of the road, drop him, and then turn back to the wagon. The monster that caused the eruption is a many-armed, writhing creature with hard, shiny scales. Its massive tentacles have burst through the road and are now dragging the wagon into its cavernous mouth. You think about fighting the Chthonian Trapper, but it seems to want only the wagon, so you decide it is not worth the risk. Once the creature has done its worst, it disappears back into the ground, leaving devastation in its wake. When you return to the Dwarf, he is bewailing the loss of all his goods but, once he fully realizes what has happened, he thanks you profusely for saving his life (regain 1 LUCK point). 'Nevertheless,' he moans, 'this trip has been wasted, and I shall have to walk all the way back to Fangthane.' He hardly seems to hear you bidding him farewell as he trudges back along the Fangthane Road, grumbling and moaning to himself. You too must continue on foot. Will you carry on west towards Sardath (turn to 232) or turn north and go into the mountains (turn to 357)?

342

You walk along the riverbank for several hours. There are no webs here – but that only increases the possibility of there being other and greater dangers. Nevertheless, these remoter parts of the Forest do have their rewards: rare healing tubers growing at the river's edge. You dig up a few and put them in your pack (add 2 to your Herbs).

Many hours pass and the Forest's darkness descends into the chill blackness of night. There is a small clearing near the riverbank, so you set up camp. As you sit, eating cold rations and gazing over the trees on the west bank, you notice two black shapes silhouetted against the star-filled sky; they are some distance to the west and are flying southwards. After a while, they land. You would like to investigate them further, but this is impossible since the river lies between you and them. There are no tree creepers hereabouts, and it would be foolhardy to risk swimming across, so close to Slykk territory. (Write the number 115 in a circle on your *Adventure Sheet*). Will you settle straight down to sleep (turn to 19) or make a fire first (turn to 188)?

343

The voice reaches the limits of human hearing. 'Impostor!' Suddenly you are assailed by a flurry of blows from invisible talons. You try to strike back but it is almost impossible. Even when you do, it has no effect, for this guardian is a Demon, impervious to anything but magical weapons. Your adventure is over.

344

The officer thanks you and explains that he operates an overlapping rota. 'Go to sleep now,' he says, 'and the Dwarf you are to relieve will wake you when it is your turn.' You wish him a good night, and go back to your pallet. Some time during the night, you are woken by a very tired-looking Dwarf. Even though it is not yet morning, you are fairly refreshed (regain 1

STAMINA point). 'You are to replace me on the lower ledge of the north cliff,' he says. 'Everything should be quiet now. We were attacked by a small flight of Black Flyers earlier on but were able to fight them off.'

When you get to the ledge, you find the other guards hauling someone up on a rope. 'A refugee,' one of them says. 'He's almost dead from exhaustion.'

When the Dwarf is finally brought on to the ledge, he collapses. 'I thought I'd never find sanctuary,' he gasps. Two of the guards drape his arms over their shoulders and walk with him back into the mine. You are suddenly struck by recollections of Morn Preeler and other impostors you have seen or heard of: this could so easily be a trap. Will you challenge the Dwarf (turn to 172) or whisper your suspicions to the guard nearest you (turn to 244)?

345

The storm is terrible. It is difficult even to get into the boat, but you manage it and set out across the lake. It is a desperate struggle, and the town is some distance away. With every metre you row, the wind and waves get worse. Will you press on (turn to 386) or turn back (turn to 265)?

346

You walk along the overgrown path for several hours, watching for Giant Spiders. Suddenly ... *Test your Luck*. If you are Unlucky, you feel a rush of air and are bowled over by a hot, sticky body and a mass of legs. You feel a sharp pain in your neck as the Giant Pirate

Spider injects you with its poison. In just a few moments you are paralysed and will be eaten at the Spider's leisure. If you are Lucky, you see the Spider just before it drops, and you manage to dodge out of its way. When you draw your sword, it scuttles back up into the tree. You skirt round it, and walk on.

Many hours later, as evening is approaching, you arrive at the second rope-bridge and set up a camp near by. This site is often used by traders and, even though the Forest is becoming darker, it still seems safe. You settle down to sleep.

The morning arrives (regain 2 STAMINA points and tick off the next day on your *Adventure Sheet*). After a quick breakfast, you prepare to leave. Will you carry on along the trail (turn to 9) or follow the river (turn to 20)?

347

You punt the barge until it has got up a good speed, then you let the current take it so that you can rest. After a while, darkness falls. You lie down and listen to the gentle lapping of the water. You have travelled so far and undergone such hardships that you are unable to stop yourself falling asleep. Strange, dark creatures with bat-like wings patrol these mountains at night, and they have perfect night vision. You never wake up.

348

When you step through the archway and on to the small platform beyond, you realize at once that you

are back in the bottomless cavern, so you lower your gaze to avoid the wild geometry of its construction. Nevertheless you can just see that, straight ahead, the platform leads to a stairway going down while, to your left, it leads to a walkway. Will you go left (turn to 3) or straight on (turn to 302)?

349

It is the middle of the night. You are very tired and a little stiff from the cold, so you make camp at the base of the mound and settle down to sleep.

