

YOU ARE GREY STAR—DETERMINE YOUR DESTINY!

THE WORLD OF LONE WOLF

BOOK 3

Beyond the Nightmare Gate

by Ian Page and Joe Dever

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1987

The Shaddakine

Sadi D



Lake Tilos

Great Lissan Plain

Lake Dolani

Lake Liss

Lissan Mountains

Desolation Valley

Mountains of Morn

Kashima Mountains

Forbidden City

Suhni River

Sunlu Marshes

River Dosar

Andui

River Anduis

Sena

Mount Kaban

Key.

Scale 100 miles

- mountains.
- hill country.
- barren wasteland.
- stone desert.
- Deciduous forest.
- Evergreen forest.
- jungle.
- cliff face.
- Swamp.
- desert.

Empire





he bearer of
this scroll,
namely,

is a wizard
of the Shianti



THE AUTHORS

IAN PAGE was born in London in 1960. Since the age of sixteen he has pursued a successful career as a singer/songwriter. With the band *Secret Affair*, he had a string of chart hits to his credit including 'Time for Action' and 'My World'. His interest in the fantastic worlds of 'Sword and Sorcery' dates back to his early teens, and to his love of the novels of J. R. R. Tolkien and Michael Moorcock. It was in 1979, when Joe Dever introduced him to role-playing games, that his involvement in the world of Magnamund began. He has since contributed greatly to the development of the southern reaches of this fantastic world, and has worked closely with Joe on several other role-playing games projects that include TV and radio appearances.

JOE DEVER was born in 1956 at Woodford Bridge in Essex. His involvement with role-playing games dates back to 1977 when, on a trip to Los Angeles, he discovered 'Dungeons and Dragons'. In 1982 he won the Advanced Dungeons and Dragons Championships in America, where he was the only British competitor. His bestselling Lone Wolf adventures (available in Beaver Books) are the culmination of many years of developing the world of Magnamund. Printed in several languages and sold throughout the world, they have earned both him and co-author Gary Chalk recognition as masters of the gamebook craft. Joe Dever also writes for modelling journals, is a contributing editor to *White Dwarf* - Britain's leading role-playing games magazine, adapts the Lone Wolf adventures for computer play and is noted for his model photography. Together with Gary Chalk, he produces the Lone Wolf Club Newsletter and enjoys answering letters from readers all over the world.

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GREY STAR THE WIZARD
THE FORBIDDEN CITY
BEYOND THE NIGHTMARE GATE



THE WORLD OF LONE WOLF

BOOK 3

Beyond the Nightmare Gate

Written by Ian Page
Edited by Joe Dever
Illustrated by Paul Bonner

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For Pat and David

ACTION CHART

MAGICAL POWERS

1
2
3
4
5
6
If completed Book 1 and or 2

BACKPACK

1	<i>Dissonance</i>
2	<i>healing 4</i>
3	
4	
5	
6	
7	
8	
Can be discarded when not in combat	

HERB POUCH (Maximum 6 articles)

1	
2	
3	
4	
5	
6	
Only carried if you possess Magical Power of Alchemy	

MEALS

<i>6</i>
(Carried in Backpack) — 3 EP if no Meals available when instructed to eat

BELT POUCH

containing Nobles (50 maximum)

<i>50</i>

**COMBAT
SKILL**

21

WILLPOWER

29-5
3

**ENDURANCE
POINTS**

29

May go above
Initial Score

Can never go above
Initial Score 0 = dead

COMBAT RECORD

**ENDURANCE
POINTS**

**WILLPOWER
POINTS**

**ENDURANCE
POINTS**

GREY STAR		COMBAT RATIO	ENEMY

GREY STAR		COMBAT RATIO	ENEMY

GREY STAR		COMBAT RATIO	ENEMY

GREY STAR		COMBAT RATIO	ENEMY

GREY STAR		COMBAT RATIO	ENEMY

GREY STAR		COMBAT RATIO	ENEMY

SPECIAL ITEMS AND WEAPONS LIST

DESCRIPTION	KNOWN EFFECTS

WEAPONS (maximum 2 Weapons, Wizard's Staff counts as 1 Weapon)

1

Staff

2

If combat entered without Wizard's Staff - 6 CS.

If combat entered without a Weapon - 8 CS.

CS = Combat Skill

EP = Endurance

OF THE COMING OF GREY STAR

Ancient days they were when first the Shianti set foot upon the land that men call Magnamund. Long had they journeyed through the void, homeless wanderers in search of a place to call their own. And so it was that when the Shianti first looked upon the face of the land, their hearts were raised in wonder. They saw a world of nameless mountains, untamed forests and lands both wild and free. Here they chose to cease their wanderings and to devote themselves to the study and appreciation of this new found land.

To the delight of the Shianti, the race of man first emerged at this time and they watched his early struggle towards civilization with eager concern. Like gods, the Shianti seemed to the minds of primitive men. Tall and proud, shining with a radiance that spoke of magic and arcane mystery, the Shianti moved among them and with their powers of wizardry, aided man in his development.

As the centuries passed, man fell to worship of the magical Shianti and the power of these wizards grew even stronger. With hungry hearts they sought to unlock the mysteries of knowledge, sending their minds into other planes of existence and strange worlds beyond the sphere of the material plane. Their foresight was now unmatched and the power of their thought was mighty indeed. It was at this time that they created the Moonstone. Woven of the very

fabric of the astral plane of Daziarn, this translucent gem was the greatest achievement of Shianti wisdom. It was the binding force of all Shianti magic, containing the combined might of all their wizardry, the sum of all their knowledge. The Golden Age of the Shianti had come and the Moonstone was the instrument of their dominion throughout all Magnamund. Man stood as little more than a shadow, blinded by the shining white light of Shianti glory. But, in creating the Moonstone, the unwritten laws of nature had been transgressed. For the Moonstone, like the Shianti themselves, was something outside of man's own world; it defied the natural order laid down by the creators of the Earth and disrupted the balance that the gods had designed.

The Goddess Ishir, High Priestess of the Moon and mother of all men, showed herself to the Shianti and spoke to them of the destiny of man: 'The children of this world must claim their inheritance. Their time has come and they must learn to stand alone. They are lost in their worship of you and the day draws ever nearer when they will covet the power of the Moonstone.'

And the Shianti said: 'Forgive us, Great Goddess, for we intend no harm. We love mankind even as you do. We have sought to do good and protect your children from harm.'

But Ishir replied, 'Of this there can be no doubt but this world is not your realm. Man must be free to pursue his destiny alone, and you must leave, for you trespass on his domain.'

The Shianti were filled with sorrow. They feared a

return to the void and to their lonely wandering, and pleaded with Ishir that she might allow them to remain. Ishir was filled with pity for them. She spoke again, saying, 'If you are to remain you must obey my command. You must take a vow never to interfere with mankind's fate. As a token of good faith you must lay aside the Moonstone, and return it to the plane where it belongs.'

Solemnly, the Shianti agreed. The vow was sworn before Ishir, and the Moonstone was returned to the Daziarn. The Shianti abandoned their cities and they moved south to the Isle of Lorn. They encircled their new home with a web of enchantments, magical mists and mage winds to prevent man from ever finding their place of refuge in the Sea of Dreams. Knowledge of the Shianti faded with time, save in southern Magnamund where it became enshrined in legend, and the worship of them endured. Priests of the Shianti religion preserved their lore and patiently awaited the day when the 'ancient ones' would return, bringing with them lasting peace and the blessing of a new golden age.

A thousand years strode by and man advanced as Ishir had foretold. He built great cities and cultivated the land; his kingdoms rose and fell; he made war and loved and laughed and became master of his fate. But a new power arose in the province of Shadaki. There Shasarak the evil Wytch-king ruled. The black necromancer commanded an army of brutal soldiers and had a devoted following of men who upheld his religion of demonic worship and sacrificial rites. Devotees of the Shianti and other religious cults were persecuted in a merciless purge. Ruthlessly, the

Wytych-king destroyed all his opponents and began a terrible war with the peoples of the neighbouring provinces. From the ruins of war Shasarak shaped the Shadakine Empire, subjugating whole nations to his evil rule. And, as the provinces fell to his might, the Shianti looked on helplessly, bound by their vow to the Goddess Ishir never to interfere in the affairs of man.

On the night of the crowning of Shasarak as Overlord of the Shadakine Empire, a great storm broke upon the Sea of Dreams, a storm that raged with unnatural intensity. Lashed by wind and rain, illuminated by wild lightning, the waters heaved and danced in fury to the thundering music of the storm, unchecked by even the enchantments of the Shianti. When finally the tempest died, the Shianti looked out in amazement on the shattered hull of a ship drifting towards their shore. Never before had this occurred, for the enchantments and mage winds had kept them secure from the curiosity of man by forcing him to sail close to his own land.

The Shianti went quickly to the ruined ship where they found only one survivor – a baby. They perceived the sudden arrival of this human child as a sign of great portent, and they conceived a plan by which they might lawfully aid mankind. They named the orphan child Grey Star because a star is the symbol of hope in the Shianti faith, and because of the silver streak in the child's jet-black hair. In the shadow of the wrath of the Goddess Ishir, they raised the child as one of their own and taught him their secrets. Diligently they set about their instruction, for their aim was to provide a saviour for mankind. Armed with the

might of Shianti wizardry and wisdom, their hope was to create an adversary equal in power to the evil Wytch-king of Shadaki, for they realized that only with the death of Shasarak would man once more be free to determine his destiny.

THE STORY SO FAR . . .

You are Grey Star, trained in the ancient lore of a Shianti Wizard. For sixteen years you have dwelt in safety on the Isle of Lorn, the hidden realm of the magical Shianti race, until Acarya, High Wizard of the Shianti, decides to send you upon a dangerous quest: to save your own people, the race of man, from the tyrannical Wytch-king of Shadaki, Shasarak. Held by their ancient vow to the goddess Ishir, the Shianti are unable to leave their island either to come to the direct aid of man or to retrieve the Moonstone, which possesses the combined forces of all Shianti power and lies hidden on another plane. As a human, no vow prohibits you from leaving the island and you have been sent to recover the Moonstone and commanded to use its power to defeat the Wytch-king. The Moonstone is hidden on the Daziarn plane, which can be entered only by finding one of its portals.

Your quest begins with the search for the Shadow Gate, a doorway to the Daziarn that never remains in one place for longer than a day and is invisible to the human eye. To help you find the Shadow Gate you first seek the Lost Tribe of Lara, a race of magical but primitive creatures called the Kundi, who possess the gift of astral vision, enabling them to see the gateways to other worlds and dimensions.

On first arriving at the Port of Suhñ, the major trading port of the Shadakine Empire, you are befriended by Shan Li, a merchant who serves as your guide through these strange and foreign lands. A short while after, you are captured and imprisoned in the House of Correction, the prison of Suhñ and citadel of Mother Magri, a Wytch in the service of Shasarak. Tanith, a young girl learning the ways of wytchcraft comes to your rescue. She helps you escape from the dungeons of Mother Magri and later sacrifices herself, calling the shadow demon, the Kleasá, against her to save you from its attack.

After many more adventures you come, at last, to the Azanam, the treetop home of the Kundi. They give you Urik the Wise, an old Kundi Shaman, to guide you to the Shadow Gate. The two of you cross the dangerous lands of the Shadakine Empire, pursuing Urik's vision which leads you, finally, to the Forbidden City of Gyanima in the Mountains of Morn. Beyond is Desolation Valley and there you find the Shadow Gate. However, it is guarded by one of Shasarak's many slaves, a demon Kleasá; in fact the very Kleasá that captured Tanith, who stands in the Gateway, eternal prisoner of Shasarak unless you can free her. Finally you discover a way of releasing the Kleasá and opening the Gate.

Bidding farewell to Urik, you prepare to enter the Gate. To step through, turn to **1**.

THE GAME RULES

To keep a record of your adventure, use the *Action Chart* at the front of this book. If you run out of space, you can copy out the chart or have it photocopied.

Before you set off on your adventure, you must discover how well your Shianti masters have prepared you for your quest by determining your fighting prowess—COMBAT SKILL—your state of mind—WILLPOWER—and your physical stamina—ENDURANCE. To do this take a pencil and, with eyes closed, point with the blunt end of it on to the *Random Number Table* on the last page of this book. If you pick 0 it counts as zero.

The first number that you pick from the *Random Number Table* in this way represents your COMBAT SKILL. Add 10 to the number you picked and write the total in the COMBAT SKILL section of your *Action Chart* (eg, if your pencil fell on the number 4 in the *Random Number Table* you would write in a COMBAT SKILL of 14). When you fight, your COMBAT SKILL will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you pick from the *Random Number Table* represents your WILLPOWER. Add 20 to this number if this is your first Grey Star adventure, 25 if you have completed book one successfully, 30 if you have also completed book two. Write the total in the

WILLPOWER section of your *Action Chart* (eg, if your pencil fell on the number 6 in the *Random Number Table* and this is your first adventure, you would have a WILLPOWER of 26). If you decide to use a spell or utilize the power of your Wizard's Staff, then you will lose WILLPOWER points. If at any time your WILLPOWER falls to zero, you may not use any of your spells or your Wizard's Staff. Lost WILLPOWER points can be regained during the course of the adventure and it is possible for your WILLPOWER points to rise above the total with which you start your adventure.

The third number that you pick from the *Random Number Table* represents your powers of ENDURANCE. Add 20 to this number and write the total in the ENDURANCE section of your *Action Chart* (eg, if your pencil fell on the number 6 on the *Random Number Table* you would have 26 ENDURANCE points). If you are wounded in combat, you will lose ENDURANCE points. If at any time your ENDURANCE points fall to zero, you are dead and the adventure is over. Lost ENDURANCE points can be regained during the course of the adventure but can never rise above the number with which you start your adventure.

MAGICAL POWERS

If this is your first Grey Star adventure, your education in the ways of wizardry is incomplete: you have mastered only *five* of the seven magical powers that the Shianti call the *lesser magicks*. The choice of

which five powers these are, is up to you. If you have completed either books one or two or both of the Grey Star adventures, you may choose six of the seven magical powers. All of the lesser magicks will be of use to you at some point on your quest, so choose them with care. Your survival may depend on the correct use of a magical power at the right time.

The seven magical powers available to you are listed below. When you have chosen your five or six powers, enter them in the Magical Powers section of your *Action Chart*.



This power allows a wizard to transform his thoughts or desires into magical energy. By concentration of the will it is possible to create magical shields of force to bar doors or move objects. Sorcery drains more WILLPOWER points than any other Magical Power, and is most effective when your WILLPOWER points are high.

If you choose this power, write 'Sorcery' on your *Action Chart*.



The power of Enchantment enables a wizard to charm or beguile other creatures, and create illusions in the minds of others. He will be able to extract information from others, place thoughts and compulsions into another's mind or cause them to believe that imaginary events are actually taking place. Some magical or highly intelligent beings may be immune to the powers of Enchantment.

If you choose this power, write 'Enchantment' on your *Action Chart*.



The Power of elemental magic allows a wizard some control over the natural elements of Air, Fire, Earth, and Water. By entering a trance and chanting incan-

tations, you may summon aid from the spirits of the Elemental plane. Elementals have very little understanding of man, and for this reason a wizard can never be sure of the nature of the aid the Elementals may send.

If you choose this power, write 'Elementalism' on your Action Chart.



A wizard who possesses the power of Alchemy is able, through the mixing of various substances, to create magical potions. Given the correct ingredients, a potion may restore lost energy (ie, ENDURANCE points, WILLPOWER), or temporarily improve various abilities (eg, COMBAT SKILL). The use of alchemy may also allow a wizard to alter the nature of substances (eg, change lead into gold), but the necessary ingredients and the correct equipment (eg, a pestle and mortar) must be at hand. The use of the power of Alchemy drains no WILLPOWER.

If you choose this power write 'Alchemy' on your Action Chart.



The power of prophecy allows a wizard to foretell the future through meditation. A meditative state will allow a wizard to make the correct decision when facing conflicting choices or difficult actions; to discover the whereabouts of a person he has once met, or an object he has once seen. It may also allow him to determine the true nature of a stranger or a strange object. Magical beings or objects are sometimes hidden from the power of divination.

If you choose this power, write 'Prophecy' on your *Action Chart*.



This power bestows upon a wizard the ability to deduce facts about events by touching objects connected to them. Through deep concentration, a wizard may lay his hands upon any inanimate object

and visualize scenes that have affected it. Visions brought about through the use of Psychomancy are often cryptic, taking the form of a riddle or puzzle. Some magic items are resistant to the use of Psychomancy and may, sometimes, impart misleading information.

If you choose this power, write 'Psychomancy' on your Action Chart.



Mastery of this power permits contact with the spirit realm. A wizard wishing to speak with the dead, or to call up a form from the spirit world, must draw a magic pentacle and enter a trance, when the use of the correct spell-chant will reach out to the Spiritual Plane. Standing within the protection of a magic pentacle, a wizard may consider himself to be relatively safe from harm. If he wishes to speak with a corpse, especially one whose former life was good and righteous, then a wizard can expect help and advice. However, contact with those whose former lives were evil or selfish can be a perilous, and often fatal, experience. Evil spirits are reluctant to return to the realm of the dead and may try to trick a wizard into freeing them into the world of the living. All spirits, good and evil, will require some service of the

wizard in return for their aid. Any failure to perform this task, however difficult, may result in the wizard losing his life.

If you choose this power, write 'Evocation' on your *Action Chart*.



