

A SOLO FANTASY ROLE
PLAYING ADVENTURE GAME



based on

J.R.R. TOLKIEN'S
WORLD

MIDDLE-EARTH QUEST™



RESCUE IN MIRKWOOD

RANDOM NUMBER TABLE

6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6
7	5	6	9	8	5	7	3	6	11	8	9
3	12	7	2	10	8	4	11	7	4	10	6
4	8	5	6	9	7	10	8	9	6	5	7
6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6

Radagast gives a sharp whistle, and an owl flies to his shoulder. "My friend here will go with you, since I have too many tasks to go myself. He often will be able to find you a path where the forest seems impossible, and few birds will dare bother you while he is along. If you are beset by many foes, he will distract them and perhaps turn the tide of battle."

At Radagast's direction, the owl flies over to you, perching on your shoulder. *Add 1 to your OB in any combat if the owl is with you.*



"My other help is more magical." The Wizard digs deep into a pocket in his cloak and pulls out a small folded bit of paper. "Take this powder. If you scatter it, an illusion of a wall of flame will unfold, a vision which may daunt or panic your foes. Save the powder until you can find no other remedy for your trouble — you can only use it once. Now let us find a more comfortable spot so that we can sit down while I tell you some of the secrets of Mirkwood." *If you follow Radagast, turn to 274; otherwise, move on in a random direction.*

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IRON CROWN ENTERPRISES
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902



RESCUE IN MIRKWOOD

by Gerald Lientz

Series Editor: John David Ruemmler

System Designer: S. Coleman Charlton

*Illustrations by
Liz Danforth and Richard Britton*



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Editorial Contributions: Chris Christensen,
Bruce Neidlinger, Kurt Fischer, Richard Britton,
Sean Murphy, Terry Amthor, Coleman Charlton

Production: Kurt Fischer, Sean Murphy,
Coleman Charlton, Richard Britton, John Ruemmler

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CHARACTER RECORD

Name: _____

SPELLS: optional

STATS	Stat Value	Stat Bonus
-------	------------	------------

Strength(St)	<u>9</u>	<u>1</u>
--------------	----------	----------

Agility(Ag)	<u>6</u>	<u>0</u>
-------------	----------	----------

Intelligence(In)	<u>8</u>	<u>0</u>
------------------	----------	----------

Endurance: 36

$$= 20 + (2 \times \text{St Stat})$$

Damage Taken: _____

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____

SKILLS

	Total Bonus	=	Skill Bonus	+ Stat Bonus	+ Equipment Bonuses	+ Special & Temporary Bonuses
Bonuses						
Melee OB	<u>3</u>	=	<u>2</u>	+ <u>1</u> St	+ _____ weapon	+ _____ + _____ + _____
Missile OB	<u>-2</u>	=	<u>-2</u>	+ <u>0</u> Ag	+ _____ weapon	+ _____ + _____ + _____
DB	<u>0</u>	=	NA	+ <u>0</u> Ag	+ _____ armor	+ _____ + _____ + _____
Running	<u>0</u>	=	NA	+ <u>0</u> Ag	+ _____	+ _____ + _____ + _____
General	<u>1</u>	=	<u>1</u>	+ <u>0</u> Ag	+ _____	+ _____ + _____ + _____
Trickery	<u>1</u>	=	<u>1</u>	+ <u>0</u> In	+ _____	+ _____ + _____ + _____
Perception	<u>1</u>	=	<u>1</u>	+ <u>0</u> In	+ _____	+ _____ + _____ + _____
Magical	<u>1</u>	=	<u>1</u>	+ <u>0</u> In	+ _____	+ _____ + _____ + _____

EQUIPMENT: (includes meals)

In Backpack/Sheathed/Carried

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

Worn (one of each type):

Armor: _____ Cloak: _____ Dagger: _____

Belt & Beltpouch (money, gems, etc.): _____

Special Items: _____

Time (minutes): _____ Experience Points: _____

(days): _____

CHARACTER RECORD

Name: _____

STATS

Stat Value Stat Bonus

Strength(St) _____

Agility(Ag) _____

Intelligence(In) _____

Endurance: _____
= 20 + (2 x St Stat)

Damage Taken: _____

SPELLS: optional

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____

SKILLS

Total Bonus = Skill Bonus + Stat Bonus + Equipment Bonuses + Special & Temporary Bonuses

Bonuses

Melee OB _____ = _____ + _____ St + _____ weapon + _____ + _____ + _____

Missile OB _____ = _____ + _____ Ag + _____ weapon + _____ + _____ + _____

DB _____ = NA + _____ Ag + _____ armor + _____ + _____ + _____

Running _____ = NA + _____ Ag + _____ + _____ + _____ + _____

General _____ = _____ + _____ Ag + _____ + _____ + _____ + _____

Trickery _____ = _____ + _____ In + _____ + _____ + _____ + _____

Perception _____ = _____ + _____ In + _____ + _____ + _____ + _____

Magical _____ = _____ + _____ In + _____ + _____ + _____ + _____

EQUIPMENT: (includes meals)

In Backpack/Sheathed/Carried

- | | |
|----------|-----------|
| 1) _____ | 7) _____ |
| 2) _____ | 8) _____ |
| 3) _____ | 9) _____ |
| 4) _____ | 10) _____ |
| 5) _____ | 11) _____ |
| 6) _____ | 12) _____ |

Worn (one of each type):

Armor: _____ Cloak: _____ Dagger: _____

Belt & Beltpouch (money, gems, etc.): _____

Special Items: _____

Time (minutes): _____ Experience Points: _____

(days): _____

CHARACTER RECORD

Name: _____

STATS

Stat Value Stat Bonus

Strength(St) _____

Agility(Ag) _____

Intelligence(In) _____

Endurance: _____
= 20 + (2 x St Stat)

Damage Taken: _____

SPELLS: optional

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____

SKILLS

Total Bonus = Skill Bonus + Stat Bonus + Equipment Bonuses + Special & Temporary Bonuses

Bonuses

Melee OB _____ = _____ + _____ St + _____ weapon + _____ + _____ + _____

Missile OB _____ = _____ + _____ Ag + _____ weapon + _____ + _____ + _____

DB _____ = NA + _____ Ag + _____ armor + _____ + _____ + _____

Running _____ = NA + _____ Ag + _____ + _____ + _____ + _____

General _____ = _____ + _____ Ag + _____ + _____ + _____ + _____

Trickery _____ = _____ + _____ In + _____ + _____ + _____ + _____

Perception _____ = _____ + _____ In + _____ + _____ + _____ + _____

Magical _____ = _____ + _____ In + _____ + _____ + _____ + _____

EQUIPMENT: (includes meals)

In Backpack/Sheathed/Carried

- | | |
|----------|-----------|
| 1) _____ | 7) _____ |
| 2) _____ | 8) _____ |
| 3) _____ | 9) _____ |
| 4) _____ | 10) _____ |
| 5) _____ | 11) _____ |
| 6) _____ | 12) _____ |

Worn (one of each type):

Armor: _____ Cloak: _____ Dagger: _____

Belt & Beltpouch (money, gems, etc.): _____

Special Items: _____

Time (minutes): _____ Experience Points: _____

(days): _____

AN INTRODUCTION TO THE *QUESTGAME*TM SYSTEM

Based on the works of the greatest fantasy writer of all time, *Middle-Earth QuestGames* invite the reader into the world of brave and cruel Men, Hobbits and Elves, Orcs and Trolls, and Wizards both good and evil. The continent of Middle-earth, rich in adventure and conflict, provides the perfect background for solo adventures. Welcome to the fantasy and thrill of J.R.R. Tolkien's Middle-earth!



THE MAPBOARD

The mapboard provided in this QuestGame gives an overview of part of the area in which your adventures will take place. This map shows what **you** know about the area, but it does not tell you everything that may happen.

Each space on the mapboard is labeled with a number and a letter (i.e., 1A, 1B, ... , 2B, 2C, ... , etc.). Each of these labels refers to a section of the text, with the same number and letter, near the beginning of the gamebook. This "*Location Text*" tells you what you find **and** directs you to further "*Encounter Text*" that provides choices and more detailed information to guide you in your adventures.

Keep track of your location on the mapboard during play. This is done by remembering the label of your location, by using any small playing piece (i.e., a coin) to mark

your location, or by tracing your path with a crayon or greasepencil.

THE GAMEBOOK

The gamebook describes hazards, situations, and locations that may be encountered during your adventures. As you read the text sections, choices will be given as to what actions to take. The text section you read will depend on the space you move into on the mapboard, the directions in the text, and whether the actions you attempt succeed or fail.

As mentioned earlier, *Location Text* sections are in the beginning of the gamebook and match the spaces on the mapboard. These sections are labeled with a number followed by a letter. *Encounter Text* sections are toward the back of the gamebook and are listed by three-digit numbers only (e.g., "365"). Read the *Location Text* as you move into the matching space on the mapboard, and read the *Encounter Text* only when told to do so by the text.

Often Encounter Text will direct your "movement" in areas that are not represented on your mapboard. In these cases, it can be very useful for you to keep track of what you encounter and where you go (i.e., you should record and map your path of travel).

PICKING A NUMBER

Many times during your adventures you will need to *pick a number* (between 2 and 12). There are several ways to do this:

- 1) Turn to the Random Number Table on the inside front cover, use a pencil (or pen or similar object), close your eyes, and touch the Random Number Table with the pencil. The number touched is the *number* which you have *picked*. If your pencil falls on a line, just repeat the process.
- 2) Flip to a random page and look at the small boxed number in the inside, bottom corner of the page. This number is the *number* which you have *picked*.

3) If you have two six-sided dice, roll them. The result is the *number* which you have *picked*. (You can also roll one six-sided die twice and add the results.)

Often you will be instructed to *pick a number and add a "bonus"*. When this happens, treat results of more than 12 as "12" and treat results of less than 2 as "2".

CHOOSING A SYSTEM

Before starting to play, decide whether you want to use the Basic *QuestGame* System or the Advanced *QuestGame* System. If you have never played one of these *QuestGames* and have never played role playing games, we suggest that you use the Basic System and the pre-created character provided. After you have mastered that, use the Advanced System and create your own character.

CHOOSING A CHARACTER

There are three ways to choose a character:

- 1) You can use the completely created character provided at the beginning of the gamebook.
- 2) You can create your own character using the simple *QuestGame* character development system.
- 3) You can create your own character using *MERP*, the *Middle-earth Role Playing System* (an ICE production not included in this gamebook). When using *MERP*, ignore the Action Tables and Combat Tables provided at the end of this gamebook. Instead, use the guidelines and tables provided in *MERP* to resolve "actions" and "combat" (see Optional Rules).

STARTING TO PLAY

After choosing a character to play and a system to use, start your adventures by reading the Prologue found after the rules section. From this point on read sections as indicated by the text. When told to *move on*, read text sections corresponding to spaces on the mapboard.

THE BASIC SYSTEM

MOVING ON

When the text tells you to *move on*, you may choose to move into any one of the spaces on the mapboard adjacent to the space you are in. Then read the matching Location Text. This text can of course lead to more detailed adventures by directing you to a section of Encounter Text. When the text tells you to *move on in a random direction*, proceed as if the text just says *move on*.

When moving into a space where you have already been, ignore any text references to conditions which no longer exist. For example, if you defeat a Troll in a space, leave the space and later return, you do not have to fight the same Troll again.

TIME

When using the Basic System, **do not keep track of time**. When the text indicates a choice of encounters based upon time, read the text associated with the earliest time.

DAMAGE AND HEALING

As you adventure, you will take damage from fights, traps, falls, etc. You must keep track of this damage in terms of a total amount of *damage taken* (record the total in the *damage taken* space on your Character Record). Only your *damage taken* total changes during play; your *Endurance* does not change.

If your *damage taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurred during a fight, you are defeated and must proceed as the text indicates. Otherwise, you are dead; your adventure is over and you may begin again from the start. If the text indicates that you "wake up", change your *damage taken* so that it equals your *Endurance*.

Each time you read a section of text that you have not read before and that does not require you to *pick a number*, or fight, or *take an action*, you may "rest",

automatically reducing your *damage taken* by one.

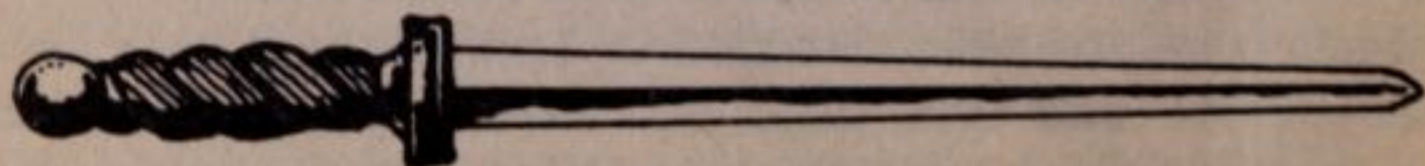
FIGHTING

Fighting consists of a series of "rounds". During each "round", you attack your opponent or you attempt to flee **and** your opponent attacks you. Missile attacks and your Missile OB are **not** used in the Basic System.

If you choose to fight an opponent **or** the text indicates that you must fight, the combat is resolved in the following fashion:

- 1) You attack (see below) your opponent and then he attacks you. If you are surprised, reverse the order of the attacks for the rest of the combat.
- 2) Repeat step 1, a round of the fight, until one of the following conditions occur:
 - a) One of you is **killed** (a "K" result on the Combat Table).
 - b) One of you has more *damage taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.)
 - c) You successfully **run away**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may attempt to **run away** (use the Action Table):
 - If you are successful, the fight ends and you follow the text instructions **or move on in a random direction**.
 - If you are unsuccessful, you are still engaged and must begin another round of the fight. (However, you may attempt to run away again).

After a fight, the text will indicate what you are to do.



Process for Resolving An "Attack":

- 1) Subtract the defender's Defensive Bonus (DB) from the attacker's Melee Offensive Bonus (OB) **and pick a number.**
- 2) Using the Combat Table on the inside back cover, cross-index the number picked (in the vertical row on the left side of the table) and the difference between the OB and the DB (in the horizontal column at the top of the table).
- 3) The result is the amount of damage that the defender takes that round (increase his *damage taken* by that amount). The special results "U" and "K" end the combat immediately with the defender being knocked out (U, Unconscious) or more rarely, killed (K).

Fighting More than One Opponent

If the text indicates that you must fight more than one opponent in a given situation, "fight" the first one. If you defeat the first one, then fight the next one. Continue this process until you have defeated all of the opponents **or** you are defeated **or** you have successfully run away.

EQUIPMENT

Whenever you acquire money and equipment, record them on your Character Record in the spaces provided. Silver pieces are "money" and may be used during your adventures to pay for food, lodging, transport, bribes, etc. Certain equipment may affect your abilities. If you wish, refer to the Advanced System for the effects of armor and weapons.

TAKING AN ACTION

When the text directs you to *take an action*, refer to the Action Table on the last page in the gamebook. Choose one of the actions listed and follow the directions given. Sometimes these directions will require you to use the "bonuses" listed on your Character Record.

CREATING YOUR *QUESTGAME*TM CHARACTER

If you do not want to create your own character, use the pre-created character found near the front of this gamebook. If you decide to create your own character, you must follow the directions given in this section. Keep track of your character on the Character Record found near the front of this gamebook. It is advisable to enter information in pencil so that it can be erased and updated. If necessary, you may copy or photocopy this Character Record for your own use.

As you go through this character creation process, refer to the pre-created character as an example.

STATS

Your character starts with certain mental and physical attributes called “stats” (short for statistics): Strength (St), Agility (Ag), and Intelligence (In). Before beginning this adventure, determine the values of these stats. *Pick a number* three times and assign one to each of the three stats (the choice is yours). Then record them in the *Stat Value* column on your Character Record.

Stat Bonuses

Each stat (St, Ag, In) may give a “bonus” when performing certain activities; keep in mind that these “bonuses” can be negative (or zero) as well as positive.

Each stat of **2–4** gives a bonus of **-1**

Each stat of **5–8** gives a bonus of **0**

Each stat of **9–10** gives a bonus of **+1**

Each stat of **11–12** gives a bonus of **+2**

Record these bonuses in the *Stat Bonus* column next to the *Stat Values* on your Character Record.

ENDURANCE

Your Strength stat determines the *Endurance* of your character. During combat you will take damage due to shock, pain, bleeding, etc. If this damage exceeds your

Endurance, you will fall unconscious (pass out). Your *Endurance* is equal to *twice your Strength stat plus 20*; record this on your Character Record.

SKILLS

The following 8 “skills” affect your chances of accomplishing certain actions during your adventures.

- 1) *Melee OB Skill*: This skill reflects your ability to attack in melee (hand-to-hand) combat. OB stands for “Offensive Bonus”.
- 2) *Missile OB Skill*: This skill reflects your ability to attack using a missile such as a thrown spear or a bow. OB stands for “Offensive Bonus”. (This skill is not used with the Basic System.)
- 3) *General Skill*: Use this skill when directed to perform general activities by the text, including: Climb, Track, Hunt, Ride, and Swim actions.
- 4) *Trickery Skill*: Use this skill when trying to move without being seen or heard (i.e., sneaking), trying to steal or take something held or protected by an opponent, picking a lock, escaping from bonds, and many other similar activities.
- 5) *Perception Skill*: This skill reflects how much information you gather through observation and exploration. It also reflects your ability to talk and negotiate with beings you meet during your adventures.
- 6) *Magical Skill*: This skill reflects your affinity with magic and spells. Use this skill when you try to cast a spell and when indicated by the text.
- 7) *Running Skill*: This skill reflects your chances of running away from danger.
- 8) *DB Skill*: This skill reflects your ability to avoid attacks. DB stands for Defensive Bonus.

Skill Bonuses

For each of these skills, you will have a *Skill Bonus*. Use your Skill Bonuses when you attempt certain actions; keep in mind that these “bonuses” can be negative as well as positive.

When you start your character, you have a total of six “+ 1 bonuses” to assign to your skills; the choice is yours (see below). These bonuses may **not** be assigned to your “DB” skill or your “Running” skill.

You may assign more than one “+ 1 bonuses” to any given skill, but no more than three to any one skill. Thus, two “+ 1 bonuses” assigned to a skill will be a “+ 2 bonus”, and three “+ 1 bonuses” will be a “+ 3 bonus”. These bonuses should be recorded in the appropriate spaces in the *Skill Bonus* column on your Character Record.

If you do not assign any “+ 1 bonuses” to a skill, record a “-2 bonus” in the appropriate space. The “DB” and “Running” skills do **not** receive this “-2 bonus”; instead they are “0”.

Applying Stat Bonuses to Skills

In the *Skill* section on your Character Record you will find a *Stat Bonus* column. Each space has a stat abbreviation next to it; in each space record the stat bonus corresponding to the abbreviation. (Refer to the pre-created character if you need help in following these instructions.)

TOTAL BONUSES

At this point, you should have a bonus recorded in each *Stat Bonus* space and each *Skill Bonus* space. Keep in mind that these “bonuses” can be negative as well as positive. For each skill, add the two bonuses and record the total in the appropriate *TOTAL BONUS* space.

When the text instructs you to “add your bonus”, it refers to these *Total Bonuses*.

During play you may acquire equipment or abilities that may affect your bonuses. Use the *Equipment Bonuses* and *Special & Temporary Bonuses* spaces to record these bonuses. Of course, some of the *Total Bonuses* will have to be recalculated when this occurs.

SPELLS

You may decide to use the Optional Spell Rules. If so, for every “+ 1 bonus” that you do not assign to a skill,

you may “learn” two spells that you may cast during play (see Optional Rules).



THE ADVANCED SYSTEM

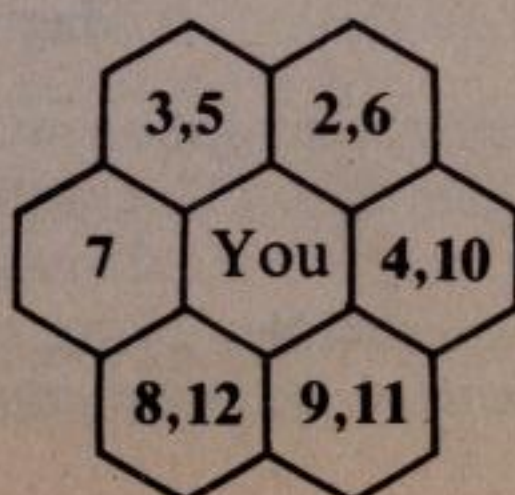
The Advanced System is similar to the Basic System in many respects but allows for more variety and action options. **If you are going to use the Basic System do not read any further.**

MOVING ON

When the text tells you to *move on*, follow the same process described in the Basic System: choose any one of the spaces on the mapboard adjacent to the space you are in and read the Location Text section corresponding to that space.

Moving On in a Random Direction

If the text tells you to *move on in a random direction*, you must *move on* to a randomly selected adjacent space. Outdoors, this space is selected by *picking a number* which corresponds to a specific space as indicated in the diagram below. If you cannot move in a direction due to an obstacle (river, edge of map, etc.), pick another number. (You start in the center space of the diagram below.)



TIME

Keeping track of time adds a great deal of flavor and excitement to the use of this *QuestGame*, but it does require that you keep a running total of the amount of time that passes. If you desire an easier adventure, just use the *QuestGame* as directed and ignore the text passages and rules referring to time (see the Basic System).

Passage of time will be abbreviated at the beginning of each text section as: *Time: #*, where # is the number of minutes. As you read each text section, add this amount to your time total.

Double these time figures when you *move on in a random direction*.

EQUIPMENT

You may only **wear**: 1 suit of armor, 1 dagger (on belt), 1 cloak, 1 backpack, and 1 belt and pouch.

In addition, you may **carry** a number of pieces of equipment equal to your *Strength* stat; this total may include a maximum of 3 weapons. If you lose your backpack, this number is reduced by half (round up), and you lose any excess equipment along with the backpack.

Certain special items indicated by the text may be obtained that do not follow these restrictions.

Armor has the following effects on your skill bonuses:
Plate Armor: +3 to DB; -3 to Trickery, Running, and Magical bonuses

Chain Armor: +2 to DB; -2 to Trickery, Running, and Magical bonuses

Leather Armor: +1 to DB; -1 to Trickery and Running bonuses

Shield: +1 to DB; -1 to Magical bonus

If you damage an opponent, your weapon can provide additional damage. (This additional damage applies to each attack only when a damage result of 1 or more is obtained.) **For example:** *Using the Combat Table, you inflict "8" damage on your opponent. If you are using a*

sword (+1 to damage), your opponent actually takes 9 damage points ("8" + 1). If you are using a Battle-axe (+2 to damage), he would take 10 damage points ("8" + 2).

Sword	+1	
Mace	+2	(only if opponent is wearing
Spear	+0	chain or plate armor)
Dagger	-1	
Warhammer	+2	(but -1 to OB)
Battle-axe	+2	
Quarterstaff	+1	
Two-Handed Sword ..	+3	(but -1 to OB)
Bare-Handed	-3	(and -2 to OB)

The following weapons may be used once in a given combat as a missile attack (OB modifications are given in parentheses): battle-axe(-4), warhammer(-2), dagger(-1) spear(-1), sword(-3), mace(-3). In such a case, the weapon may not be used in melee and may only be recovered if you defeat your opponent.

A bow may only be used in missile combat (see step 1 under **Fighting**), never in melee combat.

A shield may **not** be used with the following weapons: bow, battle-axe, quarterstaff, or two-handed sword.

TAKING AN ACTION

When the text directs you to *take an action*, refer to the Action Table on the next to the last page in the game-book. Choose one of the actions listed and follow the directions given.

NIGHTTIME

This *QuestGame* assumes that the adventures take place during the daytime and that you rest at night. Nighttime starts when your time total reaches 13 + hours (780 + minutes) **and** you read a section of text that does not require you to *pick a number*, fight, or *take an action*.

At this point, you must rest: mark down that 1 day has passed and restart your time total to 0. You must also

“eat a meal” (mark one meal used on your character record). If you do not have a meal, you may not heal any damage that night **and** you must increase your *damage taken* by 5. After all this is done, just proceed normally.

DAMAGE AND HEALING

Keep track of *damage taken* as indicated in the Basic System. If your *damage taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurs during a fight, you are **defeated** and must proceed as the text indicates. Otherwise, you remain unconscious until you heal enough so that your *damage taken* drops below your *Endurance*. If the text indicates that you wake up after a fight, reduce your *damage taken* to equal your *Endurance*.

Do not use the Basic System rule for healing. Each time you read a section of text that does not require you to *pick a number*, fight, or *take an action*, you may reduce your *damage taken* by 3 for each hour you spend “resting”. At night, if you rest and eat a meal, you may reduce your *damage taken* by 15.

FIGHTING

Fighting consists of a series of “rounds”. During each “round”, you attack your opponent or you attempt to flee **and** your opponent attacks you.

If you choose to fight an opponent **or** the text indicates that you “must fight”, the combat is resolved in the following fashion:

- 1) If you are surprised, proceed directly to step 3; otherwise, you **may** make a missile attack if able (see the attack resolution explanation). If your opponent is not surprised (i.e., he is aware of you), he will then make a missile attack against you if able (the text will specify if your opponent can make missile attacks).
- 2) No one is surprised for the remainder of the combat. Your opponent will attempt to force melee (hand-to-hand combat). You may attempt a **Run Past** action (see the Action Table). If successful, proceed to step 1;

otherwise, proceed to step 3. *This completes one round of the fight.*

- 3) You are engaged in melee. You make a melee attack against your opponent, and he makes a melee attack against you. If you are surprised, reverse the order of the attacks for the rest of the combat. *This completes one round of the fight.*
- 4) Repeat rounds of the fight until one of the following conditions occur:
 - a) One of you is **killed** (a "K" result on the Combat Table).
 - b) One of you has more *Damage Taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.)
 - c) You successfully **run away**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may attempt to **Run Past** (use the Action Table):
 - If you are successful, the fight ends (follow text instructions or *move on in a random direction*.)
 - If you are unsuccessful, you are still engaged and must begin another round of the fight at step 3. (However, you may attempt to run away again).

Resolve individual attacks as indicated in the Basic System. Using the Combat Table on the inside back cover, cross-index the difference in OB and DB with a *number picked*. Be sure to add your character's Missile OB for missile attacks and Melee OB for melee attacks.

OPTIONAL RULES

These rules are included to allow the development of more complete Middle-earth characters and to add certain elements of fantastic realism to your adventures.

UNMODIFIED PICKED NUMBERS

In many situations, you are instructed to: *Pick a*

number and add your xxxx bonus. If you have a very large bonus, this can often result in automatic success in certain activities. To avoid this, use the following rule: whenever you *pick a number* and it is a "2", do not add any bonuses. That is, 2's are never modified and always give a 2 result.

EXPERIENCE POINTS

After certain text passages, you will see *Exp Pt: #*. This is the number of "Experience Points" you receive. Keep a running total of points in the space provided on your Character Record. You may only receive experience points for a given text passage once.

These points have no affect on the abilities of your character until you have successfully completed this adventure and wish to start another *QuestGame* with the same character.

If you are using a *QuestGame* system character, for every 150 experience points received you may assign an additional +1 bonus to any of the allowed skills (the limit of +3 for a skill bonus doesn't apply, see "Creating Your Own Character") or you may choose two more spells that you may cast or you may *pick a number* and increase your endurance by that amount.

If you are using *MERP*, 150 experience points is equivalent to 5000 *MERP* experience points.

ADDITIONAL TERRAIN AND MOVEMENT RULES

Roads, Paths, and Trails

Using roads (also applies to paths and trails) can affect the passage of time. If the text or the mapboard indicates that there is a road between the space you are in and an adjacent space, you may choose one of the following options:

- 1) Use the road to *move on* to that space; in which case, use the time given in parentheses (e.g., for *Time: 20(5)* use 5 minutes).
- 2) *Move on* to that space but not use the road, in which case use the normal time passage.

This choice can be important because often your adventures will vary depending upon whether or not you are traveling on the road.

Travel on Horseback

If you have a horse and want to *move on*, *pick a number* and add your *General Bonus*. If the result is more than 6, reduce the "time used" (*Time: #*) for the next space by half (round up). Otherwise, use normal time passage. If the space moved into is indoors, woods, or river, normal time passage is always used.

Hunting & Foraging

If you are outdoors in a space containing woods or rough terrain, you may attempt to get a meal by hunting & foraging. *Pick a number* and add your *general bonus*. If the result is more than 7, you obtain one meal. In any case, you use 40 minutes of time.

MOVING AT NIGHT

If you wish to continue to move and adventure at night, you will have the following disadvantages:

- 1) The amount of time required for any outdoor activity is tripled (except for text passages involving fighting).
- 2) Treat all outdoor *move on* instructions as *move on in a random direction*.
- 3) All of your bonuses are temporarily halved (round down).
- 4) Instead of healing *damage taken*, you take 1 point of damage for each hour of activity.

Until you "rest" (as described in the normal night rules), disadvantages #3 and #4 above will continue to apply. When you rest after having activity during the "night", your "time total" for the "next day" is restarted at:

your old time total - 900 (treat negative results as 0).

RACE

You may choose one of the Middle-earth races for your character with the following results:

Man: Increase your *General* bonus by 1.

Elf: When underground, decrease your *Perception* by 1 and your *Magical* bonus by 1. When outdoors, increase your *Perception* by 1 and your *Magical* bonus by 1. Ignore disadvantages #1, #2, and #3 under the "Moving at Night" rules.

Dwarf: When underground, increase your *Perception* bonus by 1 and your *General* bonus by 1. Decrease your *Running* bonus by 1. Ignore disadvantage #1 and #3 under the "Moving at Night" rules. Dwarves may not "learn" spells #7, #11, and #15.

Hobbit: Increase your *Trickery* bonus by 2. Decrease your *Melee OB* by 2. Ignore disadvantage #1 and #3 under the "Moving at Night" rules. Hobbits may not "learn" spells #3, #5, #7, #11, and #15.



AN OPTIONAL COMBAT FORMULA

For people who prefer formulas to tables, the following formula approximates the Combat Table results. Using the formula results in slightly more damage than using the Table.

- If the *number picked* is "2", automatic no damage.
- If the *number picked* is "12", automatic "U" plus normal damage taken.

Damage taken by defender = **Number picked** - 4 +
attacker's OB - defender's DB

- If *damage taken* is 9 or more = "U"
- If *damage taken* is 11 or more = "K"

CASTING SPELLS

For every "+ 1 bonus" that you do **not** assign to a skill during the character creation process, you may "learn" two of the spells described below. Once a spell is "learned", your character "knows" it and is able to cast it within the restrictions given.

If you want to cast a spell, *pick a number* and add your *Magical* bonus. If the result is more than 6, the spell has been successfully cast. (Refer to the spell description for the effects.) Otherwise, the spell does not have an effect. You must "know" a spell in order to cast it.

Each time you successfully cast a spell, your *damage taken* is increased by the number given in parentheses in the spell description. This reflects the strain of casting spells.

If involved in a fight, you may only attempt one spell each time a missile would normally be fired; spells are useless in melee.

Unless stated otherwise, the effects of a spell last for one action, one activity, or one fight.

Spell Descriptions

- 1) **Item Analysis** (3): When indicated by the text, you may cast this spell and "analyze" an item (follow the directions given in the text).
- 2) **Balance** (2): Increases your *General* bonus by +2 for one activity to be attempted at the current text location.
- 3) **Calm** (5): May only be cast against one animal or normal being at a time (Man, Elf, Dwarf, Hobbit, Orc, Troll, etc.). *Pick a number* and add your *Magical* bonus. If the result is more than 7, the foe is "calmed" and will not attack unless you attack him or attempt to steal from him. Otherwise, the encounter proceeds normally.
- 4) **Camouflage** (3): For the purposes of **one** action, this spell increases your *Trickery* bonus by +2.
- 5) **Charm Animal** (6): You may cast this spell against any

hostile normal "animal" (bear, wolf, snake, etc.). The animal will follow you (record its OB, DB, and Endurance) and will fight any foe you desire it to. After it has fought once (one "fight") for you, the animal will leave. You may only have one animal "charmed" at a time.