Later the next day (regain 1 STAMINA point and tick off the next day on your *Adventure Sheet*) you wake up, hardly refreshed at all. You have dreamt of Col-rhyn, and now you are sure he is in some kind of danger, so you decide to travel north as quickly as possible. The Forest is as dark and as cold as ever but, as you march further north, the Giant Spider webs get fewer and further between. Towards the end of the day, you arrive at the second rope-bridge and set up a camp near by. This site is often used by traders and, even though the Forest is becoming darker, it still seems safe.

The morning arrives (regain 2 STAMINA points and tick off the next day on your *Adventure Sheet*), and you feel refreshed by your sleep on a soft bed of trampled ferns. This time you didn't dream – perhaps the dreams of last night were just some sort of strange after-effect of Khornu's tomb, and not a true warning at all. Will you now continue along the trail (turn to 9) or follow the river (turn to 20)?

350

Suddenly there are bolts of lightning flashing everywhere and such noise that you are deafened. You have aroused the great fury of Thyra Migurn, Mistress of Sukh's Tower; this is something that no mortal can survive. Your adventure is over.

351

Iulien carries you across the lake and over the Freeze-blood Wall into the Freezeblood Mountains. Eventually you come to a castle on the top of an isolated peak, with many Dark Elves stationed on the ramparts. As soon as you land, several of these creatures surround you. Your adventure ends here.

352

As soon as you speak his name, Corianthus's face appears in the pool, contorted by pain.

'Cannot speak,' he says, as if through clenched teeth. But his lips are not moving – he is obviously using the pool to communicate telepathically. 'Must devote all energy to resistance. Destroy the Sorcerer before my will is broken. You cannot free me.'

You ask the Giant if he has any advice on how to defeat the Sorcerer, but he doesn't seem to hear you. His image fades and the pool clears. After a few seconds, the yellow eyes appear, and the smooth, cultured voice asks its question. 'To whom do you wish to speak?' Turn back to 99 and make another choice.

353

You follow the tunnel for about fifty metres until it emerges into a seemingly bottomless cavern. For a moment, you are seized by an unexpected attack of vertigo, but it soon passes and you see that you are standing on a long narrow walkway. You glance across the cavern to find out where it goes, and you catch a terrifying glimpse of the Dark Elf lair. It is of such a wild geometry and architecture that it makes you flinch and avert your gaze. Will you force yourself to look at the lair (turn to 24) or go along the walkway, keeping your eyes down (turn to 288)?

354

The further down the road you go, the more unfinished the buildings become and the greater the proportion of slaves doing the work, carrying materials and building walls and pillars. But there are also more slave-drivers, and other Dark Elves are on the scaffolds, inspecting the work and whipping those Dwarfs who deliberately make mistakes – Dwarfs never build badly by accident. Some distance ahead, you can see the cavern wall and hundreds of slaves swarming round it, all chained. If only you could release them, all these Dwarfs would make an excellent army – as long as they were directed by a good military leader. If you have a Small Gargoyle, turn to 162. Otherwise turn to 76.

355

The Slykk on the Chief's right steps forward. 'Rurkk,' he says, pointing to himself and rattling the chain of

dried fish heads round his neck, 'Slykk magic.' In stilted Allansian and improvised sign language, you parley, persuading him that you mean no harm. Rurkk translates for his chief, who croaks at him and makes several strange facial gestures. 'Lower bow,' Rurkk says to you. You comply immediately, and at another gesture from the Chief the Slykk lower their spears. 'What you want?' says Rurkk.

In some detail, you tell him about your mission and the events that led you to undertake it.

'Know this creature!' says Rurkk when you tell him about Morn Preeler. He then tells you that something like an Elf, but with jet-black skin, magically impersonated a Slykk and mixed with the tribe - until Rurkk exposed him. Once he has finished his story, Rurkk shows you a small bundle. 'Elf had this,' he says, handing it to you. (You may inspect the bundle at any time by turning to 278.) Rurkk says, 'Will now go.' You look up, but the Slykk have vanished into the reeds. You must move on. Will you now sail on up the river (turn to 397), sail to the east bank and walk north into the Forest (turn to 267) or sail to the west bank and walk south-west into the marsh (turn to 64)?

356

You draw your sword and lunge at the man as his wagon draws alongside you. With unexpected agility he ducks out of the way of your blade. He's spent a lifetime dodging unsatisfied customers and has developed lightning-fast reflexes. Before you can attack again, he leaps to the other side of the cart and draws

a glass phial from inside his cloak: it has a white fog swirling around inside it. 'You dare attack an honest trader!' he snarls. 'I took you to be an honourable adventurer, not a cowardly thug. Let this be a lesson.' He throws the phial on to the ground, where it smashes; you are enveloped by a choking mist. The mist dissipates quite quickly, but not before you have suffered its ill-effects. Roll four dice. If the total is higher than your STAMINA, then the poisonous mist has hurt you. Roll one die and deduct that many points from your STAMINA. If the total is less than or equal to your STAMINA, then you are strong enough to fight off the effects of the mist and so take no damage. If you manage to survive the poisonous fog, you look up and down the road, but the trader has gone. There is no point in pursuing the incident, so you press on with your mission. Turn to 130.