Your Staff is your most valuable possession. It looks and feels like an ordinary quarterstaff yet it is stronger than any known metal. This is your only combat weapon, for you are untrained in the use of any other form of armed combat. It contains a potent force that is unleashed at will by the power of your mind, and causes a beam of destructive power to hurtle from its tip. Every time you unleash this power you must deduct 1 WILLPOWER point.

In the event that your enemy survives such an attack or should you fall victim to a surprise attack, you will be forced to engage in close combat and must attempt to strike your enemy with the Staff. If your attack is successful, a bolt of energy will be released

from the Staff that is capable of inflicting great physical harm. If you wish to increase the amount of damage that you inflict in this way, you must use more WILLPOWER points and multiply the number of ENDURANCE points lost by the enemy, accordingly. For example, if you chose to expend 3 WILLPOWER points on your attack, all enemy ENDURANCE point losses would be multiplied by three.

If you enter combat without your Staff, deduct 6 points from your COMBAT SKILL. If you have no weapon at all, you must deduct 8 points from your COMBAT SKILL.

EQUIPMENT

You wear the grey robe and hooded cloak of a Shianti Wizard. Your only weapon is your Wizard's Staff (note this on your *Action Chart* under Weapons). You wear a Backpack containing 4 Meals (note under Meals on your *Action Chart*), and you have been given a map of the Shadakine Empire (note under Special Items on your *Action Chart*), which you place inside your robe.

If you have chosen Alchemy as one of your Magical Powers, then you will have a leather pouch for herbs and potions hanging from your belt. The Herb Pouch contains the following:

- 2 empty vials for carrying potions
- 1 vial containing saltpetre
- 1 vial containing sulphur

Your Herb Pouch will carry a maximum of eight items.

How to carry equipment

Now that you have your equipment, the following list shows you how it is carried. You do not need to make notes but you can refer back to this list in the course of your adventure.

WIZARD'S STAFF – carried in the hand.

BACKPACK – slung over the shoulder.

MEALS – carried in Backpack.

How much can you carry?

Weapons

The maximum number of weapons that you may carry is *two*. Your Wizard's Staff counts as one weapon.

Backpack Items

These must be stored in your Backpack. Because space is limited, you may only keep a maximum of eight articles, including Meals, in your Backpack at any one time.

Special Items

Special Items are not carried in the Backpack. When you discover a Special Item, you will be told how to carry it.

Nobles (Shadakine currency)

These are carried in the pocket of your robe.

Food

Food is carried in your Backpack. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your *Action Chart* is given Capital letters in the text. Unless you are told it is a Special Item, carry it in your Backpack.

How to use your equipment

Weapons

Your COMBAT SKILL depends on your Wizard's Staff. If you do not possess your Staff when you enter combat you must deduct 6 points from your COMBAT SKILL. If you enter a combat without a weapon, deduct 8 points from your COMBAT SKILL and fight with your bare hands. If you find a weapon during the adventure, you may pick it up and use it. (Remember that you can only carry *two* weapons at once.)

Backpack Items

During your travels you will discover various useful items which you may wish to keep. (Remember that you can only carry a maximum of eight items in your Backpack at any one time.) You may exchange or discard them at any point when you are not involved in combat.

Special Items

Each Special Item has a particular purpose or effect. You may be told this when the item is discovered, or it may be revealed to you as the adventure progresses.

Currency

The currency of the Shadakine Empire is the Noble, which is a small jade stone. The system of money is alien to the Shianti and for this reason you begin your adventure with no money. Whenever you kill an enemy, you may take any Nobles belonging to him and keep them in the pocket of your robe.

Food

You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 ENDURANCE points.

RULES FOR COMBAT

There will be occasions during your adventure when you have to fight an enemy. The enemy's COMBAT SKILL and ENDURANCE points are given in the text. Grey Star's aim during the combat is to kill the enemy by reducing his ENDURANCE points to zero while at the same time losing as few ENDURANCE points as possible himself.

At the start of a combat, enter Grey Star's ENDURANCE and WILLPOWER points and the enemy's ENDURANCE points in the appropriate boxes on the Combat Record section of your *Action Chart*.

The sequence for combat is as follows:

1. Calculate your current COMBAT SKILL total, based on the weapon you are using. (Remember, if you enter combat without your Staff, you must deduct 6 points from your COMBAT SKILL. If you have no weapon at all, you must deduct 8 points.)
2. Subtract the COMBAT SKILL of your enemy from this total. The result is your *Combat Ratio*. Enter it on the *Action Chart*.
3. If you are using your Wizard's Staff, decide how many WILLPOWER points you wish to use. (Remember, you must expend at least 1 point.) Enter this number on your Combat Record in the box marked WILLPOWER.

Example

Grey Star (COMBAT SKILL 15, WILLPOWER 23) is ambushed by a Deathgaunt (COMBAT SKILL 20). He is not given the opportunity to evade combat, but he can use his Wizard's Staff against the creature as it swoops down on him. He subtracts the Deathgaunt's COMBAT SKILL from his own, giving a *Combat Ratio* of -5. ($15 - 20 = -5$). -5 is noted on the *Action Chart* as the *Combat Ratio*. Grey Star decides to use 2 WILLPOWER points, which is noted on the WILLPOWER box of the Combat Record.

4. When you have decided upon the number of WILLPOWER points you wish to use, and you have your *Combat Ratio*, pick a number from the *Random Number Table*.

5. Turn to the *Combat Results Table* on the inside back cover of the book. Along the top of the chart are shown the *Combat Ratio* numbers. Find the number that is the same as your *Combat Ratio* and cross-reference it with the random number that you have picked. (The random numbers appear on the side of the chart.) You now have the number of ENDURANCE points lost by Grey Star. To calculate the number lost by the enemy, multiply this by the number of WILLPOWER points that Grey Star elected to use. Now you have the final number of ENDURANCE points lost by both Grey Star and his enemy in this round of combat. (E represents points lost by the enemy; GS represents points lost by Grey Star.)

Example

The *Combat Ratio* between Grey Star and the Deathgaunt has been established as -5, and Grey Star's WILLPOWER points used as 2. If the number taken from the *Random Number Table* is a 6, then the result of the first round of combat is:

Grey Star loses 4 ENDURANCE points.

Deathgaunt loses 5 ENDURANCE points, multiplied by 2 WILLPOWER points, giving a total of 10 ENDURANCE points lost in all.

6. On the *Action Chart*, mark the changes in ENDURANCE points to the participants in the combat, and Grey Star's amended WILLPOWER points total.
7. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.

8. Repeat the sequence from Stage 3.

This process of combat continues until the ENDURANCE points of either the enemy or Grey Star are reduced to zero, at which point the one with the zero score is declared dead. If Grey Star is dead, the adventure is over. If the enemy is dead, Grey Star proceeds but with his ENDURANCE and WILLPOWER points reduced.

A summary of Combat Rules appears on the page after the *Random Number Table*.

Evasion of combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only Grey Star may lose ENDURANCE points during that round, but then that is the risk of running away! You may only evade if the text of the particular section allows you to do so.

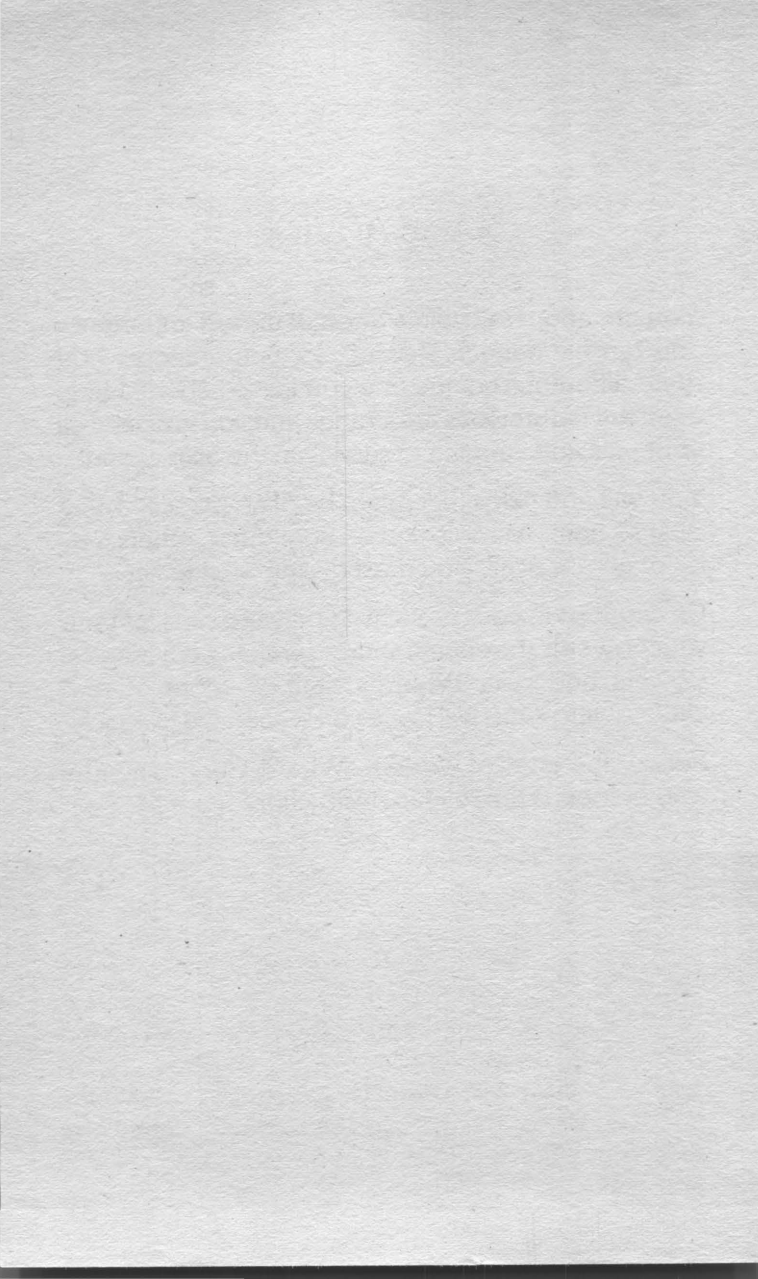
SAGE ADVICE

You are about to begin a quest of utmost importance and terrible danger. Beware, for you enter a world quite different from the one you leave behind. Here, even the natural laws are strange and you will need all your wits and cunning to survive in this alien world.

You will find items that might be of assistance. Some Special Items will help you on your quest, others may be of no use at all. You must decide what to keep.

Be cautious in your use of WILLPOWER points, as your WILLPOWER is the energy source for both your Magical Powers and your Wizard's Staff. A score of zero WILLPOWER points will leave you vulnerable to attack.

Follow the path of wisdom, Wizard Grey Star. The way of fools is the road to destruction!



1

Tanith takes you by the hand and you step forward into a tunnel of swirling mist. As the outline of the Shadow Gate fades behind you, you gaze at your new surroundings. Horrified, you perceive strange shapes and pale faces writhing within the tunnel wall. The faces stare at you vacantly, mouthing indistinguishable words, and you walk along the tunnel to a barrage of murmuring voices, muffled cries, moaning and sobbing. Tanith looks at you but says nothing, the terror in her eyes mirroring your own. 'Such a place could drive a man insane,' you say, quietly.

The two of you walk faster into the unknown, your hearts pounding with anticipation. Finally, the tunnel opens on to a vast plain of white cloud suspended beneath a sunless sky. Stepping on to this twilit plain, you notice that the light of the sky casts no shadow and disappears into absolute blackness above your head. Looking down, you can see no solid ground beneath the cloud, which somehow supports you. Like the Shadow Gate before, the tunnel of mists fades away and you find yourself staring out across the bleak silence of the Daziarn. Scanning the distant horizon, you sight the outline of a building. Tanith tugs your arm. 'Look!' she says, pointing away to the left. You follow the direction of her outstretched arm to see the hunched figure of a man, gliding slowly across the plain.

2-4

If you wish to head towards the distant building, turn to **211**.

If you wish to question the man, turn to **122**.

2

There are mirrors of every conceivable size and variety hanging both on the walls and the ceiling. You can see only one other exit from the room.

If you wish to search the room, turn to **198**.

If you wish to leave by the other exit, turn to **221**.

3

Tanith takes a step towards Drear, her mind bewitched by his enchantment. You resist the power of his call, using the strength of your will but you expend 2 WILLPOWER points before Drear's spell is completely banished from your mind.

With an anguished cry, Drear suddenly vanishes and Tanith regains her senses with a start. 'I was almost his to command,' she comments, breathless and frightened.

'Come,' you reply, 'to the Crystal Tower. We are sure to learn something of the Moonstone there.'

Turn to **50**.

4

Carefully you set down the heavy statue and a sigh of relief escapes the Elessi's lips. 'I am the Guardian of the Screaming God,' he says in a clear, musical tone. 'Before you continue this madness, let me tell you of that which you seek to steal.'

If you agree to the Guardian's request, turn to **115**.

If you do not agree to the Guardian's request and wish to take up the statue and continue, pick a number from the *Random Number Table* and add to it your current ENDURANCE points total.

If your total is now 20 or more, turn to **59**.

If your total is now less than 20, turn to **65**.

5

The Academicians gave you a detailed description of the Threnogem and, at the cost of 1 WILLPOWER point, you search for it with your mind. It is very near. To your surprise, you sense no magical presence or power; whatever power the Threnogem might possess, it is now inactive. Your vision leads you to a long avenue paved with crystal stones. At the end of the avenue stands a magnificent palace. The Threnogem awaits you there.

Turn to **262**.

6

Suddenly you raise your Staff and hurl a bolt of magical fire at the nearest Elessi. He falls to the ground and his companions recoil in horror.

Pick a number from the *Random Number Table* and add this number to your current COMBAT SKILL total.

If your total is now 15 or more, turn to **248**.

If it is less than 15, turn to **93**.

7

You take one step forward and instantly a sword drops from above, fatally skewering your head.

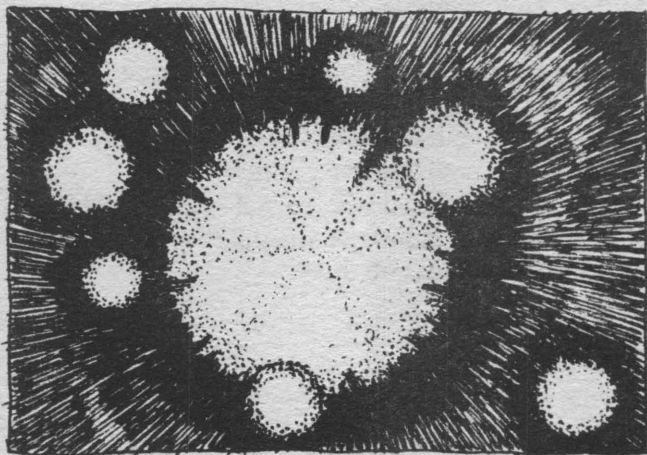
Your life and your quest end here.

8

You are looking into a large, circular room full of mirrors. It is completely empty.

If you wish to enter the room, turn to **2**.

If you have the Magical Power of Prophecy and wish to use it, turn to **149**.



9

At the expense of 1 WILLPOWER point, you search the future to help you make the correct decision. Your vision tells you that the Elessi is able to read your mind and, indeed, has already done so. The truth alone will suffice here; you must trust the Elessi to understand that you were forced by others to commit your action.

Turn to **259**.

10

You study the inscription again, only to find that the words have changed once more. Tanith reads the inscription aloud:

‘Ware the hunters, beasts of prey,
Five in number, feared by name;
The widow woman, patient weaver;
The tireless runner, shadow-seeker;
Bird of fire, the treasure lover;
Arrow-swift, his keen-eyed brother;
But only he who walks without feet
May pass this door of mystery.’

If you wish to try the Serpent Key, turn to **240**.

If you wish to try the Eagle Key, turn to **227**.

If you wish to try the Wolf Key, turn to **235**.

If you wish to try the Spider key, turn to **252**.

If you wish to try the Dragon Key, turn to **277**.

If you wish to strike the door with your Wizard’s Staff, turn to **97**.

If you have the Magical Power of Prophecy and wish to use it, turn to **161**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **193**.

11

You are now close to the foot of the stairs.

If you wish to walk to the one-sword flagstone directly at the base of the stairs, turn to **42**.

If you wish to step on to the two-sword flagstone next to it, turn to **349**.

If you wish to step on to the two-sword flagstone that lies directly behind the foot of the stairs, turn to **40**.

(continued over)

If you wish to move in the direction of the main entrance and on to the two-sword flagstone behind you, turn to **7**.

If you wish to step on to the centre stone that bears just one sword, turn to **311**.

12 – *Illustration I*

You find Oz-na-Mun sitting before his shack, staring at a tall mass of moist, red clay before him. His gaunt face is full of sorrow and he does not even look up when you approach. 'So you have come,' he says, flatly.

'You knew I was coming?' you reply, surprised.

'He has been here; your shadow brother, your dark self. There was a girl with him also.'

'I seek the Moonstone of the Shianti,' you state. 'Do you know where it is and how it may be found?'

The sad-eyed man looks at you solemnly. 'There is a mountain, the Moaning Mountain it is called. In the side of the mountain is a cavern and at the end of the cavern is a Gate from this realm to the next, a place known as the Vale of Peace. The people of the Vale are wise and friendly; they will show you the way to the hidden realm of the Moonstone. Here, take this map of the Moaning Mountain.' He gives you a cloth map showing the location of the cavern. Mark this as a Special Item on your *Action Chart* and carry it in a small pocket inside your robe.