- 6) **Clairvoyance** (5): When given a **choice** of two or more text sections to read, you may read two of them and then proceed to whichever one you want.
- 7) **Fire Bolt** (6): This spell may be used during combat when you would normally make a missile attack. *Pick a number* twice and add the two results plus double your *Magical* bonus; this result is the amount of damage taken by your opponent.
- 8) **Healing** (0): Reduces the amount of time required to heal 3 points of damage from 60 minutes to 20 minutes. Using this spell and then resting for a "night" heals all damage.
- 9) **Luck** (5): When you cast this spell just after you have *picked a number*, you may ignore the number picked and *pick a number* again.
- 10) **Protection from Magic** (4): When the text indicates that an opponent is casting a spell, you may cast this spell. The number picked to resolve the spell will be decreased by your *Magical* bonus.
- 11) **Shield** (4): If cast at the beginning of a fight, this spell will increase your *DB* by +2. It may not be used if a normal shield is being used.
- 12) **Speed** (3): This spell may be cast whenever you attempt to **Run Away** or **Run Past**. Your *Running* bonus is increased by +2 for such attempts.
- 13) **Strength** (6): When cast at the beginning of a fight, this spell doubles the damage you give with melee attacks for the remainder of the fight.
- 14) **Sustain Self** (2): When cast, this spell has the same effect as eating a meal.
- 15) **Telekinesis** (5): You may cast this spell when faced with an opponent who is unaware of you. Make a

Steal & Take action (see Action Table), adding your *Magical* bonus rather than your *Trickery* bonus. If you are unsuccessful (a result of 8 or less), your opponent is aware of you and you must *take an action*.

USING *MERP* WITH THIS *QUESTGAME*TM

Middle-earth Role Playing is ICE's fantasy role playing (FRP) system for J.R.R. Tolkien's world of Middle-earth. We do not have room in this gamebook to describe its contents. Instead we will give guidelines in this section on how to use this QuestGame with a *MERP* character.

Since *MERP* is a completely general FRP system, be very flexible when using it with this QuestGame. Just use the mechanisms provided by *MERP* and your own common sense, and most situations will be easily resolved. Below we provide guidelines for situations which will arise most often in these QuestGames.

Using Bonuses

During play you are often instructed to "*pick a number and add you xxxx bonus*", where xxxx is Running, General, Trickery, Perception, or Magical. Then you are given two or more possible places to "*turn to*" based upon the result.

When using *MERP*, use these corresponding *MERP* "Skill Bonuses" instead of the bonus indicated:

<i>Quest Game Bonus</i>	<i>MERP Skill Bonus</i>
Running	Moving Maneuver based upon armor worn
General	Climb, Ride, Swim, or Track
Trickery	Ambush, Stalk/Hide, Pick Lock, or Disarm Trap
Perception	Perception, Leadership & Influence
Magical	Read Runes, Use Item, or Make a Resistance Roll

The circumstances of the text passage usually make the

specific *MERP* bonus obvious (e.g., if the passage says you are attempting to “swim”, you use the *MERP* Swim Skill Bonus). If it is not obvious, use the one that seems most appropriate.

When you use a *MERP* Skill Bonus, divide by 10 (round down). For example, a *MERP* Swim Skill Bonus of 36 used in this gamebook would be a +3 *General* bonus (in appropriate situations).

Resistance Rolls

The *QuestGame* system uses the *Magical* bonus to resolve situations that would require “Resistance Rolls” (RR’s) in *MERP*. When you encounter these situations, follow the *MERP* RR procedure, using the bonus appropriate for the situation (e.g., use the Poison RR bonus versus poisons). When in doubt (with regards to spells) assume that they are Essence spells.

If the RR involves an opponent or a trap, use the levels given in the *MERP* Stats Table as the attack level for the RR. Otherwise, use an attack level of 3.

If you fail an RR, follow the instructions indicated by the lowest of the ranges given. If you successfully resist, follow the instructions indicated by the highest of the ranges given.

If three ranges are given and you resist, use the highest range. If three ranges are given and you fail an initial RR, make a second RR. If you fail the second, use the lowest range. If you resist on the second RR, use the middle range.

Magic Items

An item with a +1 bonus in the *QuestGame* system should have a +5 bonus in *MERP* and vice versa.

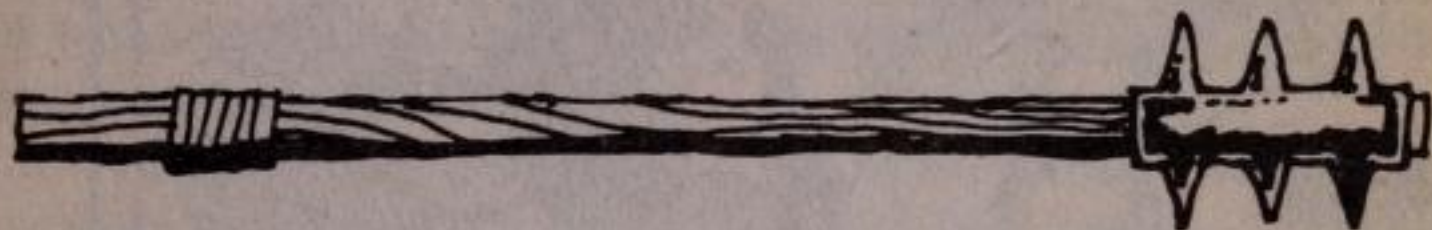
Fighting

When the text indicates that you must fight, just use the normal *MERP* combat system, your character’s *MERP* combat stats, and your opponent’s *MERP* combat stats (as given in the *MERP* Stats Table found in the rear of this gamebook).

Like normal *QuestGame* fights, fights resolved using *MERP* normally end in one of 3 ways: you are defeated, your opponent is defeated, or you successfully run away.

Either you or your opponent is “defeated” when you are rendered unconscious, killed, or incapacitated.

You may *run away* by making a *MERP* “medium” moving maneuver (add your appropriate Moving Maneuver Bonus) resulting in “100” or more. These results are cumulative from round to round; thus you might be able to run away over the course of several rounds. For example, a result of “60” on the first round and a “50” on the second round would mean that you successfully “run away” at the end of the second round).



Taking Damage

Often the text will instruct you to *increase your damage taken* by a certain amount. Here are some suggestions for translating that damage into *MERP* damage (*Pick a Number* will be referred to as “2–12”):

<i>QuestGame</i> Damage Taken	<i>MERP</i> Damage
A fixed number	The same number of <i>MERP</i> concussion hits
(2–12) once	A <i>MERP</i> “A” Critical Strike + 1-10 hits
(2–12) twice	A <i>MERP</i> “C” Critical Strike + 1-10 hits
(2–12) 3 times	A <i>MERP</i> “E” Critical Strike + 1-10 hits

The type of “Critical Strike” can be determined by the situation (e.g., for a fall, use “impact” criticals, for fire use “heat” criticals, etc.). When in doubt, use “unbalancing” criticals.



danforth 85.

PROLOGUE

For weeks, you have wandered alone through the Vale of Anduin, hunting for your food and enjoying the solitude. Now your thoughts turn to adventure and treasure — you feel strong and ready for anything. And suddenly adventure beckons!

Investigating an odd noise in a small cluster of trees, you come upon a tall, lean and beautiful Elf Maiden weeping over the fallen body of another Wood-elf. Moved at this strange sight, you offer assistance.

“Thank you,” she replies between sobs. “Help me bury my friend; then I will tell you the woes of my people.” Together you care for the slain Elf. Then, as you settle in the shade of an oak, she regains her composure and begins to speak.

“I am the Princess Mélothien of the Silvan Elves who now dwell in the hidden vales of the White Mountains. In earlier days, we lived in the midst of Greenwood the Great, as vast a wood as ever there was! Then the Shadow fell over the forest and our people fled. The creatures of Mirkwood, as the dark forest came to be called, grew twisted in nature and vile in intent. The evil came upon us so quickly that we left our treasures behind, hidden in a secret room in a cave that served as both palace and storehouse to our people.”

You nod, smelling adventure. She takes a deep breath and continues her tale. “Now that the Shadow is gone, my brother, Prince Rongol, dared to retrieve our treasures. He left me here alone while he entered the wood with two warriors. Alas!” she sighs, fighting back tears. “The Shadow left its grotesque minions behind. It seems that Orcs live in the cave now. They ambushed my brother and his companions. One warrior was slain but the other escaped, although he was terribly wounded. You and I laid that brave Elven fighter to rest today.

“Before he died,” she goes on, “the warrior told me that my brother was captured. The Orcs know that a treasure is hidden in the cave, but they cannot find its hiding place.

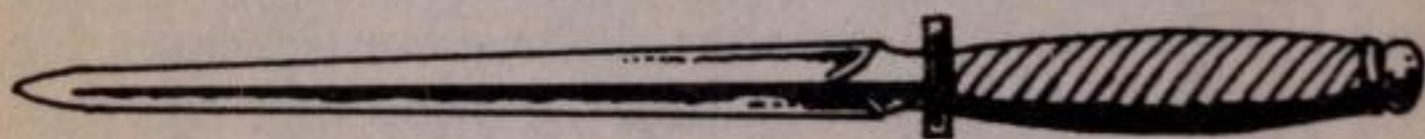
They swore to torture my brother until he reveals the treasure to them. Will you come with me and rescue him?"

You take a moment to think over the Princess' offer before answering. "Rescue him? From a mob of Orcs? Isn't there anyone else to help us? Do we two have any hope of doing that?"

"If I must, I will go alone," Méltien says firmly. You can see that she means it. "But you are brave, aren't you? And you will help me, won't you? I know of a hidden entrance to the inner room, where the treasure lies. I think I can find it — I have heard it described often enough in tales over our evening fires. My brother is held prisoner nearby, hung from the ceiling. Twelve Orcs camp in the outer room. If you come with me and we succeed, you will be rewarded with great treasures."

How great? you wonder. You quickly review what she has told you to see if it makes sense before speaking. "So you know of a secret passage that you *might* be able to find. Do you know how to find the cave itself?"

The Princess sadly shakes her head. "I was born after my people fled Mirkwood, so I have never been there. From all the stories that have come down through the ages, I believe that the cave lies in the first range of hills you come to as you pass through the wood. South of the Old Forest Road, far enough from it to be safe but near enough for us to contact any travellers on the road, the cave *must* lie."



"So it's deep into the woods, starting from here," you mutter, recalling your limited knowledge of the region to mind. "From your description, it might be anywhere up to forty miles south of the road, though it must be north of where we are now. And if we do find it, we have a hoard of Orcs to dispose of or outwit! We might be months on the trail —"

"Then let us start now!" says the Princess, poised to begin the journey. She checks her bow and quiver of 12 arrows, then adjusts the dagger at her waist. "My brother cannot survive Orc tortures forever! And those beasts are stupid enough to kill him before learning his secret. Here! We must be off!"

You have a dagger, a backpack, and a beltpouch. The Princess gives you a dozen meals of Elvish waybread, 5 silver pieces and three doses of a healing herb (when used, pick a number and reduce your damage taken by that amount.). Choose one item from the following list, record it on your Character Record sheet, and read on!

Weapon choices: leather armor, a shield, a sword, a mace, a spear, a warhammer, a quarterstaff, or a bow with a quiver of 10 arrows.

- *If you accept Mélthien's offer, move on to 1A (read 1A).*
- *If you refuse to go along, close this gamebook and live to a boring old age.*

LOCATION TEXT

Read only the text for the hex you are in.

1A

Time: 70

As the sun sinks behind the Misty Mountains you come to a small camp, almost hidden in a grove. Watching from behind nearby bushes, you see half a dozen Elves around a small fire.

- *If you walk into the camp, turn to 337.*
- *If you avoid the camp, turn to 238.*
- *If you want to steal supplies, turn to 141.*

2A

Time: 140

As you cross the rolling country leading to Mirkwood, which looms like a great, gloomy green wall, you glimpse a gray shadow lurking in the tall grass. *Turn to 123.*

3A

Time: 170

You now stand within the towering gloom of the dread forest called Mirkwood. The trees are so close together that it is hard to pass between them—their entangled foliage

blocks the sun. You move carefully, awed and a little frightened. Suddenly, you realize that a babbling swarm of squirrels watches your every move from overhanging branches above you.

- *If you attack them, turn to 132.*
- *If you ignore them, pick a number:*
 - *If 2-3, turn to 390.*
 - *If 4-8, move on.*
 - *If 9-12, turn to 346.*

4A

Time: 170

You had thought that the first part of Mirkwood was tangled, but now you realize that it was just a mild sample. Here the trees are so knotted and tangled that you and the Princess see no way to move in the direction you had planned. *Turn to 342.*

5A

Time: 100(60)

A faint path runs northeast (5B) and southeast through the Wood. Obviously, following it further south will do you no good. Before you can choose, a stunted, scaled and armed Orc comes lurching up the path, sees you, and screams his battle cry. *Turn to 265.*

6A

Time: 140

As you penetrate deeper and deeper into Mirkwood, the Princess marvels at the dismal scenery around you. "This forest is so strange, so vast!" she cries. "So many trees, and it seems that no one has properly tended them for years! It is difficult for me to understand, after growing up in our neat, clean, bright little wood." *Pick a number and add your General bonus:*

- *If 2-5, you are lost; move on in a random direction.*
- *If 6-9, turn to 227.*
- *Otherwise, move on.*

7A

Time: 140

As you patiently work your way through the woods, you hear the crack of a dry twig too near for comfort. *Turn to 123.*

8A *Time: 170*

The Wood is more tangled with undergrowth here than in any spot you've seen before. The Princess appears as confused as you are. *Turn to 398.*

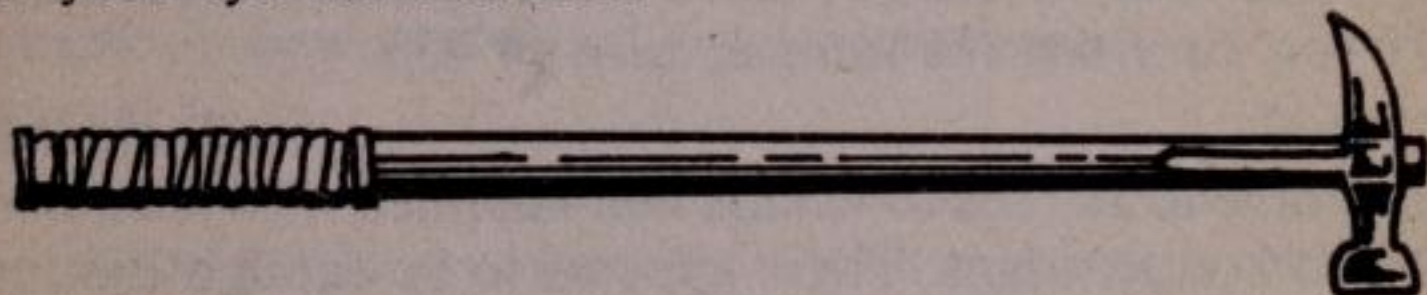
9A *Time: 140*

This stretch of woods seems quiet and more peaceful than any other. Even the sparrows and wrens seem more serene here. *Pick a number:*

- *If 2-6, turn to 124.*
- *If 7-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

10A *Time: 140(60)*

A path runs northeast (10B) and south towards strange lands. As you decide, the Princess cries out. You instinctively reach for your weapon, spying an Orc out of the side of your eye. *Turn to 265.*



11A *Time: 140*

As you weave your way among the tangled trees, you become increasingly aware of the angry cawing of a score of blackbirds in the air above you. *Turn to 295.*

12A *Time: 140*

This dark and gloomy section of the forest seems utterly featureless, but for the gnarled trees and tangled shrubbery surrounding you. *Turn to 449.*

13A *Time: 140*

Did you hear a strange noise just then? The Princess stops, unsure. *Pick a number:*

- *If 2-6, turn to 356.*
- *If 7-12, Pick a number and add your General bonus:*
 - *If 2-5, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

14A*Time: 140*

A light breeze cools you both and stirs piles of dry leaves under your feet. Somewhere in the thickets nearby, you hear vague grunts indicating some animal activity. *Pick a number:*

- *If 2-4, turn to 393.*
- *If 5-12, Pick a number and add your General bonus:*
 - *If 2-7, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

15A*Time: 140*

Cawing blackbirds swarm from the hollows of nearby trees. *Turn to 374.*

16A*Time: 140*

As you fight your way in and out of the tangle of undergrowth and tree roots, you suddenly sense that some danger waits just ahead.

- *If you avoid the danger, move on in a random direction.*
- *If you confront the danger, turn to 453.*

17A*Time: 140*

You come to an area of woods well-supplied with nuts, berries and mushrooms. There appears to be enough food to supply today's meals and to carry away more.

- *If you don't eat anything, move on.*
- *If you eat, turn to 128.*

18A*Time: 140*

Squirrels swarm all around, chattering madly, most of them just out of reach.

- *If you attack them, turn to 365.*
- *If you ignore them, pick a number:*
 - *If 2-6, turn to 201.*
 - *If 7-9, turn to 311.*
 - *If 10-12, turn to 217.*

19A*Time: 100(60)*

A path runs northeast (5B) and south through the area; you pause to consider taking it and notice a frightening shadow moving in the bushes along the path. *If you take the path, turn to 186; otherwise, turn to 123.*

20A*Time: 140*

The angry cawing of dozens of large, shiny blackbirds drowns every other sound. *Pick a number:*

•If 2-6, turn to 247.

•If 7-12, *Pick a number and add your General bonus:*

•If 2-5, you are lost; move on in a random direction.

•Otherwise, move on.

21A*Time: 170*

You come to an area of low hills much bigger and rougher than any standing further to the west. *Pick a number:*

•If 2-7, turn to 356.

•If 8-12, *Pick a number and add your General bonus:*

•If 2-5, you are lost; move on in a random direction.

•Otherwise, move on.

22A*Time: 170*

As you struggle through the hilly area, you hear strange noises. They seem to be coming from a nearby cave. *If you explore, turn to 440; otherwise, move on.*

23A*Time: 170*

As you hunt for a path through the hills, you suddenly hear what might be a competitor traveling through the bushes in the opposite direction. *Turn to 123.*

24A*Time: 140*

There's hardly a sign of animal life in this section of the wood, and you finally relax a little bit. *Turn to 294.*

25A*Time: 140*

This section of the wood seems featureless and identical to much of the rest of the dreary, oppressed forest. Broad masses of leaves block the sky. *Turn to 434.*

26A*Time: 170*

Path after path twists through the woods, all of them running to dead ends or turning back on themselves. In this verdant maze, not even Radagast's owl is of any help to you. *Pick a number: and add your General bonus:*

•If 2-7, you are lost; move on in a random direction.

•Otherwise, move on.

27A*Time: 140*

The Princess refuses to go any further east. Scores of small hawks nest and flutter among the low-hanging tree limbs; somehow every one of them seems to be looking suspiciously at you. *Turn to 295.*

1B*Time: 100*

To your immense shock and disbelief, you have trouble finding a path through the open ground here. *Pick a number and add your General bonus: if 6 or less, move on in a random direction; otherwise, move on.*

2B*Time: 100*

Odd, vine-ensnared trees and trembling bushes limit visibility in this area. What surprises await? *Pick a number:*

- *If 2-6, turn to 445.*
- *If 7, turn to 305.*
- *If 8-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

3B*Time: 140*

Even the fringes of Mirkwood are threatening, and you and the Princess realize you must be wary of anything or anyone you meet here. *Pick a number:*

- *If 2-7, turn to 335.*
- *If 8-12, Pick a number and add your General bonus:*
 - *If 2-5, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

4B*Time: 170*

You stand in a large grove of the famous — or infamous — Furry Oak of Mirkwood. The trees here are spaced a little more widely and do not appear to be at war with each other. *Move on.*

5B*Time: 100(60)*

A vague path runs northwest (5C) and southwest (5A) through the area. As you study the trail, you suddenly see a frightening pair of yellow eyes in the tall grass nearby. *If you take the path, turn to 186; otherwise, turn to 123.*

6B*Time: 170*

In spite of your disbelief, you realize that the looming stands of trees really are trying to keep you from following your chosen route through the woods. *Turn to 342.*

7B*Time: 140*

You wonder why this area of the wood is so quiet and restful. *Turn to 294.*

8B*Time: 140*

The absence of small animal noises warns you of danger nearby. What could produce this brooding silence?

- *If you avoid the danger, move on in a random direction.*
- *If you seek out the danger, turn to 453.*

9B*Time: 140*

You and the Princess pause to rest for a few minutes, leaning against the smooth trunk of one of the giant trees. Somewhere nearby in the woods, sounds of frantic animal activity reach you. *If you investigate, turn to 204; otherwise, move on.*

10B*Time: 100(60)*

A path leads northeast (11C) and southwest (10A) through the area. As you try to decide what to do, swarming blackbirds grow increasingly threatening, swooping and cawing near your face and eyes. *Pick a number:*

- *If 2-6, turn to 374.*
- *Otherwise, turn to 454.*

11B*Time: 140*

Squirrels in great numbers scamper through the woods around you.

- *If you attack them, turn to 132.*
- *If you ignore them, pick a number*
 - *If 2-6, move on.*
 - *If 7-12, turn to 346.*

12B*Time: 140*

Scores of Crebain swoop and dive at you, crying out as they attack. *Turn to 247.*

13B*Time: 170*

Fear seems to fill this portion of the wood to the extent that it confounds the senses. "I sense great danger ahead," whispers the Princess, readying her bow.

- *If you avoid the danger, move on in a random direction.*
- *If you seek out the danger, turn to 453.*

14B*Time: 140*

Mirkwood's bizarre plant life dominates this section of the wood — there appears to be almost no animals around. But considering some of the animals you have met, that may be just as well. *Turn to 124.*

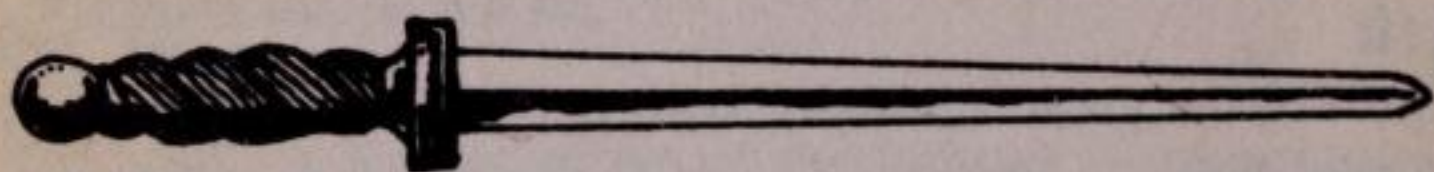
15B*Time: 140*

Not far away, from amongst nearby trees a cacaphony of animal noises arises, some of them angry, others frightened, as if pleading for help. *Pick a number:*

- *If 2-7, turn to 200.*
- *If 8-12, Pick a number and add your General bonus:*
 - *If 2-7, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

16B*Time: 170*

There seems to be nothing in the way of a path or landmark in this dark and dismal area of the wood. You weave back and forth, trying to make some kind of progress. *Turn to 398.*

**17B***Time: 170*

The forest grows more tangled than ever — not even the owl (*if you have him*) can find a certain path that walkers can follow for any distance. *Turn to 449.*

18B*Time: 140*

Crebain fill the branches of nearby trees. As you move, they drift down to lower and lower branches, surrounding you. *Turn to 295.*

19B*Time: 100(60)*

A path leads southwest (19A) and northeast (20C). Suddenly you hear a noise in the bushes. *If you explore, turn to 377; otherwise, turn to 327.*

20B*Time: 140*

You walk as briskly as you can through the quiet wood, the Princess a step behind you. Gradually, you realize that it is not as quiet as you had believed. The source of the rising noise seems to be nearby, in a thick stand of bushes. *If you explore, turn to 393; otherwise, move on.*

21B*Time: 170*

Low hills make the going even tougher than it was before, and make it harder to anticipate the coming of danger. *Pick a number:*

- *If 2-7, turn to 356.*
- *If 8-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

22B*Time: 170*

As you work your patient way up the next hill, searching for the easiest path, you realize that you and the Princess are not alone. *Turn to 123.*

23B*Time: 140*

The woods are suddenly filled with small falcons, all of them fussing and flitting about your heads, threatening you and the Princess. *Turn to 247.*

24B*Time: 140*

Nuts and berries are amazingly prolific here. You can easily eat a meal and fill your packs in minutes. *If you eat, turn to 168; otherwise, move on.*

25B*Time: 140*

As you walk onward, a ferocious growling in the bushes alerts you to a new danger. *Turn to 123.*

26B*Time: 170*

As you patiently weave your way back and forth among the tangled trees, you come to an embarrassing discovery:

all paths in this area seem to lead back to the same clearing. *Turn to 434.*

27B *Time: 140* The Princess refuses to go any further east. The squirrels gathering in the branches around here are very aggressive. Without provocation, they suddenly begin to pelt you and the Princess with nuts and twigs. *Pick a number:*

- *If 2-5, turn to 201.*
- *If 6-10, turn to 390.*
- *If 11-12, turn to 217.*

1C

Time: 100

As you and the Princess stroll through the rolling valley land, you see two rough-looking men resting by the twisting path just ahead. *Turn to 189.*

2C

Time: 140

You walk through pleasant tall grass with the edge of the wood already in sight to the east. *Pick a number: if 2-8, move on; if 9-12, turn to 305.*

3C

Time: 140

The edge of Mirkwood chills your blood as you pass into the shadow of the trees. *Pick a number: if 2-8, move on; if 9-12, turn to 305.*

4C

Time: 140

Suddenly you realize that every tree is filled with sharp-beaked but smallish hawks, all of them watching you keenly. *Turn to 374.*

5C

Time: 140(60)

An overgrown path runs northeast (5D) and southeast (5B). You stop with a jolt and spy a huge spider web dangling ahead of you, right in the middle of the path. *If you take the path, turn to 453; otherwise, move on in a random direction.*

6C

Time: 170

As you and the Princess struggle to move forward, the trees seem to bend together to block your way. *Turn to 342.*

7C

Time: 170

There seems to be no end to the aggressive trees, which bend to slap at you and block your way. "Every step seems harder than the last!" the frustrated Princess cries. *Turn to 342.*

8C

Time: 140

As you stop to take a moment's rest, trying to catch your breath amid the heavy air, you sense unfriendly eyes watching you. *Turn to 123.*

9C

42Time: 170

The ground seems perfectly flat, every tree looks the same, and the dense leaves block the sun and sky. It would be very easy to get lost here, you think ruefully. *Turn to 398.*

10C

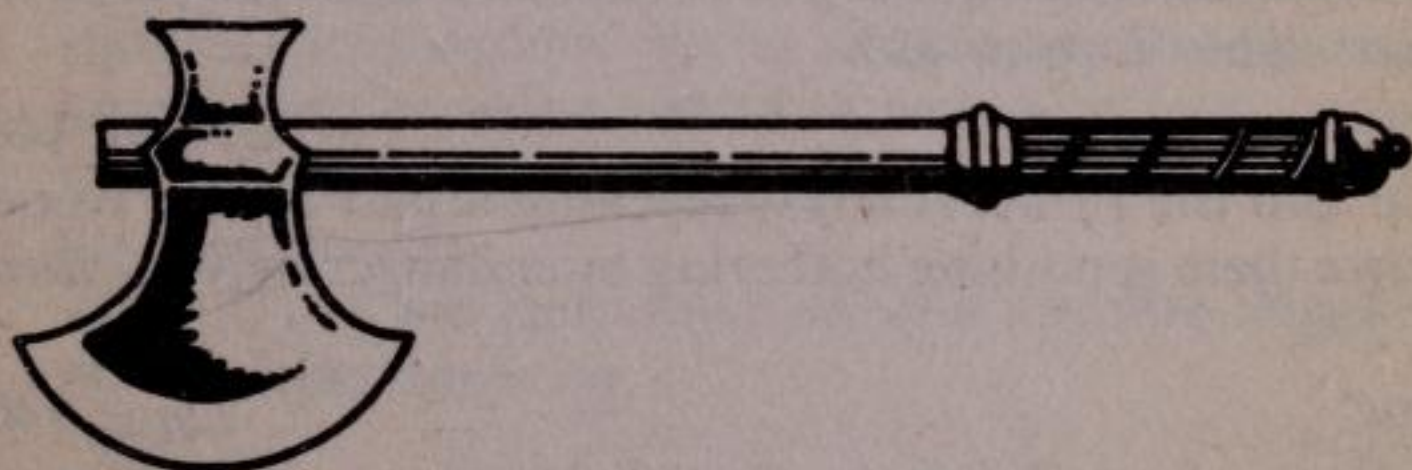
Time: 170

Brush and trees now obscure every landmark, so that neither you nor the Princess is sure which way to turn. *Turn to 434.*

11C

Time: 140(60)

A wide, twisting path leads southwest (10B) and northwest (10A) through this amazingly peaceful section of woods. *Turn to 454.*



12C

Time: 140

As you wind your way through the endless stands of the tall, shadowy trees of Mirkwood, the Princess suddenly stops and cups one hand to her ear. "There is something going on, something upsetting to the creatures of the wood, a little ways to our right, just ahead!" *If you explore, turn to 204; otherwise, move on.*

13C

Time: 140

"Something is behind that big, twisted oak," the Princess whispers. "I know it!" *Turn to 123.*

14C

Time: 140

There is an eerie lack of movement and absence of the sounds that small animals make in this area. What could have scared them away, you wonder. *Turn to 294.*

15C

Time: 140

Against all of your expectations in this terrible forest, you find a very pleasant clearing. "Look!" the Princess cries, pointing upward. "You can even see the sky." Her smile warms you to your boots. You both rest for a few minutes, relishing the serenity. *Pick a number and add your General bonus:*

- *If 2-7, you are lost; move on in a random direction.*
- *Otherwise, move on.*

16C

Time: 170

The trees seem to be shifting around, as if trying to confuse you. "Will we ever find the way?" asks the exasperated Princess. *Turn to 449.*

17C

Time: 100

You hear a fierce snarling in the brush a hundred yards to your right. *Turn to 123.*

18C

2Time: 140

You and the Princess relax, reaching a part of the Wood where there is nothing bothering or endangering you. *Turn to 294.*

19C

Time: 140

A flock of small falcons flap threateningly around you, coming closer to your face and eyes with each circuit that they make. *Turn to 295.*

20C

42Time: 140(60)

A path runs southwest (19B) and east (21C). As you decide whether or not to follow it, you think you hear a noise behind you. *If you explore, turn to 377; otherwise, turn to 327.*

21C

Time: 140(60)

A crude path runs west (20C) and northeast (21D). Before you decide which way to go, you hear someone or something crashing down the path. Suddenly, an Orc appears. *Turn to 265.*

22C

Time: 200

As though the wood itself were not enough of a struggle to negotiate, you now come upon a range of rugged hills. "What next?" the Princess cries. "Come!" you cry out. Only after you have struggled up the slopes for some time do you worry about how closely the squirrels are packed around you. *Pick a number: if 2-8, turn to 346; if 9-12, turn to 390.*

23C

Time: 170

As you struggle through one of the few gaps in the hills, you come upon a danger fit to freeze the blood — a huge, steely spider's web dangling in your way.

- If you avoid the web, move on in a random direction.*
- If you approach the web, turn to 453*

24C

Time: 170

The sun cannot be seen here. Tall trees twisted and stunted by centuries of battling each other for light and space stand shoulder to shoulder. Yet in some way, this gloomy and ghastly corner seems restful to you — at least nothing is trying to kill you for a change. *Pick a number and add your General bonus:*

- If 2-7, you are lost; move on in a random direction.*
- Otherwise, move on.*

25C

Time: 140

Dozens of squirrels sport among the trees, each phase of their antics bringing them closer to you, until suddenly you realize that their fun might mean trouble for you and the Princess. *Pick a number: if 2-7, turn to 201; if 8-12, turn to 293.*

26C

Time: 140

Plenty of nuts, berries and mushrooms grow here, more

than enough to resupply your dwindling stock of meals. Your mouth waters at the sight of the ripe berries; the Princess cries out with delight. *If you stop to eat, turn to 131; otherwise, move on.*

27C

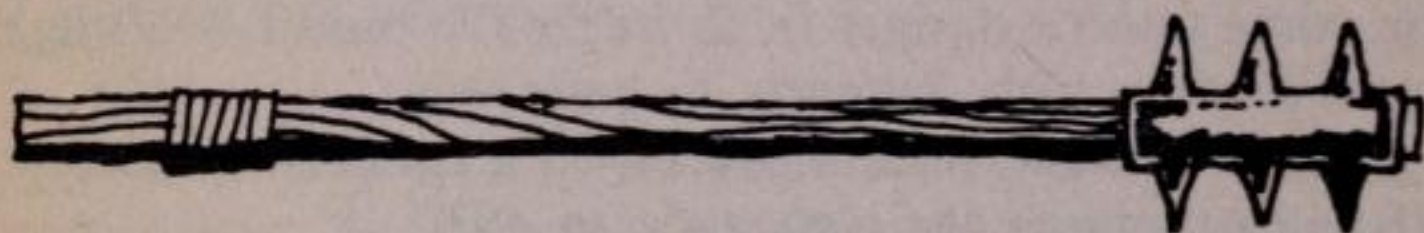
Time: 140

The Princess refuses to go any further east. Chirping, swooping swallows dance down from every tree limb, hopping lower and lower and growing more threatening every minute. *Turn to 290.*

1D

Time: 100

Hard as it is to believe in this open country, when a light haze blocks the sun, you realize that you don't quite know where you are or how to get to where you are going. The Princess seems to sense your uncertainty and nods, indicating that you should move on. *Turn to 434.*



2D

Time: 100

You are beginning to come across outlying groups of trees which cut down the distance that you can see. *Pick a number:*

- If 2-5, turn to 204.
- If 6-12, turn to 346.