357

You walk north for some time over the springy, marshy turf, following a gentle incline. Eventually, you come to a wide but fairly shallow river - the Sardath. It is not flowing very fast, so you are able to wade across without any difficulty. On the far side, however, the terrain steepens sharply to a rocky, snow-capped ridge and you are forced to make a detour. Colrhyn probably could have climbed the ridge, but you don't have the expertise. Will you go west (turn to 72) or east (turn to 47)?

358

You follow the walkway as far as an archway in a plain stone wall. But something about this archway is

wrong, as if you would have to cross a great gulf to reach it. The world begins to spin and you lose all sense of where you are. *Test your Luck*. If you are Unlucky, you feel an intense dizziness and begin to stagger from one side of the walkway to the other. Unable to control yourself, you fall to your knees and pitch over the side — your adventure ends here. If you are Lucky, you recover at the last moment and find yourself gazing down into what looks like an infinite abyss. If this is the first time you have experienced this effect, you will be disorientated for days (lose 1 SKILL point). If you've suffered from this effect before, the symptoms are not worsened. When you finally come to your senses, you can't quite make out where you are, except that you are on a walkway. Roll one die. If you roll:

1-2
3-4
5-6

Turn to 77
Turn to 112
Turn to 146

359

When several of the Dark Elves stare at you suspiciously, you realize you have made a mistake. The one who spoke to you says something else in his strange language, but you have no idea what to say now; instead, you turn and run. But with so many warriors on your tail, you have no chance of escape.

360

Bistort arranges for you to be lodged in the guard house in the look-out tree and, after an excellent

supper of Elven delicacies, you settle down to sleep. In the morning (regain 2 STAMINA points and tick off the next day on your *Adventure Sheet*), Bistort returns to wake you. He tells you that his confidence is high, although the tracking party hasn't returned yet. 'Even though they are a problem to everybody,' he says, 'the Dark Elves are our responsibility, especially in the Forest. We are searching for the entrance to their underground city, although it may not be here. It could be beneath the lake or the mountains, so I suggest you leave the Forest to us and continue your search northwards.'

You tell him about your strange nightmare, saying that it seems to point to the city being beneath the mountains.

'I am not sure that it is safe to trust dreams in these strange times,' he says, 'unless you know what their source is. Nevertheless, it is a possibility.' Before you leave, Bistort replenishes your supply of arrows, and gives you 3 Bundles of Herbs. Will you now go north-west on the Elf-path (turn to 45), north through the Forest (turn to 21) or north-east along the other Elf-path (turn to 346)?

361

As you sail on, the weeds gradually grow thicker and more unnatural-looking. After about an hour, the river becomes impassable, so you manoeuvre the boat to the north-east bank and disembark. You then continue on foot, following the river. Turn to 20.



362

About thirty metres along the road and still some distance outside the camp, two huge, dog-like monsters are chained up, one on either side of the track. These are Obligaths: they have immensely powerful limbs, teeth that gleam metallically, and shiny, pointed scales which rise like hackles as you approach. If you have an Orc Bone and wish to give it to them, turn to 113. Otherwise, turn to 273.

363

You walk towards the stone door, but Istu stops you. 'There is a Warding,' he says. 'Written in a magical form that only Demons can see is a symbol which prevents me from passing through, but you may go on.' He walks up to the door and heaves it open, using his supernatural strength. 'I will stay here and pretend to be the door's Guardian. Since no one can see me, they will think that the voice is Pnea's.' You thank the Demon for his help, then step through the door into a narrow tunnel.

Because you are human, the Dark Elves' lair will become very dangerous. The first time you are spoken to by a Dark Elf, you should ignore what the text says and turn immediately to 328 (make a note of this on your *Adventure Sheet*). You follow the tunnel for about fifty metres until it emerges into a seemingly bottomless cavern. For a moment, you are seized by an unexpected attack of vertigo, but it soon passes and you see that you are standing on a long, narrow walkway. You glance across the cavern to find out

where it goes, and you catch a terrifying glimpse of the Dark Elf lair. It is of such a wild geometry and architecture that it makes you flinch and avert your gaze. Will you force yourself to look at the lair (turn to 24) or go along the walkway, keeping your eyes down (turn to 288)?

364

You examine the door very carefully, feeling across its surface and round its edges. You spend several minutes at this, but find nothing. Will you:

Strike the door with your sword (if you have one)?

Try saying a password?

Give up?

Turn to 136

Turn to 2

Turn to 349

365

You hear doors slamming and what sound like curses in some strange language, but they die down after a few minutes. Cautiously, you walk to the edge of the opening and peer over. Whatever creatures were in this room have now gone, so you decide to go in. This castle was built for a Giant, so there is a ten-metre drop to the floor of the room below. If you have a rope, you loop it round one of the battlements, abseil in, then pull the rope down behind you. If you do not, you have no choice but to jump. No matter how agile you are, you will sustain some injury (roll one die and deduct that many STAMINA points).