'But first you must leave this realm and save the girl.' You nod your head. 'You will have to bargain with



I. Oz-na-Mun is sitting before his shack, staring at a mass of red clay

the Master.' You look puzzled and the man explains: 'All who come to the Realm of Paradox may ask for a gift from the god and, if it is within his power, he must give it. But beware his bargains. He has many cruel gifts; gifts such as these.' Oz-na-Mun raises his hands and you look at them with horror. They are the hands of a giant and are grossly out of proportion with the rest of his body.

'Once, I was a great sculptor and in my home realm of Meledor I was respected by all. But I hungered for greater success. I took up the company of a mage and one night we summoned the Chaos-Master together. His spirit came easily, for the realm of Meledor and the Realm of Paradox are joined. I told him that I desired the greatest hands in the world that I might make the greatest sculptures in the world. He said he could grant me my wish on condition that I remain in his realm until completion of my first work. I agreed and as soon as I was brought here, I discovered that my hands had been transformed. However, they were not as I had wished: they were clumsy, rough, fit only for digging clay not shaping it. I have never made another piece.' He curls a huge hand into a fist and punches the shapeless mass before him. 'Beware the bargains of the Chaos-Master. He is a malevolent god.'

'What does he want with the girl, Tanith?' you ask.

'He will bargain with her, also.' He tells you that you can summon the Chaos-Master by calling to him for audience. 'But beware! The bargains of the Chaos-Master are in keeping with the law of Paradox: opposites and contradictions.'

'There is no other way of saving Tanith,' you reply, sadly. 'I must summon the Chaos-Master.'

Turn to **94**.

13

You manage to control the craft but make such a bumpy landing that you are hurled from the machine. You lose 2 ENDURANCE points due to injuries sustained in the fall. The Ethetron grinds to a noisy, juddering halt but fortunately, like yourself, it has survived the impact.

Turn to **26**.

14

You perceive that the realm you have entered harbours many illusions: the waters of a blue ocean, rippling with foam-crested waves, roll above your head where the sky should be; below, green hills undulate between mountains balanced upon their peaks; a huge fist rises up, poised to smash down upon you but you pass through it as if it were a phantom. All around is the sound of crazed laughter. A man who believed in the reality of these illusions would stand at the threshold of madness. With the strength of your will you challenge the illusions that surround you; instantly the nightmare vision disappears.

Turn to **187**.

15

Drear is working a subtle magic on your mind. Closing your eyes, you concentrate the power of your will, and, at the cost of 1 WILLPOWER point,

16-17

summon the magical energy of the Astral plane. But your Power of Sorcery appears to have no effect. Perhaps Drear's magic does not obey the same laws as your own and is beyond your control?

If you wish to attack Drear with your Wizard's Staff, turn to **36**.

If you wish to resist Drear's call without the aid of magic, turn to **3**.

16

You must act quickly, before he can pronounce sentence, for you are sure that the sentence can only be death.

If you wish to rush at the man, and attempt to fight him bare-handed, turn to **57**.

If you have the Magical Power of Sorcery and wish to use it to create a shield around yourself, turn to **25**.

If you have the Magical Power of Sorcery and wish to use it to summon your Staff into your hand, turn to **49**.

If you have a Mind Gem and wish to use its power, turn to **37**.

If you possess a silver Elessi Pipe and wish to use it, turn to **69**.

17

You are standing on the battlements of the Crystal Tower. You see a skylight and, with Tanith following, you enter a dark room. Two cold, black eyes watch your every move as, cautiously, you advance into the room. A slight sound from above causes you to glance at the ceiling, where a hideous, leathery-

18-19

winged creature is preparing to attack. There is no time to evade; you must fight this creature to the death.

Daemonak: COMBAT SKILL 21 ENDURANCE 28

If you win the combat, turn to **250**.

18

The Elessi stops playing his strange, silver Pipe and, at long last, the terrible pain in your head ceases. The Elessin guards drag you to your feet. Your brain reels from the assault of the Pipes and you are powerless to resist them. With a guard holding each arm, you are marched to a massive palace that lies at the very heart of the city.

Turn to **191**.

19

Pulling back the steering lever, you draw more power and coax the flying machine to climb. Soon, the Crystal Tower is nothing but a speck on a barren grey landscape. Taking out the Gyronome, you discover that you are travelling in the right direction. Presumably, there is more than one route that leads from the Neverness. The sound of the Gyronome grows louder as you climb higher into the featureless sky.

Suddenly, the craft lurches forwards and you are pitched to the floor. You feel a tingling sensation throughout your body and, as you stagger to your feet, you gaze upon a wondrous sight. You are flying through a clear, sunlit sky. The wind is rushing past your face and, below, the land is fresh and green.

20-21

You have passed through an invisible barrier or Gate that connects the Neverness with this realm. In the distance you can see a city, gleaming brightly beneath the sun: it is the Singing City of the Elessin.

You sway as the wind buffets the ship. You struggle to regain control as the Ethetron violently bucks and reels. You are disoriented by the sudden change and, clumsily, you try to make a landing.

Pick a number from the *Random Number Table*. If you possess the Talisman of the Shianti, add 2 to the number you have picked.

If your total is now 0 — 3, turn to **13**.

If your total is now 4 — 11, turn to **77**.

20

The Chaos-Master agrees to your request and Tanith comes running towards you. She looks at the Jahksa uncertainly, disturbed by his awesome presence. The Jahksa sneers at Tanith and looks back with eyes that burn with hatred.

Now the Master tells you his terms. He demands that your request to be reunited with Tanith be extended to include the Jahksa. For the Jahksa is named 'Grey Star', too. It bows, a sly smile playing across its lips.

Turn to **249**.

21

You shrug off the grasp of the Elessi and raise your Staff to strike. Owing to the surprise of your attack, a few well-aimed blows are all that is required to despatch the Elessin; your attack costs you 3 WILLPOWER points. Only one Elessi remains. He backs away and

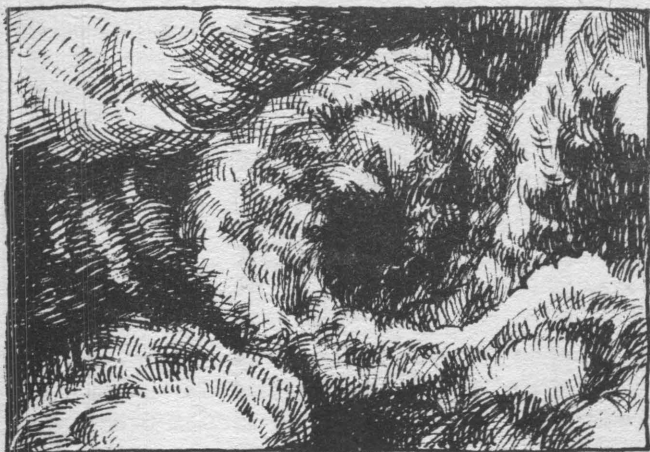
22-23

places a small, silver Pipe to his lips. Immediately, a terrible screaming fills your head and you gasp with pain as the shriek of the Pipe claws at your mind.

Add together your current WILLPOWER and ENDURANCE scores.

If they total 20 or less, turn to **271**.

If they total more than 20, turn to **284**.



22

Pick a number from the *Random Number Table* and add this number to your current ENDURANCE points total.

If your total is now 20 or more, turn to **59**.

If your total is less than 20, turn to **65**.

23

Carefully, you pick your way around the tower, but you are unable to find a door and soon find yourself

24-25

back where you started. Bemused, you sigh and frown in puzzlement. 'If someone bothered to write that inscription, they must have bothered to make a door,' you say to Tanith.

'It must be hidden,' she replies. With a shrug, you turn back and stare at the Crystal Tower once more.

If you wish to read the inscription again, turn to **132**.

If you wish to search for a door on the left side of the tower, turn to **143**.

If you wish to search for a door on the right side of the tower, turn to **206**.

If you have the Magical Power of Prophecy and wish to use it, turn to **347**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **70**.

24

You sense that the Jahksa has summoned an Elemental wind against you. He must be unconcerned for his own safety and bent on your destruction whatever the cost. The use of this Power has cost you 1 WILLPOWER point.

If you have the Magical Power of Elementalism and wish to use it, turn to **27**.

If you do not possess this Power or do not wish to use it, turn to **165**.

If you wish to attack the Jahksa, turn to **148**.

25

At the cost of 2 WILLPOWER points, you weave a shimmering wall of sorcery around yourself. The

Elessi raises his jewelled crozier and carries out the sentence. Nothing happens. The Elessi looks at you in amazement; the power he sought to bring to bear on you has failed.

Turn to **322**.

26

You have landed in a large field. In the distance you see the hazy outline of a city, gleaming in the sunlight. You take out the Gyronome and its tone confirms that you are in the Realm of the Singing City. Several people are running towards you from the city; they are fair haired, have strange, circular ears and are dressed in short, white togas. They are calling to you in a language you do not understand.

They soon reach you and chatter enthusiastically as they point excitedly at both the Ethetron and the sky. You smile and nod and try to communicate with them the best you can. Their soft voices have a flute-like sound and their language, incomprehensible though it is, possesses a lilting, musical quality that is pleasing to the ear. They are Elessin and they are asking you to accompany them.

If you wish to go with the Elessin, turn to **45**.

If you decide that it would be wiser to refuse, turn to **66**.

27

Immediately ahead, the bank of rolling cloud is fast transforming into a violent storm. Quickly, it surrounds the Ethetron. The Jahksa has summoned against you the Elementals that have served you so

28-29

well in the past. You close your eyes and call out in the sibilant tongue of the Elemental spirits.

Within the depths of your trance, four figures stand before you representing the principal Elements of Earth, Air, Fire, and Water.

If you desire the aid of the Fire Elemental, turn to
41.

If you desire the aid of the Water Elemental, turn to
54.

If you desire the aid of the Earth Elemental, turn to
73.

If you desire the aid of the Air Elemental, turn to
88.

28

The sentence is death. Before you can react, the Elessi lifts his jewelled crozier and a searing pain fills your head. The terrible noise drills into your brain, bursting your ear drums and hurling you to the floor in agony.

Your life and your adventure end here.

29

You bend down and examine the inscription and read:

'A life that's spent at odds with death,
Can dull the mind – the broadsword's edge.
But even-tempered swords and heads,
Fall easy where the foolish tread.'

While crouching, you catch sight of the ceiling. A dense mass of swords are suspended, points down-

ward, in the air above your head. You feel sure that there is a connection between these swords and those inscribed in the flagstones.

If you wish to step on the flagstone directly ahead of you that bears two swords, turn to **349**

If you wish to step on the flagstone to the left that bears one sword, turn to **318**.

If you decide to step on the flagstone ahead and slightly to the right that bears one sword, turn to **234**.

30

There are many crevices and projections in the wall and you climb it with little difficulty. Unfortunately, the other side of the wall is smooth and falls sheer, twenty feet to the ground below.

If you possess a Rope and wish to use it, turn to **58**.

If you decide to jump, turn to **155**.

31

At the cost of 2 WILLPOWER points, you hurl a flaming bolt at the screeching eagle that is rushing towards you. Your attack devastates the bird in an explosion of golden feathers and magical flame but somehow the eagle manages to stay airborne. You raise your Staff and prepare to engage the eagle in close combat

'Wait, Grey Star,' says Tanith, her voice hard and forceful; 'I can handle this.'

If you wish to allow Tanith to deal with the eagle, turn to **150**.

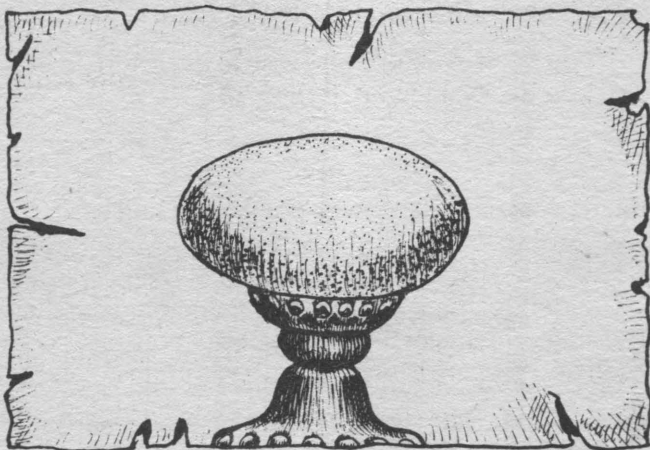
If you decide to ignore her command, turn to **137**.

32

Above your head, where the sky should be, the blue waters of an ocean roll, rippling with foam-crested waves. Below, green hills and fields shift and move like water. The Ethetron rocks violently. You are no longer able to choose between up and down, left or right. Mountains stand upon their peaks; towns and cities drift past; night becomes day, and day becomes night in quick succession; a huge fist rears up, poised to strike, then passes through you like a phantom. All around you is the sound of crazed laughter.

If your current WILLPOWER score is 12 or more, turn to **67**.

If your WILLPOWER score is less than 12, turn to **104**.



33

Anxiously you search around but there is no indication that this realm contains any peculiar features.

Then a strange symmetrical shape, quite unlike a star, catches your eye. You steer the crippled Ethetron towards the object and, when you are close enough to recognise it, you give a gasp of joy. It is a Trianon, a creation of the Shianti; instinctively you know that this must be the place where the Moonstone is hidden.

Suddenly, a fearsome shriek distracts your attention from the ancient Shianti tomb. The starlit sky is now full of terrible creatures.

Turn to **75**.

34

At the expense of 1 WILLPOWER point you cause the tip of your Wizard's Staff to glow with a dull light. The feeble light merely confirms that you are in the midst of an impenetrable blackness, devoid of all sound and movement but at least the light holds your terror at bay.

Turn to **60**.

35

Tanith takes out the Dragon Key and begins to chant. The Jahksa realizes what she is doing and aims a blow at her. With a lightning reflex you are able to jolt his arm and spoil his aim. A cloud of magical fire explodes a few feet from Tanith but she does not flinch as she nears completion of her spell. The sound of leathery wings and the looming shadow of a dragon now threaten your dark twin. He curses and swiftly his body becomes transparent.

Turn to **273**.

36

You raise your Staff. Drear makes no attempt to defend himself and you strike him with a mighty blow that costs you 1 WILLPOWER point. As the magical fire of your attack breaks the silence of the Neverness, Drear vanishes without a trace. Tanith regains her senses abruptly and shakes her head to clear her mind. 'I was almost his to command,' she says with shocked disbelief.

'Come,' you reply, 'to the Crystal Tower. We are sure to learn something of the Moonstone there.'

Turn to **50**.

37

Quickly, you draw out the Mind Gem and attempt to master the Elessi but he is a powerful telepath and easily resists your power. Unperturbed, he carries out the sentence.

Turn to **28**.

38

With a curt nod you keep walking, praying all the time that your bluff will work. The guard says nothing more and, with a sigh of relief, you walk unhindered into the city.

Turn to **175**.

39

You reach out and touch the statue. To your surprise, it feels warm and life-like. You concentrate your Power of Psychomancy (at the cost of 1 WILLPOWER

point) and, as you focus your power upon the statue, a violent surge shudders through your body and a terrible, inhuman scream echoes momentarily in your brain. The force of the blast throws you backwards to the floor and you lose 1 ENDURANCE point. You stare at the statue with a mixture of horror and loathing: it is alive!

Turn to **346**.

40

You are walking forwards when suddenly a sword falls from the ceiling and skewers you from head to toe. You keel over in an ever-widening pool of blood.

Your life and your adventure end here.

41

Fortunately, the Fire Sprites realize that you do not wish to set fire to the Ethetron but, as there is little else to burn, they do not come to your aid. The use of this Magical Power has cost you 1 WILLPOWER point. If you wish, you may maintain this trance state and seek the aid of one of the other Elements.

If you desire the aid of the Earth Elemental, turn to **73**.

If you desire the aid of the Water Elemental, turn to **54**.

If you desire the aid of the Air Elemental, turn to **88**.

If you wish to cease using Elemental Magic, turn to **33**.

42

You make it to the foot of the stairs without injury. Tanith traces out a similar course and, still alert and ready to act, you ascend the stairs.

At the top of the stairs there is a narrow landing from which there is only one exit through a very heavy door. You try the handle and, to your delight, discover that it is open.

If you wish to rush into the room beyond, turn to **110**.

If you wish to open the door just a crack and peer in, turn to **8**.

If you have the Magical Power of Prophecy and wish to use it, turn to **149**.

43

Taking Tanith by the arm, you make to move away. Drear is working a subtle magic, an enchantment that is hard to resist, and Tanith has already succumbed to his power.

If you wish to attack Drear with your Wizard's Staff, turn to **36**.

If you wish to use the Magical Power of Sorcery, turn to **15**.

If you wish to resist Drear's call without the aid of magic, turn to **3**.

44

You stagger through the palace entrance. The Elessin follow but keep a respectful distance. You view the long flight of steps leading down from the palace with trepidation. You dare not discard the statue for you

are sure that it is only the Elessin's fear of it that keeps them from attacking you.

Pick a number from the *Random Number Table*. Add this number to your current ENDURANCE points total.

If your total is now 20 or more, turn to **59**.

If your total is now less than 20, turn to **65**.