3D

Time: 100

Even approaching the looming green wall of Mirkwood makes you aware of how much danger you are in. *Pick a number:*

- If 2-5, turn to 305.
- If 6-10, turn to 393.
- Otherwise, move on.

4D

Time: 140

As you walk through the wood, small birds and animals flee before you and the Princess. "Don't they know we mean them no harm?" the Princess asks. You are relieved as they scurry away. *Move on.*

5D*Time: 140(60)*

A path runs southwest (5C) and northwest (5E). The relative quiet of the woods here is suddenly shattered by the thud of a limb crashing to the ground beside you. The Princess looks at you with shock and fear in her Elven eyes, wondering what caused it. *If you explore, turn to 426; otherwise, move on.*

6D*Time: 170*

Great numbers of wrens flit among the trees above you. Why are even the tiny birds of Mirkwood a threat and a danger to you? *Turn to 247.*

7D*Time: 170*

There seem to be no animals in this area, but to your dismay, the trees themselves are hostile, blocking your way in an almost impassable wall. *Turn to 342.*

8D*Time: 7*

Although the trees here do not get in your way as they have before in this strange forest, they still seem to shift around, making your path more confusing than ever. *Turn to 398.*

9D*Time: 140*

Suddenly your skin crawls; you sense danger lurking in the trees ahead of you. "You feel it too?" the Princess asks. "Something terrible awaits our approach."

- *If you avoid the danger, move on in a random direction.*
- *If you investigate the danger, turn to 453.*

10D*Time: 140(60)*

You come upon a path running northeast (11E) and southeast (11C). As you stop to consider your options, you notice a shadow moving through the woods near you. *If you take the path, turn to 186; otherwise, turn to 123.*

11D*Time: 140*

You wish all the wood were as peaceful as it is here, with no bothersome animals. *Turn to 124.*

12D*Time: 170*

You have heard of the hostility of Mirkwood's trees in the past, in many a tale around a winter campfire. Now you

experience it yourself, as the trees bend and twist together in an effort to block your way. *Turn to 342.*

13D

Time: 140

Suddenly the clearing you chose for a brief rest is filled with Crebain screeching and swooping at you. *Turn to 374.*

14D

Time: 140

As you try to find a way among the trees, you hear an odd noise near you. *Turn to 356.*

15D

Time: 140

In this area, you sense that danger is waiting for you, a silent and deadly danger. Even though you try to find a way to avoid it, horror seems to lie across every path you might choose. *Turn to 453.*

16D

Time: 140

A rollicking gang of squirrels sport all around you, amazingly active. *Pick a number: if 2-8, turn to 346; if 9-12, turn to 390.*

17D

Time: 140

Now why should the wood seem dangerous when there are no animals bothering you around here, you wonder. Yet the ever-deepening gloom of the hazy, dank forest seeps into you like a poison. The Princess too is unusually quiet and tense. *Turn to 294.*

18D

Time: 140

You don't like the clustered, twittering wrens watching and circling you and the Princess. *Pick a number:*

- *If 2-6, turn to 290.*
- *If 7-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

19D

Time: 170

The trees and brush form an almost indecipherable maze, with no landmarks that you can see. The Princess looks just as lost as you are. *Turn to 434.*

20D*Time: 140*

You thought the woods had grown too quiet, and soon you will learn why: your skin tingles as you sense the alarm of the Princess, who readies her bow. *Turn to 453.*

21D*Time: 140(60)*

A path runs southwest (21C) and northeast (22E), climbing the hills.

- *If you follow the path, turn to 103.*
- *Otherwise, pick a number and add your General bonus:*
 - *If 2-7, you are lost, move on in a random direction.*
 - *If 8-12, move on.*

22D*Time: 170*

Your only accessible route through the hills runs down a steep ravine, giving you little choice of where to go. *Pick a number: if 2-7, turn to 456; if 8-12, turn to 453.*

23D*Time: 140*

The air here is filled with fluttering, cawing blackbirds, so many that you duck your head and cringe at their threat. *Turn to 247.*

24D*Time: 170*

There are no landmarks at all in this section of the forest. How will you ever find a way, you wonder. Then the Princess smiles, urging you on. *Turn to 449.*

25D*Time: 140*

At least this section of the forest lacks the always-present swarming animal life that sometimes drives you to distraction. *Pick a number:*

- *If 2-6, turn to 124.*
- *If 7-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

26D*Time: 140*

Large squirrels scamper aggressively along the tree limbs, snapping and tossing nuts at you and the Princess. *Turn to 390.*

27D

Time: 100

This area allows for easy travelling and is delightfully calm and quiet, with no apparent dangers from plant or beast. However, the Princess is certain that you have come too far east to be anywhere near the ancient home of her people. *Pick a number: if 2-5, turn to 227; otherwise, move on.*

1E

Time: 100

You hear strange noises in a hollow off to your left. *If you explore, turn to 440; otherwise, move on.*

2E

Time: 140

You worry at the approaching nearness of Mirkwood, source of so many strange and evil stories. You know you must be careful of anything or anyone you meet. *Pick a number: if 2-6, turn to 305; if 7-12, turn to 445.*

3E

Time: 140(60)

A trail runs northwest (2F) and east (4E). You move very carefully now that you are actually under the eaves of the forest, remembering how deadly even the most innocent creature may be. The Princess whispers words of warning from time to time. *Turn to 305.*

4E

Time: 140(60)

You come to village of the Woodmen, which rises on tree trunks and sturdy stilts above the dangers of Mirkwood and is a safe and well-guarded area. Paths run west (3E), east (5E), and northeast (4F). *If you explore, turn to 118; otherwise, move on.*

5E

Time: 140(60)

A path runs west (4E) and southeast (5D). As you think through your choices, you notice a rapidly increasing flock of blackbirds gathering and cawing around you.

Pick a number:

• *If 2-7, turn to 295.*

• *If 8-12, Pick a number and add your General bonus:*

• *If 2-5, you are lost; move on in a random direction.*

• *Otherwise, move on.*

6E

Time: 140

This seems to be one of the calmest and most peaceful sections of this blighted and dismal wood. You and the Princess relax a little. *Turn to 294.*

7E

Time: 170

There are few landmarks to guide you in this section, and you realize that it would be terribly easy to get lost. The Princess urges you to hurry. *Turn to 434.*

8E

Time: 170

You and the Princess trudge slowly through the overgrown wood, picking the easiest way you can find. You become increasingly aware of a hubbub nearby; the noise rises as you push on. *Turn to 335.*

9E

Time: 140

The gloom of the wood is deepened by clouds of angry, sniping swallows, clouds so thick that they block what little light filters through the mass of leaves and branches above your head. *Pick a number:*

- *If 2-6, turn to 335.*
- *If 7-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

10E

Time: 170

The trees seem to move about, blocking your path through the forest, even though you retrace your steps and try various routes. The Princess grows tense and demands that you hurry. *Turn to 398.*

11E

Time: 140(60)

You find a comfortable glen and stop to rest for a moment. The wood is peaceful here, if dark and quiet, and only a lonely raven or blackbird calls out in the still air. A path runs northwest (10F) and southwest (10D). *Turn to 454.*

12E

Time: 170

The trees seem to crowd together and mock your efforts to pass, linking their swooping branches to block your chosen way. *Turn to 342.*

13E*Time: 140*

You sense grave danger in the air around you and spy several threatening shadows among the trees. As the sense of something dangerous lurking nearby grows rapidly stronger, you realize that it is too late to do anything but face it. Silently the Princess readies her bow. *Turn to 139.*

14E*Time: 140*

You marvel for the hundredth time since you entered the vastness of the wood — day after day, mile after mile of sky-high trees and dark, tangled undergrowth! As you and the Princess stop to catch your breath, you hear the sounds of frenzied activity nearby. *If you explore, turn to 204; otherwise, move on.*

15E*Time: 140*

This section of woods is blessedly free of the animal life that has been such a nuisance to you during the greater part of our trip. *Pick a number:*

- *If 2-7, turn to 335.*
- *If 8-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

16E*Time: 140*

Crebain seem to fill every branch and deafen you with their noise. *Turn to 247.*

17E*Time: 140*

Dozens of scared small animals, fleeing madly by you, alert you to the presence of some grave trouble in the next clearing. From the side of your eye, you see Mélthien reach for her bow and an arrow. *If you explore, turn to 453; otherwise, move on in a random direction.*

18E*Time: 140*

Even in this quiet part of the wood, where nothing actively threatens you, you shiver with anxiety and perhaps some of the pain that afflicts this forest. The Princess grows ever more quiet, as if sensing the sorrow of the wounded woodland. *Pick a number: if 2-5, turn to 227; otherwise, move on.*

19E

Time: 140

You find yourselves in another calm and peaceful region of the wood, a relief to both you and the Princess. *Turn to 124.*

20E

Time: 140

As you move down a rough path among the trees you sense danger in the too-quiet forest. The path behind you vanishes in shifting shadows; the Princess looks for some safe way around the looming danger. *Pick a number:*

- *If 2-7, turn to 335.*
- *If 8-12, Pick a number and add your General bonus:*
 - *If 2-7, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

21E

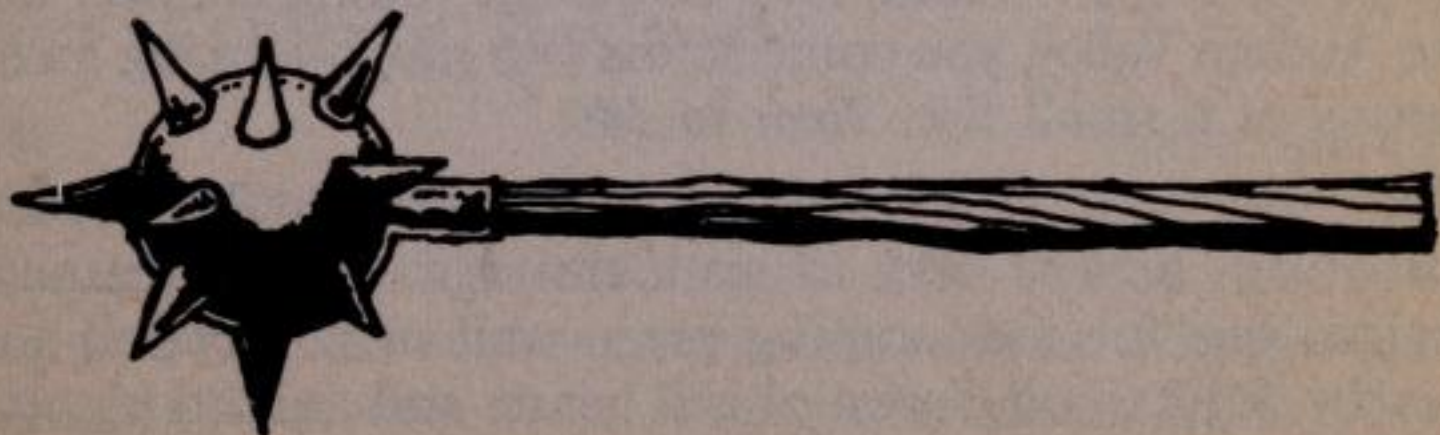
Time: 170

As you work your way through the tumbled growth and grabbing vines, a deep feeling of fear seems to ride in the air around you like a great invisible bird. The Princess suddenly cries out and collapses. "The air is filled with the horror of Mirkwood," she cries. "Many creatures have suffered and died near here. I can feel their pain and terror. Yet something remains that is not totally evil." *If you explore, turn to 103; otherwise, turn to 420.*

22E

Time: 170(60)

The rough, rocky hills make movement difficult and slow. A path runs east (23E) and southwest (21D). "It's quiet here," the Princess whispers. *If you explore, turn to 257; otherwise, turn to 283.*



23E*Time: 140(60)*

A path runs east (24E) and west (22E). Seeking the safer alternative, you stop to look around further and hear someone heavy coming down the path, approaching you fast.

•*If you greet the traveller, turn to 370.*

•*If you hide, turn to 213.*

•*If you run away, move on in a random direction.*

24E*Time: 140(60)*

A path stretches before you, running east (25E) and west (23E). Suddenly, swarming snapping squirrels fill the brush beside the path. *Turn to 346.*

25E*Time: 140(60)*

A path through the woods runs west (24E) and northeast (25F). "At least nothing in this part of the wood wants to make a meal of us," you say to the Princess, who is unamused. *If you take the path, move on; otherwise, turn to 398.*

26E*Time: 140*

This peaceful area, where a shadowy but quiet glen lies, allows you and the Princess a little relaxation. *Turn to 294.*

27E*Time: 200*

This is probably the most tangled, confusing part of the forest. Such few landmarks as there are seem placed merely to confound you. The Princess refuses to go any further east. She sighs, anxious to get on with the journey. *Turn to 449.*

1F*Time: 140*

As you and the Princess hike across the rolling country of the Anduin Valley, you come across two rough-looking men resting at a small fire. *Turn to 189.*

2F*Time: 100*

This open area is easy to walk through and a pleasant region, but for the looming green wall of Mirkwood so nearby. Mirkwood, forest of evil beasts and twisted plants — you must soon enter it and conquer the shadows and shapes that lurk within. A path enters the woods to the

southeast (3E). *Pick a number: if 2-7, turn to 227; otherwise, move on.*

3F

Time: 140

Lighted by a rare, stray sunbeam, a patch of bright berries catches your eye. "This is too good to be true!" you cry out. The Princess urges you to join her in picking and eating the bright red berries by the handful. "Don't worry. They're not poisonous," she tells you. The berries are delicious, juicy and refreshing, and provide you with one meal. *Move on.*

4F

Time: 140(60)

A path runs southwest (4E) and east (5F). Suddenly, flocks of small, dark birds flutter closely around your head. *Turn to 247.*

5F

Time: 140(60)

Before you lies a path which runs east (6F) and west (4F). Just to the side of the path, noises of frenzied animal activities arise. "What is it?" you ask the Princess, who puts a long, Elven finger to her lips. *If you explore, turn to 335; otherwise, move on.*

6F

Time: 140(60)

A crude path runs east (7F) and west (5F) through the forest, but before you choose the path or the woods as your route, you must deal with the strange shadow lurking in the bush nearby. The Princess silently readies her bow. *If you take the path, turn to 186; otherwise, turn to 123.*

7F

Time: 140(60)

A path through the dense, dark woods runs west (6F) and northeast (8G). "It is peaceful here," the Princess sighs, "free of suffering." *Turn to 454.*

8F

Time: 140(60)

An overgrown path runs northwest (8G) and east (9F) through the woods here. As you and the Princess pause to rest and think through your choices, you hear a harsh voice "singing" a ghastly song, from just around a bend. Then the "songbird" comes into sight — an armed Orc. *Turn to 265.*

9F

Time: 140(60)

As you study the path running east (10F) and west (8F), trying to decide whether to follow it or bushwhack a path through the woods, more and more irritating sparrows flutter around you, closer and closer to your heads. *Pick a number: if 2-7, turn to 454; otherwise, turn to 180.*

10F

Time: 140

A path runs west (9F) and southeast (11E). The sudden, frightened flight of small animals warns you and the Princess of a nearby danger. *Turn to 139.*

11F

Time: 170

As you struggle to move on through the wood, the trees seem to weave their limbs together to block your way. "This accursed place!" you sigh. *Turn to 342.*

12F

Time: 140

Dozens of active squirrels surround you, forcing you to deal with them in some way.

•*If you attack them, turn to 421.*

•*Otherwise, turn to 346.*

13F

Time: 140

The chattering and screeching of large, glaring blackbirds which fill the trees above you is almost deafening. *Pick a number:*

•*If 2-7, turn to 374.*

•*If 8-12, Pick a number and add your General bonus:*

•*If 2-6, you are lost; move on in a random direction.*

•*Otherwise, move on.*

14F

Time: 140

For a while you were certain that this section of the woods was free of trouble. Suddenly, you are not quite so sure. *Turn to 356.*

15F

Time: 170

The massed trees seem to shift more closely together as you approach them, forming a barricade impossible to squeeze through. *Turn to 342.*

16F

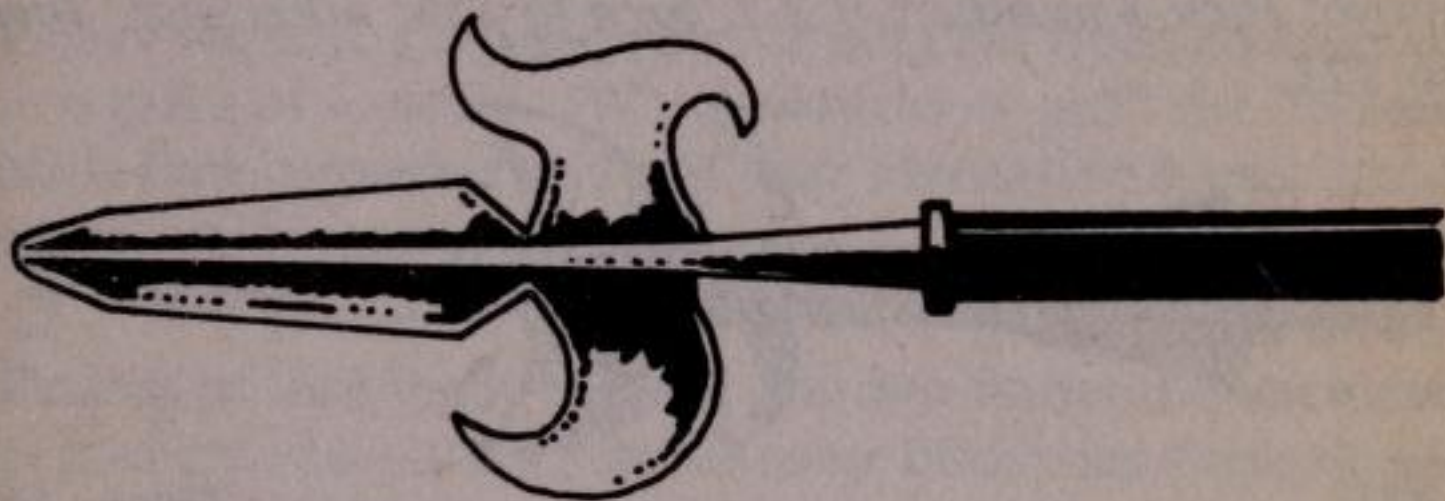
Time: 140

"Something is hiding in the shadow of that rock," the Princess whispers. You nod, having spotted the movement also. Suddenly you realize that many minutes have passed since you noticed any small animals around. *Turn to 139.*

17F

Time: 140

As you strike a trail through the deep forest, hunting for an easier way through the growth, you hear a great noise and the scurrying of frightened animals running away, chattering as they take off. "I wonder what frightens them so," the Princess whispers. *If you explore, turn to 242; otherwise, move on.*



18F

Time: 140

Small, low-flying hawks almost drive you and the Princess mad as you hunch your heads and try to keep moving. *Pick a number:*

- *If 2-6, turn to 247.*
- *If 7-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

19F

Time: 140

Odd, ominous shadows and whirling leaves obscure your way. *Turn to 398.*

20F

Time: 140

The death scream of some unlucky bird alerts you to danger ahead. *If you explore, turn to 453; otherwise, move on.*

21F*Time: 170*

The low hills make it even harder than ever to find a way through the overgrown, entangling woods. A small clearing suddenly appears, and from it leads a narrow, crude path. *Pick a number:*

- *If you take the path, turn to 100.*
- *Otherwise, Pick a number and add your General bonus:*
 - *If 2-9, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

22F*Time: 170*

You wearily climb over one more rock and tree-covered hillside. Suddenly you realize that it might not be just a rock's shadow off to the side — the shadow seemed to move! *Pick a number: if 2-7, turn to 456; otherwise, Turn to 123.*

**23F***Time: 140*

You wonder why there are so many aggressive, swooping swallows around here, and how much trouble they are going to cause you and the Princess. *Pick a number:*

- *If 2-6, turn to 290.*
- *If 7-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

24F*Time: 170*

The trees lean together, wrapping their roots around each other in a bizarre effort to block your way. *Turn to 342.*

25F*Time: 140(60)*

A path runs southwest (25E) and northeast (26G) through this area, you note. A faint trace of a path leads deeper into the woods. At a bend in the overgrown trail, you see a gleaming object. *If you explore, turn to 119; otherwise, move on.*

26F

Time: 140

If all of the forest were this peaceful, you wouldn't mind this trip at all. The Elven Princess have proved to be a valuable companion. But if Mirkwood were a kinder place, you would find no treasure awaiting you — and little adventure. *Pick a number and add your General bonus:*

- If 2-7, you are lost; move on in a random direction.
- Otherwise, move on.

27F

Time: 140

The Princess refuses to go any further east. At first just a few cawing blackbirds harass you — then more, and more, and MORE! *Turn to 295.*

1G

Time: 140

Heavy fog drifts around you, turning the open country into a place of mystery. "Which way do we go?" the Princess asks. *Pick a number and add your Perception bonus: if 2-8, move on in a random direction; if 9-12, move on.*

2G

Time: 100

Dozens of frantically-feeding sparrows clutter the open area and worry you — there are far more birds than there should be. *Turn to 180.*

3G

Time: 140

Well within the dreaded forest of Mirkwood, you find that all the stories you've heard come back to you with redoubled force. The possibility of traveling for weeks through here is not pleasant, even with an Elven Princess at your side. *Turn to 232.*

4G

Time: 140

You find very few signs of anything living anywhere near you, but somehow this does not comfort you any. Mirkwood is a nasty place to be, whether you meet something or not. *Turn to 232.*

5G

Time: 140

You know that the road lies just a few miles north. Perhaps its nearness contributes to the peace and sense of normalcy in this overgrown region. *Pick a number and add your*

General bonus:

- If 2-5, you are lost; move on in a random direction.
- Otherwise, move on.

6G

Time: 170

Interlocking tree branches block your way and confuse you and the Princess. "They will not let us pass," the frustrated Princess cries. *Turn to 342.*

7G

Time: 140

Several small hawks flutter and then swoop down upon you. *Turn to 295.*

8G

Time: 100(60)

You cautiously approach a path which leads southeast (8F), southeast (7F), and northeast (8H) toward the Old Forest Road. As you choose between taking the path and continuing through the woods, you hear someone or something sneaking along the path. After a moment, an Orc appears. *Turn to 265.*

9G

Time: 100(50)

The Road runs northwest (8H) and east (10G). Evil, staring Crebain fill the trees and watch you and the Princess in an uncanny silence.

- If 9 days or less have passed since you started your mission, turn to 332.
- Otherwise, pick a number:
 - If 2-5, move on.
 - If 6-8, turn to 180.
 - If 9-12, turn to 228.

10G

Time: 100(50)

The Road runs east (11G) and west (9G) through this wild wood. Above and around you, large numbers of squirrels — you are tempted to call them a "gang" — leap from limb to limb and bound through the bushes, chattering freely. "They seem to want our attention," says the Princess. "What can they want of us?" *Pick a number:*

- If 2-5, turn to 346.2
- If 6-7, turn to 293.
- If 8-12, turn to 455.

11G*Time: 100(50)*

The Old Forest Road, which cuts east (12G) and west (10G) through the woods here, seems quiet in this area. You listen but hear no animal sounds from the nearby woods.

•*If 9 or less days have passed since you started your mission, turn to 332.*

•*Otherwise, turn to 455.*

12G*Time: 140(50)*

Two rough-looking men smoking pipes sit by the edge of the Old Forest Road, which slashes east (13G) and west (11G) through the woods. The big men stand and greet you and the Princess with only the barest courtesy. *If you take the Road, turn to 189; otherwise, turn to 166.*

13G*Time: 100(50)*

The Old Forest Road runs east (14G) and west (12G) through here, offering escape or faster travel to your destination.

•*If today is the 8th or 9th day of your journey, turn to 332.*

•*Otherwise, pick a number: if 2-5, turn to 175; if 6-12, turn to 455.*

14G*Time: 140(50)*

Swarms of blackbirds suddenly hide the sky, even when you stand in the middle of the Road which runs east (15G) and west (13G). *Pick a number:*

•*If 2-6, turn to 295.*

•*If 7-12, turn to 455.*

15G*Time: 100(50)*

Running east (16G) and west (14G) through this ancient area is the Old Forest Road, long ago the route of Wood-elves. Suddenly squirrels by the score cover the road, dancing and swarming as if possessed.

•*If you take the road, turn to 423.*

•*Otherwise, Pick a number and add your General bonus:*

•*If 2-6, you are lost; move on in a random direction.*

•*Otherwise, move on.*

16G*Time: 140(50)*

The Road runs east (17G) and west (15G). You spy a sudden movement in the nearby bushes. *Turn to 177.*

17G*Time: 100(50)*

The Old Forest Road slices east (18G) and west (16G) through the deep woods. You marvel at what determined effort long ago carved this straight path through the ancient, bewildering woods.

- *If this is the 6th or 7th day of your mission, turn to 332.*
- *Otherwise, pick a number: if 2-6, turn to 175; if 7-12, turn to 455.*

18G*Time: 100(50)*

The Old Forest Road runs east (19G) and west (17G). You come across two ragged men talking together by the side of the Road. *Turn to 189.*

19G*Time: 100(50)*

You find the Old Forest Road, which runs east (20G) and west (18G) through the tangled undergrowth and woods here.

- *If this is the 4th or 5th day of your mission, turn to 332.*
- *Otherwise, turn to 455.*

20G*Time: 100(50)*

The Old Forest Road runs east (21G) and west (19G). Enraged sparrows by the score swoop and dive across the road, coming dangerously close to your heads.

- *If you use the Road, Turn to 290.*
- *Otherwise, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

21G*Time: 100(50)*

Here too the Old Forest Road cuts a path through the ancient, gloomy woods, running east (22G) and west (20G).

- *If this is the 3rd or 4th day of your mission, turn to 332.*
- *Otherwise, turn to 455.*

22G*Time: 100(50)*

The Old Forest Road runs east (23G) and west (21G). Two wolves dash across the road, chasing squirrels. Suddenly, they turn on you, coming so quickly that you have no time to run. *Turn to 428.*

23G*Time: 100(50)*

Before you the ancient Old Forest Road runs east (24G) and west (22G). Two scruffy-looking men linger at the side of the Road, as if ready to take flight.

- *If this is the 3rd or 4th day of your mission, turn to 332.*
- *Otherwise, if you are on the Road, turn to 189; if not, turn to 166.*

24G*Time: 100(50)*

The Old Forest Road runs east (25G) and west (23G). You and the Princess pause at the side of the Road, amazed and impressed by how far you have come so fast. Somewhere within you is a yearning always to see what lies over the next hill. "We must go," the Princess says, waking you from your reverie. *Turn to 455.*

25G*Time: 100(50)*

The Old Forest Road cuts a clean path through the high woods, running east (26G) and west (24G).

- *If this is the 2nd day of your mission, turn to 332.*
- *Otherwise, turn to 247.*

26G*Time: 100(50)*

The Old Forest Road runs east (27G) and west (25G). A path leads south off the Road (25F). With a rush of fear surging through you, you spy an Orc thundering up the path toward you and the Princess. *Turn to 265.*

27G*Time: 100(50)*

Cutting east and west (26G) through the woods, the Old Forest Road offers respite from the tougher travel of the wilds. The Princess refuses to go any further east.

- *If this is the first day of your mission, turn to 332.*
- *Otherwise, turn to 455.*

1H*Time: 100(50)*

The Old Forest Road runs east (2H) and west. You come to what appears to be a large trading caravan, resting after the long trek on the Road.