The room you have entered is not just a means of

access for the Eagle, it is also an observatory. There are star charts on the walls and a huge telescope pointing up through the trapdoor. But there is nothing else in here, so you decide to leave through one of the immense doors. Will you go through the one on your left, marked 'Games Room' (turn to 78), or the one in front of you, marked 'Library' (turn to 166), or will you go through the unmarked door on your right (turn to 110)?

366

The Sorcerer's eyes narrow. 'Is it possible that Khornu Wyck had even more secrets than I have discovered?'

If you tell him that you found instructions in Khornu's tomb which would endow the amulet with awesome self-destructive power, turn to 239.

If you just stand there impassively, letting his doubts grow, he suddenly has a flash of inspiration. 'It is not impossible for there to be some way of making the amulet absorb a physical attack. That would overload it and nullify its powers. Of course, it would function normally if I attacked your mind.' Will you tell him that, if he believes that, he should try such an attack (turn to 312), or suddenly look panic-stricken and say that the amulet's power is waning (turn to 121)?

367

The apparatus bubbles gently and a white liquid quickly forms, dripping out of the end of the apparatus into a small phial. Your heart thumps as you drink the liquid – for all you know, it may be poisonous. But

nothing terrible happens, just a strange tingling sensation running down your spine. When you push your hand inside your shirt to find out what is happening, you feel a soft, feathery ridge on either side of your back: the beginnings of wings, perhaps. To test this theory, you give a little mental push and a huge pair of white, Pegasus Wings bursts through your clothes. You stretch them wide and flap them. With ease, you rise until you can touch the ten-metre-high ceiling. You hover for a few minutes and then land – for the moment there is no advantage to be gained from flying. When you give a little mental pull, the Pegasus Wings withdraw. Return to 42 and make another choice.

368

'As you probably know, the Black Flyers are, in fact, mutated Dark Elves. It is my belief that they are building an underground city somewhere in these mountains. I have no idea how to find it, but I do know that some Dark Elf architecture can drive you insane if you look at it too closely.' He reaches into a leather belt-pouch and takes out a small crystal ball. 'My great-grandfather was an expert on Dark Elf architecture. He said this would protect the mind of anyone looking at it, though only from a distance. Just hold it in front of your eyes.' He hands this family heirloom to you with great ceremony, saying that he will expect you to return it to him if you survive. Make a note on your *Adventure Sheet* that, if you ever take the option to look at the Dark Elf lair and are asked to *Test your Luck*, you don't have to: just follow the Lucky option, without deducting any points from your LUCK score.

If this is the second question that you have asked Lokimur, turn to 274. If it is only the first, you may ask another. What will it be about:

Thyra Migurn (if you know of her)?	Turn to 39
What's happened to Sardath?	Turn to 97
Corianthus (if you know of him)?	Turn to 181
The Toa-Suo?	Turn to 385

369

After going along the walkway for some distance, you reach a junction. Straight ahead of you are many Dark Elf warriors, apparently engaged in training or some other military activity. They haven't taken any notice of you so far, but it would be foolish to tempt providence, so you decide to keep well clear of that direction. To your left a stairway leads up to a huge oval building; to your right, there is another stairway, this time leading down to the floor of the cavern, where you can see a lot of building work in progress. If you have already spoken with any of the Dark Elves in the oval building, turn to 338. If you have not, will you go left (turn to 216) or right (turn to 391)?

370

The walkway is met almost immediately by a stairway going downwards. You follow this to a platform where another walkway goes off to the right and an archway leads straight ahead. But when you look at the archway, something about it is wrong, as if you would have to cross a great gulf to reach it. The world begins to spin and you lose all sense of where you are.

Test your Luck. If you are Unlucky, you feel an intense giddiness and begin to stagger from one side of the platform to the other. Unable to help yourself, you fall sideways off the walkway – your adventure is over. If you are Lucky, you recover at the last moment and find yourself gazing down into what looks like an infinite abyss. If this is the first time you have experienced this effect, you will be disorientated for days (lose 1 SKILL point). If you've had this sensation before, the symptoms are not worsened. When you finally come to, you can't quite work out where you are, except that you are on a walkway. Roll one die. If you roll:

- 1-2
- 3-4
- 5-6

Turn to 13
Turn to 177
Turn to 324

371

You take the bottle from your pack and reach over the stern of the boat. You pull out the stopper very carefully and pour the liquid on to the Weed. It hisses and smokes as the powerful acid burns up the dull-red leaves. The rudder is freed, and you sail on. However, since Bloodweed is dangerous only until it is gorged, killing it was unnecessary – this one had already had its fill of your blood, which you should have realized from its dull-red colour. For such a gratuitous act, the natural luck that follows you through the Forest ebbs a little (lose 1 LUCK point). An hour or so later, you spot another pair of amphibian eyes gazing at you. This time, instead of looking back at them directly,

you keep on looking forward but you keep a watch on the eyes out of the corner of your own eyes. Not realizing that it has been spotted, the creature stays in view. Will you quickly grab your bow and shoot an arrow at it (turn to 90) or just wait to see what it does (turn to 294)?