45 — *Illustration II (overleaf)*

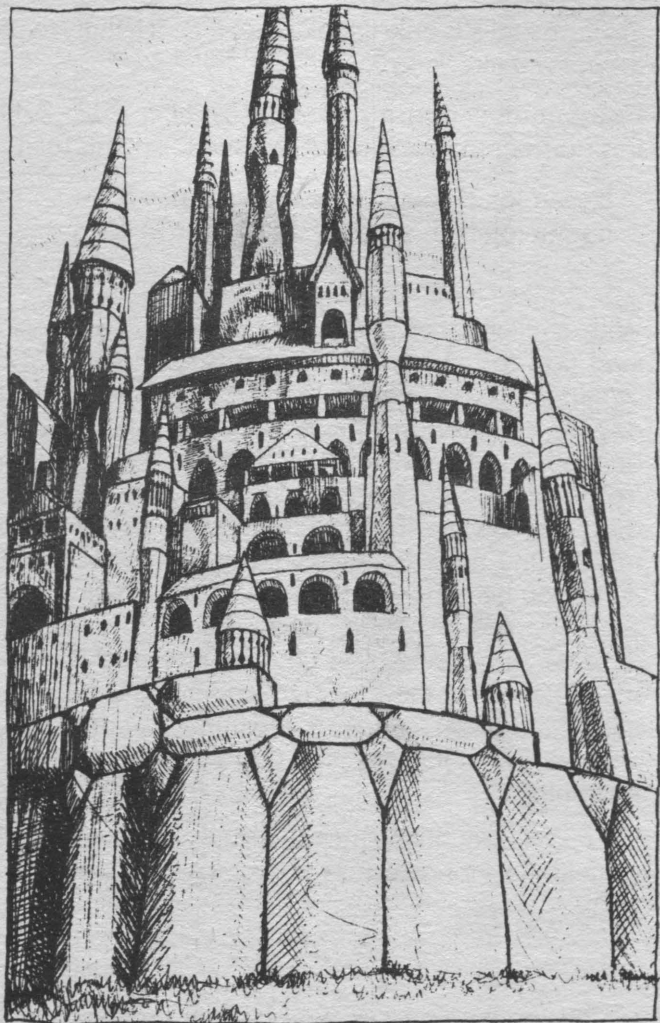
With smiling faces and much laughter, the Elessin lead you to their home. As you draw closer to the Singing City, you gaze in wonder upon the dazzling display of glass and fragmented light that gleams beneath the bright sun. Rainbows of colour splash from the delicate spires and splendid ivory towers that point towards the sky. Like the distant ringing of a million tiny bells the music of the city reaches your ears. You hear the warm resonance of a shifting bass accompanied by pure, whispering harmonies as delicate as a breeze and you are awestruck by the magnificence of the city. The Academicians told you that the Elessin are cruel creatures but their city suggests a purity of spirit beyond any mortal imagining.

You pass through the arched gateway of the city and walk along a long avenue of crystal paving stones.

Turn to **238**.

46

In the lonely terror of the absolute darkness your voice is swallowed up by the fathomless void. However, the chant conjures fond memories of your gentle Shianti masters and your fear swiftly sub-



II. The Singing City with its delicate spires and splendid ivory towers

sides. You are gratified that even here, in this terrible limbo, the power and wisdom of the Shianti is still within your grasp. You regain 1 WILLPOWER point.

Turn to **60**.

47 – *Illustration III (overleaf)*

You enter a door. To your surprise, you and Tanith find yourselves standing in a circular chamber filled with a milky-white light. Your heart lifts when you recognize that the source of the light is the Moonstone itself. 'So you found it at last,' says a voice behind you. It is the Jahksa.

Turn to **275**.

48

The wall has many crevices and projections and the foliage makes climbing easy. However, when you reach the top, you look down to see that the other side of the wall is smooth with a sheer drop to the ground of at least twenty feet.

If you possess a Rope and wish to use it, turn to **244**.
If you do not have a Rope, turn to **212**.

49

The Elessi raises the jewelled crozier and prepares to carry out his sentence. At the expense of 3 WILLPOWER points, you wrench your Wizard's Staff from his hand and draw it towards you. The Elessi watches amazed.

If you wish to fire a long-range attack at the Elessi, turn to **340**.

If you wish to try to engage the Elessi in close combat, turn to **322**.



III. You and Tanith find yourselves in a circular chamber filled with milky-white light

50 – *Illustration IV (overleaf)*

Hastily, you walk across the plane of clouds, crossing the Neverness and gaining on the Crystal Tower, which gleams faintly with a strange light. The tower is built from great shards of black crystal and its design is entirely alien to your eyes.

Turn to **167**.

51

You are still losing height as the greyish mist contained in the glass dome seeps from the Ethetron. Swerving like a tiny insect to avoid the weird creatures, you battle for control but the ship is becoming harder and harder to steer. Then, suddenly, they are no longer there.

Turn to **33**.

52

You shake your head and the guard looks at you with a puzzled frown. He directs a stream of unintelligible phrases at you and you curse under your breath. Now you're really in trouble!

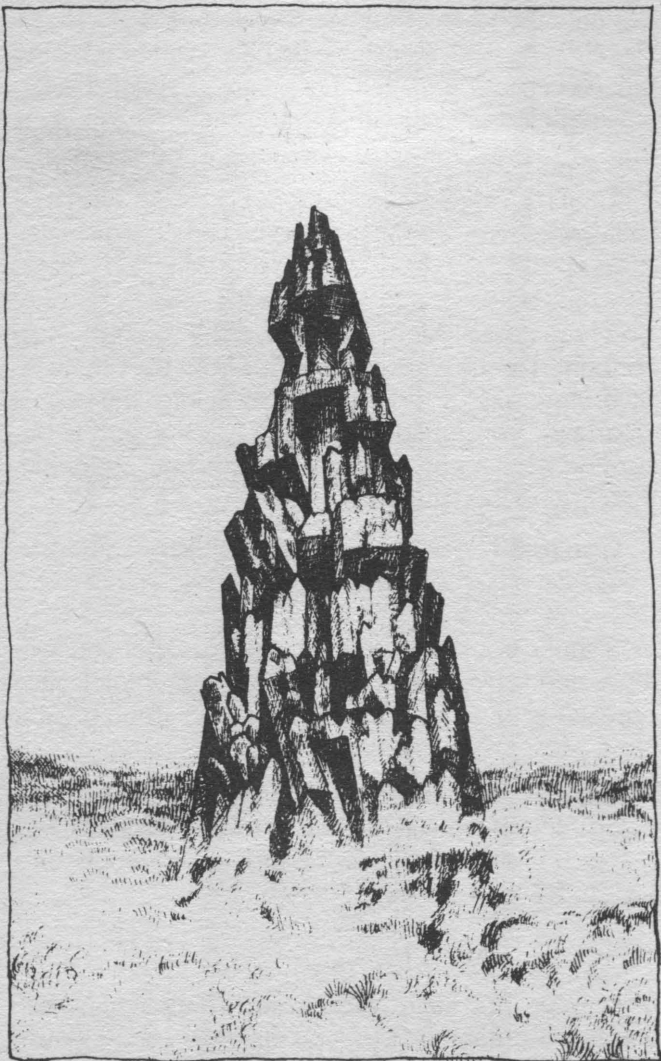
If you wish to make a run for it, turn to **184**.

If you wish to nod your head, turn to **232**.

If you wish to shake your head and continue, turn to **254**.

53

You have not taken more than a few steps when Tanith's scream causes you to look up. A sword hurtles towards you and slices cleanly through your chest, inflicting a fatal wound.



IV. The Crystal Tower gleams faintly with a strange light

Your life and your adventure end here.

54

The only available source of water is from within the storm clouds that surround you and, to the howling delight of the Jahksa, it begins to rain heavily. The use of this spell has cost you 1 WILLPOWER point. You may maintain this trance state if you wish and seek the aid of another Elemental spirit.

If you desire the aid of the Fire Elemental, turn to **41**.

If you desire the aid of the Earth Elemental, turn to **73**.

If you desire the aid of the Air Elemental, turn to **88**.

If you wish to stop using Elemental Magic, turn to **33**.

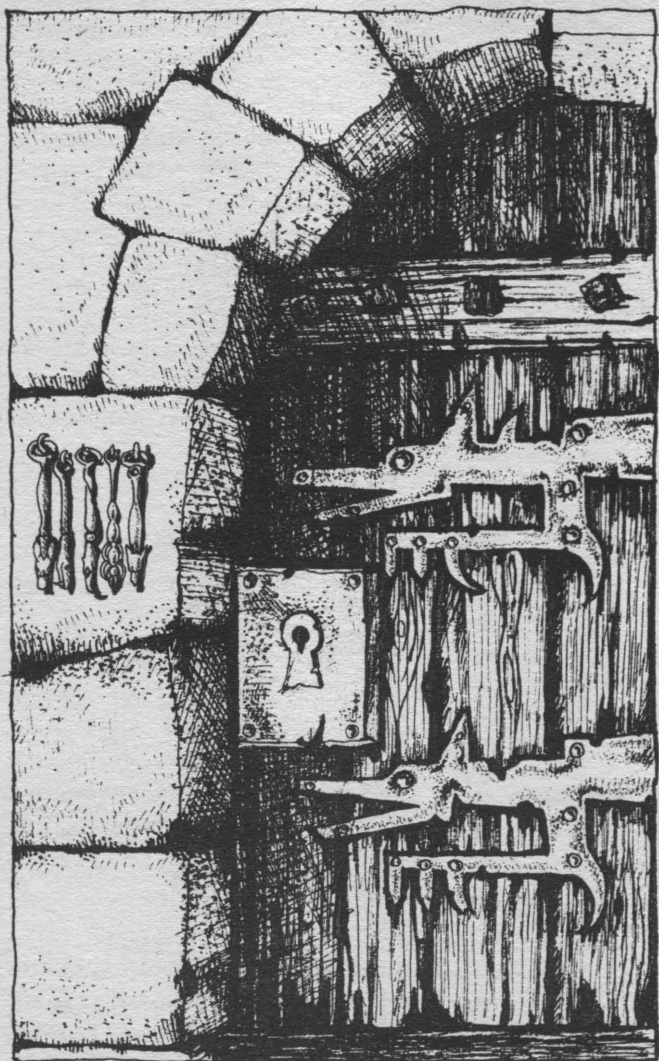
55

At the cost of 1 WILLPOWER point you reach out with your mind, seeking guidance from the future. You sense an imminent catastrophe if you take the Threnogem from the statue's mouth. The statue is a source of evil power and it is only the Threnogem that keeps this evil at bay.

Turn to **346**.

56 – *Illustration V (overleaf)*

Soon you are back where you started, having completed a circuit of the Crystal Tower. To your immense surprise, however, there is now a door beneath the metal plate. Tanith has an incredulous



V. The iron-shod door is locked and five keys are hanging by it

look upon her face. 'There is strange sorcery at work here,' she comments.

The iron-shod door is tall and uninviting. You try the handle but the door is locked. You notice a keyhole and five Keys hanging on five hooks by the door. Each Key has been shaped into the likeness of a beast.

If you wish to use the Serpent Key, turn to **240**.

If you wish to use the Eagle Key, turn to **227**.

If you wish to use the Wolf Key, turn to **235**.

If you wish to use the Spider Key, turn to **252**.

If you wish to try the Dragon Key, turn to **277**.

If you wish to read the inscription above the door, turn to **10**.

If you wish to strike the door with your Wizard's Staff, turn to **97**.

If you have the Magical Power of Prophecy and wish to use it, turn to **161**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **193**.

57

With a brave cry you launch yourself at the Elessi. He is surprised by your bold move and you are able to drag him to the ground. Amidst a tangle of thrashing limbs, you attempt to wrestle him into submission. As you are fighting without a weapon, you must deduct 8 points from your COMBAT SKILL total for the duration of the fight, unless you possess a Jewelled Dagger, in which case, deduct only 6 points from your COMBAT SKILL total.

Elessi Leader: COMBAT SKILL 12 ENDURANCE 25

58-59

If you are still fighting the Elessi after three rounds of combat but have the higher ENDURANCE total, turn to **99**.

If you have already killed the Elessi after three rounds, or choose to fight to the death, turn to **107**.

58

You fasten the Rope around a glass gargoyle and slide down to the street below. The Rope is still fastened to the top of the wall and you must leave it there. (Remember to delete the Rope from your *Action Chart*.) You turn and head down the street. You have only gone a short way when you are alerted by a shout: an Elessi is calling to you. Without hesitation, you run away from him but the Elessi calls for the aid of others and soon a crowd of Elessin are in hot pursuit. You turn the first corner that you come to and find yourself running across a lawn of blue grass. You can see no hiding place. The cries of the Elessin draw closer as you reach an ornate fountain in the centre of the lawn.

If you wish to jump into the fountain, turn to **225**.

If you wish to keep running, turn to **335**.

59

You work your way down the steps of the palace and enter the avenue of crystal that leads from the Singing City. Moving at a painfully slow pace, you finally reach the grove of trees where your flying machine is hidden. You drag the statue on board and turn to the controls. The Ethetron rises up into the air and, using the Gyronome to guide you once more, you soon

feel the strange tingling sensation that indicates that you are crossing the realms of the Daziarn.

Turn to **278**.

60 – *Illustration VI (overleaf)*

You take out the Gyronome. To your surprise it is still emitting its familiar, high-pitched note. You are further confused when you discover that the device continues to sound at the same volume wherever you point it. You depress the foot bar. The mist within the glass dome begins to swirl and its ghostly light grows brighter but there is no sensation of movement, even with the bar pressed all the way down to the floor. You fear that you are stranded – becalmed upon an alien sea.

A thread-like line of white light in the distance gives you fresh hope. Your flesh begins to tingle – an unpleasant sensation that seems to be drawing the strength from your body (lose 2 ENDURANCE points). The horizon of white light thickens until it splits the darkness in two, and yawns like an infernal chasm. Terrified, you hurtle towards the momentous shaft at an incredible speed.

If you wish to try to slow your pace, turn to **74**.

If you wish to continue at the same speed, turn to **310**.

61

You are wasting valuable WILLPOWER points assaulting the door and decide to return your attention to the five Keys.



VI. The horizon of white light splits the darkness in two

If you wish to try the Serpent Key, turn to **240**.

If you wish to try the Eagle Key, turn to **227**.

If you wish to try the Wolf Key, turn to **235**.

If you wish to try the Spider Key, turn to **252**.

If you wish to try the Dragon Key, turn to **277**.

62

The Master explains the route you must take towards a place called the Moaning Mountain. He goes on to reveal that in the side of the Moaning Mountain is a cavern and at the end of the cavern there is a Gate, out of the realm that leads to a place called the Vale of Peace. The people of the Vale are wise and friendly and will show you how to reach the Realm of the Moonstone.

He then returns Tanith to you but your joy is subdued when the Master demands his terms: you may only leave the realm if the Jahksa accompanies you.

Turn to **249**.

63

Once more you begin the arduous climb. The decorations carved upon the crystal surface of the tower wall have become more intricate and difficult to negotiate. You pray that your luck will hold but it is not enough to save you. With a cry, you slip and fall, crashing to the ground far below.

Your life and quest end here.

64

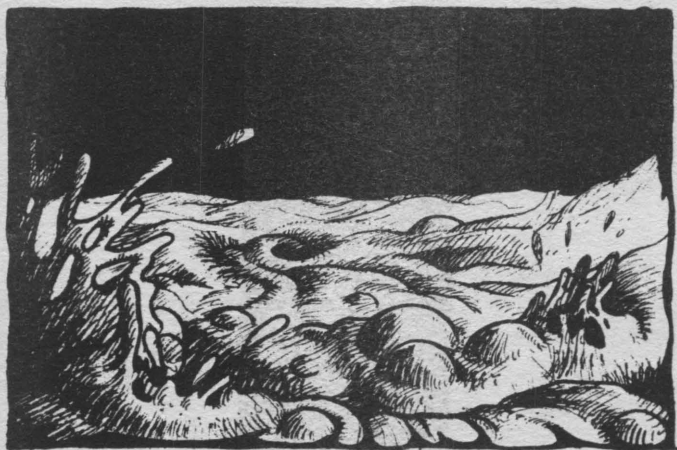
At the cost of 2 WILLPOWER points, you fire at the leading bird. Your aim is good. With a distraught cry,

the bird drops from the sky, streaming smoke behind it in a coiling plume.

The remaining creatures appear undaunted by their fellow's plight and soon fall upon you. Clinging to the rail of the Ethetron, they strain their long necks to peck at you. The damaged Ethetron can barely support their weight and slowly but surely you are being dragged into the swirling mist below. One of the birds swoops in attack.

Chaos-bird: COMBAT SKILL 20 ENDURANCE 24

If you win the combat, turn to **133**.



Gingerly, you set one foot on the first of the palace steps. Your muscles are screaming with the strain of carrying the statue. Suddenly, you trip and fall. You hear the terrified shouts of the Elessin gathered

around as you and the statue tumble down the stairs. The statue hits the bottom with a resounding crash and the Threnogem rolls out from its mouth. With dismay you watch it rolling away. The Elessin scream in terror.

Turn to **270**.

66

Shaking your head, you convey to them that you do not wish to accompany them. They become gently insistent and one takes hold of your arm and gestures towards the city. The laughter subsides. The Elessin are unarmed but you are unsure of their intentions.

If you wish to go with the Elessin, turn to **45**.

If you wish to continue to refuse them, turn to **72**.

If you prefer to attack the Elessin with your Wizard's Staff and possess 4 WILLPOWER points or more, turn to **21**.