•*If you enter the camp, turn to 101.*

•*Otherwise, move on.*

2H*Time: 100(50)*

The Old Forest Road runs east (3H) and west (1H). You hear strange, unsettling noises nearby, just off the Road; the Princess looks to you to interpret them. *Turn to 232.*

3H*Time: 100(50)*

The Old Forest Road runs east (4H) and west (2H). As you come to the edge of the forest, you notice two rough-looking men standing in the shadows at the edge of the Road. Their appearance and sudden interest in the Elven Princess worry you immediately. *Turn to 189.*

4H*Time: 100(50)*

The Old Forest Road runs east (5H) and west (3H). So nearby the Road, the woods are uncannily quiet and still. Then suddenly you see the reason why. *Turn to 232.*

5H*Time: 100(50)*

The Old Forest Road runs east (6H) and west (4H). Hundreds of wrens, sparrows, starlings and swallows perch in the trees along the Road and watch you and the Princess as you pass. You hope they are content to only sit and watch. *Pick a number:*

•*If 2-4, turn to 374.*

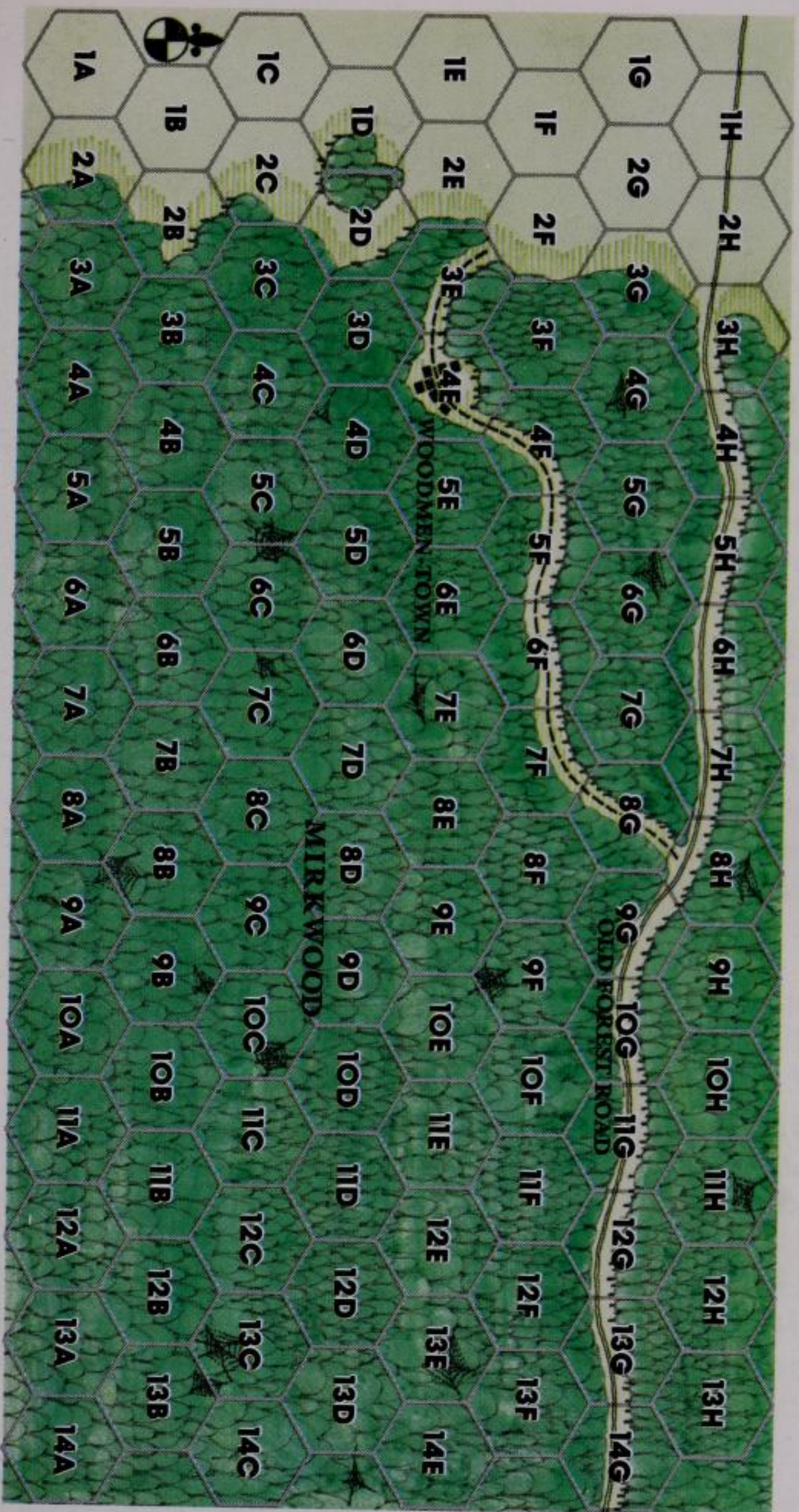
•*If 5-12, turn to 455.*

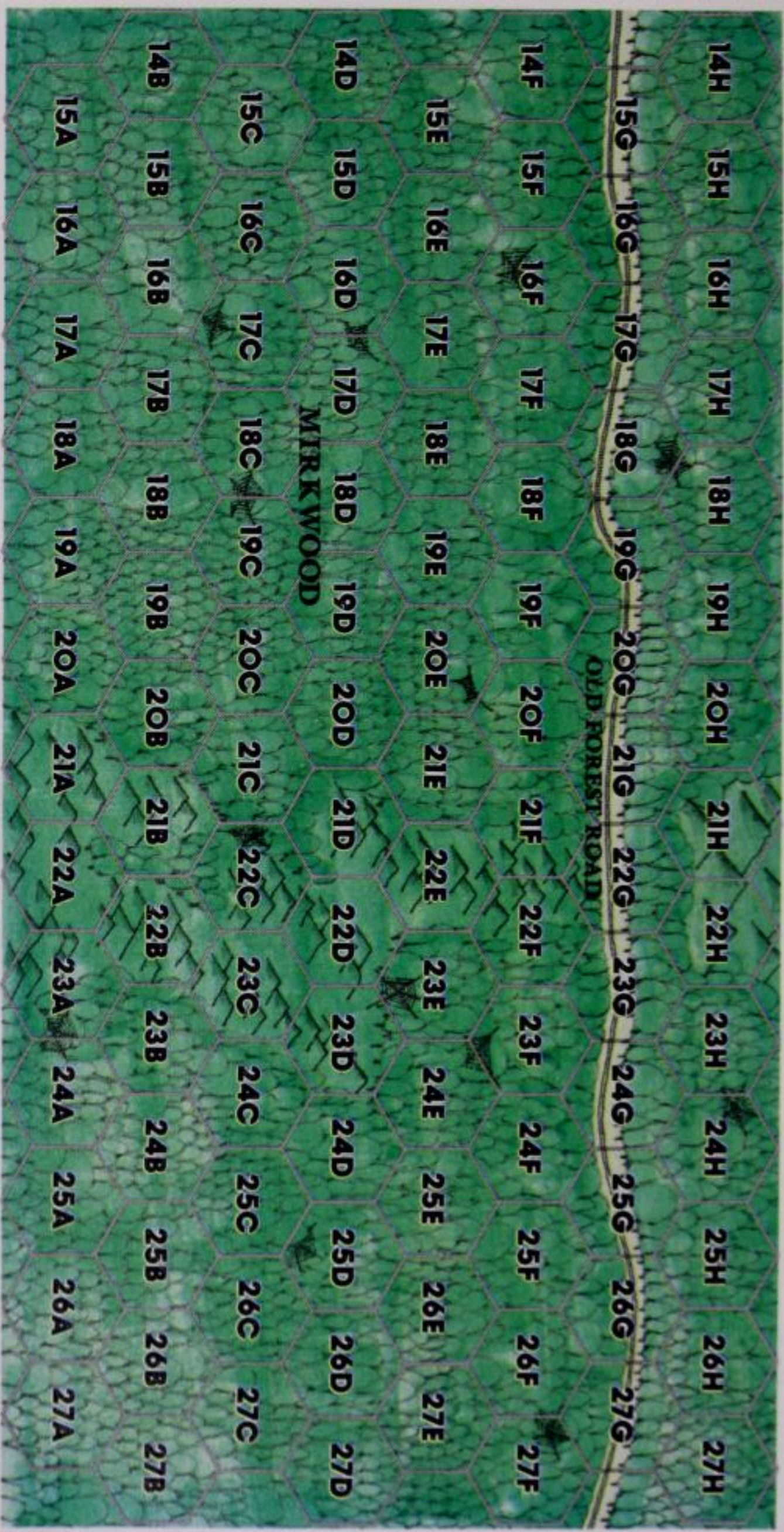
6H*Time: 100(50)*

The Old Forest Road looks inviting as it leads east (7H) and west (5H) through the woods. Suddenly you hear a disturbance a little way off the Road. *If you explore, turn to 426; otherwise, turn to 455.*

7H*Time: 100(50)*

The Old Forest Road runs east (8H) and west (6H). Two dirty men are cooking something over a small fire, just off





the side of the Road.

•*If you are on the Road, turn to 189.*

•*Otherwise, turn to 166.*

8H

Time: 100(50)

A small path runs to the southwest (8G); running southeast (9G) and west (7H) through the area is the venerable Old Forest Road. Near the junction of the Road and the path, the ground is covered with nuts and berries. *If you eat, turn to 131; otherwise, turn to 455.*

9H

Time: 170

The trees stand so close together that you cannot find a way past or between them. Once more, you wonder if these trees possess some instinct that drives them to block the way. *Pick a number and add your General bonus:*

•*If 2-6, you are lost; move on in a random direction.*

•*Otherwise, move on.*

10H

Time: 140

In spite of the nearness of the road, you can find no landmarks to guide your steps. *Turn to 434.*

11H

Time: 140

The Princess sharply asks you: "What are we doing slogging along north of the road when my people lived to the south of it?" You have no easy answer. *Pick a number: if 2-5, move on; if 6-12, Turn to 393.*

12H

Time: 140

A gray shadow lurking in the bushes startles the Princess, who grabs for her bow. *Turn to 123.*

13H

Time: 170

Fallen trees and swirling leaves obscure your route and confuse your every step. *Turn to 449.*

14H

Time: 140

The deafening noise of dozens of small hawks poised in the limbs of surrounding trees almost drives you mad. *Turn to 374.*

15H*Time: 170*

The woods are even more tangled and confusing here than to the south. As you struggle along, the Princess begins to complain bitterly: "You may have forgotten something, but I have not. All the stories say that the cave lies to the south of the Old Foest Road. Why are we fighting our way through this ugly land *north* of the Road?" Instead of replying, you hurry on. *Pick a number and add your General bonus:*

- If 2-6, you are lost; move on in a random direction.
- Otherwise, move on.

16H*Time: 140*

Some sense of danger fills the dense air here. *Turn to 356.*

17H*Time: 170*

Difficult and confusing terrain leads you to walk in circles; you come upon a small clearing you left just twenty minutes earlier. *Turn to 434.*

18H*Time: 140*

Dozens of squirrels watch you from the trees. "Shoo!" the Princess cries. *Pick a number and add your General bonus:*

- If 2-6, you are lost; move on in a random direction.
- Otherwise, move on.

19H*Time: 140*

The noise of a terrified bird flying away alerts you to danger. *Turn to 453.*

20H*Time: 140*

Shiny-winged blackbirds flying low among the limbs worry you. "It seems nothing will deter them," the Princess sighs. As the birds swoop down on you, the Princess cries out: "Run!"

- If you run away, move on in a random direction.
- Otherwise, turn to 290.

21H*Time: 200*

It is extremely hard to find a way through the mountains. Your progress is slow and difficult. Worse, something is lurking behind a rock just ahead. *Turn to 123.*

22H

Time: 200

The difficult paths and steep slopes of the mountains add hours to your travel time. Perhaps another danger is hiding beside the only path you were able to find. Pick a number:

- *If 2-7, turn to 356.*
- *If 8-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

23H

Time: 140

As you and the Princess work your way through the woods, you spy a shadow in a nearby bush. Turn to 123.

24H

Time: 170

The tall, shadowy trees seem to bend and even to move in order to block your chosen way. "How can this be?" you ask, frustrated. "This is Mirkwood, not Greenwood the Great," the Princess replies. Turn to 342.

25H

Time: 140

Angry and hot, the Princess angrily asks why you are north of the road when your goal lies well to the south of it. You are too frustrated by the character of Mirkwood to reply. Pick a number: if 2-6, move on; if 7-12, turn to 227.

26H

Time: 140

Something very unpleasant may be lurking behind a tall oak just ahead of you, a voice inside you says. The Princess seems unconcerned. Pick a number:

- *If 2-6, turn to 356.*
- *If 7-12, Pick a number and add your General bonus:*
 - *If 2-6, you are lost; move on in a random direction.*
 - *Otherwise, move on.*

27H

Time: 140

There seems to be no way to tell just where you are or how to get to where you want to go. The Princess seems just as baffled and frustrated by the evil character of these deep, dark woods. She refuses to go any further east. Turn to 398.

Pick a number and add your General bonus:

- *If 2-5, you are lost; move on in a random direction.*
- *Otherwise, move on.*

ENCOUNTER TEXT

100

Time: 20

The vague path grows more definite. You follow it to a clearing. *If you have the Green Ring, move on; otherwise, turn to 275.*

101

Time: 10

After the standard courtesies you are taken to meet the chieftain of the Caravan. Like any honest traveller, he is glad to give you news of the road.

“You must remember,” he says, “that Mirkwood is still Mirkwood, with all the woe that the name implies. Robbers, wolves and Orcs will pop up here and there along the road. In addition, we saw a large bear near the road just before we got to the western edge of the forest. Worse still, where the road passes through the hills we saw signs of heavy Orc activity. Travel with care.”

•*If you buy supplies, turn to 172.*

•*Otherwise, move on.*

102

Time: 10 Exp Pt: 10

The Orcs advance towards you, the Prince, and the Princess, snarling and threatening. *The Princess may use her bow (OB:1) every second round. The Prince may use his magic bow every round (OB:2).*

(each ORC OB:1 DB:1 EP:Pick a number and add 15)

•*If you defeat the Orcs, turn to 140.*

•*If the Orcs defeat you, turn to 470.*

103

Time: 30

If you have encountered the family of Great Spiders before, move on. Alerted by strange hissing noises, you move with the utmost caution, creeping very carefully through the heavy brush. You come to a large clearing, filled with sights that would chill the blood of the most hardened observer.

Huge steely spider webs, bigger than any you have either seen or imagined, fill the gaps between most of the trees. Their hideous, oversized spinners are here too, obvious to



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the eye. Dozens of Giant Spiders perch on webs or tree limbs or scuttleabout the clearing.

A harsh scream draws your eye to another curious sight. Wrapped toe to chin in thick spider web, a pale, twitching Orc hangs upside down from a tree limb, shrieking in fear. A strange thought occurs to you: if the Spiders treat Orcs in this fashion, could the beastly Goblins possibly become your allies in your mission? You are afraid to even mention the notion to the crouching Princess beside you.

•If you sneak by the Spiders, turn to 427.

•If you attack the Spiders, turn to 297.

•If you talk to the Spiders, turn to 161.

•If you wait and watch, turn to 425.

104 *Time: 10*

The Bear at first looks startled, then growls, stands and starts for you. *Turn to 419.*

105 *Time: 10 Exp Pt: 9*

The wolf lies bloodied and unmoving before you.

“You fought very bravely,” the Princess commends you. “I was ready to kill the beast had you faltered.”

“Thank you, Princess,” you reply, weary of combat with the creatures of Mirkwood. *Move on.*

106 *Time: 10*

The Princess raises a hand in supplication when you refuse to surrender. “I am sorry that you value your life so dearly. You must hold no sense of sacrifice within you. I no

longer care; I must surrender. My brother will die if I do not!"

She drops her bow and quiver of arrows and steps slowly toward the grinning Orcs.

•If you surrender, turn to 248.

•If you refuse to surrender, turn to 240.

107

Time: 5 Exp Pt: 15

The Orcs howl in fear at the sound of the horn. **Pick a number and add your Magical bonus:**

•If 2-3, one Orc flees, turn to 169.

•If 4-5, two Orcs flee, turn to 169.

•If 6-7, three Orcs flee, turn to 169.

•If 8-9, five Orcs flee, turn to 169.

•If 10-11, seven Orcs flee, turn to 169.

•If 12, all the Orcs flee, turn to 471.

•If you are facing fewer Orcs than indicated above, all of the Orcs flee, turn to 471.

108

Time: 360 Exp Pt: 2

You come to your senses in a small room, your wrists tied to the bed. Seated beside the bed is the Princess, who smiles as you open your eyes.

"Finally you have rejoined me," she teases. "We are in the Woodmen's town." (*Space 4E*) "They are strange but kind folk who live high in the trees." I don't blame them," you think. "It's safer," you manage to say. The Princess smiles before saying more, holding a cup of water to your lips. "I was beginning to think you would never stop babbling and screaming. That moss you lay upon was a rare but deadly variety that can steal a man's mind or put him to sleep forever. You are fortunate." She pauses to untie your bonds and take your hand; her touch is cool but reassuring. "I had a very difficult time bringing you out of the spell of those evil plants! Fortunately, you are well; now we can resume the search for my brother."

You try to say something about feeling stupid for falling under the spell. "I know that you may feel you have failed,"

the princess soothes you,” but your heart is brave and true. You need only be more careful and heed my warnings.” Slowly you stand and gather your things. “I’m ready!” *Pick a number and increase your damage taken by that number. Move on.*

109

Time: 5 Exp Pt: 3

You charge into the clearing. Before the Orcs know what has happened, you cut one down. You must now fight two Orcs. *The Princess can use her bow to help every second round (OB:1).*

(Each ORC OB:1 DB:1 EP:pick a number and add 18)

- If you defeat the Orcs, turn to 244.
- If they defeat you, turn to 173.
- If you run away successfully, move on in a random direction.



110

Time: 10 Exp Pt: 3

Just as you grow drowsy, the Princess grabs you roughly and shakes you with surprising strength. As you sputter an outraged complaint, she shouts at you: “The moss of Mirkwood is no bed for you! Or do you choose to sleep forever?” You rise groggily and stumble off behind the Princess. *Move on.*

111

Time: 50 Exp Pt: 2

When you regain consciousness, you are lying under some bloody bushes with the Princess crouched beside you. She explains: “I dragged you to safety after the diving birds

knocked you out. They flew off, but took two of your meals with them." You wearily stumble to your feet and gather your things. "I am not safe even from the birds of this forsaken woods," you cannot resist saying. *Move on.*

112

Time: 30 Exp Pt: 20

You speak politely to the Spider. She seems surprised and pleased at your courtesy. "It is long since I have met such politeness from Elves or Men," she says. "You must have a gift." She takes a silver ring with a green stone from one claw and gives it to you. *Add the Green Ring to your Character Sheet.* As you admire the valuable gift, the Spider speaks again, "If you meet a large group of my kind in the wood, this ring will insure that they treat you as you deserve." You thank her effusively — over the protests of the Princess — and make your way out of the lair. *Move on.*

113

Time: 30 Exp Pt: 9

The lifeless bodies of the bloodied birds saddens you. "It is sad," the Princess concludes, "to see what the Shadow has driven once-innocent creatures to do." You can only agree. *Move on.*

114

Time: 10

The huge black bear is relentless and knocks you down, clawing and snapping at you with huge jaws. One swipe at the Princess sends her rolling across the ground. *Pick a number: if 2-6, turn to 116; if 7-12, turn to 397.*

115

Time: 20 Exp Pt: 25

Exhausted but pleased by your efforts, you stand over the still bloodied body of the bear. "I cannot believe you defeated him!" the Princess cries, flushed and weary. Looking into the bear's eyes, the Princess sighs. "He looks so intelligent." *Move on.*

116

Time: 20 Exp Pt: 8

Weak and groggy, you look for the Princess, but she is gone. Unfortunately, you are not! The last sight you see is the frothing mouth of the bear and his huge teeth and claws tearing at your face. Your quest ends painfully as well as unsuccessfully!

117

Time: 5 Exp Pt: 4

You put the horn to your lips and let loose a mighty blast.
Turn to 412.

118

Time: 10 Exp Pt: 5

Recognizing that the Princess is a Woodelf, the Woodmen greet you with respect and ask if they can help you.

•If you wish to buy supplies, turn to 447.

•If you are broke, turn to 452.



119

Time: 20 Exp Pt: 7

The shiny object turns out to be a small gold coin. The Princess examines it and gasps in amazement. "Why, it's an ancient Elvish coin!" she exclaims. "It was made ages ago for the trade with the Dwarves. I wonder if there are more nearby?" She looks around, then points. "There's another one!" She runs and picks it up. *If you continue to search, turn to 100; otherwise, move on.*

120

Time: 40

"How can we attack the Orcs?" the Spider Queen demands in a thin hissing voice that chills your blood. "They are always ready for frontal attack. Besides that, those evil Elves who lived there once put a charm on the cave so that we cannot enter it. Attacking the Orcs is dangerous, probably deadly for many of my folk. And you!" she snorts. "You

are easy targets for them.”

Hesitation now would be your death. “I have a plan,” you quickly reply, stifling the Princess. “My friend, the Princess knows of a secret entrance into the cave. We will enter that way and attack the Orcs from behind. When they flee the cave, you will be waiting. They will run right into your webs.”

The Spider Queen considers your scheme for a long moment. “Pretty words, brave words, but can you and this Elf-witch drive 12 Orcs in flight? Answer me that, litte man.”

Pick a number and add your Trickery bonus:

- If 6 or less, turn to 297.
- If 7 or more, turn to 291.

121

Time: 10

You decide to do something about what’s hiding nearby, whatever it is.

- If you confront it, turn to 139.
- If you try to run away, pick a number and add your Running bonus:
 - If 2-7, you do not get away, turn to 443.
 - If 8-12: if you used the path, turn to 212; otherwise, turn to 215.

122

Time: 20 Exp Pt: 12

From the black-blooded Orc bodies, you get 80 copper pieces, a sword and a shield. *Move on.*

123

Time: 10

The Princess asks, “Shouldn’t we do something? Some creature is hiding over there.”

- If you explore, turn to 229.
- Otherwise, turn to 208.

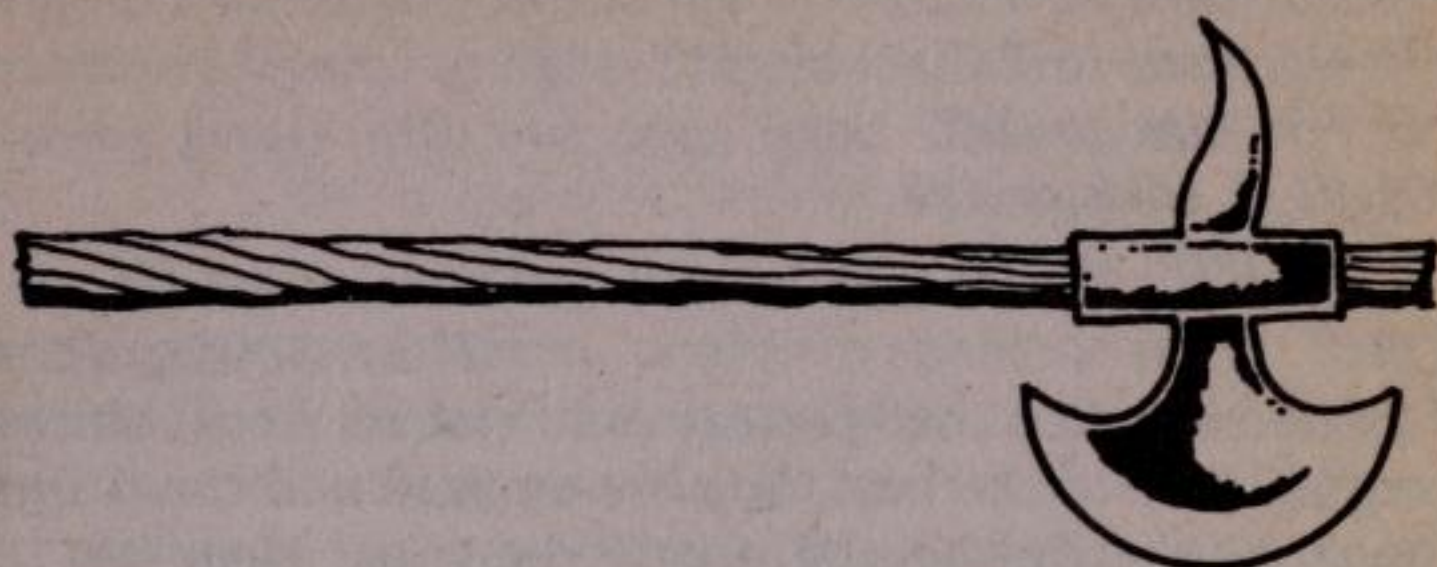
124

Time: 10

If you have napped on the moss before, move on. After your midday meal you lay back to rest on the softest, most comfortable bed of moss you have ever found in all your travels. A quick nap will refresh me, you think. *Pick a number: (Add 1 if you have the pet squirrel and add 5 if*

you have met Legolas.)

- *If 2-3, turn to 108.*
- *If 4-8, turn to 207.*
- *If 9-12, turn to 110.*



125

Time: 60 Exp Pt: 4

You awaken bleeding and weak, the snarling and yapping of the beasts still ringing in your ears.

Bending over you, the Princess gently tends to your wounds. "Those evil beasts nearly killed you!"

You see that the dogs have torn apart your belongings. Slowly, you get to your feet to search for what you might salvage. *To determine what you have lost, pick a number.*

- *If 2-5, all of your food is gone.*
- *If 6-10, half of your meals are gone.*
- *If 11-12, you have lost nothing to the dogs. Move on.*

126

Time: 20 Exp Pt: 5

As the Princess strokes the squirrel and talks to it, the creature easily frees itself. Instead of running away, it scampers up the Princess' arm and perches on her shoulder. "You seem to have acquired a pet," you say to the smiling Elf-maiden. *Move on.*

127

Time: 60 Exp Pt: 8

The Princess revives you and her brother and proudly says, "My Elven arrows slew the last Orcs. We have won!" *Turn to 162.*

128

Time: 20

Knowing how far you have to travel, you are very pleased that Mirkwood provides you with such good fare. *Pick a number: (Add 1 if you met Legolas.)*

•If 2-3, turn to 153.

•If 4-6, turn to 287.

•If 7-9, turn to 195.

•If 10-11, turn to 198.

•If 12, turn to 194.

129

Time: 30 Exp Pt: 6

The trees weaken and part as the Princess sings, almost keeping time to the beat. You are amazed and stand flat-footed as she finishes. "Hurry!" she cries. *Move on.*

130

Time: 50 Exp Pt: 5

You turn and stagger away, desperately holding onto the Princess, who leads you out of the danger zone. Once safe, you collapse, holding your stomach and gasping for air. "You must rest and recover before we continue," she says. You insist on standing and stumble off in what you think is the right direction. *Move on.*

131

Time: 20 Exp Pt: 5

You eat the food provided by Mirkwood and then begin to gather more supplies. *Pick a number: Add 1 if you have the pet squirrel.*

•If 2, turn to 153.

•If 3-5, turn to 287.

•If 6-7, turn to 195.

•If 8 or more, move on.

132

Time: 10 Exp Pt: 3

When you attack the squirrels, they run off and scatter. *Pick a number and add your Perception bonus: (Add one more if you have the Owl.)*

•If 2-6, turn to 311.

•If 7-12, turn to 365.

133

Time: 90 Exp Pt: 2

You manage to open your eyes and blink at the weak

Mirkwood sunlight; the Princess is nowhere around. You feel suddenly very weary and lie back to rest, never to awaken. Your mission ends in a drowsy failure!

134 *Time: 10*

Shouting a warning, you and the Princess, who readies her bow, stand prepared to fight. The old man turns and smiles, gesturing gently with one open hand. *Turn to 135.*

135 *Time: see below*

At the old man's gesture, you and the Princess drop your weapons and stand frozen, unable to speak or move. You watch helplessly as the old man strolls up to you and takes all your weapons except your dagger and the Princess' bow. After staring at you in an admonishing manner for a moment that seems an hour, the old man slowly speaks in a high, soft voice: "You are not evil but certainly unwise. Think again before you draw a blade against one such as I!" *Pick a number and remain frozen in place for that many hours. Then, gather your food and things and move on.*

136 *Time: 10 Exp Pt: 1*

You kill the Squirrel and reach for your skinning knife, glad to get any food in this forsaken place. *Pick a number.*

•If 2-4, turn to 390.

•If 5-12, turn to 380.

137 *Time: 5 Exp Pt: 4*

You cast the Fire Illusion Powder into the air, toward the Orcs.

•If you have the Red Ring, turn to 223.

•Otherwise, turn to 431.

138 *Time: see night rules Exp Pt: 20*

In the morning, the wizard and his forest friends serve you a meal of berries, nuts, fruit and water. You and the Princess thank him for all his advice and information and part with the kindly man, who already stands feeding the birds and beasts flocking around him like hungry children. *Move on.*

139

Time: 10

The lurking form proves to be a large grey Wolf, poised to attack.

- If you attack, turn to 310.

- If you try to run away, pick a number and add your Running bonus:

- If 2-7, you do not get away, turn to 443.

- Otherwise, move on in a random direction.

140

Time: 5 Exp Pt: 2

Among the Orc bodies, you find 3 shields, 2 spears, 2 swords, and numerous clubs. In total, you also find 28 silver pieces. *Turn to 471.*

141

Time: 10

You make a quick, silent move toward the supplies. *Pick a number and add your Trickery bonus: if 10 or more, turn to 144; if less than 10, turn to 357.*

142

Time: 20 Exp Pt: 4

Though you won, you still survey the battlefield in shock and with dismay. In all your dreams of glory you never expected to include a triumph over SQUIRRELS! *Move on.*

143

Time: 5 Exp Pt: 4

You cast the Fire Illusion Powder into the air, toward the Orcs.

- If you have the Red Ring, turn to 263.

- Otherwise,

- If you are at the cavern entrance, turn to 408.

- If you are in the narrow corridor, turn to 268.

144

Time: 10 Exp Pt: 8

You manage to escape with some food. *Pick a number and get that many days of meals. "What a thief I would make!" you exclaim, proud of your feat. The Princess scowls. "I don't recommend it as a vocation," she says. "Come; we must hurry." You gather your booty and rush off. Move on.*



145 *Time: 10* In spite of your efforts, you have let these two men surprise you, and you must fight them suffering from that disadvantage. *Turn to 304.*

146 *Time: 10 Exp Pt: 1*
 “What brings you to Mirkwood?” you call to him.

The old man rears back and laughs like a donkey. “The view, child, the view!” he cries, laughing harder. “I suppose you and you Elven friend are here for pleasure, eh?” he asks, winking. His eyes glow like coals as he approaches you. The walking stick he grips in one hand seems to cast sparks as it touches rock.

- *If you run away, pick a number and add your Running bonus.*
 - *If 2-7, turn to 171.*
 - *If 8-12, move on.*
- *If you talk more with Greenfield, turn to 276.*

147 *Time: 10 Exp Pt: 5*
 You watch the battle between Orcs and Spiders. Soon the Orcs scatter the Spiders. *There are 7 Orcs left conscious and in fighting shape.*

- *If you attack the Orcs, turn to 298.*
- *If you follow them, turn to 303.*
- *Otherwise, move on.*

148 *Time: 30 Exp Pt: 2*
 The flames lick at your clothing; the Princess seems unper-

turbed and calmly bats out the small fires on her tunic. You dash off, fleeing the fire. The Princess follows. *Increase your damage taken by 2 and move on in a random direction.*

149

Time: 30 Exp Pt: 4

From Legolas' description of him, you recognize the much-storied Wizard, Radagast the Brown. You immediately hail him.

•If you offer to help him, turn to 344.

•If you ask him for help, turn to 321.

150

Time: 5 Exp Pt: 10

The last thing you remember is a wolf leaping for your throat. *Pick a number and add 1 if you have the Owl.*

•If 2-6, the Wolf kills you; your quest is over!

•If 7-12, turn to 225.

151

Time: 30 Exp Pt: 12

Your animal-friend frees you and the Princess from the web and you all sneak off as the Spiders sleep. You are very weak and sick from the poison. *Increase your damage taken by 1 for each space you move into until you rest for a complete day plus a night. (Your current Endurance is 5.) After resting for 24 hours, you will regain all of your Endurance. Move on.*

152

Time: 10 Exp Pt: 10

The bloody beast lies at your feet.

"What a fearsome creature!" the Princess exclaims. *Move on.*

153

Time: 10 Exp Pt: 2

A pain starts in your stomach, shoots to your head and then fills your whole body with agony. Before you hit the ground, you are dead of poison. Your mission ends in agonizing failure.

154

Time: 10

Frightened by its plight, the squirrel bites at you as soon as it is free, then runs off. "Not even the squirrels of Mirkwood will thank me," you moan, weary of mistreatment at the claws and paws of the forest.

"I will thank you," the Princess says, "if you succeed." *Move on.*

155 *Time: 20 Exp Pt: 1*
As you near the hollow, the squirrel flees. The tree's hollow is filled with big nuts and acorns that look delicious.

•If you take the nuts, turn to 312.

•If you leave them, climb down and move on.

156 *Time: 30 Exp Pt: 25*
You stand gasping, amazed, for the horrible Spider lies dead at your feet. The Princess practically dances with joy. "What a warrior!" she laughs. "You might almost be a Wood-elf." Laughing with her, you look once more at the dead Spider. *Turn to 235.*

157 *Time: 10*
As you edge carefully past the men, watching them all the time, they jump up suddenly and ask you what you and the maiden are about. As you try to mutter something soothing, the men grow angrier, approaching you with accusing fingers.

"Your behavior is insulting!" screams the bigger one. "You treat us as though we are thieves or brigands rather than honest travellers. Now pay for your insult!" Drawing their swords, both men move to attack you. *Turn to 304.*

158 *Time: 10 Exp Pt: 6*
The Bear throws you down with little effort, growling, "Don't be silly!" Then the beast stands and ambles off through the woods as you rub your bruises. *Increase your damage taken by 3.* "The beast spoke to me!" you cry, astonished. "Stranger things will happen yet, I foresee," the Princess replies somewhat ominously. You wonder who or what lies behind the mask and body of the bear. "Come. We must hurry," the Princess insists. *Move on.*

159 *Time: 10 Exp Pt: 2*
You have gone but a few steps when a cool, Elven hand grabs your wrist and twists until you let go of the stolen food.

"Be gone, thief!" the Elf cries. "Next time I will not be so kind!"

You sheepishly hurry past the furious Princess and continue your mission. *Move on.*

160

Time: 10 Exp Pt: 10

You throw the flame illusion powder, holding your breath. The Princess ducks in anticipation. The Fire flashes, and the Spidersflee.

• *If you have the Red Ring, turn to 414.*

• *Otherwise, move on.*

161

Time: 10 Exp Pt: 10

You and the Princess stride boldly into the clearing, your arm raised in the universal sign requesting a parley. The Spider Queen is easy to recognize — you turn towards her huge, bloated figure and bow deeply.

"Oh noble Queen," you begin, trying not to gag on your words, "I am pleased to see that you are no friends to the Orcs who loot and pillage your noble forest. Please allow me and my companion to attack the miserable beasts, and we will let you have their treasure as well as their mishapen bodies. We want only your good will and some small assistance with a minor task. *Pick a number and add your Perception bonus:*

• *If 6 or more, turn to 120.*

• *If less than 6:*

• *If you have the green ring, turn to 241.*

• *Otherwise, turn to 479.*

162

Time: 30 Exp Pt: 25

After resting, you and the Prince and Princess, who cannot seem to stop holding one another, celebrate your victory over the Orcs. In the midst of your conversation, just as you are telling the Prince how you saved the Princess for the third time, the Elf holds up a hand and bows.

"I forget my duties, young friend. Forgive me; it is the wounds," he explains. "We owe you — I owe you — a great debt of gratitude. I give you this token of my appreciation

for your efforts and ingenuity. Take this purse." The Prince hands you a small leather pouch, which you take. "It holds 50 silver pieces. Also, please do me the honor of accepting one of these Elven treasures; the choice is yours."