372

'Corianthus should know what is going on,' she says. 'He knows much of what goes on in these mountains.' You ask her who he is. 'Corianthus is the Storm Giant who lives in the castle on Ham Cloud.' She reaches inside her tunic and produces a large Brass Key. 'This is one of the keys to his library, a sign of his special trust. Take it to Corianthus and ask for his help in my name.' You thank her and ask her how you can get to the Giant. 'Go north,' she says, 'following the river until you reach a small stream leading up the side of a huge, isolated mountain. Persevere, and you will reach the castle.' You thank Neya again. 'I would like to travel with you,' she says, 'but I have already promised to go to Fangthane, the Dwarven capital, to tell them of our plight. Sardath has a huge Dwarven population, so they are sure to come to our aid – if it's not too late.' You wish her luck. She smiles. 'I will see you when I come back to Sardath to celebrate the success of your mission.'

You laugh at her bravado, and watch as she heads towards Gwinir's Bridge. Once Neya is out of sight, you turn north and begin the trek into the mountains. Turn to 81.



373

Once you are flying over the shadowy forest, you ask Morn who he really is. 'I am Iulien, a Dark Elf Lieutenant – although now I should receive a promotion for capturing you, as now your people are sure to go into the Forest to their deaths.' You realize that he is right and that in part you have already failed (deduct 2 points from your LUCK). You ask him what will happen to your people. 'The Sorcerer has made the Giant Spiders come out of their hiding places and invade the Elf-paths, and the Wood Elves have too many of their own problems to do anything about it.' You ask him what he means, but he won't answer. He beats his wings even faster, carrying you through the dark sky at an incredible speed. After a while, you see two black figures flying towards you. Before they reach you, they start to spiral downwards. If you do nothing, turn to 53. If you try to break free in order to land on the back of one as you fly over it, you will have to wrestle free of Iulien's grip. Roll two dice and work out your Attack Strength. Do the same for Iulien, but deduct 2 points from his Attack Strength since he is flying as well as trying to keep hold of you. If the result is a draw or if you win the Attack Round, you manage to tear his arms from you and let yourself drop towards one of the dark creatures (turn to 330). If you lose the Attack Round, you are unable to escape in time and are forced to stop struggling (turn to 53).

374

A huge voice booms out in the language of the Dark Elves. At first its tone is questioning, but you have no

idea how to answer it. Gradually the tone becomes more angry, until it suddenly switches to Allansian: 'Prepare to die, human.' Before you have time to think, you are being assailed by a flurry of blows from invisible talons. You try to fight back but the odds are almost insuperable. Even when you think your sword has hit, it does no good, for this guardian is a Demon, impervious to anything but magical weapons. Your adventure is over.

375

Dear Archelantes,

Next time you want me to do some research for you, kindly write. You know how to call my hawks, and so shouldn't find any difficulty. I detest communicating over the Mercury Pool: it's an invasion of privacy, and I would rather it was only used in cases of emergency.

Having said that, I have found out most of what you wanted to know about transformation magic. I set up an apparatus to try a few potions, but I couldn't get them to work. You know how inept I am at these things. Still...

Excuse me a moment. There's a noise in the laboratory. I'll just go and check.

And that is where it ends. Whatever Corianthus found in the laboratory, he never returned to finish his letter. Turn back to 166 and choose another option.

376

You feel a terrible pang at having to let the Dwarf die (lose 1 LUCK point), but the Chthonian Trapper is just

too powerful for you. You watch, sickened, as the creature drags its prey under the ground, leaving the road in a devastated state. After a few moments' silence for the passing of poor Fangnir, you haul yourself to your feet and prepare to go on. Will you go west towards Sardath (turn to 232) or turn north and go into the mountains (turn to 357)?

377

This goblet contains a spicy, black liquid known as Mead of Great Power. It tastes very strong but has a piquancy that induces you to drain the whole cup. After a few moments you feel the very essence of life flowing through your veins, making you feel better than you have ever been. You may regain any points of SKILL and STAMINA that you have lost. In addition, you may add 1 point to your *Initial* SKILL, as long as this does not take your score above 12. Now turn back to 92 and select another item.

378

The two Obligaths take great exception to your rough treatment and their hackles rise. You try to placate them, but they bare their razor-sharp teeth and begin to growl. Despite your confidence in your ability as a warrior, you reel a tremor of fear. When the Obligaths sense this, they attack at once. There is no time to use your bow.

	SKILL	STAMINA
First OBLIGATH	10	5
Second OBLIGATH	11	4

If you win, you arrange the two bodies to look as if they killed each other, then you carry on down the road. Turn to 399.



379

There are some boulders and a large patch of heather for cover by the side of the road. You quickly get behind them and lie still, keeping your breath shallow. After a few minutes, a thundering sound comes towards you, growing louder and louder, then it stops. Through a small gap in the heather you can see the creature looking all around – it must have spotted you before you hid. Roll two dice. If the total is less than or equal to your SKILL, turn to 61. If the total is greater than your SKILL, turn to 148.