67

'Welcome to the realm of the impossible, Paradox, land of contradictions!' booms a voice from overhead. 'What gift do you seek from the Chaos-Master?'

'I seek a girl; her name is Tanith,' you cry, 'and one who is named Oz-na-Mun.'

'So be it!' replies the Chaos-Master. 'The bargain is struck. These things you shall have and then you must return to me and make payment.'

Before you can ask the nature of this 'payment' you find yourself standing upon firm ground, looking out across a vast quarry of red soil. Your Ethetron lies

68-70

close at hand. On the other side of the quarry you can see smoke rising from a rough wooden shack. You push the nightmare visions from your brain and head towards the shack.

Turn to **127**.

68

The Chaos-birds wheel around the becalmed Ethetron as Tanith chants over the Key. They move to attack but are thrown suddenly into a panic by the sight of a giant golden eagle, winging towards them.

The fight is terrible to behold as the eagle tears and claws a bloody path through the Chaos-birds. Suddenly, the lifeless corpse of a dead Chaos-bird hurtles towards the craft.

Turn to **290**.

69

You take out the Pipe, place it to your lips, and blow. The Elessi laughs – he is protected against the effects of the weapon. Unaffected, he carries out his sentence.

Turn to **28**.

70

You approach the wall of the tower and lay your hands upon its smooth surface. You concentrate and, eventually, a verse appears in your mind:

‘There is no door. You must climb the tower,
Or smite the wall with a Wizard’s power.’

If you wish to try to climb the tower, turn to **264**.

If you wish to search for a door on the right side of the tower, turn to **206**.

If you wish to search for a door on the left side of the tower, turn to **56**.

If you wish to examine the crystal wall immediately below the metal plate that bears the inscription, turn to **223**.

If you wish to attack the crystal wall with your Staff, turn to **339**.

If you have the Magical Power of Prophecy and wish to use it, turn to **347**.



71

You reach out and pluck the jewel from the statue's mouth. Swiftly, you turn, ready to run but before you can escape, a distant sound reaches your ears. Quiet at first, it develops into a scream and begins to fill the palace. The awful sound is coming from the mouth of the statue and freezes you where you stand.

72-73

The ground begins to tremble and cracks appear in the glass walls. You can hear the tinkling of shattering crystal. The hideous wail grows in volume and soon you cannot block out the sound even when you cover your ears.

Within seconds you are crushed beneath shards of broken glass and debris. You have released the Screaming God and the Singing City is doomed.

Your quest and your life end here.

72

Again you refuse but they will not accept your refusal. Two of the Elessin grab at your arms, obviously intending to force you to accompany them.

If you wish to go with the Elessin, turn to **45**.

If you wish to fight off the Elessin, turn to **326**.

73

As you are flying high in the air, there is very little chance that an earthbound spirit will be able to help you. The use of this Magical Power has cost you 1 WILLPOWER point. If you wish, you may maintain your trance state and seek aid from one of the other Elemental spirits.

If you desire the aid of the Fire Elemental, turn to **41**.

If you desire the aid of the Water Elemental, turn to **54**.

If you desire the aid of the Air Elemental, turn to **88**.

If you wish to cease using Elemental Magic, turn to **33**.

74

You lift your foot, decreasing the pressure on the bar and, hopefully, slowing the Ethetron. The white light is blinding: your head is swimming, your brain reeling, and your body trembling; lose a further 2 ENDURANCE points.

Turn to **310**.

75 — *Illustration VII (overleaf)*

At first they are distant specks but they are moving towards you at high speed and soon you are able to distinguish details. You give an involuntary gasp: the creatures have oily, purple-black skins with slickly matted feathers; their eyes protrude like two swollen bruises from the sides of their heads and their cry is hoarse like the ringing of a cracked bell. The Ethetron moves sluggishly as the very last of the grey mist seeps from its dome. You turn the ship towards the Trianon but the malformed birds (if birds they are) are gaining on you.

If you wish to attack one of the Chaos-birds at long range with your Wizard's Staff, turn to **64**.

If you wish to wait for the Chaos-birds to draw nearer, turn to **108**.

If you have the Magical Power of Elementalism and wish to use it, turn to **78**.

76

Aimlessly you wander through the city streets. After observing the Elessin for some time, you realize that your disguise is some sort of uniform. The whole city



VII. The creatures have oily, purple-black skins with slickly matted feathers

is very peaceful and the constant music very soothing but soon you notice that the music is changing.

Turn to **79**.

77

As you regain control of the flying machine you begin to slow down. You make a rather bumpy landing in a field but both you and your craft survive it unharmed. You take out the Gyronome and its shrill call confirms that you are now in the Realm of the Singing City. Away to your left and in the distance the city glints beneath the warm sunlight. Suddenly you notice several figures heading in your direction, though they are still far off.

If you wish to hide yourself and the Ethetron, turn to **85**.

If you wish to wait where you are, turn to **214**.

78

You close your eyes and send out the power of your thought to the Elemental plane. A raging wind blows around you, whipping the birds into confusion so that they are unable to attack. Unfortunately, you are now unable to manipulate the damaged craft and find yourself affected as badly as the Chaos-birds. A sudden gust sends you hurtling into the side of the Trianon and the sound of a collision fills your ears.

Pick a number from the *Random Number Table*. Add the number you have picked to your current WILLPOWER score.

If the total is 9 or more, turn to **304**.

If the total is less than 9, turn to **83**.

79

The music of the Singing City has changed, and is now a rhythmic accompaniment to the sound of many voices, singing and chanting. You follow the sound and come to a long avenue, paved with crystal stones. At the end of the avenue stands a gigantic palace, and at the foot of its grand staircase, are amassed a large crowd of Elessin, all singing in perfect unison. Standing before them is a man, robed in white and gold, with golden hair and blue eyes. In his left hand he holds a jewelled crozier. He seems to be conducting a religious ceremony or ritual. You guess that the Threnogem lies within the palace.

Transfixed by the beauty of the Elessin's music, you wait for the ceremony to end, and at length, the crowd disperses and the man with the golden hair returns into the palace.

If you wish to mount the steps and enter the palace, turn to **208**.

If you wish to wait for nightfall, that you might investigate the palace in secret, turn to **121**.

80

The Elessin guards do not attack you immediately. Several fall dead under fire of your Wizard's Staff as you move like a whirlwind among their ranks. Soon, however, they overcome their awe and many place silver Pipes to their lips and blow. Suddenly, a terrible pain fills your head as the sound of the Elessin Pipes tears at your mind. With an anguished cry you fall to the ground and slip into unconsciousness.

Your life and your quest end here.

81

Drear has worked a subtle magic on your mind and soon you are totally under his control. He is an insane wanderer, an astral vagrant devoted to a purposeless life of journeying. Casting aside your Staff and Backpack you trek after Drear, doomed to follow in his nomadic footsteps for ever.

Your quest ends here.

82

Tanith takes the Eagle Key and begins to chant. The Jahksa makes to attack but once more you successfully fend off his blows, for though he possesses a supernatural strength, you possess far greater fighting skill, aided by your Wizard's Staff. Before the Jahksa can attack again, an eagle's cry fills the air. It screams towards him and a look of panic contorts his face. The eagle is an awesome enemy and the Jahksa chooses not to fight it. Rapidly, his body grows transparent.

Turn to **273**.

83

The Ethetron is thrown from the sky, flinging you and Tanith to your deaths.

Your life and your quest end here.

84

The Ethetron rocks and lurches as you try to steer her in tight curves and turns to evade the looming crea-

tures of the mist. It is hard to control and the cracked glass dome of the craft glows feebly.

Miraculously you pass beyond the monsters. You look back to see them disappearing into the mist and you realize that they are more like plants, fixed and rooted but able to attack anything within range.

Turn to **33**.

85

You spot a grove of trees nearby and drag the Ethetron into it, covering the craft with twisted deadwood and branches. Then you crouch within the grove and wait. Peering out, you watch as four people approach. Each is dressed in a short, white toga; their hair is blonde and they have strange, circular ears. They are laughing and talking in a language you cannot understand but you cannot help but notice the soft, flute-like quality of their light, musical voices.

These people are Elessin, citizens of the Singing City. They are searching methodically and thoroughly, without hurrying, and, as they draw closer to the grove, you realize that they will soon discover your hiding place.

If you have the Magical Power of Enchantment and wish to use it, turn to **103**.

If you have 4 or more WILLPOWER points remaining and wish to ambush the Elessin and attack them with your Wizard's Staff, turn to **220**.

If you wish to wait and do nothing, turn to **260**.

86

You fly through the mind-numbing visions shifting constantly around your craft. Eventually, the unrestrained madness of the sky gives way to a more sober panorama as a vast sea unfolds beneath you. The multi-coloured waters writhe and roll and monstrous half-shapes pierce its oily surface.

If you have the Magical Power of Prophecy and wish to use it, turn to **345**.

If you do not have this power, or do not wish to use it, turn to **327**.

87

With your Staff held in both hands, you brace yourself for the eagle's first strike as it swoops down at an incredible speed. The golden bird crashes into you with a force that knocks you off your feet. In a terrifying confusion of slashing talons, flapping wings and the crazed pecking of its hooked beak, you struggle desperately to fend off the giant bird.

Giant Eagle: COMBAT SKILL 30 ENDURANCE 30

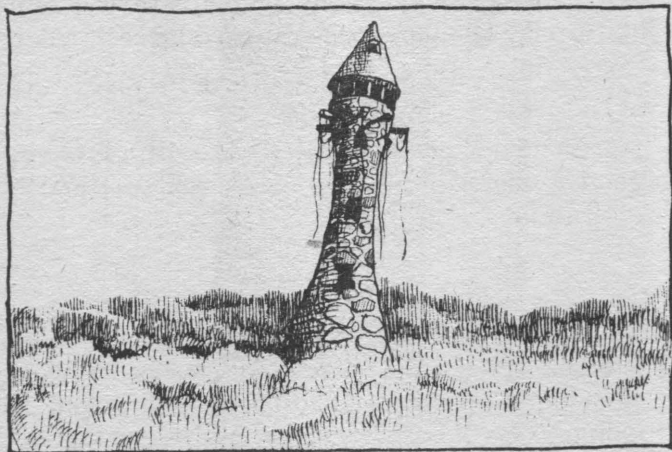
If you are still alive after three rounds of combat, turn to **150**.

88

You can feel the presence of the Air Elementals that the Jahksa has already summoned as they twist and coil around you. You must choose between summoning more winds to blow against the magical storm, or trying to master those that surround you.

If you wish to master the winds that surround you,
turn to **96**.

If you wish to summon your own powers of the air,
turn to **101**.



89

You step on the flagstone and, to your relief, no sword drops. The stairway is ahead and to the left, the tower entrance is behind, and the small doorway is to the left and behind.

If you wish to step on the flagstone that is ahead and to the left of you and bears one sword, turn to **42**.

If you wish to step forward on to a flagstone bearing two swords, turn to **349**.

If you wish to step on the flagstone that is diagonally behind you in front of the small door and bears one sword, turn to **118**.

90

You take out the Copper Coin and give it to the guard who regards it closely. Thinking that you have successfully bribed the Elessi, you turn to walk away. Immediately the Elessi guard grabs your arm. Your heart misses a beat but the Elessi is smiling as he returns the Copper Coin to you. You realize that the coin is not the currency of the Singing City but a kind of pass key or identity disc.

Anxious to place as much distance as possible between you and the guard, you turn and walk into the city at a brisk pace.

Turn to **175**.

91

You begin the arduous climb once again. There are many intricate decorations carved on the crystal wall of the tower that make your climb harder but your skill is great and your luck good and, with a sigh of relief, you eventually reach the top. Pausing for only a moment to catch your breath and rest your aching limbs, you then begin to haul on the Rope as Tanith scrambles towards you and she is soon at your side. You turn to survey your new surroundings.

Turn to **17**.

92

You take up the heavy statue. Terrified, the Elessin fall back, looking at you with outrage and fear in their eyes. Staggering beneath the weight of the statue, you pick your way slowly across the hall. The Elessin do not try to stop you; they fear the statue.

93-94

If your current ENDURANCE points total is 16 or less, turn to **283**.

If your current ENDURANCE points total is more than 16, turn to **44**.

93

The three remaining Elessin each take silver Pipes and place them between their lips. They blow in unison and a terrible screaming sound tears into your brain. You gasp with pain and fall to the ground, covering your ears in a desperate attempt to block out the terrible noise.

Turn to **271**.

94 – *Illustration VIII*

Immediately, you are standing in the court of the Chaos-Master. The high walls ripple with light as the strange architecture of the Master's hall changes constantly. In the centre of the hall, upon an obsidian throne, is seated the Chaos-Master himself, ruler of the Realm of the Paradox. He makes a disturbing sight: a giant over thirty feet in height, his facial features and characteristics are in a state of constant flux, continually melting into new and hideous guises. You glimpse dark and loathsome creatures, beasts and beings of indescribable horror, writhing within this awesome god.

'Welcome to the Master's court!' he bellows. 'Allow me to introduce my guests.'

Slowly a dark-robed figure walks into the hall. He wears a hood and carries a black staff. Following immediately behind is Tanith. She gives you a brave smile.



VIII. The Chaos-Master continually melts into new and hideous guises

95-96

'May I present the Wizard, Grey Star.'

A deep dread stirs in your heart. Suddenly, the robed figure pulls back his hood to reveal your own face staring at you. 'Welcome, brother,' says your twin. 'I have long looked forward to this meeting.'

Turn to **309**.

95

You point back through the gate in the direction you have just come. He gives you a puzzled look and utters a string of unintelligible phrases. You stand frozen to the spot, mouth agape. He reaches out his hand and speaks again and suddenly you realize that he is asking you for something. His voice becomes harsh as he is forced to repeat himself and he fixes you with a suspicious glare.

If you wish to show him the Glass Rod, turn to **267**.

If you wish to show him the Parchment, turn to **289**.

If you wish to show him the Gold Coin, turn to **333**.

If you wish to show him the Silver Coin, turn to **348**.

If you wish to show him the Copper Coin, turn to **90**.

96

At the cost of 1 WILLPOWER point, you try to wrest control of the winds from the Jahksa. Rigidly, he stands at the far end of the craft, testing his power against yours. The storm howls and the little craft shakes and swerves wildly. The ferocious winds carry

the ship along but the Jahksa still exerts control over the storm.

If you wish to expend another WILLPOWER point, turn to **138**.

If you wish to cease your struggle for control of the storm, turn to **142**.

If you wish to attack the Jahksa with your Staff, turn to **148**.

97

To break down the door with the might of your Wizard's Staff, follow the usual rules of combat, consulting the *Combat Results Table* as if the door were an opponent. Disregard any ENDURANCE points lost by yourself.

Tower Door: COMBAT SKILL 30 ENDURANCE 45

You may cease attacking the door at any time; turn to **61**.

If you continue and break down the door, turn to **124**.

98

The Chaos-birds circle ominously overhead. Tanith chants over the key. She summons up a small, furry spider no bigger than her hand and gives you a desperate and helpless glance. Swiftly the birds attack.

Turn to **83**.

99

You take up your Wizard's Staff and hold it poised above the Elessi leader's head. You have beaten him

into submission. The palace is full of elessin guards but they stay back fearful to act while their leader is threatened.

If you wish to take the Threnogem from the statue's mouth, turn to **71**.

If you wish to slay the Elessi leader, turn to **107**.

If you wish to attack the Elessin guards, turn to **80**.

If you wish to make a grab for the statue, turn to **209**.

100

Cautiously, you approach the Crystal Tower. You can see no door but, a little above head height, there is a metal plate. Inscribed upon the plate is some writing but the letters are unfamiliar.

'Can you read it?' asks Tanith.

'No,' you reply. Yet, as you speak, the lettering is slowly transforming and soon you find that you can read the inscription:

'From south of here, to west and north,
Then east and south once more,
A circle's motion rings the charm
That finds the Vanishing Door.'

You ponder the strange words and try to unravel their meaning. 'A riddle?' queries Tanith.

If you wish to search for a door on the left side of the tower, turn to **56**.

If you wish to search for a door on the right side of the tower, turn to **23**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **70**.

If you have the Magical Power of Prophecy and wish to use it, turn to **347**.

101

At the cost of 1 WILLPOWER point, you summon up a mage wind of your own. The increased turbulence causes the craft to rock crazily from side to side but has little effect on the Elementals summoned by the Jahksa.

If you wish to call a halt to your spell of Elementalism, turn to **142**.

If you wish to increase the power of your spell, turn to **165**.

102

You draw out the red jewel and focus your power upon it. The Gem begins to glow and, at the cost of 1 WILLPOWER point, you reach out and close the Elessi guard's senses. As he stares blankly ahead, you steal past him and into the palace unseen.

Turn to **230**.

103

With your eyes closed you concentrate and create an enchantment to place in the minds of the Elessin. You convince them that they have completed their search and suggest that they return to their city. Unaware that they have been charmed, they obey. The use of this spell has cost you 2 WILLPOWER points.

Turn to **320**.

104

The maddening chaos surrounding you is too much

to bear; your mind lacks the strength of will to resist the distorted reality. In a short time you lose control of your mind and the Ethetron plunges into the undulating hills below.

Your adventure is over. Your quest and your life end here.