The Prince and Princess lay before you six treasures:

- A gold ring encrusted with jewels (*worth five gold pieces*)
- A Harp that plays beautiful music when you will it (*and will reduce your damage taken by 1 each hour that it plays*)
- An Elven Long bow (*which adds +2 to your Missile OB*) with 20 arrows
- A set of woodsy clothing and boots that never wear out (*and add 1 to your Running bonus*)
- A vial of medicinal herbs that heal any wound (*reduce damage taken to 0*) and can be used 5 times
- A never-empty food pouch (*provides 1 meal a day, for as long as you have it*)

Choose one item and enter it on your Character Record. Turn to 480.



163

Time: 369 Exp Pt: 2

The Princess revives you, splashing cool water on your face. "Let us hurry from this acursed spot, " she says. "I am happy to get away with my life," you confess, rising to collect your belongings. **Move on.**

164

Time: 20

The strange old man pays no attention to you as you sneak up to his sack and begin to open it. *Pick a number and add your Trickery bonus: if 9 or more, turn to 369; if less than 9, turn to 219.*

165

Time: 40 Exp Pt: 2

While you were following some of the squirrels, others ransacked your packs and stole half of your meals (*rounded down*). *Move on.*

166

Time: 5

You see two ragged men waiting by the road. •*If you approach them, turn to 189.*

•*If you avoid them, move on, but you may not use the road.*

167

Time: 10

Just as you began to hope that the Squirrels were gone for good, you hear them coming back, louder than ever. *Pick a number.*

•*If 2-7, turn to 201.*

•*If 8-12, turn to 329.*

168

Time: 20 Exp Pt: 3

You study the bushes and the mushrooms, using your woodlore to choose the safest natural edible. *Pick a number.*

•*If 2-5, turn to 153.*

•*If 6-12, turn to 198.*

169

Time: 10 Exp Pt: 10

The Orcs advance towards you and the Princess, snarling and threatening. *The Princess may use her bow (OB:1) every second round.*

(each ORC OB:1 DB:1 EP:*Pick a number and add 15*)

•*If you defeat the Orcs, turn to 140.*

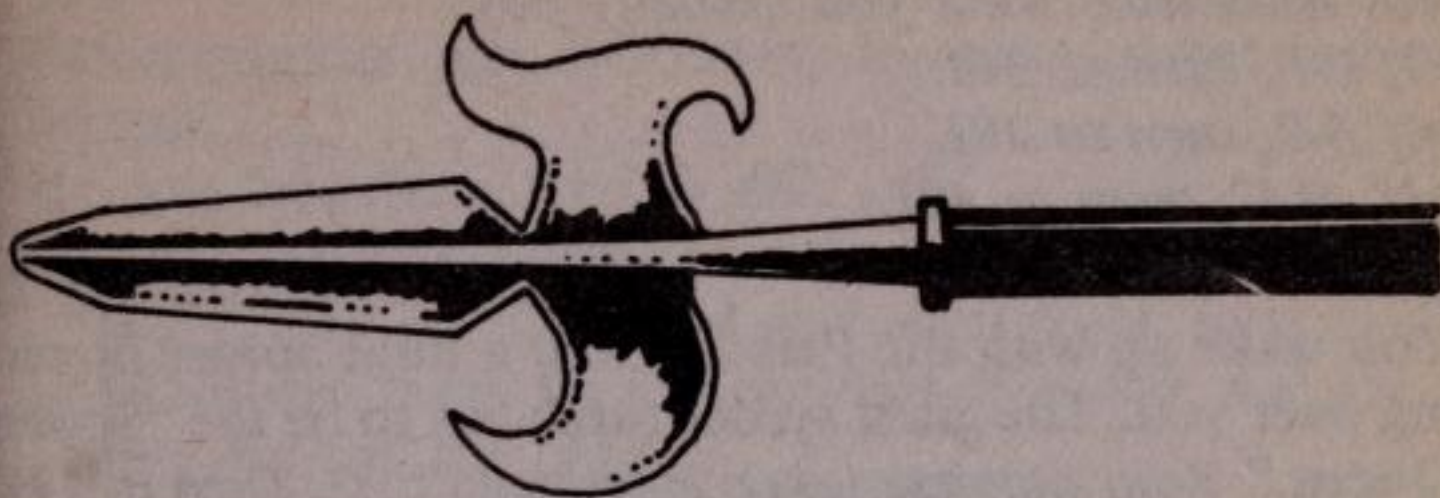
•*If the Orcs defeat you, turn to 469.*

170

Time: 60 Exp Pt: 5

You wake with a sore head, the Princess kneeling beside you. "I am sorry you had to fight the Dwarf," she says, obviously upset. "The Dwarves kept your weapon as a trophy."

You begin to protest but realize that there is nothing else to be done. When your head clears, the Princess helps you up. "We must hurry," she says. *Move on.*



171

Time: 10

You take two steps before your feet are frozen to the ground. This loony old man must be some powerful magic user, you conclude. The Princess appears to be as immobilized as you are. *Pick a number and add your Magical bonus.*

- *If 2-7, turn to 276.*
- *If 8-12, turn to 308.*

172

Time: 45

You find that the merchants in the caravan have many things you might need, if you can pay the price. A list of normal prices follows:

CIDER(Qt.)	4 Copper pieces
MEAL	6 Copper pieces
DAGGER	4 Silver pieces
SHIELD	6 Silver pieces
SPEAR	6 Silver pieces
BACKPACK	40 Copper pieces
ROPE	80 Copper pieces
TORCHES(6)	6 Copper pieces
WATERSKIN	4 Copper pieces

However, like travelling traders anywhere they will dicker to the odd copper. *Enter what you bought on your Character Record, (One silver piece = 100 copper pieces). Then Pick a number and add your Perception bonus: (this will determine what you actually pay)*

- *If 2-5, turn to 301.*
- *If 6-9, turn to 191.*
- *If 10-12, turn to 401.*

173

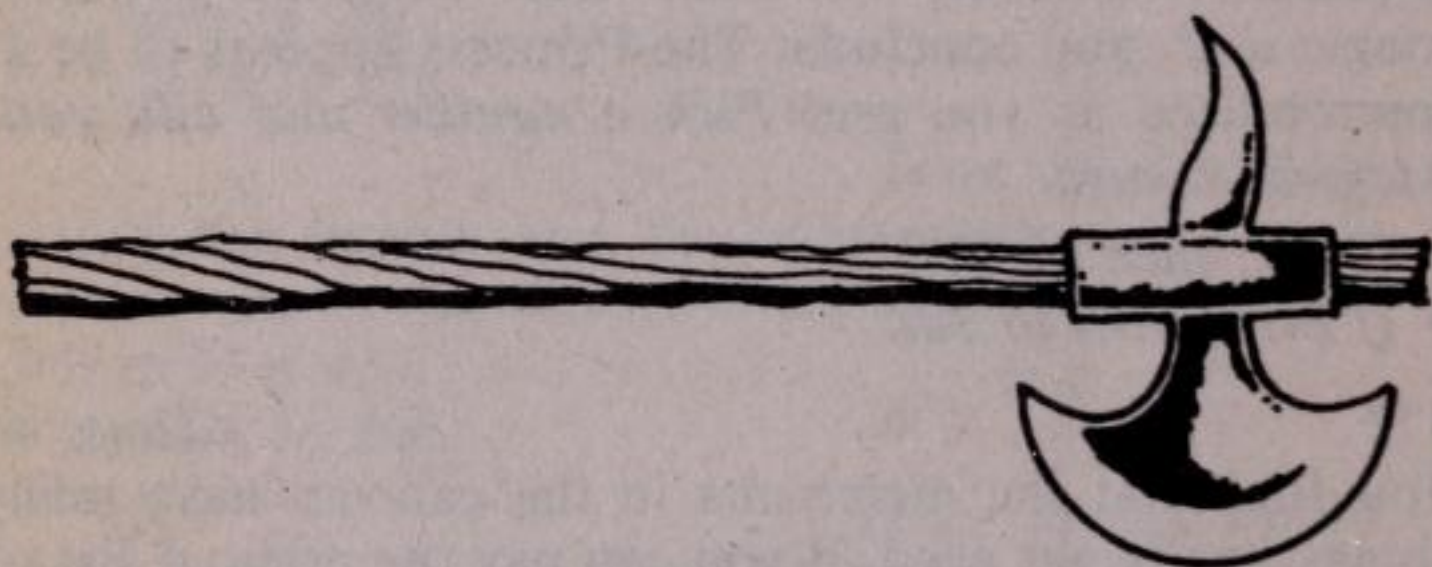
Time: 240 Exp. Pt: 25

You wake up with the Princess and a huge spider hovering over you. The giant spider turns out to be the "Spider Queen." *Your damage taken is reduced to 0. Turn to 249.*

174

Time: 5 Exp Pt: 2

You and the Princess tiptoe past the first of the snoring Orcs. *Pick a number and add your Trickery bonus: if 6 or more, turn to 361; if less than 6, turn to 358.*



175

Time: 10

Two men dressed in hides scramble over rocks and shrubs just ahead of you. They carry only spears and knives and are unaware of you. You overhear them conversing in a harsh tongue unknown to you.

- *If you follow the men, turn to 222.*
- *If you call to the men, turn to 328.*
- *If you attack the men, turn to 376.*
- *Otherwise, move on.*

176

Time: 20 Exp Pt: 6

You and the Princess pass the men, watching them every step of the way. You don't relax until you've gone a mile past them. *Move on.*

177

Time: 5 Exp Pt: 5

Before you can hide, 3 Orcs leap from the bushes and start for you.

- If you face them *turn to 451.*
- If you flee, *Pick a number and add your Running bonus:*
 - If 2-7, you are surprised and must fight, *turn to 451.*
 - Otherwise, *move on in a random direction, but you may not use the road.*

178

Time: 10

You see a large trading caravan of long-bearded Dwarves on the Road.

- If you approach the caravan, *turn to 181.*
- If you avoid the caravan, *move on in a random direction.*

179

Time: 20

The woods are tangled and confusing here, where no clear path beckons. *If you have the owl, move on.* Otherwise, *pick a number and add your General bonus: if 7 or more, move on; if less than 7, move on in a random direction.*



180

Time: 20

Some birds fly at you and the Princess, trying to distract you. As you shield your faces and try to beat them off, you realize that others are pecking at your supplies. *Pick a number and add your Perception bonus: if 6 or more, move on; if less than 6, lose three meals. Move on.*

7

181

Time: 10

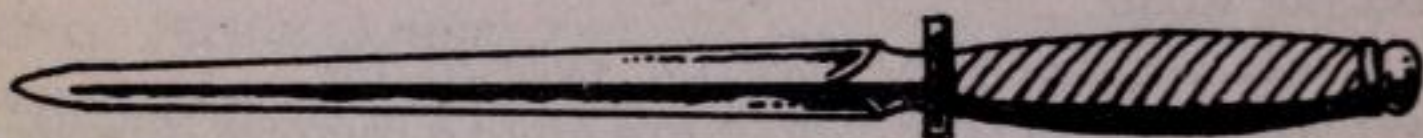
You meet a trading company of Dwarves, marching down the road. As you exchange courtesies and information, the Princess mutters, "Don't waste time on these dirty Dwarves! They can't be trusted anyway! Any Elf knows that!"

Hearing her, the Dwarves within earshot flush with anger and reach for their weapons. *Pick a number and add your Perception bonus: if 2-9, turn to 442; if 10-12, turn to 182.*

182

Time: 10 Exp Pt: 4

You stutter an apology to the leader of the Dwarf band, who calms his fellows. "Get her out of here! Now!" he demands. With the Princess protesting, you drag her away from the road. *Move on in a random direction.*



183

Time: 10

As you try to sneak away, a wolf springs onto you, surprising you. It looks like a fight to the finish, you think to yourself as you grab for a weapon.

(WOLF OB: 1 DB: 0 EP: 20)

•If you win the fight, *turn to 105.*

•If you lose, *turn to 457.*

184

Time: 10

The three of you stagger out of the dank and darkness into the open air. *Turn to 162.*

185

Time: 10

Your opponent is a stray Orc. The trees prevent the Princess from getting off a shot.

(ORC OB: 1 DB: 0 EP: 20)

•If you win, *turn to 415.*

•If you lose, *turn to 366.*

186

Time: 10

If you explore, *turn to 121; otherwise, turn to 208.*

187

Time: 20

As you study the vast Web, a Spider built to match emerges from the trees. "What do you want?" it hisses.

- If you try to run away, turn to 459.
- If you speak to the Spider, turn to 112.
- If you attack, turn to 267.

188

Time: 60

You and the Princess despair at ever finding the hidden entrance. "I cannot believe my own failure will doom my brother! I cannot give up!" she cries, fighting back tears.

- If you give up the search, turn to 379.
- If you continue the search, turn to 461.

189

Time: 10

You notice that the men are well-armed in spite of their ragged clothes. Your suspicions grow stronger when the Princess whispers that she distrusts them on sight. You must make a plan quickly to deal with this encounter.

- If you attack the men, turn to 233.
- If you talk to the men, turn to 391.
- If you walk by the men, turn to 220.
- If you hurry past the men, turn to 436.

190

Time: 20 Exp Pt: 10

The huge, swarming bodies overwhelm you. Your mission ends in failure as you die.

191

Time: 45 Exp Pt: 4

You talk and bargain and manage to get them to agree to the normal prices. *Refer to 172 for prices. Move on.*

192

Time: 10

As the Princess sings, one huge old tree hurls a heavy limb at her. Seeing it coming, you leap at her, trying to knock the Princess out of the way. *Pick a number and add your General bonus: if 2-6, turn to 279; if 7-12, turn to 206.*

193

Time: 10 Exp Pt: 5

After a few steps, you grow suspicious and turn back to where you and the Princess had left your packs. You arrive just in time to prevent a half-dozen squirrels from steal-

ing your food. "Not even the little creatures of this cursed wood can be trusted," the Princess complains. "This is certainly not like home." *Move on.*

194

Time: 20 Exp Pt: 10

The first bite tastes funny. Remembering stories of Mirkwood, you decided not to eat any more and toss the food away. *Move on.*

195

Time: 60

The food makes you feel queasy, so that you must rest for a while before you continuing. *Move on.*

196

Time: 10

The ring has no special qualities you can see, but the Spider had had it for many, many years.

"There must be something to it!" you cry. "But what?" *Move on.*

197

Time: 10 Exp Pt: 4

You find a +1 Elvish short sword. "Charming craftsmanship!" the Princess says, grunting and unable to lift the sword. *Move on.*

198

Time: 20 Exp Pt: 9

The food proves tasty and nourishing. You are delighted. Pick a number and add half that many meals (rounded up) to your supplies. *Move on.*

199

Time: 30 Exp Pt: 6

Soon a huge hideous Spider approaches you, slobbering and hissing. You try to speak with it but it refuses to reply, intent only upon devouring you.

"Goodbye!" you call to the Princess, who maintains a steady, Elven demeanor in the face of certain death.

Your mission ends in agonizing failure and death in the clutches of a Great Spider of Mirkwood!

200

Time: 20

You come into a little clearing, only a few yards across, and you wonder why the squirrels that fill the trees are so ac-

tive. *Pick a number and add your Perception bonus:*

•If 2-7, turn to 429.

•If 8-12, turn to 243.

201 *Time: 20*

The squirrels pelt you with nuts, as if teasing and scolding you for daring to enter their woods. "All this nonsense wastes time," you lament, rushing past the irritating creatures. *Move on.*

202 *Time: 15 Exp Pt: 2*

The stick feels weightless in your hand *and adds +1* to your Magical Bonus. It is a Quarterstaff when used in melee combat. *Move on.*

203 *Time: 10*

Calls from the camp hail you and the crawling Princess in Elvish.

•If you approach the camp, turn to 337.

•Otherwise, pick a number and add your Running bonus: if 8 or more, move on; if less than 8, turn to 337.

204 *Time: 20 Exp Pt: 4*

•If you have a pet squirrel, move on.

Investigating the commotion in the nearby woods, you are greeted by dozens of excited squirrels, frisking and scampering. They seem friendlier than most of the creatures you've heard of in Mirkwood, and the princess laughs in delight at their antics. *Turn to 346.*

205 *Time: 60 Exp Pt: 2*

The Princess helps you to our feet, though you feel sick and shaky. "We were lucky," she says. "As you fell, the Orcs heard voices and fled. But they took your weapons and the foodbag with half our supplies." *Move on.*

206 *Time: 30 Exp Pt: 10*

You knock the Princess to the side, but the limb grazes your head, stunning you. *Pick a number and increase your damage taken by half of that number: Turn to 458.*

207 *Time: 300 Exp Pt: 8*

You awaken lying on bare ground, with a worried Elven

Princess shaking you as hard as she can.

"You slept and slept and slept and would not wake, no matter my efforts," she moans, as you try to shake the cobwebs out of your head. "Then when you woke, you knew nothing and made no sense until finally you slept again here on the bare ground. We have lost most of a day." You drag yourself to your feet; your vision is hazy, your legs wobbly.

"Can you make it?" the Princess asks.

Without speaking, you pick up your things and march off in what you think is the right direction. Then you pause, confused. *Move on in a random direction.*

208

Time: 10 exp. Pt: 2

You tell the Princess, "If we ignore whatever's hiding, perhaps it will ignore us." "Perhaps not!" the Princess replies. *Pick a number.*

•If 2-7, turn to 443.

•If 8-12, turn to 211

209

Time: 10

The members of the Caravan ignore you as you pass them. *Move on.*

210

Time: 20

You fight the twisted, stunted Orc. *The Princess may use her bow every second round (OB: 1).*

(**ORC** OB: 1 DB: 0 EP: 20)

•If you win the fight, turn to 415.

•If you lose the fight, turn to 366.

211

Time: 20 Exp Pt: 2

Whatever was hiding shows no interest in you. *Turn to 454.*

212

Time: 10

Move on in any direction that the path takes.

213

Time: 5

The stranger turns out to be an Orc. *Turn to 319.*

214

Time: 40

You search further for a way past the blocking, threatening trees.

- If you have the Owl, turn to 250.
- If you use the fire illusion powder, turn to 352.
- If you search further for a way past, turn to 278.
- If you cut a trail, turn to 410.

215

Time: 10

Move on in a random direction.

216

Time: 20 Exp Pt: 10

Examining the Spider to make sure that it is dead, you find something very interesting hidden by the web. *Pick a number.*

- If 2-6, turn to 439.
- If 7-9, turn to 197.
- If 10-12, turn to 448.

217

Time: 30

A mass of 12 outraged Squirrels attacks you — the world seems to be nothing but tiny teeth and claws and bushy tails. You are surprised. *Treat all 12 Squirrels as one opponent.*

(All 12 SQUIRRELS OB: -3 DB: -2 EP: 16)

- If you win, turn to 142.
- If you lose, turn to 382.

218

Time: 5 Exp Pt: 1

As the sun begins to sink, you see a movement high in the trees. The Princess remarks, "Legend has it that the great Rocky still flies in these woods. That's probably one of the reasons that these squirrels are so vicious." *Move on.*

219

Time: 60 Exp Pt: 1

As the sack opens in your hands, the old man turns, points and speaks sharply in a strange language. You and the Princess wander away in a daze, not knowing nor caring where you are. *Move on in a random direction.*

220 *Time: 30* You and the Princess begin to walk silently by the men, watching them closely. *Pick a number and add your Trickery bonus: if 2-7, turn to 157; if 8-12, turn to 176.*

221

Time: 60 Exp Pt: 4

You sit down, eat and talk, watching them all the time. Eventually they stand, say their goodbyes and part. When they are out of sight, you and the Princess leave too, relieved to get on without more trouble.

222

Time: 10 Exp Pt: 2

The pair seems to be taking the same wild "path" that you are trying to follow. With no more success than you, they look behind vine-draped boulders, pausing to drink from a skin. Suddenly one man points in your direction. Both stand, grabbing their spears.

- *If you stand and fight, turn to 376.*
- *If you flee, take a number and add your Running bonus:*
 - *If 2-5, you must fight; turn to 430.*
 - *If 6-8, you escape, move on in a random direction.*
 - *If 9-12, you evade any pursuit; move on.*

223

Time: 5 Exp Pt: 30

As the illusion of flame appears, the ring causes it to become reality. A sheet of flame incinerates the Orcs. The smell is appalling. *Turn to 184.*

224

Time: 10 Exp Pt: 12

You slay two of the savage beasts and drive the others off. They flee, growling and yelping, their spirits broken. *Move on.*

225

Time: 40 Exp. Pt: 3

You wake to the ministrations of the Princess' tender hands. "I managed to drive the wolves off," she explains, "Luck was with us." *Move on.*

226

Time: 20

You fight the ferocious Bear, which feints and weaves like a trained human warrior. *The Princess may use her bow every other round (OB: 1).*

(BEAR OB: 2 DB: 0 EP: 35)

- *If you win the fight, turn 367.*
- *If you lose the fight, turn to 457.*

A solitary, bearded old man dressed in skins suddenly appears from behind a boulder, walking with the help of an oak cane. He tips his hat — made of animal pelts — and introduces himself with a smile.

"I am Greenfield, a healer and merchant. Are you hurt? I can provide healing herbs. Do you have any money?"

The man speaks so fast, you don't know which question to answer first. Greenfield apparently interprets your silence as a "no" to both questions.

"Well then," the old man says sadly, "I must be on." He starts to shuffle off in his stained, muddy leather boots, pausing to look back at you and the Princess.

- *If you call to Greenfield, turn to 146.*
- *If you attack him, turn to 320.*
- *If you run away successfully, move on.*



The birds attack you; you must fight. *The Princess may help you with a bow attack every other round. (OB: 1)*

(ALL BIRDS OB: -1 DB: 3 EP: 13)

- *If the birds defeat you, turn to 111.*
- *If you defeat the birds, turn to 113.*

You decide to react to whatever is hiding nearby.

"I have had enough of these beasts!" you cry out, exasperated.

•If you confront it, turn to 139.

•If you try to run away, pick a number and add your Running bonus:

•If 2-7, you do not get away, turn to 183.

•Otherwise, move on in a random direction.

Radagast gives a sharp whistle, and an owl flies to his shoulder. "My friend here will go with you, since I have too many tasks to go myself. He often will be able to find you a path where the forest seems impossible, and few birds will dare bother you while he is along. If you are beset by many foes, he will distract them and perhaps turn the tide of battle."

At Radagast's direction, the owl flies over to you, perching on your shoulder. *Add 1 to your OB in any combat if the owl is with you.*

"My other help is more magical." The Wizard digs deep into a pocket in his cloak and pulls out a small folded bit of paper. "Take this powder. If you scatter it, an illusion of a wall of flame will unfold, a vision which may daunt or panic your foes. Save the powder until you can find no other remedy for your trouble — you can only use it once. Now let us find a more comfortable spot so that we can sit down while I tell you some of the secrets of Mirkwood." *If you follow Radagast, turn to 274; otherwise, move on in a random direction.*

You approach the Squirrel, wondering how to free him from the spider web.

•If you have the Green Ring, turn to 435.

•If you alone free the Squirrel, turn to 462.

•If you and the Princess free the Squirrel together, turn to 333.



232

Time: 10

If have met Grimbeorn, move on; otherwise, read on.

Your fears of what may lie within the wood increase rapidly when you see a very large bear standing on its hind legs in front of you. "How intelligent he looks!" the Princess says.

•*If you attack the bear, turn to 307.*

•*If you speak to the bear, turn to 432.*

•*If you run away, turn to 245.*

233

Time: 10

You and the Princess prepare yourselves to fight them. Your readiness unnerves them slightly. *Turn to 304.*

234

Time: 60

You awake with a throbbing headache and scratches all over your face and arms. The Princess comforts you with a cool ointment. *Turn to 458.*

235

Time: 20 Exp Pt: 6

On one hideous claw of the dead Spider, a stone catches the light. She is wearing a silver ring with a large green stone, obviously a very valuable piece of jewelry. *Add the Green Ring to your Character Sheet.*

•*If you have the Analyze Item spell and use it, turn to 362.*

•*Otherwise, move on.*

236

Time: 20 Exp Pt: 8

You fall before the Spider's cunning fighting skill, your weapon knocked aside, the Princess held at bay. *Pick a number:*

•*If 2-6, turn to 300.*

•*If 7-12, turn to 253.*

237

Time: 50

You continue to wait and watch the Spiders. "They actually make my skin crawl," the Princess whispers. "How much longer are we going to wait here?" *Pick a number:*

•*If 2-7, turn to 306.*

•*If 8-12, turn to 239.*

238

Time: 20 Exp Pt: 6

You try to sneak away from the Elven camp, crawling as quietly as you can along the forest floor. *Pick a number and add your Trickery bonus: if 9 or more, move on; if less than 9, turn to 203.*

239

Time: 40

Nothing unusual happens among the Spiders. The Princess asks, "Why are we waiting here so long? Is it worth the danger?"

- If you want to take some other action, turn to 103.
- If you wait longer, turn to 237.

240

Time: 10 Exp Pt: 5

"Save your own precious life then! Leave!" the Princess snaps at you. "I want no more of your help!" You grimly, helplessly watch her walk empty-handed into the scaly rough arms of a waiting Orc, who snorts at you. Blinded by rage and failure, you stumble away, your mission ended in death and disaster.

241

Time: 20 Exp Pt: 6

Instead of answering you directly, the gruesome Spider Queen stares at your hand with every facet of her eyes. "Young stranger," she asks almost sweetly, "How did you get that ring with the green stone? It reminds me of one that my cousin Mindweb took from an Elven warrior long ago."

- If you admit to killing a Spider to get the ring, turn to 270.
- If you say that a Spider gave you the ring, turn to 404.

242

Time: 20

You find an area where the trees are spaced more widely, with Squirrels all around it. They take an immediate interest in you. *Turn to 252.*

243

Time: 10

You see a large grey wolf leaping out of the bushes, bounding towards you. You must fight it; there's no chance to run. *Turn to 310.*

244

Time: 10 Exp Pt: 10

As the Orc falls to your attack, you see that the Spiders have disposed of the rest. Their queen and some of her people approach you.

•If you greet them, turn to 249.

•If you run away, turn to 262.

245

Time: 10

Pick a number.

•If 2-6, move on in a random direction.

•If 7-12, you are surprised and must fight, turn to 226.

246

Time: 5 Exp Pt:15

The fallen wolves lay still and unbreathing before you. "You are fast!" the Princess says, eager to leave the scene. "We must hurry." *Move on.*

247

Time: 10

You try to decide how to deal with the birds.

•If you have the Owl, move on.

•Otherwise, *Pick a number:*

•If 2-6, turn to 180.

•If 7-12, turn to 445.

248

Time: 60 Exp Pt: 5

As prisoners, you and the Princess are carried to the inner room of the cave that has served as both Elven storehouse and Orc camp. "This is hardly the way I expected to come here," you mutter. A battered Elf, obviously the Princess' brother, hangs by his wrists from the ceiling. You catch him flashing a smile at his sister and marvel that he can do that at a time like this. The Orcs make the situation clear quickly — either he agrees to open the Treasure's hiding place for them, or they will begin to torture. With no other choice, the Prince instantly agrees.

Without further ado, the Orcs let the Prince down and untie him. After massaging his wrists for a moment, he waves the Orcs back a few steps, warning them that the Elven magic that will open the hole is dangerous to bystanders of other races, even Orcs. When the Orcs draw back into



the corridor, brandishing their weapons, the Prince reaches for two projecting bits of rock, grips them in a curious way, and concentrates for a moment. Suddenly the wall separates and a blinding flash stuns everyone in the room, including you. You feel the Prince quickly cut your bonds and put a sword in your hand. As he shoves you toward the doorway, you hear him say, "Hold the doorway, and my sister and I will cut them down in front of you! We'll teach these dogs a lesson!" When you can see again, the Orcs are coming towards you and you must fight for your life. *You face 9 Orcs. The sword you hold increases your melee OB by 2, but you have no armor or other equipment. Turn to 102.*

249

Time: 5 Exp Pt: 5

The Spider Queen bows low to you. "Hail mighty warrior. You have saved my people from these evil Orcs. Can we help you in our turn?"

•If you ask for her help, turn to 266.

•If you politely decline her offer, turn to 273.

250

Time: 90 Exp Pt: 4

Though it is difficult for you to follow, the owl does manage to find you a way through the tangled, threatening trees. *Move on.*

251

Time: 10

As you come close to the plants, you suddenly realize that their pollen is filling the air around you. At the same time you realize that it is making you very sick. *Pick a number*

and add your General bonus: if 4 or more, turn to 130; if less than 4, turn to 133.

252

Time: 20

The Squirrels seem to be trying to lead you to something. *If you ignore them, turn to 167. If you follow them, pick a number:*

• *If 2-6, turn to 311.*

• *If 7-12, turn to 405.*

253

Time: 90 Exp Pt: 7

You awake to the Princess shaking you, begging you to wake up. "Am I alive?" you ask feebly.

"Indeed you are," she replies. "By great luck, my last arrow caught the beast in the eye and killed it. Now let us away from this terrible place." As you stagger to your feet, you take one last look at the fallen, bleeding Spider, amazed at the Princess' skill. *Turn to 235.*

254

Time: 10

To your great shock, the illusion of fire turns into a real wall of flame, setting the whole forest on fire around you. *Pick a number and add your Running bonus: if 7 or more, move on in a random direction; if less than 7, turn to 148.*

255

Time: 90 Exp Pt: 10

You and the Princess wake up from the brutal defeat. After you fight off the dizziness and confusion, you realize that you are both hanging from tree limbs, upside-down, bound in sticky, steely webbing. You note that your dagger rests yet in its sheath.

• *If you have the Owl or the Squirrel, turn to 359.*

• *Otherwise, turn to 277.*

256

Time: 20 Exp Pt: 12

"This is it!" the Princess cries, her eyes flashing like jewels. "We have found the entrance! Come!" *Turn to 339.*

257

Time: 90 Exp Pt: 10

You come to an opening at the edge of the woods. Beyond this 60 or 70 yard wide space you see a hill rising steeply,

almost clifflike. In this steep face you see the dark mouth of a cave. *Turn to 379.*

258 *Time: 5 Exp Pt: 4*

You put the horn to your lips and let loose a mighty blast.

• *If you are at the cavern entrance, turn to 292.*

• *If you are in the narrow corridor, turn to 107.*

259 *Time: 40 Exp Pt: 12*

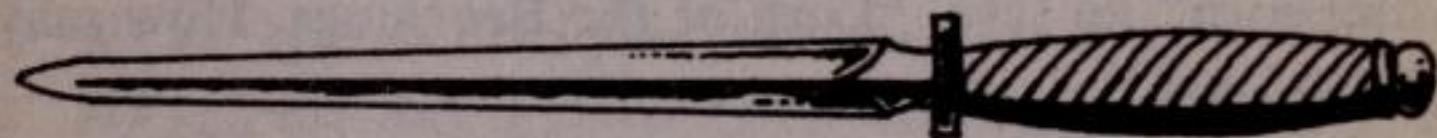
After knocking senseless the two men, who lie at your feet, you search them. *Pick a number.*

• *If 2-5, you get 10 copper pieces and a dagger.*

• *If 6-11, you get 5 silver pieces, a dagger, and a leather vest.*

• *If 12, you get a sword (additional +1 to your melee OB) and 5 silver pieces.*

Move on.



260 *Time: 10*

• *If you attack the Orc, turn to 210.*

• *If you flee, Pick a number and add your Running bonus:*

• *If 2-6, you are surprised and must fight; turn to 210.*

• *Otherwise, move on in a random direction.*

261 *Time: 20 Exp Pt: 11*

You heave a sigh of relief and wipe the blood off your weapon on the tunic of the fallen Orc. The Princess eyes you with new respect and says, "You have the makings of a fine warrior."

With a swagger in your step you *move on*.

262 *Time: 10*

The Spiders let you go. You breathe a sigh of relief. *Move on in a random direction.*

263 *Time: 5 Exp Pt: 30*

As the illusion of flame appears, the ring causes it to become reality. A sheet of flame incinerates the Orcs. The smell is appalling. *Turn to 471.*



264

Time: 10 Exp Pt: 4

When you speak to it, the Bear rears up on his hind legs and slowly turns into a large, grey-bearded man. "I am Grimbeorn," he says, "Lord of the Beornings. How may I serve you?"