380

The Slykk stares at you apprehensively, then glances behind him. If you decide to hold your fire, turn to 55. If you prefer to shoot him, roll two dice and check the total against your SKILL to see whether you hit. If you

do, make a note of the fact and deduct 2 points from his STAMINA when you fight him. Whether you hit or not, the Slykk resumes his charge before you can nock another arrow, so you must sling your bow over your shoulder and draw your sword. Turn to 234.

381

'Die, then, human,' says the mutating creature, 'and seal the fate for all your race.' (If you have already fought Morn with your sword, his STAMINA score may be less than that given.)

MORN PREELER

SKILL 7

STAMINA 8

Whenever Morn loses an Attack Round, roll two dice. If the total is less than or equal to his STAMINA, continue the fight. If it is greater, roll one die. If this number too is greater than his STAMINA, turn to 155. If it is less than or equal to his STAMINA, turn to 196. If you win the fight, turn to 249.



382

You take out Thyra's Lightning Sphere and hold it in your hand. It sparks and crackles, and you can feel its restless power almost willing you to throw it. You

draw your arm slowly back, then launch the Sphere past the Storm Giant, to a point between the two groups of Dark Elves. For one heart-stopping second, nothing happens. Then there is a sudden blaze of light and you clap your hands over your eyes. A volley of deafening explosions follows, and then nothing. When you look again, all that remains of the Dark Elves is a cloud of fine grey powder. Fortunately the Storm Giant is unaffected; whether the cage protected him, or he is immune to Thyra's power, you don't know. You are just glad that he is unharmed. You walk towards him to see whether you can free him, but you are repulsed by some great power. No matter what you try to do, you cannot get close to him.

'What has happened here?' demands a Dark Elf voice from the archway. For a second you are taken by surprise, but then you explain that a terrible power flashed out from the Giant and killed them all. 'Oh, well,' he says, 'they were all drunken scum anyway. But you had better go and inform the Sorcerer.' You hesitate. 'Go!' he shouts. By now, other Dark Elves have joined him, so you are forced to leave. Turn to 29.

383

'You fool,' he replies. 'You obviously know nothing about the amulet. It is merely a defence against magic of the mind.' He shakes his head. 'I weary of this futile conversation.'

Realizing that he is going to attack, you draw your sword as swiftly as you can.

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

384

Even though he has suffered a great deal, Colrhyn is not one to give up. He is finding it difficult to stay awake, but he is determined to tell you as much as he can. 'If anyone knows what is going on, it is Corianthus.' This is a name you have not heard before. 'Corianthus is a Storm Giant who lives in a castle on the top of Harn Cloud. He is the greatest scholar in north-east Allansia. His libraries contain vast amounts of ancient knowledge, and his hawks gather news for him from the farthest lands. His greatest friend is the Giant Eagle.' With some difficulty, Colrhyn reaches down to his belt and unhooks a great Brass Key. 'I am one of the few to whom he has entrusted a key to his library. Show it to Corianthus and he will know that I sent you.' You take the key and put it in your pack. 'There is much I could tell you about the mountains, but I am too weak.' He sighs and closes his eyes. You tell him that you will have to rely on your wits. 'At least take some equipment and Herbs,' he says, and then his head sinks into the pillow; in seconds he is in a deep sleep. You take his climbing rope and 4 Bundles of Herbs, and you refill your quiver with arrows. You may also replace any weapons you have

lost. Now feeling much better prepared and more positive about your quest (add 1 LUCK point), you creep out of his cabin and set off north-east up the trail. Turn to 15.



385

'The Toa-Suo are not native to this area. They normally live in the icy wastes to the north of the Icefinger Mountains, but the Black Flyers seem to have recruited some of their number to fight for them during the day.' You ask him what their weaknesses are. 'It is more profitable to talk about their strengths. Alone, they are not much stronger than a Hobgoblin. The problem is that they fight in large groups, working as a perfect unit with no thought for individual safety. Even one such as you would stand no chance. Your best defence is to avoid them.' You thank him for this grim advice and ask him how you may achieve this. 'We believe that they come in from the north, so you should be safe as long as you don't go too far in that direction. I'm sorry that I can't help you more.'

If this is the second question that you have asked Lokimur, turn to 274. If it is only the first, you may ask another. What will it be about:

Thyra Migurn (if you know of her)?	Turn to 39
What's happened to Sardath?	Turn to 97
Corianthus (if you know of him)?	Turn to 181
The Black Flyers?	Turn to 368

386

The waves crash around you; the driving wind and rain lash into your face. You fight the thrashing water but it is just too much. Suddenly there is a swell. You try to keep the boat upright, but it flips over and you are plunged into the icy water. As you go under for the last time, you realize that you have failed.