105 – *Illustration IX*

You are led to a high-ceilinged chamber lit by a curious, pulsing light. The room is filled with strange, ornate machines of gleaming metal. Lights flicker and you hear a throbbing hum and a continual, metallic, mechanical ring. Several Academicians tend the machines, pushing buttons and pulling levers, though to what purpose you cannot guess.

‘Grey Star, Tanith – allow me to introduce you to Crabkey, one of our greatest and most ingenious inventors.’

You recognize the shabby man who turns to greet you; he was the man who sat in the armchair when you first entered the chamber of the Academicians. In the strange lurid glow of the laboratory his shadowed, bulging eyes make him appear even more sinister than before. ‘We meet again,’ you say uncomfortably.

Crabkey stares at you without speaking. Spittlethrift breaks the silence: ‘Mr Crabkey, is the inventor of the machine that will enable you to journey to the Realm of the Singing City, aren’t you Crabkey, old chap?’ Crabkey continues to stare at you insolently. With a slow blink of his huge eyes, he makes an unintelligible sound in the back of his throat and nods.



IX. 'Allow me to introduce Crabkey, one of our most ingenious inventors'

'Yes, yes,' says Spittlethrift half to himself. 'Come now, young Wizard and pretty mistress Tanith, come see his wonderful creation.' Mounted on a small dais in the centre of the laboratory is a most unusual machine. 'This,' says Spittlethrift proudly, 'is the Ethetron, the flying machine that will carry young Grey Star through the realms of the Daziarn, and to the Singing City to fetch our prize.'

'Grey Star,' says Tanith suddenly, 'and what of me?'

Spittlethrift falters and emits an embarrassed cough, 'Ah, yes . . . well'

'Yes, what of Tanith?' you demand angrily.

'The girl stays here,' says Crabkey, speaking for the first time in a harsh, rasping voice, 'to make sure you keep your part of the bargain and do not fail to return.'

'She will be perfectly safe, I assure you,' says Spittlethrift, apologetically. 'But surely you understand our position. What is to stop you flying away and never returning?'

'And if I refuse?' you snap at Spittlethrift.

'We will not allow you to use the Ethetron or show you how to fly it,' retorts Crabkey. 'You will be doomed to remain within the Neverness for all eternity. You will—'

'You will, on the other hand,' Spittlethrift interjects hastily, 'receive the Ethetron as a gift from us when you return—'

'*With the Threnogem,*' Crabkey interrupts once more, ignoring a glare of warning from Spittlethrift,

who has now begun to sweat profusely. 'And we will return Mistress Tanith to you, of course,' he finishes.

Tanith clenches her fists and glares furiously at the two little men. Both step back a little from her fiery gaze. 'Know this, little man,' she hisses, prodding Spittlethrift in the chest with one, long-nailed finger. 'I am not without power. If you seek to deceive us . . . I'll crush you like the toad that you are! I am a Shadakine Wytch, not a mere girl to be hoarded or bartered like a piece of spare luggage!'

'Yes, yes, of course,' says Spittlethrift, wiping his brow with the back of his shaking hand. 'I understand.'

You smile quietly to yourself. Tanith's angry bluff has shaken both Spittlethrift and Crabkey. Though Tanith does possess many uncanny powers taught to her while in the service of Mother Magri, a powerful Wytch in the service of the Shadakine Empire, her skills lie chiefly in her mastery of animals and nature and in a bravery that surpasses many warriors of greater stature. Tanith turns to you, the fire dying in her wild, green eyes. 'Accept their offer, Grey Star,' she says. 'I do not fear this over-fed worm, or that slinking weasel.'

You sense that Tanith is far more afraid than she admits but the success of the quest is as important to her as it is to you and without the Ethetron it is unlikely that you will succeed. 'Very well,' you say. 'Show me how the machine works. What must I do?'

Sullenly, Crabkey shows you the machine. Spittlethrift, pale and perspiring, remains silent, his

106-108

chubby hands fluttering nervously at his side.

Turn to **116**.

106

The ferocious wolf falls dead at your feet, magical fire still blazing from the fatal wound that you have inflicted.

To enter the Crystal Tower you must choose from the remaining Keys.

If you choose the Spider Key, turn to **252**.

If you choose the Eagle Key, turn to **227**.

If you choose the Serpent Key, turn to **240**.

If you choose the Dragon Key, turn to **277**.

107

The Elessi leader lies dead at your feet. Stunned by the unexpected loss of their leader, the guards look on in horror. You must act quickly.

If you wish to attack the Elessin guards, turn to **80**.

If you wish to take the Threnogem from the statue's mouth, turn to **71**.

If you wish to pick up the statue, turn to **92**.

108

Immediately the Chaos-birds swarm towards you. The first flies at Tanith and instinctively you rush to protect her.

Chaos-bird: COMBAT SKILL 20 ENDURANCE 25

If you win, turn to **133**.

109

As you touch the ground, the flying machine shatters and disintegrates. The impact kills you and your torn and broken body is thrown with the other shattered fragments across the cloud plane of the Neverness.

Your life and your quest end here.

110

Ready for combat and eager to maintain the element of surprise, you burst into the room. You enter a room full of mirrors and devoid of life.

Turn to **2**.

111

You close your eyes and concentrate and, at the cost of 1 WILLPOWER point, you create your illusion. A shout attracts the guard's attention and quickly he descends the palace stairway to investigate. Silently, you ascend the stairs and enter the palace before the guard returns to his post.

Turn to **230**.

112

Summoning all your strength and, at the cost of 2 WILLPOWER points, you hurl a powerful blast at the Crystal Tower. The white light of your Staff hits the wall squarely but its magical fire is scattered by the wall's resistance.

'This is hopeless,' says Tanith. 'There must be some other way into the tower.'

If you wish to try to climb the tower, turn to **264**.

(continued over)

113-114

If you prefer to examine one of the many black holes in the cloud plane, turn to **285**.

If you wish to examine the section of the wall immediately below the metal plate that bears the inscription, turn to **181**.

113

You walk to the end of the corridor and through an archway of incandescent light. You are momentarily blinded and when you can see again you find yourself facing the door once more. The Jahksa roars with laughter. 'The great Shianti Wizard . . . fooled by a Shianti illusion, hah!'

Again you try to enter but again you find yourself outside the door.

If you wish to attack the Jahksa, turn to **192**.

If you wish to enter one of the doors along the corridor, turn to **47**.

If you have the Magical Power of Sorcery and wish to expend 2 WILLPOWER points on the formation of a magical shield, turn to **185**.

114

You walk to the other end of the avenue and arrive at the foot of a large stairway that leads into the glass palace. It is the most impressive building in the city and you are puzzled to find it completely empty. You wonder if it is a temple, where people gather only at certain times, or perhaps it is a sacred place and only a select few are allowed within its walls. Your instincts tell you that you are sure to discover the Threnogem here.

If you wish to mount the steps and enter the palace, turn to **208**.

If you wish to wait for nightfall, so that you might investigate the palace unseen, turn to **121**.

115

'This was once the realm of the Demon, Steth-Amon, a master of sound,' the statue recounts. 'We, the Elessin, were created his slave singers, a choir of the damned. His was the music of dissonance; it could drive men insane or lure them and possess their minds. Long we laboured in his service. However, we sought the beauty of harmonious music, the melody of accord and we conceived of a plan to overthrow our lord. We created the Threnogem, a tool of silence, for without silence music has no meaning. Then, while he slumbered, we dropped the Threnogem into his open mouth and silenced him, robbing him of his power over us. He froze in the position you see him now, for the statue is Steth-Amon, mastered by the silence of the Threnogem. That you seek to take the statue from our realm is pleasing to us, for all our power has been devoted to giving life to the Threnogem and keeping Steth-Amon silent. If the Threnogem is removed from his mouth the demon will be released. All we ask is that you do not remove the Threnogem while you are in our domain. If you wish, we will help you carry the statue to your flying machine.'

You agree to the Guardian's offer.

Turn to **182**.

The Ethetron is quite unlike anything you have seen before. It has a railed platform, and is shaped like a saucer, except that its stern is pointed like a lizard's tail. It bears a large glass dome in its centre. Passing through the top of the dome is a single black shaft like the mast of a sailing ship. The single sail resembles a giant bat's wing and is made of a strange material that shimmers like water and looks like metal but is like fabric to the touch. A closer inspection of the glass dome reveals that it contains a swirling, grey-white mist.

'It is the raw stuff of the Daziarn, unformed power for the craft,' explains Crabkey. 'Without it, the craft would fall from the sky. To steer,' he continues, 'you must operate this lever – pull to climb, push to dive, left and right as normal. To draw more power from the glass dome you must press this metal bar at your feet; to slow down, release it. If you apply no pressure, the craft will remain where it is; if you push the lever to the left or right without power, the craft will spin on its axis. Beware, these controls are very sensitive. You need apply very little pressure to make the craft change its course.'

When Crabkey is satisfied that you understand the controls, he introduces you to another Academician, Slypate, who hands you a shining sphere of red and yellow metal. 'This is a Gyronome. There is no north, east, west or south in the plane of the Daziarn, nor is there time as you perceive it,' says Slypate. 'The only way of finding the Singing City is with the aid of this device. When you draw it out, it will emit a sound if you are heading for the Singing City. The louder the note, the surer your course. To return to the Crystal



X. The Ethetron's tail is like a lizard's, its sails like bats' wings

Tower, the Gyronome must be absolutely silent. It is very accurate: I invented it myself,' he says with pride. You take the Special Item and place it in your pocket. (Remember to mark the Gyronome on your *Action Chart*.)

Soon you are ready to leave. The Academicians offer you the choice of the following Items to aid you in your quest. (Remember that you may carry only two weapons and a maximum of eight Items in your Backpack.)

A Short Sword (carried in a sheath worn at your belt)

A length of strong Rope (Backpack Item)

A potion of Healing (restores 4 ENDURANCE points when swallowed; carried in Backpack)

A Backpack

A Spear (carried in the hand)

As you climb into the Ethetron, the massive double windows of the laboratory are drawn open. The restraining ropes are untied and the glass dome of the flying machine glows with a ghostly light. You coax the Ethetron forwards and you glide gently through the open windows and out of the Crystal Tower. You look out across the bleak, featureless expanse of the Neverness with its strange, sunless sky and vast plane of unending cloud. You press lightly on the foot bar and the machine gathers speed. You take out the Gyronome. It is silent at first, then as your machine speeds away from the Crystal Tower it begins to emit a tone. You move the instrument around in the air and find, to your surprise, that its tone becomes louder when you point it towards your feet.

If you wish to fly at a lower altitude, turn to **135**.

If you have the Magical Power of Prophecy and wish to use it to guide you, turn to **147**.

If you have the Magical Power of Psychomancy and wish to use it on the Gyronome, turn to **152**.

117

There is a lull in the fighting and the Jahksa steps back. Poised to place the killing blow, you look on in frustration as the dark twin swiftly fades, his body becoming ever more transparent.

Turn to **273**.

118

You step on the flagstone: nothing happens. You are now standing before the wooden door. You try the handle and find that the door is locked.

If you wish to blast the door with your Wizard's Staff turn to **261**.

If you have a prepared vial of Ezeran acid, turn to **312**.

If you have the Magical Power of Alchemy and possess some Ezeran salts, sulphur, saltpetre, and a pestle and mortar, turn to **319**.

If you have the Magical Power of Sorcery and wish to use it to open the door, turn to **173**.

119

Both you and Tanith make your way to another of the strange gaps in the cloud plane only to discover that the many holes in the plane are alike, differing only in size.

If you wish to enter one of these black holes, turn to **269**.

120-122

If you wish to continue towards the Crystal Tower, turn to **302**.

120

At the cost of 2 WILLPOWER points, you hurl a bolt of magical flame at the guard that illuminates the night. With a scream of pain, the guard falls dead. Without hesitation, you make a dash for the palace entrance as distant shouts reveal that the alarm is being raised.

Turn to **222**.

121

You wander the city until it grows dark and then make your way back to the palace. Hiding in the shadows, you observe the palace guard.

If you wish to attack the guard at long range with your Wizard's Staff, turn to **120**.

If you wish to try to sneak up behind the guard, pick a number from the *Random Number Table*. If the number you have picked is 0-5, turn to **139**. If the number you have picked is 6-9, turn to **145**.

If you have a Mind Gem and wish to use it, turn to **102**.

If you have the Magical Power of Enchantment and wish to use it, turn to **111**.

122 — *Illustration XI*

You head across the cloud plane towards the hunched figure. The man turns and looks at you, apparently unsurprised by your sudden appearance. He is dressed in grey, tattered rags and, with a start, you see that the flesh of his hands and face is almost



XI. The hunched figure is dressed in grey rags and the flesh of his hands and face is almost transparent

transparent, revealing the veins, bones, and tissue that lie beneath his skin.

'No peace. No peace,' he mutters to himself. 'So many interruptions . . . the passage of strangers, asking directions and breaking the silence.' He gazes at you with a sad but steady stare. 'I am Drear, wanderer between worlds,' he says, as if reciting a litany. 'Sailor upon pointless seas, traveller of timeless lands, born of a world grown old and tired. You are in the Neverness, my children, the unformed and unclaimed void of the Daziarn, where no one yet resides.'

'What of yonder building?' you ask.

'The Crystal Tower, home of the Academicians, scientists and scholars from another plane. They are mad, my friend. Do not waste your time with them. Instead, follow me and find peace in the calm of wandering; shed all purpose and responsibility. Come, follow! I seek the salvation of silence, the tranquillity of endlessness.'

He beckons insistently and, with a glazed expression, Tanith steps forward. Persuasive, inviting, and increasingly irresistible, Drear's hypnotic voice pulls at your mind.

If you wish to follow Drear, turn to **81**.

If you wish to turn away, turn to **43**.

123

With a flurry of savage blows you engage the Jahksa.

Jahksa: COMBAT SKILL 30 ENDURANCE 30

If you are still alive after three rounds of combat, turn to **117**.

124

The door disintegrates. With Tanith by your side, you enter a large, circular room. A wide, ornate stairway ascends at the far side of the room. The only other visible exit is a door to your left. On the walls are hung many strange paintings and the flagstones of this gloomy hall bear many strange designs; the one on which you are standing bears an inscription.

If you wish to look at the paintings, turn to **7**.

If you wish to examine the floor, turn to **29**.

If you wish to climb the stairway, turn to **40**.

If you wish to enter the door on your left, turn to **53**.

125

You walk down the stairs into a dimly lit cellar full of rusty armour. You have entered the tower's store room and the weapons of countless adventurers lie corroding at your feet. A tangle of cobwebs brushes against your face as your attention is caught by the glint of new metal. A closer examination reveals a large bunch of Keys. If you wish to keep the Keys, mark them on your *Action Chart* as a Special Item and carry them in your Backpack.

You climb back up the stairs.

Turn to **239**.

126

You call down to Tanith, who nods that she is ready. Your muscles are tired from the exertions of your

climb and, panting heavily, you begin to pull on the Rope. Tanith is already overburdened by the added weight of your Backpack and her climb up the tower is made more difficult by the swinging of your Wizard's Staff. Suddenly, she gives a terrible scream and falls away from the tower. Her abrupt departure from the Rope jerks you from the ledge and you plummet to the ground after her. Neither of you survives the fall.

Your quest has failed and your adventure is over.

127

You peer into the gloom of the wooden hut. Two figures are sitting in the centre of the room: a gaunt-faced man in rags and Tanith. Your heart leaps with joy. 'At last!' you cry. 'I've found you!' Tanith and the gaunt-faced man turn and look at you with grief-stricken faces. They edge back to a corner of the room as you approach.

'Get back!' Tanith screams. 'Go away; leave me alone.'

'But . . . Tanith . . .' you falter, 'it's me, Grey Star, your friend.'

'You're no friend of mine, evil one!' she spits. 'You serve Shasarak now. You told me that yourself in the Crystal Tower.' She and the man huddle together, cowering in fear. 'Get out! Get out!' she screams hysterically, throwing a cup at your head.

She believes that the Black Wizard, who bears your likeness, is truly you and that you have fallen into the

service of evil. No matter how hard you try to explain, she will not understand. You feel sure that her fear is unnatural; for even if she does believe you have turned to evil, you have never before known her to exhibit such fear. She must have been placed under a powerful spell.

If you wish to speak to the Chaos-Master, turn to **199**.

If you possess a Mind Gem and wish to use it, turn to **219**.

If you have the Magical Power of Prophecy and wish to use it, turn to **207**.

If you have the Magical Power of Enchantment and wish to try to rid Tanith of the enchantment which holds her, turn to **213**.

128

You continue down the long passage, your footsteps ringing on the marble floor. You can feel another's presence nearby but can see no one. A milky glow emanates from the end of the corridor.

If you wish to enter one of the rooms at the side of the passage, turn to **47**.

If you wish to continue along the corridor, turn to **162**.

If you have the Magical Power of Prophecy and wish to use it, turn to **146**.

129

Suddenly the Ethetron is torn from the air by a strange, eyeless creature. Its huge, razor-sharp teeth close around the flying machine.

Your quest and your life end here.

130

Skilfully, you manoeuvre the Ethetron and align it with the nearest black hole. Taking a deep breath, your heart beating with anticipation, you plunge into the darkness of the unknown.

First there is silence; then, fear. You fight back a rising wave of panic in the absolute blackness, absolute silence, absolute stillness. You cannot return the way you came.

If you wish to try to cast a light with your Wizard's Staff, turn to **34**.

If you wish to chant the Shianti prayer of mind discipline to beat back the rising wave of madness that you feel engulfing your reason, turn to **46**.