Flabbergasted, you manage to tell him of your mission; he nods gravely at all the important points. Then he replies. "All folk of good will should encourage such a mission as yours, although I cannot leave my own people to accompany you." He bends and lifts a large axe from the grass. "If you have the power and skill to wield this axe, you may take it as my gift. It will help you in these woods." You take the axe and swing it at a nearby fallen log. *Pick a number and add your OB: if 2-8, turn to 330; if 9-12, turn to 317.*

265

Time: 10

The Orc lumbers along, his club held high.

- *If you used the path, turn to 260.*
- *If you came through the woods, turn to 319.*

266

Time: 10 Exp Pt: 5

In your turn you bow to the Spider Queen. "Oh great one," you begin, "I have long sought a prisoner held in Mirkwood by Orcs. Can you show my companion and I where they live?"

"They live in a cavern, not far from here," she replies. *Turn to 280.*

267

Time: 10

You must fight the Spider. *The Princess may help with her bow every second round. (OB:1)*

(SPIDER OB:2 DB:2 EP:30)

- If you defeat the Spider, turn to 156.
- If the Spider defeats you, turn to 236.

268

Time: 5 Exp Pt: 15

The Orcs howl in fear at the fire illusion. *Pick a number and add your Magical bonus:*

- If 2-3, one Orc flees, turn to 169.
- If 4-5, two Orcs flee, turn to 169.
- If 6-7, three Orcs flee, turn to 169.
- If 8-9, five Orcs flee, turn to 169.
- If 10-11, seven Orcs flee, turn to 169.
- If 12, all the Orcs flee, turn to 471.
- If you are facing fewer Orcs than indicated above, all of the Orcs flee, turn to 471.

269

Time: 60

The scent of the flower grows stronger and stronger, the voice of the Princess weaker and weaker. Suddenly your legs tremble and collapse, and you sink to the ground. Everything goes black. *Before you really know what happened, you are dead. Your mission has ended early and unsuccessfully!*

270

Time: 30 Exp Pt: 35

"A spider fought with me in the woods," you begin. "To save our lives, I killed her."

The Queen actually smiles. "That is the best news I have heard in many a year, for my wicked cousin often plotted to supplant me as Queen! You are a great warrior, worthy of honor."

You bow, stunned by her enthusiasm. *Turn to 280.*

271

Time: 369 Exp Pt: 6

As you near the strange shrubs the Owl screeches a warning hoot, then turns and swoops at you. Understanding his

warning, you turn and hurry away, realizing how narrow your escape was. You tremble in every limb. As soon as the faithful bird will let you, you sink down to rest on the collar of the forest and recover from the effects. *Move on.*

272

Time: 80 Exp Pt: 25

The Prince lies still and pale in the sticky, steely webs. Sobbing, the Princess wipes his face and tries to breathe life into his emaciated body. Exhausted, she gives up after a few minutes. Quietly, the two of you sneak out of the cave and along a nearby path to the Old Forest Road. The Princess is quiet the entire way and you do not intrude upon her grief.

"We have failed," she sighs upon reaching the Road. "I can never face my people again! Take this for your efforts, however tardy, and be gone! Leave me to my sorrow."

She hands you a purse with 5 silver pieces in it. You part sadly, your mission a deadly failure. *Your quest is over.*

273

Time: 10 Exp Pt: 5

You bow to the Spider Queen. "I need no reward," you say. "Orcs are enemies to all." *Move on.*

274

Time: 40 Exp Pt: 10

"My feathered friends have told me that a band of Orcs roam the dark heart of Mirkwood, living in a cave some five leagues south of the Old Forest Road. West of them there is a colony of Giant Spiders, huge ghastly creatures who may well be even more dangerous than the Orcs. From what I hear, the Orcs and the Spiders will never be friends.

"Now these Spiders can talk and think and plan, and you might be able to deal with them in some manner. But never, never trust them! Unlike their cousins who lived near Thranduil's realm, they are not evil by nature. However, they are not good, either. They live to eat, and they are willing to eat any living creature that they can catch. Beware.

You nod, understanding for the first time the great danger you and the Princess are in.

“There is a way that you might avoid the Spiders until you get to the cave itself,” Radagast continues. “Twenty miles or so east of the hills, a path leads south out of the Road and back towards the hills. Take it if you can. Watch out for webs!”

“Above all, remember this — no place in Mirkwood is really safe unless you approach it with constant care. But enough of this. The sun is setting. Spend the night with me and start fresh in the morning.”

•*If you spend the night with Radagast, turn to 138.*

•*Otherwise, move on.*

275

Time: 10

The clearing is blocked by the largest spider web you have ever seen. *Pick a number:*

•*If 2-6, turn to 187.*

•*If 7-12, turn to 450.*

276

Time: 20 Exp Pt: 2

As he gets nearer, Greenfield seems to grow younger and taller and broader; his beard turns from grey to black. You draw back, amazed. Greenfield holds his walking stick above the earth like a divining rod; it trembles in his hand.

“You are not a servant of Evil,” he says quietly, “nor am I. Heed what I say. Trust no one but the Princess and her folk. Now be off! Hurry, for another suffers!”

As he disappears from view, growing more bent over and haggard with each step, you regain your freedom of movement and along with the Princess, hurry along on your urgent mission. *Move on.*

277

Time: 30 Exp Pt: 4

As you dangle helplessly, the blood draining from your hands, you wonder how gross and painful it will be to be eaten by Giant Spiders. Suddenly you hear harsh voices and battle cries quickly growing louder. A dozen Orcs burst into the lair and attack the Spiders, quickly routing them. One voice shouts, “Poor old Grunk is gone. We were a bit late.”

Then the Orc laughs harshly.

When they see you and the Princess, the leader is delighted. "Prisoners! And one of them a girl Elf. This will surely convince our other Elven guest to open that hole!" Laughing with delight, they cut you down from the tree limb and carry you both off to the cave (*space 22E*). *Turn to 248.*

278

Time: 30

You fight to find a way through the barrier of trees. *Pick a number and add your Perception bonus: if 2-7, turn to 458; if 8-12, move on.*

279

Time: 30 Exp Pt: 10

You save the Princess, although you knock the breath out of her. The branch hits you in the body. *Pick a number and increase your damage taken by that amount. Turn to 458.*

280

Time: 10 Exp Pt: 2

"We cannot attack the cave," she explains, "for the evil Elves once lived there and left spells that bar us from entering it. But if you drive the Orcs from the cave, they will not live to return to it." Her devoted followers seem to lick their chops at the thought. Then the Queen continues, "Now, fill your pockets with gold and rest a little." She produces a small battlehorn, beautifully carved and painted. "Blow this horn and all but the bravest will flee. If you can get behind the Orcs, inside the cave, the horn will drive them out into our webs."

"My companion knows a secret entrance," you boast. "That should put us in position. Thank you, noble Queen." When you get time to count, you find the Queen gave you 10 silver pieces. *She tells you that the Orc cave is in space 22E. Move on.*

281

Time: 40 Exp Pt: 5

You awaken in the sheltering arms of the Princess. You try to speak but she hushes you.

"That beast beat you senseless; I circled behind him until

I had a good shot and..." She points to the body of the fallen Orc, an arrow in his back. After thanking her, you rise to your feet, feeling sore and weak but otherwise fine.

"Let's go!" you cry, eager to get on with your mission. **Move on.**

282 *Time: 10*

The Orcs are surprised and slightly confused, but they are beginning to mount an attack.

•If you have and use the flame illusion powder, **turn to 143.**

•If you have and use the Spider's horn, **turn to 258.**

•Otherwise, **turn to 169.**

283 *Time: 10*

You walk on through the hills and woods. **Pick a number:**

•If 2-5, **turn to 392.**

•If 6-12, **Move on.**

284 *Time: 80*

You push open the door and hurry into the room. The door swings shut behind you as silently as it opened, though you pay no attention to it because of another noise nearby. Instinctively you reach for your weapon, the Princess' tension palpable beside you. **Turn to 340.**

285 *Time: 20 Exp Pt: 8*

You bash and batter at the swinging limbs, finally driving them back. "Hurry!" you call to the Princess. **Move on.**

286 *Time: 5 Exp Pt: 10*

You and the Princess creep up to and through the cave entrance without making a sound. The guard does not seem to notice you. **Turn to 465.**

287 *Time: 60 Exp Pt: 3*

The food tasted fine, but almost as soon as you finish eating, you began to wish that you had not. The food makes you very sick for a while, so that you must rest before you can get up and continue your mission. **Move on.**

288 *Time: 10*

You scream at the bear, putting your full voice into it, even

though, in some ways, this seems an extraordinarily stupid thing to do. *Pick a number: if 2-6, turn to 341; if 7-12, turn to 104.*

289

Time: 20 Exp Pt: 2

At the last possible moment, you connect your sudden weakness with the sweet-smelling white flower and try to run away.

•If you succeed, turn to 345.

•If you fail, turn to 269.

290

Time: 5

Though noisy, the birds do not really bother or delay you. *Move on.*

291

Time: 20 Exp Pt: 4

Your relief is great when the Spider Queen indicates agreement. But can you trust her and her eight-legged giant minions? "We will wait outside the cave and catch the Orcs when you drive them out. How will you signal us that the time is ripe?"

You admit that you have no means, hoping that this will not change her mind. "I could whistle," you add.

Fortunately, the Spider Queen is so taken with your speech and the idea of a web-full of Orcs for dinner that she is not upset by the shortcomings of your plan. Instead she digs a claw into her own nest and pulls out an engraved horn, its finish not marred by its filthy hiding place. "This will do the job. Blow this horn and we will be ready for the Orcs! It has an enchantment on it. When blown, your enemy will panic unless he is unusually tough or brave. When the Orcs flee its sound — and they will! — we will be ready and waiting. I am sure a warrior such as you can kill any of those who escape us, eh?"

Bowing deeply to the Queen, you take the valuable gift. The horn is light in your hand. She tells you that the Orc cave is in space 22E. *Move on.*

292

Time: 10 Exp Pt: 2

The sound of the horn terrifies the Orcs, but since they have no where else to run, they flee down the narrow corridor at the rear of their sleeping quarters. You and the Princess follow them into a room at the end of the passage. The Orcs are gathered around a thin and battered figure.

Their leader shouts: "Throw down your weapons and surrender, or I will kill and dismember the Prince before your very eyes!" After a moment of shock and agonized considerations, the Princess speaks: "Do as the evil creature says. We have no choice!"

•If you surrender, turn to 248.

•If you do not surrender, turn to 106.

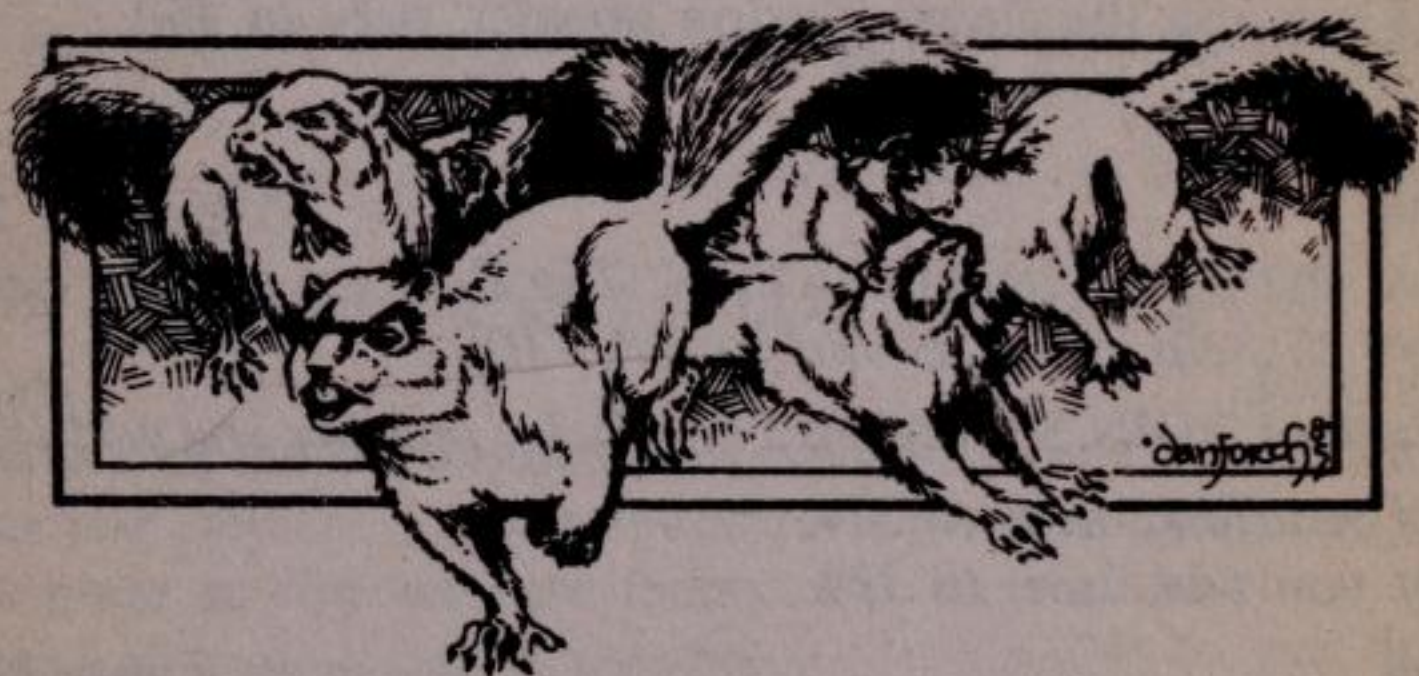
293

Time: 10

In spite of your peaceful intentions, six squirrels attack you, moving too quickly for you to have a chance to escape.

(ALL 6 SQUIRRELS OB: -4 DB: -2 EP: 8)

•If you defeat them, turn to 313. •If they defeat you, turn to 382.



294

Time: 20

Ahead of you in the woods, you see a large hedge with huge white flowers. A sickly sweet smell and dusty pollen fill the air around you as you get near. *If you have seen the flower*

5

before, move on; otherwise, pick a number: (Add 2 if you have the Owl; add 4 if you have met Legolas.)

- If 2-4, turn to 269.
- If 5-8, turn to 345.
- If 9-12, turn to 394.

295

Time: 10

You worry as the birds circle closer and closer. *Pick a number and add 6 if you have the Owl:*

- If 2-4, turn to 180.
- If 5-8, turn to 228.
- If 9-11, turn to 445.
- If 12, they do nothing, move on.

296

Time: 10

As you begin to lift the log, the little beast snaps at you, almost catching your hand.

- If you leave the squirrel there, move on.
- If you continue to lift the log, turn to 323.
- If you ask the Princess to help, turn to 126.

297

Time: 5

With the Princess guarding your back, you must fight the ferocious Spiders, who approach you ominously.

- If you use the flame illusion powder, turn to 160.
- Otherwise, turn to 472.

298

Time: 10 Exp Pt: 2

You charge the remaining Orcs. *The Princess can use her bow to help every second round (OB:1).*

(Each of 7 ORCS OB:1 DB:1 EP:Pick a number and add 18)

- If you lose, turn to 314.
- If you win, turn to 318.

299

Time: 10

As you come closer to the strange old man, you have to decide what to do.

- If you avoid him, turn to 355.
- If you steal something from his sack, turn to 164.
- If you ask him for help, turn to 321.
- If you attack him, turn to 134.

300

Time: 40 Exp Pt: 8

The Spider overpowers and defeats you. Your quest has ended horribly.

301

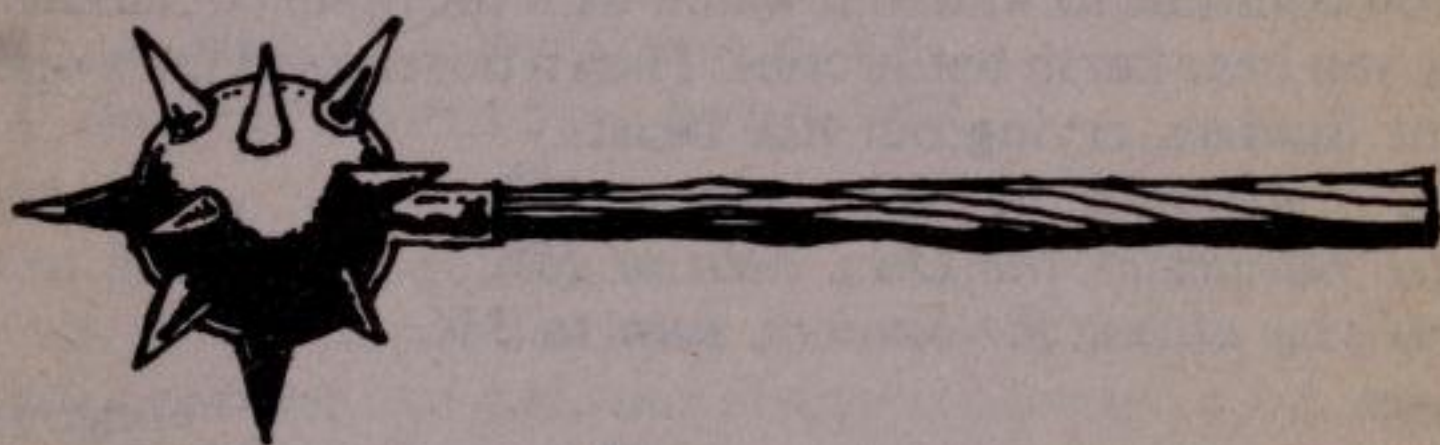
Time: 45 Exp Pt: 2

You prove to be a poor trader and can get no bargain. You must pay double the normal prices. *Refer to 172 for prices. Move on.*

302

Time: 5

Just as you approach the guard, you realize that he is only faking and is aware of you. *You are surprised and must fight the Orc. Turn to 467.*



303

Time: 10 Exp Pt: 2

You try to follow the Orcs. *Pick a number and add your Trickery bonus:*

- If 2-5, the Orcs see you and attack, you are surprised, turn to 298.
- If 6, you lose track of the Orcs, *Move on in a random direction.*
- If 7-12, follow the Orcs to space 22E, turn to 257.

304

Time: 40

You face the two ragged men, who look as ready to fight as you are. The Princess backs off, perhaps trying to find a place to fire her bow from.

(MAN OB: 0 DB: 0 EP: 21)

(MAN OB: 1 DB: 0 EP: 18)

- If you win the fight, turn to 259.
- If you lose the fight, turn to 368.
- If you successfully run away, *move on in a random direction.*

305*Time: 10*

If you have met the old man in brown, move on. As you walk through the woods, you come upon an old man dressed in brown. He is walking in front of you, weaving slowly back and forth, and seems to be throwing something to the side as he walks. A very large sack lies on the ground behind him.

- *If you met Legolas, pick a number and add your Perception bonus: if 2-5, turn to 299; if 6-12, turn to 149.*
- *If you have not met Legeolas, turn to 299.*

306*Time: 50*

You continue to wait and watch with the Spiders. Suddenly you hear harsh battle cries. Then a dozen mad Orcs rush the Spiders, crying out like beasts.

- *If you watch the fight, turn to 147.*
- *If you attack the Orcs, turn to 109.*
- *If you attack the Spiders, turn to 336.*

307*Time: 10*

You bravely run towards the bear, weapon in hand. *Pick a number: if 2-7, turn to 226; if 8-12, turn to 158.*

308*Time: 10 Exp Pt: 1*

You feel the spell's power weaken as your feet jerk free of their invisible bonds. Then you fall face forward onto the ground.

The Princess laughs. "A clumsy hero I have chosen!" she teases, apparently cheered by Greenfield's appearance.

- *If you fight Greenfield, turn to 320.*
- *If you talk to him, turn to 276.*
- *Otherwise, move on.*

309*Time: 40 Exp Pt: 25*

As the Spider sinks lifelessly to the ground, you turn to the unconscious Princess. A welt on her neck shows where the Spider stung her. You scoop her up and hurry away until you come to a clearing with a spring and a little sunlight. Slowly she responds to the light and the air, regaining her

senses. "What hit me," she mutters. "Oh, that Spider! And you saved me and revived me. Isn't it a pleasant change for you, to be the reviver, and not the revived?" Her laugh proves her return towards health. "Tell me how you slew it," she says, "while we walk."

"Later," you say. "I am too weary now to brag. Later." *Move on.*

310

Time: 10

You and the Wolf fight fiercely, too closely engaged for the Princess to help with her bow.

(WOLF OB: 0 DB: 1 EP: 18)

•*If you defeat the Wolf, turn to 429.*

•*If the Wolf defeats you, turn to 438.*

311

Time: 20

You follow the squirrels as they scamper off, wondering if they are trying to lead you somewhere, and if so, why.

Pick a number and add your Perception bonus: if 2-6, turn to 165; if 7-12, turn to 193.

312

Time: 20 Exp Pt: 16

Unlike others you have seen in this terrible wood, these nuts are obviously clean and good to eat. The Princess agrees. You load four days food supply into your pack. Under the nuts you see a flash of gold and pull out a ring with a red jewel etched with runes. "I have heard of this Red Ring," the Princess says, tears in her eyes. "It belonged to my folk long ago and is rightfully my brother's. This is a sign that we are on the right path, don't you see? The ring must have some power that will be useful to us later." *Add the Red Ring to your Equipment List. If you cast the Analyze Item spell, turn to 351; otherwise, move on.*

313

Time: 20 Exp Pt: 5

As you look away from the squirrels lying at your feet, you see one scamper up a nearby tree and dive into a hollow.

•*If you explore, turn to 348.*

•*Otherwise, move on.*

314

Time: 5

You fall under an Orc's blows. *Pick a number:*

- If 2-5, turn to 464.
- Otherwise, turn to 325.

315

Time: 5 Exp Pt: 2

While the Princess covers him with her bow, you sneak up right next to the guard Orc. *On your first attack only, you may add both your melee OB and your Trickery bonus. Turn to 467.*

316

Time: 20 Exp Pt: 2

You catch a breath as the Squirrels vanish. "I do not understand this forest," the Princess sighs. "Even the small beasts are so strange and hostile." *Pick a number and add your Trickery bonus:*

- If 2-5, turn to 201.
- If 6-12, move on.

317

Time: 10 Exp Pt: 8

You chop the log with one blow. "Good man!" Grimbeorn roars in delight. The Princess cheers too. "Take the axe! May it bring you good fortune along the way." *The axe will add 1 to your melee OB and +2 to any damage given in combat. Move on.*

318

Time: 5

You have killed all the Orcs, but you still must find the Prince. You find 4 spears, 3 shields, a sword, 8 clubs, and 8 silver pieces. *Move on.*

319

Time: 10

- If you try to avoid the Orc, move on.
- If you attack the Orc, turn to 210.

320

Time: 10

You face Greenfield, who wields only his walking stick:
(GREENFIELD OB: 2 DB: 4 EP:38)

- If you win, turn to 409.
- If you lose, turn to 441.

321

Time: 30

The old man introduces himself as Radagast the Brown and listens attentively to your story. Then he pauses to think, looking old and wise as a Wizard ought to look. **Pick a number.**

•If 2-7, turn to 373.

•If 8-12, turn to 422.

322

Time: 40 Exp Pt: 2

You find your way to the back of the hill, a rough bush-covered slope well-hidden from the entrance to the cave. The Princess begins her search, softly reciting old family stories to help her remember the secret. Turn to 461.

323

Time: 10

Frightened by its plight, the squirrel bites at you as soon as it is free, then runs off.

“Not even the squirrels of Mirkwood will thank me,” you moan, weary of mistreatment at the claws and paws of the forest.

“I will thank you,” the Princess says, “if you succeed.” **Move on.**

324

Time: 15 Exp Pt: 30

You strike the sleeping Orc, but your grip slips and you only strike with the flat of the blade. The Orc screams and rolls to the side grabbing for his weapons. You and the Princess reach the narrow corridor opposite the main entrance. You must turn and fight them here where they can only face you one at time. *You may not attempt to “run away” from this fight. You must fight the Orcs that you did not defeat while asleep (i.e., 9 minus number previously defeated). If you did not defeat the Orc guard earlier, you must fight him too.* Turn to 282.

325

Time: 5

The Orcs take you prisoner. **Pick a number:**

•If 2-8, turn to 248.

•If 9-12, turn to 334.

326

Time: 20 Exp Pt: 10

The spell helps you to understand the runes carved on the horn.

**If this horn be blown from ambush or surprise,
the hearts of foes shall be filled with fear.
Blow it hearty and use it wisely
For once sounded, it will disappear.**

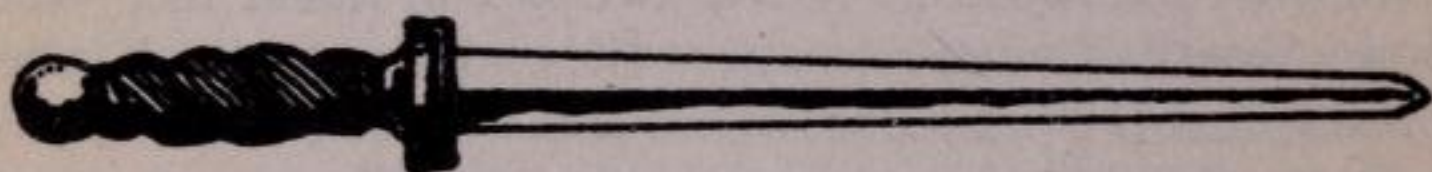
"What a find!" you exclaim.

"We must remember that we can use it only once," the Princess reminds you. *Move on.*

327

Time: 5

A hideously grinning Orc springs from hiding and attacks you raising his shiny sword. *You are surprised. Turn to 210.*



328

Time: 10 Exp: 1

You stand and call to the men, "Hello there!" Startled, they turn and grab their spears, rushing at you.

- *If you fight the men, turn to 403.*
- *Otherwise, run away.*

329

Time: 10

The Squirrels are wildly insistent that you follow them. Some even tug at your clothes.

"What shall we do?" the Princess asks.

- *If you follow the Squirrels, turn to 405.*
- *Otherwise, turn to 217.*

330

Time: 10 Exp Pt: 4

You lift but cannot control the ax and almost fall over as it swings wildly out of your control. Grimbeorn nods in sympathy. "Even the mightiest warrior might find that

weapon too much for him. Feel no shame at your failure. I have spare supplies with me. I will give you travel food for seven days. Good fortune to you." You and the Princess thank the famous Grimbeorn and continue your mission.
Move on.

331 *Time: 10 Exp Pt: 15*

When you awaken, the Prince and Princess are bending over you. The Princess has just given you a healing potion and all of your damage is healed. The Prince helps you up and says, "Let's get out of this place of death." **Turn to 184.**

332 *Time: 10*

If you have seen the Dwarf caravan, move on. Otherwise, if you are on the Road, turn to 181; if you came through the woods, turn to 178.

333 *Time: 20 Exp Pt: 5*

The two of you quickly free the Squirrel, but as you watch it scamper off, the Princess suddenly gasps and collapses. You spin around to see a Giant Spider turning towards you. You must fight — there's nowhere to run. You are surprised.

(SPIDER OB:2 DB:2 EP:30)

•If you win, turn to 309.

•If you lose, turn to 300.

334 *Time: 120 Exp Pt: 10*

The Princess nurses you back to consciousness. "I managed to slay the Orcs with my bow," she mumbles. "I was afraid you were dead, though. Now let us find my brother."

Move on.

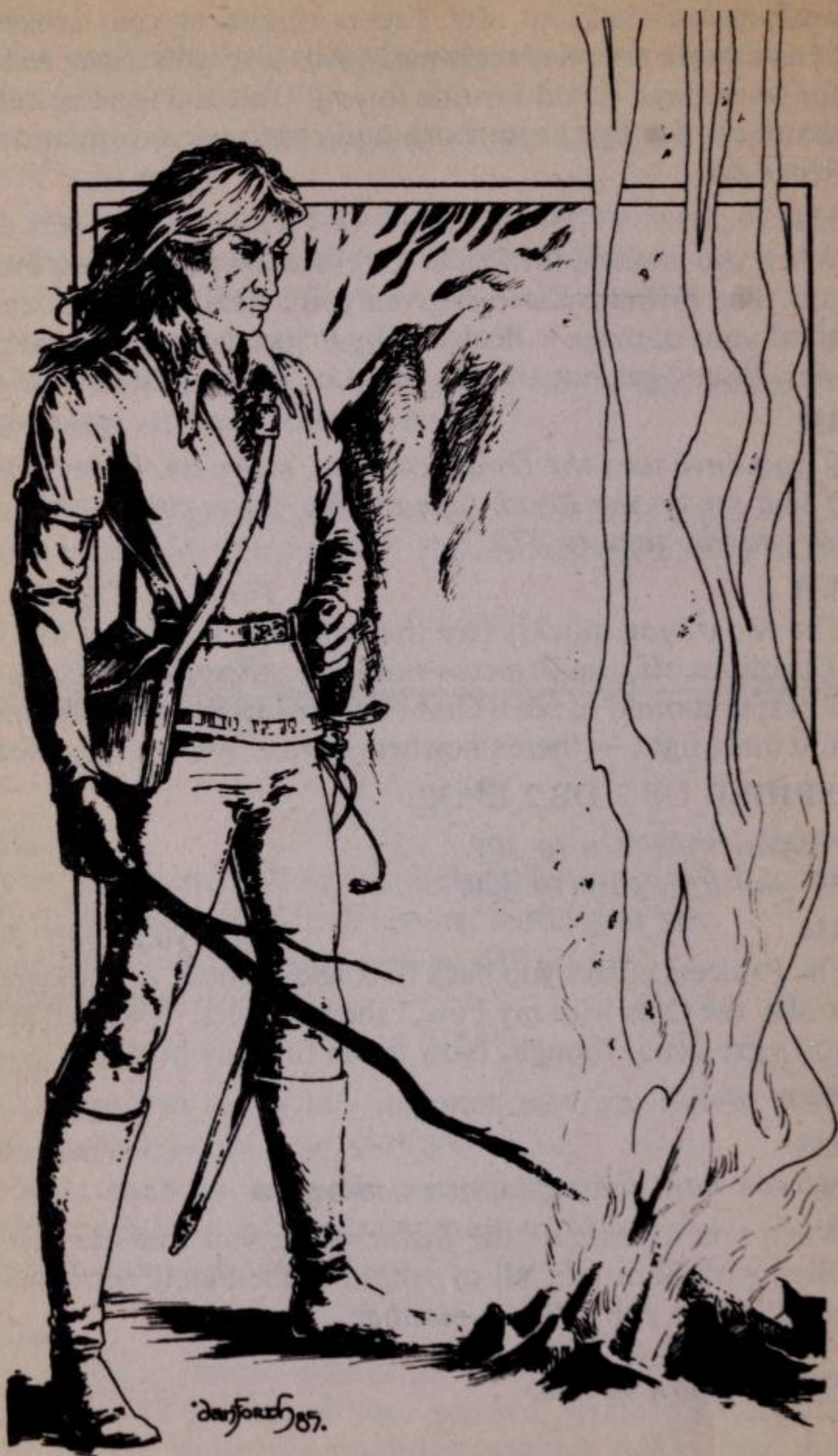
335 *Time: 10*

•If you have the pet squirrel, move on.

When you investigate the disturbance, you find the trees filled with Squirrels, all of whom immediately turn their attention to you. **Pick a number.**

•If 2-5, turn to 390.

•If 6-12, turn to 346.



336

Time: 60 Exp Pt: 2

You charge in and the Spiders flee in confusion. Not an Orc is hurt. The Orcs surround you, thanking you. Before you realize it the ones behind you seize you and the Princess, bind you, and carry you off. *Turn to 248.*

337

Time: 60 Exp Pt: 10

When you come to the fire, you pick out the leader immediately. While the other Elves are dressed in woodland greens or browns, one is wrapped in an amazingly fine grey cloak, fastened at the throat with a green, leaf-shaped broach of astonishing beauty. He is taller than the others, and has an air of power and command. In answer to a few deft questions you tell him your quest, ignoring the Princess' tension and suspicion. When you finish he sits for a few minutes, weighing his choices, and then speaks slowly.

"Pardon my care and slow response," he begins, "But I had to assure myself of your worth and honesty. There are still many strange men and beings in this part of the world, and mistakes can be deadly."

"Who are you to judge us, Grey Elf?" snaps the Princess.

"My people are vassals to no one, nor is my friend here!"

"I am Legolas Greenleaf, son of Thranduil, Prince of the Elven realm of Greenwood the Great," he replies solemnly.

"I may claim some concern for any wanderers this near his realm, especially when they are planning to enter the forest. But peace, lady. For a mission such as yours I will give all the help I can. We will give you food for two weeks, so you need waste no time hunting it on your way. Indeed, I would travel with you with my warriors, but I have promised to join the King Elessar at Minas Tirith by the end of the month and am not free to follow my heart. Instead, I will tell you all I can of the forest and what you may find there."