387

Since you have already struck the door twice without pause, this third strike completes the Sign of Summoning, the secret code of Khornu Wych's tomb. There is a loud click, and the door slides open. When you step inside, the door closes behind you and you gaze upon the dead seer's richly adorned crypt. At the back of the chamber, leaning against the wall, is a beautifully carved sarcophagus. There is no front to it, so you can see the mummified body of Khornu standing inside. As well as the life-preserving bandages, the body is draped in robes bearing astrological symbols and it wears a large golden amulet. There are no exits from this room. You walk up to the body of the seer and examine it very carefully. The robe is clearly of no special interest, but the amulet might be. If you reach into the sarcophagus and take it, turn to 289. Otherwise you will have to leave (turn to 12).

388

Climbing is very hard work because, for every two metres you ascend, you slide back one. The day passes in what seems like an eternal torment and you are hardly aware of the terrible cold or the falling of night. Suddenly a shout comes from above you and you look up. Gliding towards you is a whole flight of Black Flyers. They swoop down on you with murder in their eyes. Your adventure is over.

389

When you are about half-way down the stairway, you observe a Dark Elf coming towards you, sauntering

along as if he had nothing but contempt for the world. He is tall and slender and is dressed in tight yellow trousers, with carefully sited holes that expose the smooth, dark skin of his calf and thigh. A sword hangs from the black belt round his waist, but it looks more ornamental than functional. His jacket is of a very strange design, with a long sleeve on one side and a high, capped shoulder on the other. But the arm that protrudes from this is unmuscled and delicate. His face also has a delicate look, especially since it is covered in an intricate make-up. As he approaches you, he says something to you in a disdainful tone. It's in Dark Elf, so you don't know what he is saying. However, he doesn't seem to expect an answer – he just pushes past you, oblivious of your obvious greater strength. If you reach out an arm to stop him, turn to 169. If you let him go past, you carry on down the stairway to a rough track. You follow this for about fifty metres until it comes to a junction turning right. Will you carry on along the track (turn to 237) or turn right and head towards what looks like a military camp (turn to 362)?

390

You walk towards the outskirts of the village, trying to decide which route to take into the Forest. Even though you have seen the enemy, you still know neither what it is nor where it comes from. As you come to the beginning of the forest trail, your reverie is broken by the clattering wheels of a wagon rattling along the road towards you. This is curious – you thought the Forest had become impassable. As he

approaches, the driver of the wagon shouts to you: 'Good morning, traveller. Are you interested in buying any of my potions and magical cure-alls?' If you are suspicious of the trader, it might be wise to try a surprise attack on him (turn to 356). Otherwise, you must make some reply. Will you say that you're not really interested in buying potions (turn to 32), or will you ask him what he's got and how much it costs (turn to 263)?

391

At the foot of the stairway is a long road: it is well constructed but is littered with rubble from the building work which is going on. When you get on to the road, you follow it, ignoring the many side turnings which lead into the heart of the city. In these streets there are dozens of Dark Elves on high scaffolds, building twisted houses and passageways or carving hideous statues and gargoyles. They are attended by Dwarf slaves, who are being whipped and made to work by Dark Elf slave-drivers.

As you walk along, a Dark Elf artisan emerges from one of these streets, holding a small bundle wrapped in sackcloth. He stops you and starts gabbling in his own language. Since you have no idea what he is saying, you demand that he speak Allansian.

'Why am I have to speak this low tongue?' he says, looking angry and insulted. 'I am stonemason, high-born artist. Not warrior. It is lower than me.' Will you apologize to him (turn to 54) or pretend to be angry and threaten him with your sword (turn to 139)?

392

'So you are not dead?' says Liam when you contact him. 'The whole Council thought that you must be and decided to go ahead with their own ideas.' He sighs. 'And that's how the war began.' Knowing the Forest as you do, and what it has become recently, you are dismayed at this news. You ask Liam what happened. 'As we hit the Forest,' he says, 'so it hit back.' He breaks off and looks to one side. 'Curse them all! They're here already.' There is a crash, and you see a Giant Spider scuttling towards Liam. 'Goodbye, Councillor,' he says, and the image disappears.

Desperate to know what's happening, you call up the astrologer again. But the voice just says: 'There is no one of that name living in Grimmund.' After a moment, it says dispassionately, 'To whom do you wish to speak? Turn back to 99 and make another choice.'



393

This goblet is filled with the blood of a Red Dragon. Substances such as this are often used by seers to see into far lands: using their mental powers, they can nullify its poison and harness its strength. You, however, have no such abilities, and so you suffer its full effects. You double over in intense agony, moaning and retching (roll one die and deduct that many points from your STAMINA). Once you have got the red poison out of your system, the pain eases and you can go on. Now turn back to 92 and select another item.

394

You follow Colrhyn's Track as it leads you out of the oppressive Forest and into the welcome openness of the gently rising heather slopes. You are saddened to feel this way about the Forest but are even more determined to put things right. By the time you reach the road, night is beginning to fall and the mountains to the north look cold and forbidding as the sun's last rays reflect off their snowy peaks. If you decide to make camp by the side of the road for the night, turn to 194. If you press on, will you go along the Fangthane Road towards Sardath (turn to 23) or north into the mountains (turn to 301)?