If you wish to take out the Gyronome, turn to **60**.

131

You step back and cease fighting. You sense that the Jahksa is trying to wear you out. He smiles a knowing smile that makes your flesh creep.

'Won't fight, eh?' he says and, with a sudden flick of his staff, he sends an arc of fire pluming towards Tanith. She throws herself to the ground, escaping injury. The Jahksa is doing all he can to delay and divert you from your quest.

If you possess the Eagle Key of the Crystal Tower or have given it to Tanith to carry, turn to **82**.

If you possess the Wolf Key or have given it to Tanith to carry, turn to **141**.

If you possess the Dragon Key or have given it to Tanith to carry, turn to **35**.

If you do not have any of these Keys or do not wish to use them, turn to **83**.

132

You examine the inscription once again, certain that it contains the secret of the missing door.

‘From south of here, to west and north,
Then east and south once more,
A circle’s motion rings the charm
That finds the Vanishing Door.’

If you wish to search for a door on the left side of the tower, turn to **56**.

If you wish to search for a door on the right side of the tower, turn to **206**.

If you decide to examine the crystal wall immediately below the metal plate that bears the inscription, turn to **223**.

If you have the Magical Power of Prophecy and wish to use it, turn to **347**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **70**.

133

A final blow with your Staff and the creature falls dead at your feet. But there are many more of them swooping around your head and dragging at the Ethetron.

Tanith stands by your side. If you have a weapon, you may give it to Tanith to help her defend herself. If you do, you may add 2 to your COMBAT SKILL for the remainder of your combats against the Chaos-birds.

134-135

If you have the Magical Power of Elementalism and wish to use it, turn to **78**.

If not, turn to **188**.

134

'I ask no favour and will pay no price,' you tell the Chaos-Master.

'So be it. But you will never leave this realm until you pay the price.'

There is silence. Where once there were myriad illusions and visions there is now only a vast sea, which stretches endlessly below; multi-coloured, writhing and rolling, it conceals fearsome half-shapes. And there is no horizon.

If you have the Magical Power of Prophecy and wish to use it, turn to **345**.

If you do not have this Power or do not wish to use it, turn to **327**.

135

You push the steering lever forward but, due to your inexperience, you push too hard and suddenly the flying machine lurches into a dive. Your stomach knots with fear as you plummet towards the ground with increasing speed. The shrill tone of the Gyronome becomes a shrieking in your ears.

If you wish to pull back the steering lever and increase the pressure on the foot bar, drawing more power, turn to **140**.

If you wish to pull back the steering lever and decrease the pressure on the foot bar, using less power, turn to **164**.

If you wish to pull the lever left, turn to **168**.

If you wish to pull the lever right, turn to **189**.

If you wish to continue heading in the direction indicated by the Gyronome, turn to **203**.

136

The Elessi guard takes the Silver Coin. He returns it with a shrug, says something, and then returns to his post at the entrance to the palace.

If you have a Copper Coin and wish to show it to the guard, turn to **151**.

If you have a Parchment and wish to show it to the guard, turn to **166**.

If you have a Glass Rod and wish to show it to the guard, turn to **196**.

137

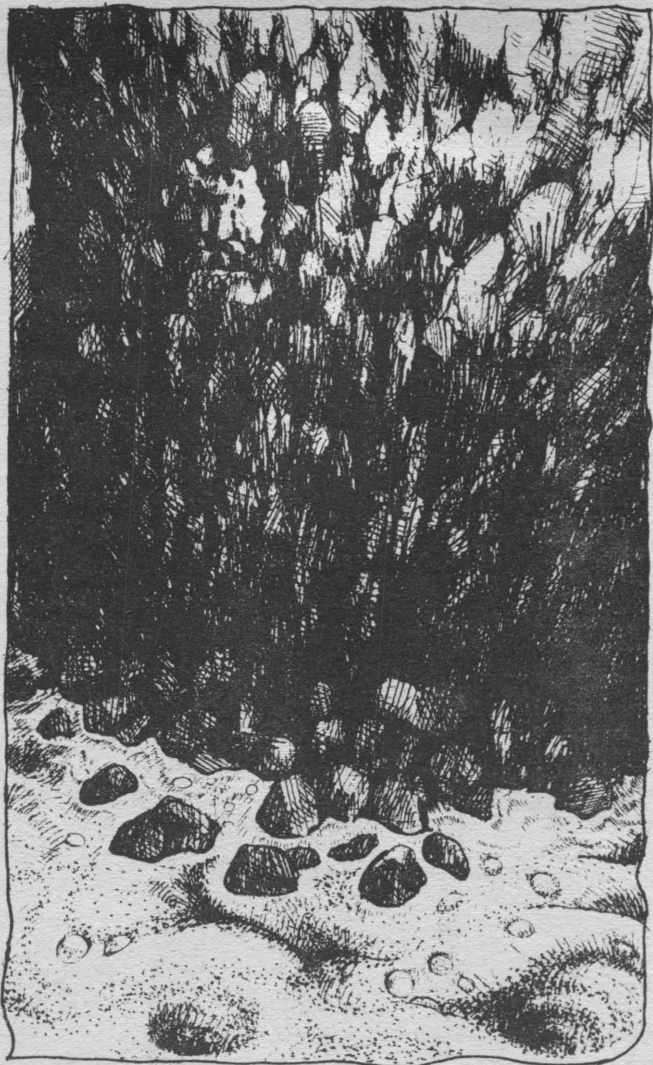
The eagle is severely injured by the flame of your Wizard's Staff but it remains determined to fight you. Making an abrupt turn in mid-air, the gigantic bird falls upon you in a flurry of clawing talons, flapping wings and wildly incessant pecking. Desperately, you try to fend off the attack with your Staff.

Wounded Eagle: COMBAT SKILL 30 ENDURANCE 25

If you win the combat, turn to **186**.

138 – *Illustration XII (overleaf)*

You use another WILLPOWER point but this time you feel the balance of power shift in your favour. Before your enemy is able to pour extra force into his counter-spell you order the wind spirits away. At the abrupt change in the force of the wind the Ethetron



XII. You soon locate the cavern in the side of the Moaning Mountain

lurches violently and, as you struggle with the controls, the Jahksa staggers backwards. Tanith seizes her chance and, rushing furiously, she runs headlong into the Jahksa and heaves him over the rails. You both give a triumphant shout of joy and you quickly bring the Ethetron under control.

As you draw closer to the Moaning Mountain you soon locate the cavern in its side and, with some skilful manoeuvring, you line up the ship with the yawning cavern mouth.

Turn to **300**.

139

Your pounding heart beats so loud that you fear the Elessi will hear it. He does not and, with capable ease, you strike the guard a blow to the base of his skull that renders him unconscious. You chance a cautious glance into the darkness before running into the palace.

Turn to **230**.

140

Though dangerously close to the ground, the craft glides smoothly out of its dive as you pull back on the lever. Your heart is pounding and, still shaken, you ease back the foot bar once the Ethetron is level once again. You are perhaps less than twenty feet above the ground and you notice that the Gyronome is piping even more loudly now that you are flying so low.

In the distance looms the shadow of the Crystal Tower surrounded by black holes – the result of the

141-143

Academicians' mining of the raw material of the Neverness. How are you to reach the Realm of the Singing City? Should you fly into the ground as the Gyronome suggests, or through one of the black holes of the cloud plane?

If you wish to enter a black hole, turn to **130**.

If you wish to fly into the ground, turn to **109**.

If you wish to gain altitude, turn to **19**.

141

Tanith is summoning the creature of the Key from the Crystal Tower. Before the Jahksa can act, the spirit of the giant wolf leaps at him, throwing him to the ground. But even as he falls his body becomes transparent as he escapes from this realm.

Turn to **273**.

142

As you release your grip on the storm the craft lurches violently. The wind is so powerful that it carries the Ethetron along in its wake but the little craft will not take much more of this punishment.

If you wish to attack the Jahksa, turn to **148**.

If you do not, turn to **165**.

143

You walk around the tower and soon find yourself back where you started. To your surprise, there now stands a door where before there was only a blank section of wall. Tanith looks at you, incredulous. 'Strange sorcery is at work here,' she says. You nod in agreement.

The large, iron-shod door stands tall and uninviting. You try the handle and find, as you expected, that the door is locked. You notice that there is a keyhole and, hanging on five hooks alongside the door, are five Keys. Each Key is fashioned in the shape of a beast.

If you wish to try the Serpent Key, turn to **240**.

If you wish to try the Eagle Key, turn to **227**.

If you wish to try the Wolf Key, turn to **235**.

If you wish to try the Spider Key, turn to **252**.

If you wish to try the Dragon Key, turn to **277**.

If you wish to read the inscription above the door, turn to **10**.

If you wish to strike the door with your Wizard's Staff, turn to **97**.

If you have the Magical Power of Prophecy and wish to use it, turn to **161**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **193**.

144

As you pick your way through the rubble and scorched timber you see an old woman kneeling in the ashes searching for items that have survived the fire. As you walk over to her, she looks up with a start, her face contorted with fear.

'You . . . you . . . have come back,' she whimpers, and scrambles to her feet and rushes away. You wander through the village for some time, generating the same response in all you meet. You decide to move on and find another village.

Turn to **160**.

145

Quietly you stalk the guard, but his keen ears detect a movement and he whirls round and spies you creeping in the shadows. Instantly he raises a silver Pipe to his lips and blows.

Turn to **271**.

146

At the cost of 1 WILLPOWER point you call up your Power of Prophecy. The Jahksa is in the Trianon. You spin round to see him leaning against one of the walls, the familiar sneer playing across his features – your features.

Turn to **176**.

147

The Gyronome does not lie, but your Power of Prophecy is unable to reveal anything else from the realm you inhabit. Probing into the near future, you see little more than your attempt to reach ground level. Have you foreseen your own death? The use of this Magical Power cost you 1 WILLPOWER point.

If you wish to fly lower, turn to **135**.

If you have the Magical Power of Psychomancy and wish to use it on the Gyronome, turn to **152**.

148

The raging wind helps the Ethetron to stay airborne without power and, while the Jahksa is in a trance state communing with the Elementals, you take up your Staff. It is difficult to take accurate aim because

of the violent movements of the craft and yet, with remarkable calmness and precision, you fire a direct hit into the Jahksa's chest. He leaps back and, with magical flames still smouldering in the remains of his robe, he staggers towards you. Without hesitation, Tanith rushes at the Jahksa and thrusts him over the rail. She gives you a look of triumph and you cannot resist a cheer.

The storm blows itself out and quickly you bring the Ethetron back on course. You soon reach the Moaning Mountain and locate the cavern. With some skilful manoeuvring, you line up the ship with the opening and enter.

Turn to **300**.

149

You close your eyes and concentrate on the near future. There is no immediate danger in the room of mirrors; it is what lies beyond that should cause you to be wary. The use of this Magical Power has cost you 1 WILLPOWER point.

Turn to **2**.

150

You are already familiar with Tanith's power over beasts, learned when she served Mother Magri, the Shadakine Wytch. You pray that the alien nature of the Daziarn does not hamper her skill. As the giant eagle attacks you, she steps forward and calls out with a shrill voice, 'Katta sheen, suono kow!'

With a cry of frustration, the eagle releases its grip.

151-152

You let out a sigh of relief as it climbs into the featureless sky and disappears from view.

If you now wish to keep the Eagle Key, mark it as a Special Item on your *Action Chart*. It must be carried in your Backpack or you may give it to Tanith to carry, in which case note this on your *Action Chart*. You must choose from the remaining Keys; only one will open the door to the Crystal Tower.

If you choose the Spider Key, turn to **252**.

If you choose the Wolf Key, turn to **235**.

If you choose the Serpent Key, turn to **240**.

If you choose the Dragon Key, turn to **277**.

151

With a frown, the Elessi guard returns the Copper Coin and ushers you down the steps, away from the palace. You decide it would be prudent to wait until nightfall before trying to slip into the palace unseen.

Turn to **121**.

152

At the cost of 1 WILLPOWER point you touch the Gyronome with your mind. The device is not magical but mechanical. Reaching out for a trace of its previous owner, Slypate, you see a vision of the old Academician working on his invention with loving care. There is nothing evil about the device. Why then does the Gyronome point to the ground?

If you wish to fly lower, turn to **135**.

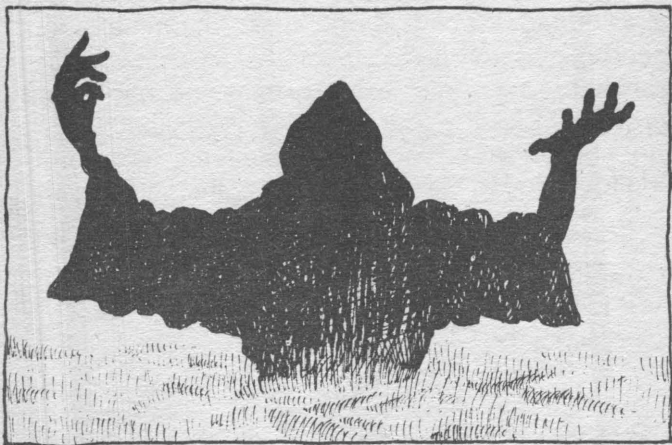
If you have the Magical Power of Prophecy and wish to use it, turn to **147**.

153

The beast roars and speeds towards you at an alarming pace. It rears its large horned head and bares its yellow fangs, preparing to blast dragon fire at you. The penetrating stare of its old, veined eyes fills you with dread.

Suddenly, Tanith steps forward. 'Katta sai, juno keese,' she shouts, speaking the words of command that give mastery over all beasts to the Wytches of Shadaki. The dragon slows in mid-flight, hovers and finally settles its great bulk on the ground. It bows its huge head meekly to Tanith and makes to leave.

If you wish to speak with the dragon, turn to **242**.
If you do not, turn to **197**.



154

You take careful aim and fire at the Jahksa, using 2 WILLPOWER points. However, he has seen you and raises his staff to fend off the bolt of flame.

155-156

'Many thanks, brother,' he shouts, 'for feeding the fire.'

You realize the truth of what he says. He is tricking you into behaving like an enemy of the Vale people. Without their help you will never find the Gate that leads to the realm of the Moonstone. It is important that you show these people that you are their friend.

If you have the Magical Power of Elementalism and wish to use it, turn to **169**.

If you wish to engage the Jahksa in personal combat, turn to **159**.

155

Gulping a deep breath, you jump to the ground. You land heavily and a stab of pain runs up your leg: lose 2 ENDURANCE points. Fortunately, the injury is not serious and you find you are able to walk with little difficulty. You enter a busy street and mix with a crowd of Elessin. Your disguise ensures that you are not challenged as you walk through the city, searching for a clue to the whereabouts of the Threnogem.

If you have the Magical Power of Prophecy and wish to use it, turn to **5**.

If you do not have this Power, or do not wish to use it, turn to **79**.

156

You are already well versed in the ways of illusions and enchantments and, although half the strange, chaotic sights are enough to drive a man insane, you are able to challenge the illusion and dispel it.

Turn to **187**.

157

With your heart thumping against your ribs you rush past the guard. He shouts some kind of insult at your back but does nothing. You breathe a sigh of relief and enter the city.

Turn to **175**.

158

At last you come to the Moaning Mountain. You find the cavern and, after some careful manoeuvring, you edge the flying machine forward into the depths of the lonely peak.

Turn to **300**.

159

Heedless of the flames, you climb on to the roof-top close to where the Jahksa stands. 'So!' he exclaims. 'It's sport you want.'

He whirls his staff around his head and, with a blood-curdling yell, aims straight for your legs as you balance on the narrow roof. Swiftly, you parry, incandescent sparks flying where your staves make impact. The Jahksa is beginning to weaken and a powerful blow sends him reeling back along the roof.

Turn to **343**.

160 — *Illustration XIII*

You pick up the road out of sight of the poor survivors and follow it to the next village. This village is also ablaze. No one attempts to put out the fire; instead, everyone stares at a figure dancing maniacally on the roof of a house. It is a familiar and disturbing sight:



XIII. Everyone stares at a figure dancing maniacally on the roof of the house

Jahksa. Even now he is hurling bolts of magical flame into the thatched and wooden rooves of the village houses.

If you wish to attack the Jahksa at long range, turn to **154**.

If you have the Magical Power of Elementalism and wish to use it, turn to **169**.

161

Unsure of the correct decision and hopeful that the future will offer you some guidance, you decide to use your Power of Prophecy. At the cost of 1 WILLPOWER point, you send your thoughts forward in time. You sense that there is great danger in the Keys, though you are unable to determine its exact nature. The wrong choice could be fatal. A vision of the metal plate above the door forms in your mind; a vital clue lies hidden in the words inscribed upon it. You break your trance to consider your next course of action.

If you wish to try the Serpent Key, turn to **240**.

If you wish to try the Eagle Key, turn to **227**.

If you wish to try the Wolf Key, turn to **235**.

If you wish to try the Spider Key, turn to **252**.

If you wish to try the Dragon Key, turn to **277**.

If you wish to read the inscription above the door, turn to **10**.

If you wish to strike the door with your Wizard's Staff, turn to **97**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **193**.

162

'Grey Star, look!' cries Tanith, anxiously. You spin

round to see the Jahksa leaning against the wall. A sly smirk creases the face that is also your face.

If you wish to attack your double and have at least 2 WILLPOWER points remaining, turn to **192**.

If you wish to walk to the end of the corridor, where you can see a glowing, milky-white light, turn to **113**.