You nod your thanks; the Princess is oddly quiet as Legolas continues.

“Though the great darkness is gone, Mirkwood is still a very dangerous place, especially through the middle region along the Old Forest Road, the area where your quest take you. Giant Spiders, each capable of slaying Man or Elf, live there. It is their realm. Some Orcs still live and hunt there, as your brother discovered to his misery. Bears, wolves and other beasts make the wood their home. Even the birds and squirrels can sometimes be dangerous, for the Darkness has enveloped them too, and they are often troublesome to unwary travelers. The trees themselves will seem to link together or move to block your progress. Many plants are poisonous to a greater or lesser degree. Unless you are out of rations and starving, I would eat nothing found in that part of the forest. Do not nap on any beds of moss. The Din Fuinen can steal your mind. At all costs stay well clear of the “White Trumpet,” a huge shrub with large, milk-white blossoms. It can kill you even if you don’t touch it.

You want to interrupt Legolas to ask: *is there anything I can safely do in those accursed woods?*

“From the Princess’ story, as you tell it,” the Elf-lord goes on, “I would say that the Orcs must be somewhere in the hills south of the Old Forest Road. That land lies more than 50 leagues east of here, and probably some ways to the north. The road would probably be your quickest way, but it is also the most dangerous route to travel. Going straight through the forest is slow and hard-going, and not totally safe either.

“There is one who might help you even more than I, if you can find him. I saw the Wizard called Radagast the Brown yesterday, north of here near the edge of the forest. He knows this area better than even the Elves. Watch for an old man dressed in brown, carrying a staff and feeding the birds and small animals. He may be touchy but he is good at heart.

“Now, rest with us this night, share our meal, and start the morning fresh and strong,” Legolas concludes.

•*If you rest with the Elves, turn to 416.*

•*If not, move on.*

338 *Time: 10*

In your hurry to get past and get away safely, you don't really pay attention to the men. Suddenly they leap to their feet and surprise attack you. *Turn to 145.*

339 *Time: 80 Exp Pt: 5*

If you have one, your pet squirrel squeaks once and scurries away as you enter the passage.

The passage slopes down to the inner room, and you walk carefully in the dark, for you fear that a light will increase your danger. The floor is somewhat uneven, but there are no large objects or major holes in it to trip you. Finally, after a long tense descent, you come to the bottom of the passage. A cleverly designed eyeslit lets you examine the inner room before opening the door. You peek in but it is too dark to see anything.

•*If you go through the door, turn to 284.*

•*If you exit the passage and return to the cavern entrance, turn to 379.*

340 *Time: 10*

The only occupant of the dank, dark room is obviously the Prince, who hangs by his wrists from the ceiling of the cave, his clothes torn and his body battered and bruised.

•*If more than 25 days have passed since you began your mission, turn to 272.*

•*Otherwise, turn to 375.*

341 *Time: 10 Exp Pt: 5*

The Bear looks startled, then turns and runs away at a surprisingly brisk pace for so big an animal.

“Hurrah!” you cry out, pleased with your strategy. The Princess smiles and asks if you can continue your mission now. *Move on.*

342

Time: 20

You find that there is no recognizable path to take, no clear way to turn. You decide to ask the Princess for help. *Pick a number.*

- If 2-5, turn to 411.
- If 6-10, turn to 214.
- If 11-12, turn to 349.

343

Time: 30

As you and the Princess carefully approach the cavern entrance, you notice that the guard appears to be almost dozing.

- If you attack the guard, turn to 347.
- If you continue sneaking past the guard, turn to 286.

344

Time: 90 Exp Pt: 5

When you and the Princess offer to help him, Radagast smiles in delight and gives each of you a small bag full of seeds and grain. For an hour, you both help him feed hidden nests of birds and small animals. When a large area has been covered, he sits down against a tree, beckons you to similar seats and smiles again. "Now what can I do for you?" he asks.

You explain the difficult task that you and the Princess have undertaken; he listens carefully, no longer a bumbling old birdwatcher. *Turn to 230.*

345

Time: 20 Exp Pt: 3

You realize that something about this plant is evil and dangerous and that you had better get away from it. As you turn away, the Princess scolding you as she lends you a hand, you feel dizzy and weak. *Pick a number, halve it (round up) and add the result to your damage taken. Move on.*

346

Time: 10

The Squirrels seem to be trying to lead you to something. *If you ignore them, turn to 316; otherwise, pick a number.*

- If 2-6, turn to 311.
- If 7-12, turn to 444.



347

Time: 30

You know the task in front of you now. Nervously, you and the Princess check your weapons and prepare to attack the Orc at the front entrance to the cave. *Pick a number and add your Trickery bonus:*

- If 2-5, turn to 302.
- Otherwise, turn to 315.

348

Time: 30

To climb up to the hollow in the tree, *pick a number and add your General bonus:*

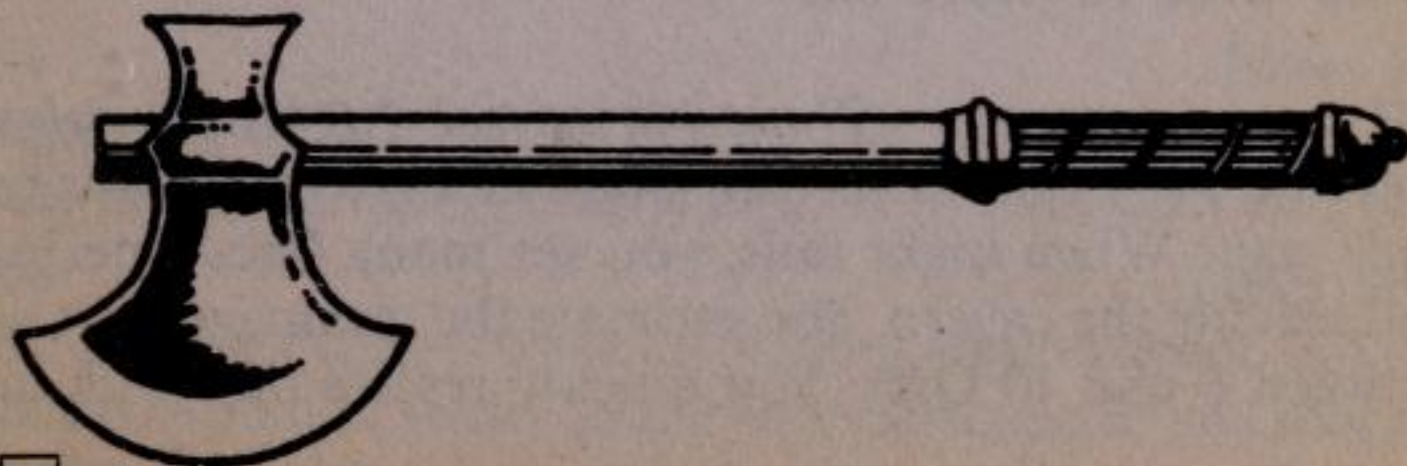
- If 2-5, you cannot climb the tree. Move on.
- If 6-12, you climb the tree. Turn to 155.

349

Time: 20

You need to find a way through the trees. "Princess," you ask softly, almost afraid that the trees will hear, "can trees really possess the will to intentionally block our paths, as these seem to do?"

"I have heard of such things," she replies, "but I never believed the tales, until now." *Pick a number and add your Perception bonus: if 2-7, turn to 214; if 8-12, turn to 386.*



10

350

Time: 20

As you desperately run through the woods, the princess suddenly gasps and falls, stung in the neck. You turn to face the huge, Spider. You are surprised.

(SPIDER OB:2 DB:2 EP:30)

•If you win, turn to 309. •If you lose, turn to 300.



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351

Time: 10 Exp Pt: 8

You discover that the Ring has the following power — if the wearer casts any sort of illusion spell or magic, the ring turns the illusion to reality. *Move on.*

352

Time: 10 Exp Pt: 10

If you have the Red Ring, turn to 254.

The flashy illusion frightens the more sentient of the trees, which hurriedly separate, presenting an easy path to follow. “It worked!” you cry out, delighted.

“Let’s hurry!” the Princess cries. “Our time grows short. For all we know...” “Don’t worry,” you say, wishing you could mean it. *Move on.*

353

Time: Varies (see Nighttime rules)

You and the Princess see the guard changed once during your wait. When night falls, you see many Orcs entering and leaving the cavern. You estimate the group consists of between 6 and 10 Orcs. You quickly realize that with all

that activity there is no real chance of sneaking into the cavern at night, and that any fight at night would quickly involve all of the Orcs.

•If you attack the Orcs at night, turn to 385.

•If you sleep and wait for daybreak, turn to 379.

354 *Time: 20 Exp Pt: 2*

The bear decides that you and the Princess are not worth chasing. He almost laughs as you scamper away. *Move on in a random direction.*

355 *Time: 10 Exp Pt: 2*

The old man does not see you sneak by him, or if he sees you, he pays no attention to you. You never see him again. *Move on.*

356 *Time: 10*

You spy a figure hidden behind a tree, and think it or he may be waiting for you.

•If you run away, turn to 363.

•If you attack, turn to 185.

357 *Time: 30 Exp Pt: 4*

Legolas flares, looking tall as a tree. "Thief! Be gone! We will lend you no help!" *Move on in a random direction.*

358 *Time: 5 Exp Pt: 5*

As you approach the narrow corridor at the opposite end of the cavern from the entrance, an Orc awakens and spots you. As he raises the alarm, you and the Princess reach the narrow corridor. You must turn and fight them here where they can only face you one at time. *You may not attempt to "run away" from this fight. You must fight 9 Orcs (plus the Orc guard if you have not already defeated him). Turn to 282.*

359 *Time: 20*

Loyal even in this terrible place, your pet tries to free you. *Pick a number: if 2-7, turn to 277; if 8-12, turn to 371.*

360 *Time: 369*

You and the Princess wake up hanging upside down, tightly bound in a huge, sticky spider web. Struggle as you might,

you cannot free even a finger.

"I am sorry," the Princess says sadly, "to have brought you to this end."

"I chose to come, Princess," you reply, thinking: there must be some way out of this mess!

•If you have the pet squirrel or the owl, turn to 151.

•If you do not have the squirrel or the owl, turn to 199.

361

Time: 5 Exp Pt: 20

Slowly and carefully, you and the Princess make your way across the cavern. You reach the other side and move quietly down a narrow corridor, not one Orc seemed to be disturbed by your passage. The narrow passage makes a sharp turn and opens up into a small regularly shaped room. *Turn to 340.*

362

Time: 10

Pick a number and add your Magical bonus:

•If 2-6, turn to 413.

•If 7 or higher, turn to 196.

363

Time: 10

•If you run away successfully, move on in a random direction.

•If you fail, you are surprised. *Turn to 185.*

364

Time: 5 Exp Pt: 2

The Orc guard comes charging in from outside and attacks you. *You are surprised. The Orc guard is armed with a shield and a club. The Princess may use her bow (OB:1) every second round.*

(ORC guard OB:1 DB:1 EP:Pick a number and add 18)

•If the guard defeats you, turn to 469.

•If you defeat the guard, turn to 140.

365

Time: 10 Exp Pt: 2

The squirrels scatter again as you move to attack. "How odd," the Princess says. "I have never seen simple forest creatures behave so strangely!" *Move on.*

366

Time: 60 Exp Pt: 4

You wake to the Princess tenderly bandaging your wounds. Your enemy lies nearby, an arrow in his chest.

"You are very brave," she says, "but a little clumsy. I was forced to dispense with the beastly foe myself!" You ache all over and must rest a few minutes before you regain your strength. *Move on.*

367

Time: 40 Exp. Pt: 30

The huge bear lies bloodied and quiet at your feet.

"I cannot believe you've slain that beast!" the Princess cries, tending to your wounds. She looks at the bear, sighs and says: "He looked almost intelligent, didn't he? I mean, before the light left his eyes." You are forced to agree. "But once we fought, I had no choice."

Your wounds dressed, you are ready to resume your mission. *Move on.*

368

Time: 60 Exp Pt: 3

You recover consciousness with the Princess bending over you. "Those ragged men stole all your money, your rings — everything except the dagger," the Princess explains breathlessly. "I had to hide to escape their wrath." *Move on in a random direction.*

369

Time: 20 Exp Pt: 3

Over the objections of the Princess, you steal 2 weeks of grain and nuts from the old man's sack. *Move on.*

370

Time: 5

The stranger is an Orc. *Turn to 260.*

371

Time: 20 Exp Pt: 4

The little creature frees you! "We must hurry!" the Princess cries. *Move on in a random direction.*

372

Time: 20 Exp Pt: 5

A sheet of flame engulfs the five visible Orcs. The other seven Orcs rush out at the sound of screams. *Turn to 315.*

373

Time: 10 Exp Pt: 5

The Wizard whistles sharply, and a small but very intelligent

looking owl flies to his shoulder. "My friend here will help you," Radagast explains. "He knows the ways of Mirkwood and is strong, brave and enduring. Now let us sit comfortably together while I tell you of the forest." *Turn to 274.*

374

Time: 10

The birds begin to look like a serious problem.

- *If you have the Owl, move on.*

- *Otherwise, pick a number.*

- *If 2-6, turn to 228.*

- *If 7-8, turn to 180.*

- *If 9-12, turn to 445.*

375

Time: 60 Exp Pt: 50

Feeble movements show that he still lives, though he must have been pushed to the limits of endurance. Without further delay, you steady the Prince, holding him around the thighs, while his sister climbs your shoulders and cuts him free so that you can lower him to the ground. Freedom gives new life to the Prince. After only a moment or two he shakes some feeling in to his hands and hurries to the back wall of the room. There he grips two strange stones in a particular way and concentrates for a moment. Suddenly an opening appears in the rock. Many gleaming weapons are revealed, and your eye catches sight of other marvelous treasures. The Prince seizes a gold flask, opens it and drinks deeply. A faint smell of fruit, wine and herbs comes from it, and before your eyes the effects of weeks of torture disappear. He becomes once again a powerful and dangerous-looking Elf warrior. Pulling a beautiful sword, a longbow, and many other objects from the opening he bows to you, smiles, and says softly, "Now to leave this place." You whisper back, "Could we not take your treasures, escape up the passage, and return later with more help to take care of the Orcs? The odds are long, even for brave fighters." He looks at you, surprised. "Didn't my sister tell you, it is not possible to exit this room by that passage? You may

only enter by it." With obvious reluctance he says, "These treasures and my sister are too precious to risk, so we will avoid combat if possible. However, if we do have to fight, our best tactic isto have you face the Orcs in melee while my sister and I fill them with arrows." He lends you the sword from the treasure. *When used, it will increase your melee OB by 2.*

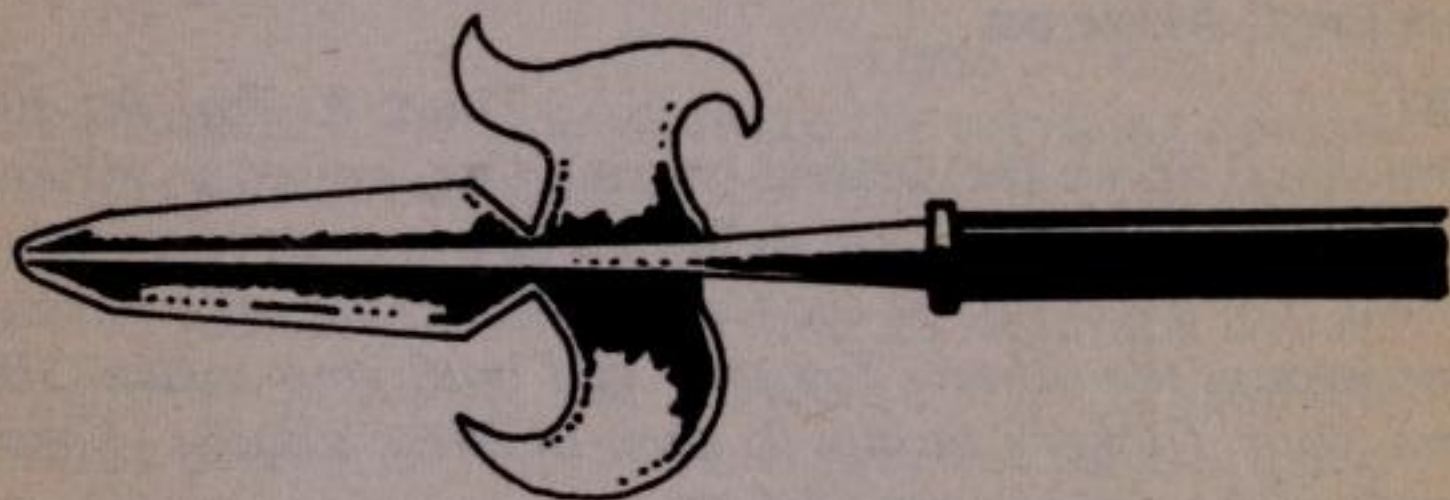
The three of you begin to quietly and carefully sneak out of the caverns. Pick a number and add your Trickery bonus:

- If 2-8, turn to 387.
- If 9-12, turn to 473.

376

Time: 10

You sneak up on the men, pulling your weapon. *You may attempt a "Sneak Attack." (See the Action Table at the end of the book.) Turn to 403.*



377

Time: 5

You spot the twisted, stunted, scaly figure of an Orc in the bushes. *Turn to 265.*

378

Time: 30

Your foe proves to be a stray Orc, a swaggering, drooling scaly beast intent upon your demise. You grab your weapon and enter the fight.

(ORC OB: 1 DB: -1 EP: 19)

- If you win the fight, turn to 261.
- If you lose the fight, turn to 281.

You study the front of the cavern. An Orc is guarding the entrance.

- *If you leave the area, move on.*
- *If you hunt for the hidden entrance, turn to 322.*
- *If you try and sneak past the guards, turn to 343.*
- *If you sneak up and attack the guard, turn to 347.*
- *If you wait and watch until night, turn to 353.*

Hearing a shocked gasp behind you, you turn to the Princess. Her eyes wide with horror, she slaps you. "You monster!" she screams. "How could you kill that helpless baby? Leave me. I'd do better asking Dwarves for help!" You realize your error and apologize, swearing that never again will you kill so recklessly and needlessly.

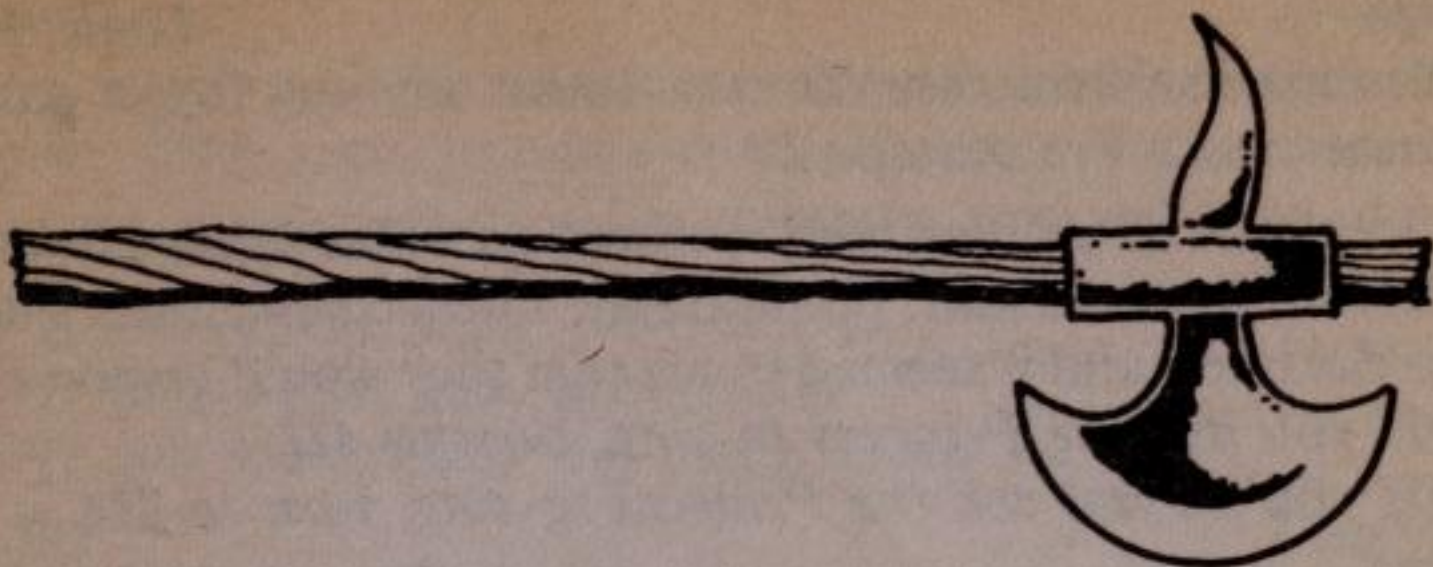
After a long silence, the Princess says: "I accept your apology." *Move on.*

You stand above the nearest snoring Orc, poised to strike a fatal blow. *If you do not defeat an Orc in one round (obtain a U or a K result on the Combat Table), he will awaken and arouse the others. You may add both your melee OB and your Trickery bonus to each of these attacks. Keep track of how many you defeat.*

(Each of 9 SLEEPING ORCS OB: 0 DB: -5 EP: 18)

- *If you defeat all the Orcs, turn to 383.*
- *If you fail to defeat all the Orcs, turn to 324.*

You slowly regain your senses, blushing redder than your blood. To be beaten by squirrels! The Princess tries to cheer you. "Do not worry. If you cannot beat the Orcs by strength, I know you can outsmart them." A worried look clouds her face, and she adds some bad news. "While I protected your face and throat after you fell, the Squirrels got away with all but two of our meals." *Write on your Character Record that you have only 2 meals. Move on.*



383

Time: 5 Exp Pt: 2

After you finish with the last Orc, you and the Princess give each other a relieved look as you realize you have taken care of the last Orc.

- If you did not defeat the Orc guard earlier, *turn to 364.*
- Otherwise, *turn to 140.*

384

Time: 20 Exp Pt: 40

You are surprised but relieved to see the surviving Spiders flee wildly through the woods. You search the clearing and find 12 silver pieces, a helmet that fits you perfectly (*and adds 1 to your DB when worn*), and a beautifully carved and painted battle horn. The dangling Orc is still alive but obviously beyond all help. He tells you that the Orc camp is located nearby (*in space 22E*) and begs you to kill him quickly. "We must hurry!" the Princess cries, reading your thoughts exactly.

- If you know and cast the *Analyze Item* spell, *turn to 326.*
- Otherwise, *Move on.*

385

Time: 10 Exp Pt: 5

You and the Princess creep as close as you can to the entrance, and attack the closest Orcs. *You may add both your melee OB and your Trickery bonus to your first attack, and the Princess may make her bow attack on the first round with an OB of 3 (first round only).* Since you are fighting at night, *increase the Orcs' melee OB's by one.* You are facing 10 Orcs. *Turn to 282.*

386

Time: 20

You ask the Princess, "Do you know any way to get past these trees? I'm stumped!"

"I am sure of nothing here," she replies. "This strange forest defeats my woodcraft. But at home, I would sometimes sing to the trees, and it seemed to me that they would respond."

•If you ask the Princess to sing, turn to 411.

•If you do not ask the Princess to sing, turn to 214.

387

Time: 5 Exp Pt: 2

In the dim light you do not see the spear of one of the sleeping Orcs. You trip and make a horrible racket. As the Orcs are roused, you and the Elves fall back into the narrow passage leading to the inner chamber to make your stand. The Prince seems almost happy to get the chance to pay the Orcs back for their cruelty. *Turn to 396.*

388

Time: 30

As you make your way through the woods, you smell a very strong sweet flower and sniff its pollen in the air around you. It must be very close, hidden behind the brush, to smell so strong. *Pick a number: (If you have the Owl, add 2; if you have seen the White flower before, add 4.)*

•If 2-4, turn to 269.

•If 5-6, turn to 289.

•If 7-10, turn to 345.

•If 11-12, turn to 394.

389

Time: 30 Exp Pt: 20

Both men lie bleeding and quiet at your feet. Searching them yields 4 meals, a skin of water, 2 spears and 2 daggers. *Take what you want and enter the items on your Character Record.*

"What brings these strange men to Mirkwood?" you ask the Princess.

"No force for good, I am sure," the Princess replies. *Move on.*

390

Time: 10

Six black squirrels attack you, nipping at your hands and feet. They seem to come from all directions at once.

(ALL 6 SQUIRRELS OB: 0 DB: 0 EP: 12)

- *If you defeat them, turn to 142.*
- *If they defeat you, turn to 382.*
- *If you successfully run away, move on.*

391

Time: 20

You sit and introduce yourself and the Princess to the men. *Pick a number and add your Perception bonus: if 2-7, turn to 395; if 8-12, turn to 145.*

392

Time: 10

Both you and the Princess are tired and stop to rest for a moment. *Pick a number and add your Perception bonus:*

- *If 2-8, turn to 400.*
- *If 9-12, turn to 407.*

393

Time: 10

You hear baying and snarling from behind; it scares the daylights out of you. You turn to face a pack of onrushing dogs, wild and red-eyed. No time to flee! You must fight the leader and beat back the others.

(ALL 6 WILD DOGS OB: 0 DB: 0 EP: 24)

- *If you win, turn to 224.*
- *If you lose, turn to 125.*



394

Time: 10 Exp Pt: 6

You decide that the plant looks and smells suspicious and avoid it. The Princess commends you as she catches up to you. *Move on.*

395

Time: 40

After sitting and talking with the men for a long time, never revealing your true mission, you let your attention wander for a moment. Poised for any such opportunity, the men jump up and attack you. *Turn to 304.*

396

Time: 10 Exp Pt: 5

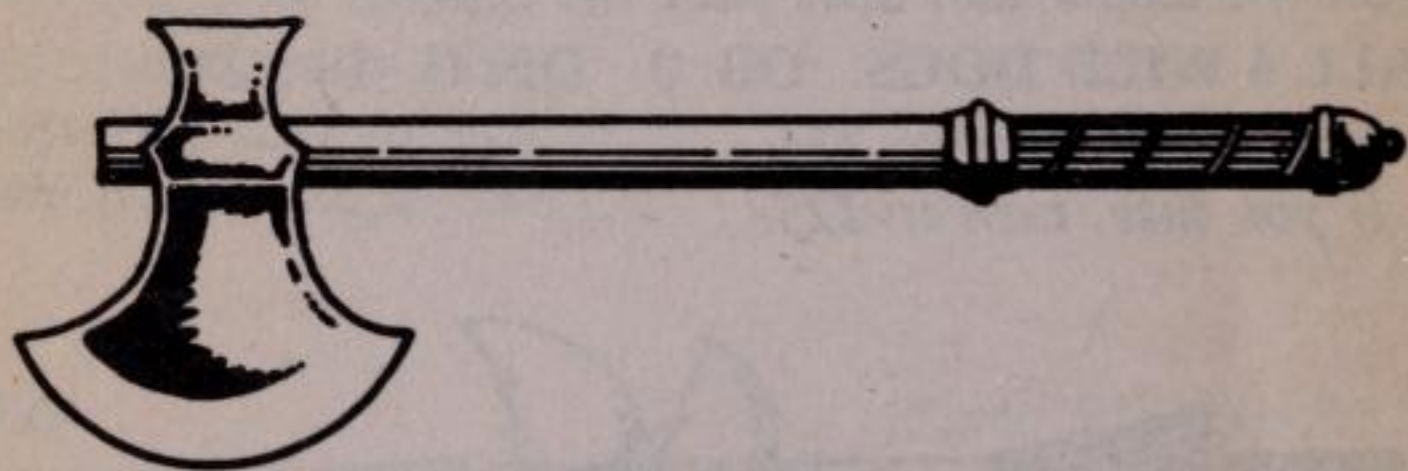
The Orcs are surprised and slightly confused, but they are beginning to mount an attack.

- If you have and use the flame illusion powder, *turn to 137.*
- If you have and use the Spider's horn, *turn to 117.*
- Otherwise, *turn to 102.*

397

Time: 60 Exp Pt: 6

You awaken in intense pain and with great effort, open your eyes to see the Princess binding your wounds. "I drew the bear away, then dashed back and dragged you to safety," she explains. "I am glad you did," you manage to get out. You try to stand and fail, but with the help of the Princess, get to your feet and pick up your belongings. "Let's go," you say, hoping you can. *Move on.*



398

Time: 20

You are not certain where to go. *Pick a number: Add 6 if you have the Owl.*

- If 2-9, you are lost. *Move on in a random direction.*
- If 10-12, *move on.*

399

Time: 10 Exp Pt: 2

The flash of light rouses the Orcs and they leap to their feet, ready for battle. You and the Princess back up to the cavern entrance so that you can face the Orcs one at a time (if the Orc guard is still active, he is so surprised that you are able to slip past him). *You must fight 9 Orcs (plus the Orc guard if you have not already defeated him). Turn to 282.*

400

Time: 5 Exp Pt: 2

Walking carelessly along, you walk straight into a snare. A net sweeps out of the bushes and trees and jerks you and the Princess into the air. If you had a pet squirrel he runs off. The net is made of iron cord, too tough for you to break quickly. *Pick a number :*

•If 2-8, turn to 417. •Otherwise, turn to 433.

401

Time: 30 Exp Pt:6

Perhaps you should go into business - you certainly got the best deal the Princess has seen for ages! You only have to pay half the usual prices. *Refer to 172 for prices. Move on.*

402

Time: 10

As you attack the Squirrels, they jump back at you. *Pick a number.*

•If 2-3, turn to 217.

•If 4-8, turn to 390.

•If 9-12, turn to 293.

403

Time: 10

The men in hides pull their weapons and charge you.

(MAN #1 OB: 0 DB: 0 EP: 25)

(MAN #2 OB: 0 DB: 0 EP: 24)

• If you win the fight, turn to 389.

• If you lose the fight, turn to 441.

404

Time: 10 Exp Pt: 2

"Your cousin," you begin, shaking from head to toe. "Your cousin gave me this ring because I saved her from the Orcs. She..."

You get no further with your explanation. The Queen cries in a terrible voice, "Rend them! Kill them! They helped my most wicked and rebellious cousin. Kill! Kill! Kill!" At the Queen's command, twelve Spider warriors attack you.

(Each of 9 SPIDERS OB:1 DB:2 EP: 33)

(SPIDER QUEEN (who attacks last) OB:4 DB:3 EP:50)

•If you win, turn to 384.

•If you lose, turn to 190.

405

Time: 30 Exp Pt: 5

You follow the wildly excited Squirrels down a path as the wood becomes increasingly dim. The very air carries fear in it. At the end of the path, you come to a clearing. There you see a Squirrel caught in the biggest Spider web you have ever seen. "Oh, the poor little creature!" the Princess gasps.

•If you leave the Squirrel in the web, turn to 390.

•Otherwise, turn to 231.

406

Time: 60 Exp Pt: 2

You wake to the Princess tending your wounds. "I killed the Wolf with a lucky shot," she explains, "just as it went for your throat." You praise her aim and thank her. *Move on.*

407

Time: 10 Exp Pt: 5

Just before stepping into it you spot a snare and find it would have trapped you with a net of iron cords. "Surely, this is Orc made," the Princess whispers. "It would take several of them to set this up. Perhaps it's the ones who have my brother."

•If you explore carefully, turn to 257.

•Otherwise, move on.

408

Time: 10 Exp Pt: 2

The illusion of fire terrifies the Orcs, but since they have



no where else to run, they flee down the narrow corridor at the rear of their sleeping quarters. You and the Princess follow them into a room at the end of the passage. The Orcs are gathered around a thin and battered figure.

Their leader shouts: "Throw down your weapons and surrender, or I will kill and dismember the Prince before your very eyes!" After a moment of shock and agonized considerations, the Princess speaks: "Do as the evil creature says. We have no choice!"

- *If you surrender, turn to 248.*

- *If you do not surrender, turn to 106.*

409

Time: 20 Exp Pt: 21

Greenfield lies bleeding before you, his beard grey and his face wrinkled and aged. You search him but find nothing but his pouch, which contains 2 meals and a vial of healing herbs. (*Reduce your damage taken by 1 with each use; the herbs are usable twice.*) The walking stick lies beside him.