395

You raise your head and force yourself to gaze at the wild architecture of the Dark Elf lair; it makes your mind reel, and you begin to lose all sense of who and where you are. *Test your Luck*. If you are Unlucky, you feel an intense dizziness and start to stagger from one side of the walkway to the other. Unable to stop yourself, you stumble and pitch over the side – your adventure is ended. If you are Lucky, you recover at the last moment and find yourself gazing into what looks like a bottomless abyss. Even though you have survived this terrifying experience, you will still feel disorientated for days (lose 1 SKILL point). Obviously, the only way you are going to get through this place is by avoiding looking at your surroundings and keeping your gaze firmly fixed on the ground immediately in front of you. If you ever change your mind and decide to take a close look at the Dark Elf lair, make a note of the number of the paragraph you are reading at the time, then turn to 153 (make a note of this number for future reference).

For now, you walk tentatively along the walkway, keeping your eyes on the path just in front of you. It is unnerving not knowing where you are going but you force yourself to walk ahead. Eventually the walkway you are on meets another. Will you go left (turn to 358) or right (turn to 112)?

396

A place is made for you and you sit down. However, as soon as you have settled, a mass of tentacles burst

out of the chair and writhe round your body. You struggle, but they just get tighter. One of the Dark Elves leans towards you.

'I am not a warrior,' he says, 'so I'm afraid I haven't learnt as much Allansian as you. Perhaps you misunderstood my invitation. I believe I should have asked if you would like to come *as dinner*.' He smiles at you mirthlessly, and begins to sharpen a long knife . . .

397

You sail your boat carefully, negotiating the difficult marshy waters of the Slykk territory. Once you are clear of the marsh, you begin to relax. As you progress, the river grows more and more choked with unnatural-looking weeds, and strange eyes peer out from the depths – not Slykk eyes, but other, stranger things. It's a good job that you are in a small boat, for a larger merchant vessel would not be able to get through. As evening approaches, you arrive at the second rope-bridge. You land the boat and set up camp near by. This site is often used by traders and, even though the Forest is becoming darker, it still seems safe. You settle down to sleep.

The morning arrives (regain 2 STAMINA points and tick off the next day on your *Adventure Sheet*), and you are ready to start off again. Will you get back in the boat and sail on up the river (turn to 361) or leave the boat and walk north-east along the trail (turn to 9)?

398

Foiled by your swift thinking, Morn screams in some unrecognizable language and charges after you. Roll two dice for yourself, and two dice for Morn. If Morn's total is the higher, he catches you in the corridor, diving on you and bringing you to the ground (turn to 212). If the result is a draw, or your total is the higher, you manage to get down the stairs and into the Council Chamber (turn to 186).

399

As you walk into the slavers' camp, you become very aware of the large number of Dark Elves wandering around. When one of them comes up and salutes you, you have no option but to speak to him. You ask him what he wants.

'My Lord Chaugh, I am Baeli, the Chief Slaver. I am conducting a sacrificial ceremony, and I need someone of high rank to witness it.' It would arouse Baeli's suspicion if you were to refuse, so you follow him into a short tunnel in the wall of the cavern. There is another Dark Elf here, staring at the strange, dark balls of fungus that are growing on the walls and floor of the tunnel. 'As you see,' says Baeli, 'the Elf Bane is growing weak and needs sustenance. Liethif has volunteered to sacrifice himself.' He turns to the strange martyr. 'Liethif, your name will now carry the title of Thane as witnessed by Lord Chaugh.' Liethif bows to the Dark Elf and walks into the middle of the fungus. When he has taken just a few steps, many of the fungal balls burst, ejecting huge clouds of spores.

Liethif breathes them in deeply, then lies down to expire. Baeli salutes him and you copy his gesture.

Once it is all over, Baeli thanks you curtly for your help, then leaves. If you enter the fungus tunnel to search Liethif's body, turn to 62. Otherwise, from what you have seen, you are sure that the slavers' camp has nothing to offer you, so you decide to leave. Turn to 123.



Everywhere, Wood Elves and Dwarfs are fighting Dark Elves. They have torn down a lot of the architecture and you find you can now look around in comfort. You walk along the walkways, striding through the battle, delighting in what you have achieved. A grave threat has been lifted from the peoples of north-east Allansia, and it is unlikely that the Dark Elves will return for some time.

All at once you see a massive form squeezing itself through one of the archways that lead to the main city. When he rises to his full eight metres, you realize that this must be Corianthus. He edges towards you on what to him must be a knife-edge. 'Are you the adventurer from Grimmund?' he asks in a deep booming voice. When you admit that you are, he picks you up and holds you at eye level. 'Thank you,' he says. 'You have released me from a fate so terrible that I had wished for death for many days. Now I am glad to be alive. We are certain to win the battle, so let's you and I go up to my castle and celebrate.'



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Steve Jackson

It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realize what dramatic consequences their actions will have. For that caravan carries Cunnelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorcerer, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensue. . . . Will Balthus Dire's chaotics or Zharradan Marr's undead prove victorious? The answer is here, in the first *Fighting Fantasy* novel.

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Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimmon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task, Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second *Fighting Fantasy* novel in a series that began with *The Trolltooth Wars*, holds all the answers.

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