- *If you take the stick, turn to 202.*

- *Otherwise, move on.*

410

Time: 30

You resolutely begin to hack a path through the blocking trees, although the wind makes the limbs creak eerily. Large limbs from the trees swoop to attack you.

(TREES OB:1 DB: 0 EP: 14)

- *If you defeat the trees, turn to 285.*

- *If the trees defeat you, turn to 234.*

411

Time: 30 Exp Pt: 4

At your request, the Princess sings an Elvish song to the trees, hoping they will part at her wish. The song is half lullaby, half war cry. **Pick a number:** (*Add 2 if the Princess has sung successfully before.*)

- *If 2-6, turn to 192.*

- *If 7-12, turn to 129.*

412

Time: 5 Exp Pt: 15

The Orcs howl in fear at the sound of the horn. *Pick a number and add your Magical bonus:*

- If 2-3, one Orc flees, turn to 102.
- If 4-5, two Orcs flee, turn to 102.
- If 6-7, three Orcs flee, turn to 102.
- If 8-9, five Orcs flee, turn to 102.
- If 10-11, seven Orcs flee, turn to 102
- If 12, all the Orcs flee, turn to 184.

•If you are facing fewer Orcs than indicated above, all of the Orcs flee, turn to 184.

413

Time: 20

The ring has no special qualities you can discern.

"I give up," you say to the Princess, who appears equally stumped. *Move on.*

414

Time: 20 Exp Pt: 25

A sheet of stunning flame sweeps the clearing, roasting the dangling Orc, the Spiders and everything else in the area.

"What a sight!" you cry, elated.

"Let's hurry!" the Princess says. *Move on.*

415

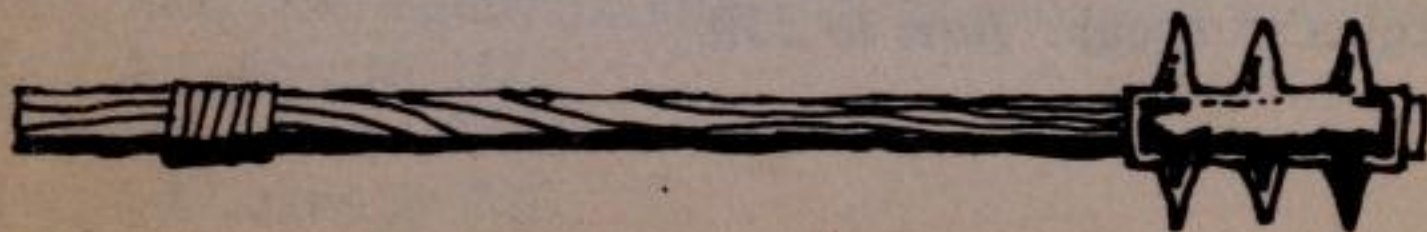
Time: 20 Exp Pt: 10

The scaly Orc lies dead in a pool of its own black blood. You wipe your face in relief. The Princess heaves a weary sigh. *Move on.*

416

Time: see night rules Exp Pt: 2

You sleep fitfully that night; in one nightmare, a horde of Giant Spiders attacks you relentlessly as the Princess flees. In another, bloodthirsty Orcs capture you as the Princess sleeps nearby, unaware. As dawn breaks clear and beautiful, you rise and eat breakfast with Legolas and his Elves. Afterwards, he rides south with his followers, and you and the Princess are left alone. *Move on.*



417

Time: 210 Exp Pt: 5

After hours of work you get free. The Princess is excited. "Obviously that net is Orc made. The cavern and my brother must be near!"

•If you explore, turn to 257.

•Otherwise, move on.

418

Time: 20

You fall before the Spider, your weapon cast aside by the cruel giant. *Pick a number; if 2-9, turn to 360; if 10-12, turn to 163.*

419

Time: 20

You fight hard with the bear, who is ferocious and unyielding. The Princess may fire her bow every other round (OB: 1).

(BEAR OB: 3 DB: 0 EP: 35)

•If you successfully run away, move on.

•If you defeat the bear, turn to 115.

•If the bear defeats you, turn to 114.

420

Time: 10

A heavy silence covers this area. *Pick a number and add your Perception bonus:*

•If 2-7, turn to 103.

•If 8-12, move on.

421

Time: 10

•If you have the pet squirrel, move on.

You try to drive the squirrels away, but instead of fleeing they mass and attack you. *Pick a number.*

•If 2-7, turn to 390.

•If 8-12, turn to 293.

422

Time: 10 Exp Pt: 2

Radagast finds a soft spot by a tree and indicates a comfortable place for you and the Princess to sit. Then he begins to speak. *Turn to 230.*

423

Time: 20

The swarms of Squirrels practically climb your legs and worry you to death. Then, as though at a signal, they vanish into the woods. "Puzzling," the Princess notes. *Move on.*

424

Time: 10

As you try to sneak away, a wolf springs from the bushes and attacks you, surprising you. You must fight the snarling beast at close range.

(WOLF OB: 0 DB: 2 EP: 18)

- If you defeat the wolf, turn to 152.
- If the wolf defeats you, turn to 457.



425

Time: 40 Exp Pt: 2

You hide and wait to see what the Spiders will do. Nothing seems to happen.

- If you want to take some other action, turn to 103.
- If you wait longer, turn to 237.

426

Time: 30 Exp Pt: 1

- If you have the pet squirrel, move on.

As you follow the noise that attracted your attention, you come to an opening in the trees — really too small to call a clearing. Suddenly, the noise stops. The low-hanging limbs are lined with Squirrels, all watching you. *Pick a number.*

- If 2-4, turn to 217.
- If 5-7, turn to 293.
- If 8-12, turn to 201.

427

Time: 10 Exp Pt: 6

You try to sneak by, being quiet as an Elf, you think. *Pick a number and add your Trickery bonus: if 7 or more, move on; if less than 7, turn to 468.*

428

Time: 10

You desperately fight against 3 wolves, spinning and slashing in every direction. *If you have the Owl, subtract 1 from the wolves OB, and the Princess may use her bow (OB:1) every second round.*

(ALL 3 WOLVES TOGETHER OB:2 DB:1 EP:36)

- *If you defeat the wolves, turn to 246.*
- *If the wolves defeat you, turn to 150.*

429

Time: 20 Exp Pt: 9

The Wolf lies dead at your feet. You sigh with relief, glad that it didn't hurt you too badly. The Princess tends to your wounds with a cooling salve. *Move on.*

430

Time: 10

The tough men catch you, surprising you as one of them swings first. *Turn to 403.*

431

Time: 5 Exp Pt: 15

The Orcs howl in fear at the fire illusion. *Pick a number and add your Magical bonus:*

- *If 2-3, one Orc flees, turn to 102.*
- *If 4-5, two Orcs flee, turn to 102.*
- *If 6-7, three Orcs flee, turn to 102.*
- *If 8-9, five Orcs flee, turn to 102.*
- *If 10-11, seven Orcs flee, turn to 102.*
- *If 12, all the Orcs flee, turn to 184.*
- *If you are facing fewer Orcs than indicated above, all of the Orcs flee, turn to 184.*

432

Time: 10 Exp Pt: 2

You hesitantly speak to the Bear: "Hail, Great Bear!" *Pick a number and add your Perception bonus: if 2-7, turn to 226; if 8-12, turn to 264.*

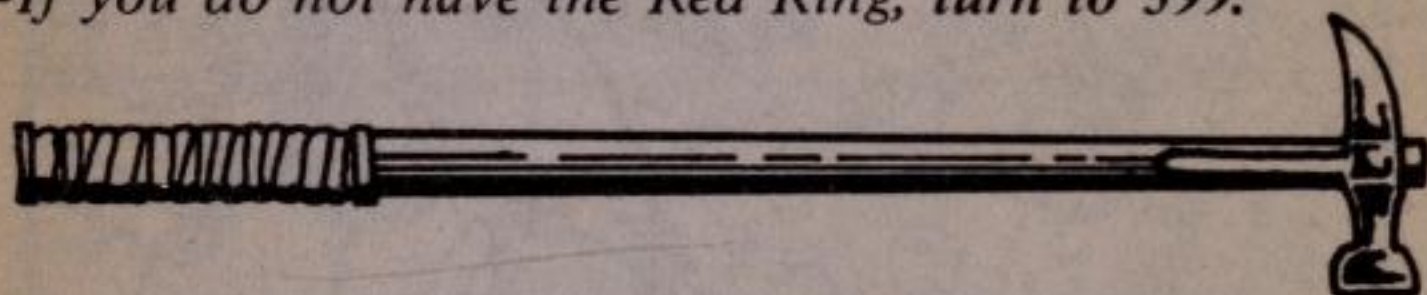
433 *Time: 30 Exp Pt: 5*
Soon after it traps you Orcs come, let the net down and bind you and the Princess tightly. They then carry you to a great cavern. *Turn to 248.*

434 *Time: 30*
You begin to wander a little—obstacles on the ground make it hard to follow a straight line. *Pick a number and add your Perception bonus: (Adding 4 if you have the Owl.)*
•If 2-6, move on in a random direction.
•If 7-12, move on.

435 *Time: 30 Exp Pt: 6*
With little trouble, you and the Princess free the Squirrel, which squeaks its thanks. *Move on.*

436 *Time: 10 Exp Pt: 2*
You and the Princess rush past the men. *Pick a number and add your Running bonus: if 2-6, move on; if 7-12, turn to 338.*

437 *Time: 5 Exp Pt: 4*
You cast the Fire Illusion Powder into the air, toward the sleeping Goblins.
•If you have the Red Ring, turn to 263.
•If you do not have the Red Ring, turn to 399.



438 *Time: 30*
The last sight you recall is the Wolf's savage teeth in your face. *Pick a number: if 2-9, turn to 457; if 10-12, turn to 406.*

439 *Time: 40 Exp Pt: 8*
Once you have worked your way through all the leaves, twigs and other garbage below the nest, you find a fine leather purse, filled with 10 silver pieces. "Look at this!" you exclaim to the Princess, who only wants to hurry on and save her brother. "You're right, Princess! No more fooling around!" *Move on.*

440

Time: 10

A large and angry bear confronts you, glaring but not moving.

- If you scream at the bear, turn to 288.
- If you attack the bear, turn to 419.
- If you run away, turn to 354.

441

Time: 60 Exp Pt: 5

You awake with a throbbing headache and an aching back.

"Where am I? What am I doing here?" you ask the Princess, who seems composed.

"You are in the accursed forest of Mirkwood, as am I. We must rescue my brother from the Orcs, remember?"

Your memory gradually returns. "We have no time to waste," you say, rising to your feet. *All of your possessions are gone. Move on in a random direction.*



442

Time: 20

The Princess' insults bring many sharp replies about double-dealing Elves. The Princess, incensed, replies in kind. Suddenly, much against your will, you face a tough Dwarf warrior who demands satisfaction when the Princess refuses to apologize.

(DWARF OB: 1 DB: 3 EP: 32)

- If you win the fight, turn to 460.
- If you lose the fight, turn to 170.

443

Time: 10

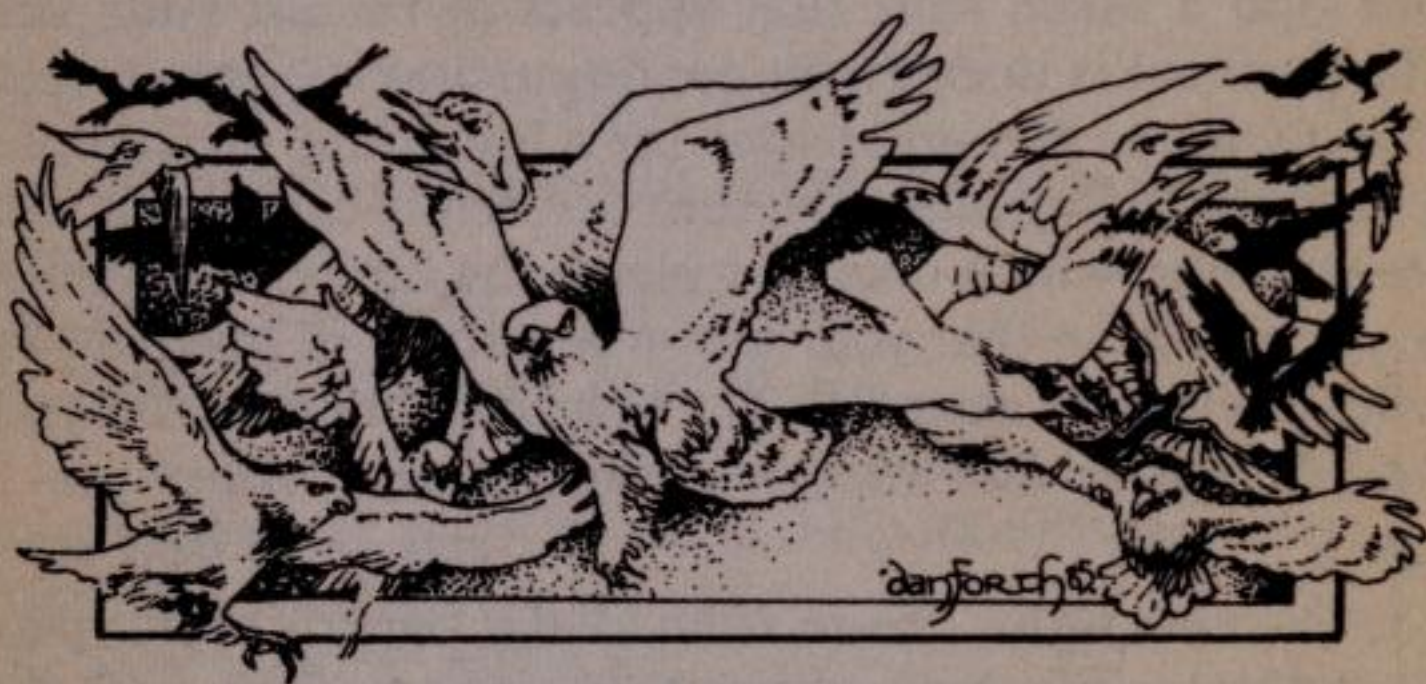
A large, grey Wolf leaps onto your back, biting at your ears. You must fight for your life. You are surprised.

(WOLF OB: 0 DB: 0 EP: 29)

- If you defeat the Wolf, turn 429.
- If the Wolf defeats you, turn to 438.

444 Time: 30 Guided by the chattering squirrels, you and the Princess find a small, frightened, bug-eyed squirrel trapped between a fallen tree and a stone.

- If you ignore the squirrel, turn to 390.
- If you kill it, turn to 136.
- If you try to lift the log, turn to 296.



445

Time: 50

The birds start swooping at you wildly—their screeching is almost unbearably loud. Holding your ears and shielding your faces you manage to press on, but they delay you. *Move on.*

446

Time: 10

You *Sneak attack* the sleeping Orcs. Each has a DB:-5 while you hit them in their sleep.

- If you fail to defeat any of them (a result of U or K) at one blow, turn to 358.
- If you defeat all of them, turn to 282.

The Woodmen supplies are not fancy, but they offer to sell you what they have at the following prices:

MEAL	2 Copper pieces
DAGGER	3 Silver pieces
SHIELD	10 Silver pieces
SPEAR	3 Silver pieces
BACKPACK	20 Copper pieces
ROPE	80 Copper pieces

Enter what you bought on your Character Record, deducting the appropriate amount of money (One silver piece = 100 copper pieces). Then move on.

You find a silken shirt that appears to be just your size. The garment is in excellent condition and is clean in spite of lying in the dirt and leaves for a long time. As you pull it from the hiding place, the shirt accidentally catches on your sword point, which does not pierce the fabric. You realize as you put it on that your new-won prize will make an excellent defensive garment. The Princess congratulates you. *Add 2 to your DB when wearing the shirt. Move on.*

The Princess sighs, "Even from all the legends of our people, I didn't really believe that Mirkwood was this vast and confusing. Do you know where we are?" You are not certain. *Pick a number and add your Perception bonus:*

- If 2-7, you are lost, *move on in a random direction.*
- If 8-12, *move on.*

A squirrel, still struggling feebly, is trapped in the web. "Oh, the poor thing!" the Princess cries.

- If you do not help the squirrel, *turn to 187.*
- If you try to free it by yourself, *turn to 462.*
- If you and the Princess free it, *turn to 333.*

451

Time: 10 Exp Pt: 5

You fight the three robber Orcs. The Princess may use her bow (OB:1) every second round.

(Each ORC OB:1 DB:0 EP:25)

- *If you win, turn to 122.*
- *If you lose, turn to 205.*

452

Time: 30

The Woodmen give you 3 meals. If you have no weapon beside a dagger, they give you a spear. **Move on.**

453

Time: 10.

Coming into a clearing, you find a Giant Spider waiting in its sticky, steely web. The wicked creature seems to smile cruelly when it sees you. *In a fight, the Princess may use her bow every other round (OB: 1).*

(GIANT SPIDER OB: 1 DB: 1 EP: 25)

- *If you successfully run away, move on in a random direction.*
- *If you defeat the Spider, turn to 216.*
- *If the Spider defeats you, turn to 418.*

454

Time: 10

You may continue to travel by using the path or by making your own way through the woods.

- *If you use the path, move on.*
- *Otherwise, pick a number and add your General bonus:*
- *If 2-6, you are lost, move on in a random direction.*
- *If 7-12, move on.*

455

Time: 10

You may continue to travel by using the Road or by making your own way through the woods.

- *If you use the Road, move on.*
- *Otherwise, Pick a number and add your General bonus:*
- *If 2-5, you are lost, move on in a random direction.*
- *Otherwise, move on.*

456

Time: 20

The Princess suddenly stops, her arms limp at her sides, her face slack, looking as though she might collapse. "What's wrong?" you ask, coming to her assistance. She speaks slowly, through clenched teeth. "I feel...something evil..very near." She pauses to gasp for breath before continuing. "I am not certain...what...it might be. Yet the only other time...I have felt so...weak...was when a large band of...Orcs attacked our camp." Your blood runs cold. "Orcs in great numbers nearby?" you ask. "Are you sure?" You quickly look around for better cover. The Princess nods. "My brother.." she sighs, and you understand. The Orc camp must be very near! *Move on.*

457

Time: 60 Exp Pt: 2

You wake to the gentle hands of the Princess binding your wounds. She smiles when she sees your eyes open. "Fortunately, the beast preferred our food to you. He ate half of our meals. Now you must rest a while more before we try to go." (*Reduce your meals by half on your Character Record.*)

"No," you say, rising with her help, "we have no more time to waste." You gather your things and walk away, the Princess just a step behind, scolding you for not healing yourself properly. *Move on.*

458

Time: 60

The trees have stopped you. "I give up!" you cry out in disgust. "We must try another direction." "Yes, but which?" the Princess asks. *Move on in a random direction.*

459

Time: 10

Pick a number and add your Running bonus:

- If 2-7, you do not get away, turn to 350.
- Otherwise, move on in a random direction.

460

Time: 40 Exp Pt: 12

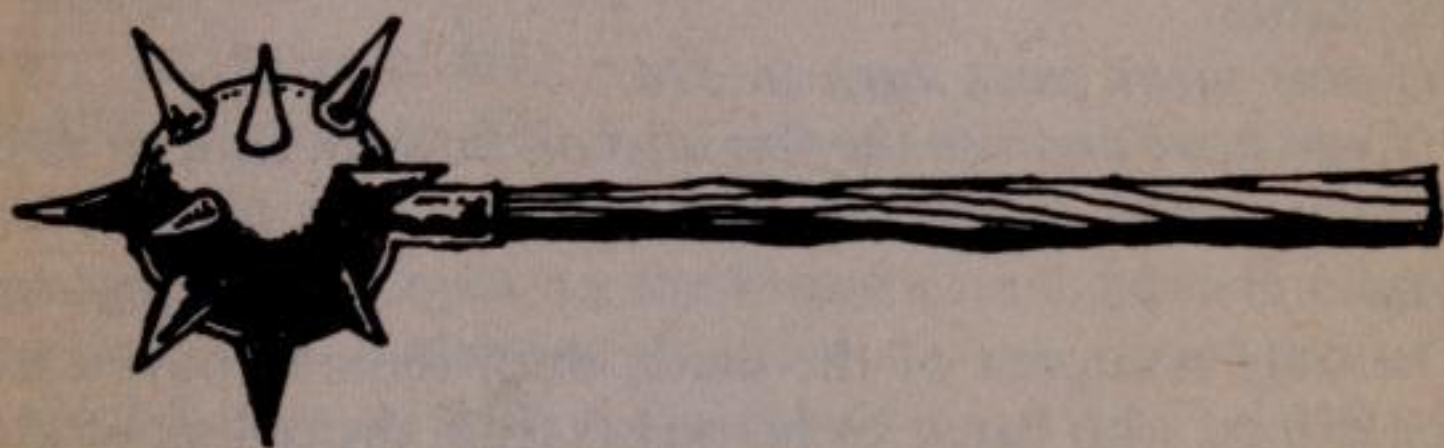
Treat any "K" result for your opponent as a "U."

While some of them check their fallen comrade, the other Dwarves curse and threaten you.

"I am too weary to fight again," you whisper to the Princess, who stands at your side.

Then their chief waves them aside and begins to speak more formally. "You fought well," he intones, obviously upset and angered by your victory. "You are a credit to your own people. Thus, we shall let you and your companion pass. But be forewarned: cross our path again and you shall not live to speak of it!"

Taking advantage of a rare example of Dwarven leniency to opponents, you and the Princess hurry off. *Move on.*



461 *Time: 90*
Together you search for the entrance; the Princess appears unusually frantic in her movements. *Pick a number and add your Perception bonus: if 2-8, turn to 188; if 9-12, turn to 256.*

462 *Time: 10*
Just as you free the Squirrel, the Princess shouts an alarm. You turn to see a Giant Spider heading straight for you. Trapped in this clearing, you must fight. *The Princess may make a bow attack (OB 1) every other round.*

(SPIDER OB:2 DB:2 EP:30)

- *If you win, turn to 156.*
- *If you lose, pick a number.*
- *If 2-7, turn to 300.*
- *If 8-12, turn to 253.*

463

Time: 5

As you finish off the last of the squirrels, you spot what appears to be a ferret watching you from the shadows. The Princess remarks, "I hope that's not a scout for the great Swink. If you think these squirrels are bad you should see the great ferret packs that run north of the Road." *Move on.*

464

Time: 5

You never wake up. *You are dead, your quest is over.*

465

Time: 5 Exp Pt: 5

The other Orcs still sleep scattered about a filthy cavern, their harsh snores shaking the cave. You study the sleeping Orcs. To reach the inner room, you must get by these sleeping uglies.

- If you sneak past, turn to 174.
- If you have and use the fire illusion powder, turn to 437.
- If you sneak attack the sleeping Orcs, turn to 381.

466

Time: 10

The only occupant of the dank, dark room is obviously the Prince, who hangs by his wrists from the ceiling of the cave, his clothes torn and his body battered and bruised.

- If more than 25 days have passed since you began your mission, turn to 272.
- Otherwise, turn to 475.



467

Time: 5

The Orc guard is armed with a shield and a club. You must silence him before he awakens his fellow Orcs. *The Princess*

may use her bow (OB:1) every second round.

(ORC guard OB:1 DB:1 EP:Pick a number and add 18)

- If the guard defeats you, turn to 469.*
- If you do not defeat the guard after you have made two attacks (and the Princess one), turn to 477.*
- Otherwise, turn to 474.*

468

Time: 5 Exp Pt: 2

When the spiders notice you and the Princess, they begin to move towards you, ready to attack. *Turn to 297.*

469

Time: 90 Exp Pt: 5

You cannot believe that one Orc took you out. *Pick a number:*

- If 2-5, turn to 464.*
- If 6-12, turn to 476.*

470

Time: 10 Exp Pt: 15

As you go down you see the Prince advancing with a drawn sword. *Pick a number:*

- If 2-8, turn to 331.*
- If 9-12, turn to 478.*

471

Time:20 Exp Pt: 2

You and the Princess think that all of the Orcs are dead or gone, but you are not sure. You carefully move towards the room off of the narrow passage in the rear of the cavern. *Turn to 466.*

472

Time: 10

Six spiders approach so that they face you one at a time. *The Princess may use her bow every second round (OB:1). If you have the Owl, add 1 to your OB.*

(Each of 6 SPIDERS OB: 1 DB:1 EP: Pick a number twice and add 8)

- If you win, turn to 384.*
- If you lose, turn to 255.*

473

Time: 60 Exp Pt: 150

None of the Orcs detect your presence as you leave. The three of you keep moving fast for about a mile, then you stop to rest and reflect. *Turn to 162.*

474

Time: 5 Exp Pt: 8

The guard lies silent at your feet. After waiting for a few minutes and hearing no cries of alarm from inside, you and the Princess realize that any sounds that the guard made were probably mistaken for Orcish snoring by those inside. *You find a club and a shield on the Orc guard.*

•*If you wish to enter the cave, turn to 465.*

•*Otherwise, move on.*

475

Time: 60 Exp Pt: 50

Feeble movements show that he still lives, though he must have been pushed to the limits of endurance. Without further delay, you steady the Prince, holding him around the thighs, while his sister climbs your shoulders and cuts him free so that you can lower him to the ground. Freedom gives new life to the Prince. After the Princess gives him a healing herb, he shakes some feeling into his hands and hurries to the back wall of the room. There he grips two strange stones in a particular way and concentrates for a moment. Suddenly an opening appears in the rock. Many gleaming weapons are revealed, and your eye catches sight of other marvelous treasures. The Prince seizes a gold flask, opens it and drinks deeply. A faint smell of fruit, wine and herbs comes from it, and before your eyes the effects of weeks of torture disappear. He becomes once again a powerful and dangerous-looking Elf warrior. Pulling a beautiful sword, a longbow, and many other objects from the opening he bows to you, smiles, and says softly, "Now to leave this place." *Turn to 184.*

476

Time: 30 Exp Pt: 5

You wake up as you and the Princess are being tied up by a group of Orcs. *Turn to 248.*

477

Time: 5 Exp Pt: 2

The guards yells have aroused the Orcs who were sleeping inside. Since you are at the cavern entrance and you can face them one at a time. *You must fight 9 Orcs (plus the Orc guard if you have not already defeated him). Turn to 282.*

478

Time: 5

The Prince and Princess fall to the Orcs. Since the treasure trove is open, you are all killed. *Your quest is over.*

479

Time: 5

After you speak, the largest spider emits a series of chittering sounds, and the other spiders attack. *Turn to 297.*

480

Time: 30 Exp Pt: 300

As you admire the wondrous gift you have chosen, the Prince and Princess bow once more, with great dignity. The Princess speaks:

“Understand that our presents are only the merest tokens of our esteem. If you will, journey with us through the forest. Visit us in our home in the White Mountains at any time. There, we are safe — all good beings are. Our folk and friends will see that you find your way.” The Prince smiles and steps into the conversation. “But be warned. If ever our friends should ask the name of a brave and wise hero to help them right a wrong, we will give them your name! More adventures await you!” With a wave, the Elves disappear into the woods. You heave a contented sigh and turn to go. But where? What will you do now that you have freed the Prince and defeated the Orcs and Great Spiders of Mirkwood? Then the Prince’s cheerful “warning” comes back to you. You smile and stride off, keeping a vigilant eye for trouble, walking a little taller than before you entered these dark and evil woods.

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MERP STATS TABLE

(See MERP Table ST-2 for an explanation of the codes)

Text #	Type (number)	Level	Speed	Hits	At	DB	Attack	Size	Crit
102	Orc	2	MD	40	NO	15	50We	M	Reg
109	Orc	2	MF	48	NO	20	55WQe	M	Reg
169	Orc	2	MD	40	NO	15	50We	M	Reg
183	Wolf	2	FA	45	NO	25	45Bi	M	Reg
185	Orc	1	MD	35	NO	15	40We	M	Reg
210	Orc	1	MD	38	NO	20	35We	M	Reg
217	Squirrels (12)	0	VF	20	NO	30	10Bi	S	Reg
226	Bear	3	FA	50	NO	30	60Ra	L	Reg
228	Birds (all)	0	BF	15	NO	40	20Bi	S	Reg
267	Spider	5	MD	50	CH	25	60Pi	M	Reg
293	Squirrels (6)	0	VF	10	NO	30	10Bi	S	Reg
298	Orc (7)	2	MF	45	NO	15	55We	M	Reg
304	Man	1	MD	35	NO	15	30We	M	Reg
304	Man	1	MD	30	NO	15	40We	M	Reg
310	Wolf	2	FA	40	NO	30	40Bi	M	Reg
333	Spider	5	MD	50	CH	25	60Pi	M	Reg
350	Spider	5	MD	50	CH	25	60Pi	M	Reg
364	Orc	2	MF	48	NO	20	55We	M	Reg
378	Orc	1	MD	35	NO	5	50We	M	Reg
381	Orc (9 sleeping)	2	VS	25	NO	-25	—	M	Reg
390	Squirrels (6)	0	VF	15	NO	40	20Bi	S	Reg
404	Spider (9)	4	MD	55	CH	25	50Pi	M	Reg
404	Spider Queen	10	MD	90	CH	40	95Pi	M	Reg
410	Trees	3	VS	25	RL	20	40Fa	L	Lge
419	Bear	4	FA	55	NO	25	70Ra	L	Reg
424	Wolf	2	FA	42	NO	40	35Bi	M	Reg
428	Wolf (3)	1	FA	60	NO	40	55Bi	M	Reg
442	Dwarf	3	MD	55	CH	30	50We	M	Reg
443	Wolf	2	FA	55	NO	25	35Bi	M	Reg
446	Orc (9 sleeping)	2	VS	25	NO	-25	—	M	Reg
451	Orc	1	MD	45	NO	15	50We	M	Reg
453	Spider	4	MD	45	CH	20	50Pi	M	Reg
462	Spider	5	MD	50	CH	25	60Pi	M	Reg
467	Orc	2	MF	48	NO	20	55We	M	Reg
453	Spider (6)	4	MD	50	CH	20	50Pi	M	Reg

ACTION TABLE:

Attack: You must fight your opponent.

Run Away: *Pick a number* and add your *Running* bonus. If the result is more than 7, follow the text instructions or *move on*. Otherwise, you must fight your opponent and you are "surprised" (i.e., foe gets to attack first).

The following three actions are only allowed if the text indicates that your opponent is "unaware" of you.

Sneak Away: *Pick a number* and add your *Trickery* bonus. If the result is more than 7, *move on*. Otherwise, you must fight your opponent.

Sneak Attack: You must fight your opponent. *Pick a number* and add your *Trickery* bonus. If the result is more than 7, you may sneak up and attack. For your first attack only, you may increase your *OB* by adding your *Trickery* bonus.

Steal & Take: *Pick a number* and add your *Trickery* bonus. If the result is more than 8, you have "outsmarted" your opponent. Read the text indicated, keeping in mind that you may only take one item described (your opponent is still alive). If the result is 8 or less, you must fight your opponent and you are "surprised" (i.e., foe attacks first).

WHEN USING THE ADVANCED SYSTEM:

- 1) **Run Away** and **Sneak Away** result in you following the text instructions or *moving on in a random direction*.
- 2) You may attempt to **Run Past**: follow the same procedure outlined for **Run Away**, but subtract 2 from the number you get **and** if you are successful, you may *move on* instead of *moving on in a random direction*.
- 3) You may attempt to **Sneak Past**: follow the same procedure outlined for **Sneak Away**, but subtract 2 from the number you get, **and** if you are successful, you may *move on* instead of *moving on in a random direction*.

COMBAT TABLE

<i>Number Picked</i>	Attacker's OB Minus Defender's DB *									
	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
2	0	0	0	0	0	0	0	0	0	0
3	2	1	1	1	0	0	0	0	0	0
4	4	3	2	2	1	0	0	0	0	0
5	6	5	4	3	2	1	0	0	0	0
6	7	6	5	4	3	2	1	0	0	0
7	8	7	6	5	4	3	2	1	1	0
8	9	8	7	6	5	4	3	2	2	1
9	U	9	8	7	6	5	4	3	2	2
10	U	U	U	8	7	7	6	5	4	3
11	K	K	U	U	U	U	8	7	6	5
12	K	K	K	K	K	K	U	U	U	U

* If OB - DB difference is greater than +5, add the excess to the number picked; if the difference is less than -4, treat it as -4.

Results:

= A number result indicates the amount of damage taken; if the total damage taken exceeds the combatant's endurance point total, the character is unconscious.

U = Unconscious (knocked out), wounded, and out of action; see text for results.

K = Killed.



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