If you have the Magical Power of Sorcery and wish to expend 2 WILLPOWER points on the formation of a magical shield, turn to **185**.

163

Awareness suddenly glimmers in Tanith's face. Slowly she comes to her senses as if awakening from a deep sleep. 'Grey Star,' she says, quietly. 'Is it really you?'

'Yes, it's really me,' you reply, with a warm smile.

'I thought . . .' she says with a dry sob. 'It was in my mind . . . the Black Wizard, he had your face. He took me from the Crystal Tower and brought me here. By the time I realized it wasn't you, the Chaos-Master had asked me what gift I desired. I asked for you, Grey Star, and the Chaos-Master told me that the Black Wizard *was* you. Then my mind was full of fear and loathing. I—'

'You don't have to explain. It's all right. I understand.'

Outside, a strange, yet familiar voice sends a chill down your spine. 'How touching; how noble. Such understanding,' it sneers. You rush outside to see a hooded figure dressed all in black. Slowly, deliberately, the hood is pulled aside to reveal your own face

staring back at you. 'Greetings, brother,' says your voice. 'We meet at last.'

Turn to **291**.

164

You pull the lever back as far as it will go in an attempt to bring the craft out of its dive but now you lack power and the machine continues to gain downward momentum. You are too close to the ground to save yourself and the Ethetron crashes, killing you instantly.

Your quest and your adventure end here.

165

A violent gust tears into the craft and, with a resounding crack, the mast snaps. The Ethetron flips out of control and falls at a startling speed. There is no time to save yourself before the Ethetron explodes into the ground. There are no survivors.

Your life is over; your quest ends here.

166

You draw out the Parchment stolen earlier from the dead Elessi and hand it to the guard. He eyes it suspiciously. Having read the Parchment, he hands it back and stands aside. He says something and you nod. The guard seems satisfied and you enter the palace.

The sight takes your breath away. The interior comprises just a single hall. The high ceiling is supported by hundreds of transparent columns filled with a coloured liquid that stirs sluggishly within. But it is the glittering column of light at the far end of the hall that

167-168

draws your attention as it changes colour and swirls like a lazy shining whirlpool. You walk towards it and, as you grow nearer, something else attracts your attention. The pillar is illuminating a grotesque but life-like statue of an infant child sat cross-legged on the floor, its face that of an old man. The statue is about three feet high and in its open, upturned mouth rests the Threnogem.

If you wish to take the Threnogem from the statue's mouth, turn to **71**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **39**.

If you have the Magical Power of Prophecy and wish to use it, turn to **55**.

167

The Crystal Tower looms larger as you draw nearer; its buttresses, balustrades and cornices jutting at impossible angles. Some of the tower's ornamentation seems to disappear completely when looked at from certain directions, as if parts of the tower do not belong to this dimension at all. You also notice that, with growing frequency, the cloud plane is perforated with black holes of varying sizes.

If you wish to investigate one of these holes, turn to **257**.

If you prefer to press on without any delay, turn to **302**.

168

The craft spins, spiralling downwards at great speed. You pull and push on the lever and the foot bar but

the machine's crazy descent soon throws you from the craft into mid-air. There is no time for defensive action as you hurtle to the ground, smashing into it seconds after the Ethetron.

Your life and your quest end here.

169

You close your eyes and begin to chant. The Vale villagers flinch visibly, convinced that you mean to hurt them. You carry on regardless. At the cost of 1 WILLPOWER point you cause it to rain. The fire is raging quite heavily and you are doubtful that the shower you have raised is of sufficient intensity to quench the fire. You prepare to throw another WILLPOWER point into the spell but stop suddenly as the villagers give a great gasp. A cold evil throbs at your back.

You spin round to face the Jahksa. 'Why do you waste your energies so?' the Jahksa enquires. 'On these simpletons and peasants.'

'And why have you shown yourself?' you ask. 'These people now know that I did not burn their villages. Surely you hoped that they would cast me out without telling me where the Gate to the next realm can be found?'

'Your unimpressive display of weatherworking has sufficed,' he snorts, derisively. 'You have saved the people and all live happily ever after,' he sneers, sarcastically. 'But other dangers await you.' So saying, the Jahksa disappears.

Turn to **330**.

170

You show the Gold Coin to the guard. He takes it and inspects it closely. With a nod he hands it back and then speaks to you once more. Apparently he requires something else before he will allow you into the palace.

If you have a Silver Coin and wish to give it to the guard, turn to **136**.

If you have a Copper Coin and wish to give it to the guard, turn to **151**.

If you have a Parchment and wish to show it to the guard, turn to **166**.

If you have a Glass Rod and wish to show it to the guard, turn to **196**.

171

The greyish mist in the Ethetron's glass dome is slowly seeping through the crack in the glass. The creatures of the mist writhe and gyre in their hunger and you struggle desperately with the controls as the ship sinks lower and lower, becoming an easier target for the hideous beasts. You swerve amongst them like a tiny insect flying through a forest of swaying trees. Add together your COMBAT SKILL and WILLPOWER points.

If the total is 16 or more, turn to **84**.

If the total is less than 16, turn to **129**.

172

You shout down to Tanith and she prepares to climb. Taking a deep breath, you haul on the Rope, dragging Tanith towards you. She does her best to scramble up the tower but the weight of your Back-

pack and the encumbrance of your Wizard's Staff make climbing very difficult for her. Soon, she is on the ledge beside you. Another fifty feet remain to be climbed and you must repeat the process to reach the top of the tower.

Pick a number from the *Random Number Table*. If you possess the Silver Charm of Jnana the Wise you may add 1 to this number. If you have the magical Talisman of the Shianti you may add a further 1 to this number.

If your total is now 6-11, turn to **91**.

If your total is now 0-5, turn to **63**.

173

You exert the power of your mind upon the lock. At the cost of 2 WILLPOWER points you turn the tumbler of the lock mechanism. The door swings open to reveal a narrow flight of stairs, leading downwards.

If you wish to step forward, turn to **125**.

If you wish to go back to the large stairway, turn to **239**.

174 — *Illustration XIV (overleaf)*

A sky-blue sea with foam-crested waves rolls where the sky should be. Green hills and fields ripple and undulate like an ebb tide and the Ethetron begins to rock violently. Mountains stand on their peaks and towns and cities float haphazardly in the air. Night becomes day and day becomes night in the blink of an eye. A huge fist rears up, poised to strike, then passes through you like a phantom. All around you is the sound of crazed and forlorn laughter.



XIV. Mountains stand on their peaks and cities float haphazardly in the air

If you have the Magical Power of Enchantment, turn to **156**.

If you do not have this Magical Power, pick a number from the *Random Number Table* and add it to your WILLPOWER score. If the total is 20 or more, turn to **86**. If the result is less than 20, turn to **104**.

175

You come to a long avenue paved with crystal stones. At the far end of the avenue is a huge palace constructed entirely of glass.

If you wish to explore the city, turn to **76**.

If you decide to investigate the glass palace, turn to **114**.

If you have the Magical Power of Prophecy and wish to use it, turn to **5**.

176

'So, Wizardling, we meet again. The Moonstone awaits us. But who shall claim it I wonder?' he sneers.

If you wish to attack your likeness and have at least 2 WILLPOWER points remaining, turn to **192**.

If you wish to continue to the end of the corridor, turn to **113**.

If you have the Magical Power of Sorcery and wish to expend 2 WILLPOWER points on the formation of a shield, turn to **185**.

177

Your trained eye picks out an extremely rare and useful plant that is growing on the hillside: the Senara, a flowering bush whose unripe buds have a

178-179

restoring effect. Chewing one of these large, yellow buds will restore 1 WILLPOWER point. You may pick up to five of these buds; keep them in your Herb Pouch (remember that your Herb Pouch can contain a maximum of six Items). If you have a pestle and mortar you may mix a preparation that will restore 5 WILLPOWER points with one dose but you will need a vial in which to keep the potion. You may mix as many potions as you have vials.

Turn to **293**.

178

As the snarling beast lunges, you thrust upwards with your Staff, dealing the wolf a powerful blow to the body. With a howl, the wolf is knocked aside and you close upon it to attack as it prepares to pounce once more.

Wounded Wolf: COMBAT SKILL 20 ENDURANCE 20

If you win the combat, turn to **106**.

179

'Get out of my mind!' she screams, desperation and pain in her voice. Quickly you extinguish the glow of the Gem for fear of damaging her mind. Outside, you hear a voice that sends an icy chill coursing through your body.

'How sad. Tragic. Such a waste of energy on a girl who despises you.' You rush out of the room to see a hooded figure dressed in black. Slowly the hood is pulled away to reveal your own face looking back at

you. 'Greetings brother,' sneers a voice identical to your own. 'We meet at last.'

Turn to **291**.

180

Your lungs feel ready to burst and, with a spluttering gasp, you surface and gulp in huge breaths of air. Unfortunately, you are spotted by an Elessi who is searching the area. You are forced to surrender and a clutch of Elessin guards march you away to a huge palace in the centre of the city.

Turn to **191**.

181

The wall is, once more, totally unharmed by your attack. A further search reveals nothing. You cannot find, or feel, anything that indicates the presence of a doorway. 'Perhaps there is no door?' Tanith suggests.

If you wish to try to climb the tower, turn to **264**.

If you prefer to examine one of the many black holes in the cloud plane, turn to **285**.

182

To the delighted cheers of the Elessin, the statue of the Screaming God is carried from the palace and away from the Singing City. It is taken to the grove of trees where your flying machine is hidden and loaded aboard. 'Many thanks, Grey Star,' says the Guardian. 'Today you give us our freedom. Is there some way we can repay you?'

'I seek the Moonstone of the Shianti,' you say. 'Long ago they hid it somewhere on the plane of the Daziarn, our name for the realms gathered here. Can you tell me exactly where it is hidden?'

The Elessi shakes his head. 'I have never heard of such a thing but there is one who surely might. In the Realm of Paradox lives one called Oz-na-Mun, he of the mighty hand. He is wise and knowledgeable; perhaps he will know.'

'How may I find this Realm of Paradox? My only guide is this.' You show the Guardian the Gyronome. 'And it can only guide me between here and the Neverness.'

'Give this thing to me,' he says. He closes his eyes, places the Gyronome close to his mouth, and begins to sing into it very softly. 'Now the Gyronome will guide you,' he says, 'though you may never return to the Singing City. I have changed the power of the device so that it will seek the Realm of Paradox instead of our own; it will still return you to the place you call the Neverness while it is silent.'

'I thank you,' you say, boarding the Ethetron. 'Farewell.' To a chorus of joyful singing and the blessing of the Elessin you carefully rise into the air with your perilous cargo. Once more you feel a strange tingling sensation as you leave the realm of the Elessin for ever.

Turn to **278**.

You and Tanith run into the burning village. The effect is dramatic. 'He is back,' you hear someone

scream. They cower before you, their eyes bright with fear.

'I mean you no harm! I want to help,' you cry but all remain silent, regarding you with horrified stares. 'How can I help?' you shout. A rock thuds at your feet by way of reply. You cannot see who threw it.

If you have the Magical Power of Elementalism and wish to use it to help the villagers of the Vale, turn to **169**.

If you would prefer to move on and find another village, turn to **160**.

184

The Elessi guard gives a startled cry as you burst into a sprint and run along a street of countless windows. The guard raises the alarm and, looking over your shoulder, you now see that there are at least ten guards pursuing you. Turning the first corner you come to, you find yourself crossing a lawn of blue grass. The cries of the Elessin draw nearer and you curse your bad luck, for you can see no immediate hiding place. An ornate fountain lies in the centre of the lawn.

If you wish to jump into the fountain, turn to **225**.

If you wish to keep running, turn to **335**.

185

The shield is barely formed when the Jahksa attacks you with his staff, but it successfully deflects the ball of white hot fire.

If you wish to fire at your double and have 2 WILLPOWER points or more, turn to **192**.

186-187

If you wish to continue to the end of the corridor, turn to **113**.

186

With a final blow you beat off the eagle and it crashes to the ground, dead. Your body is covered with numerous wounds but none of them are serious.

You must choose between the remaining Keys; only one will open the door to the Crystal Tower.

If you choose the Spider Key, turn to **252**.

If you choose the Wolf Key, turn to **235**.

If you choose the Serpent Key, turn to **240**.

If you choose the Dragon Key, turn to **277**.

187

'What?' booms a voice from above. 'Who dares to challenge the design of the Chaos-Master? Speak, petty mortal!'

'They were but illusions, Chaos-Master. I saw the truth beyond them,' you reply.

'Truth is but illusion. Reality is but a mortal dream. What do you seek, dreamer?'

'I'm looking for a girl; her name is Tanith.'

'Know this, mortal. You are in the Realm of Paradox – my realm. It is a world of possibilities and contradictions. None may find what they seek unless they pay the price.'

'What price?' you ask.

'My price. Will you pay it?'

If you wish to agree to the condition of the strange god, turn to **94**.

If you refuse his terms, turn to **134**.

188

You fend off the growing number of creatures with increasingly desperate blows; you are beginning to tire. The ghostly light of the Ethetron's power source is almost extinguished, yet the Trianon of the Shianti still lies tantalizingly close. The birds crowd around you, hovering and fluttering on their stubby wings as the Ethetron sinks closer to the swirling mists below.

Chaos-birds: COMBAT SKILL 26 ENDURANCE 30

If you win the combat, turn to **205**.

189

You have thrown the flying machine into a spin. Despite your frantic efforts you are unable to pull the Ethetron from its spiralling fall and it smashes to the ground, sending debris and wreckage flying in all directions. You are killed instantly on impact.

Your life and your quest are now over.

190

When at last you come to the village you find that it is nothing but a smouldering ruin. Cautiously you peer out from the cover of the thick foliage that surrounds the small wood.

If you wish to go into the village and find out what has happened, turn to **144**.

If you prefer to move on and find another village, turn to **160**.

191

You enter the palace and walk down a vast hall containing hundreds of transparent columns, each filled with a coloured liquid. You are met by a tall man with golden hair and piercing blue eyes. He is cloaked in white robes and carries a jewelled crozier in one hand, your Wizard's Staff in the other. At his command, the Elessin guards leave.

The golden-haired man frowns at you, his piercing gaze almost forcing you to turn your head away. It is as if he can see into your very soul. A voice echoes in your mind: 'You have slain my people; why?' The man is telepathic and, because the language of the mind is universal, you are able to understand what he is thinking.

If you wish to explain your crimes by telling the Elessi the truth, turn to **259**.

If you wish to deny all knowledge of these crimes, turn to **202**.

If you have the Magical Power of Prophecy and wish to use it, turn to **9**.

192

You fire a bolt of energy at your twin that wreathes around him like a snake of fire, but it is you who cry out in pain. Reduce your ENDURANCE total by half (round up fractions to the nearest whole number).

'Would you destroy yourself, brother?' laughs the evil creature, horribly.

If you wish to turn your back on the creature and walk to the end of the corridor, turn to **113**.

If you wish to enter one of the doors along the corridor, turn to **47**.

193

To use your Magical Power of Psychomancy you must touch the object you wish to learn more about. The use of this Magical Power costs you 1 WILLPOWER point.

If you wish to touch the door, turn to **229**.

If you wish to take the Serpent Key, turn to **240**.

If you wish to hold the Wolf Key, turn to **235**.

If you wish to hold the Spider Key, turn to **252**.

If you wish to take the Dragon Key, turn to **277**.

If you wish to take the Eagle Key, turn to **227**.



194

You unleash a blast of magical fire aimed directly at the creature. Combat may last for only two rounds before you will have flown past it.

Creature of the Mists:

COMBAT SKILL 21 ENDURANCE 25

If you survive, turn to **51**.

195

When, at last, you surface for air, the area is deserted. You step out of the fountain. Your clothes soon dry in the sun as you wander through the streets of the fabulous city, in search of a clue to the whereabouts of the Threnogem.

If you have the Magical Power of Prophecy, turn to **5**.

If you do not have this Power, or do not wish to use it, turn to **79**.

196

You draw out the Glass Rod and offer it to the guard. His suspicion is aroused; he throws you an unblinking glare and says something in his curious language. Nervously you consider what else you might offer him.

If you have a Copper Coin and wish to show it to the guard, turn to **151**.

If you have a Silver Coin and wish to show it to the guard, turn to **136**.

If you have a Gold Coin and wish to show it to the guard, turn to **170**.

If you have a Parchment and wish to show it to the guard, turn to **166**.

197

Wings spread wide, the dragon takes to the air and

soon disappears from sight. Once more you thank Tanith for saving your life. If you wish to keep the Dragon Key, mark it as a Special Item on your *Action Chart*. If you wish to carry it, it must be kept as a Backpack Item or you may give it to Tanith to carry, in which case remember to note this on your *Action Chart*.

You must now choose from the remaining Keys since only one of them can open the door to the Crystal Tower.

If you choose the Spider Key, turn to **252**.

If you choose the Wolf Key, turn to **235**.

If you choose the Eagle Key, turn to **227**.

If you choose the Serpent Key, turn to **240**.

198

Both you and Tanith search the room thoroughly but all you find is a small Prism. If you wish to keep this Special Item, place it in the pocket of your robe and remember to mark it on your *Action Chart*.

If you now wish to leave the room the way you came in, turn to **266**.

If you wish to leave by the other exit, turn to **221**.

199

You lift up your head and shout: 'Chaos-Master, I call thee!' There is a great swirling of colour and flashing light. You have summoned the Master of Paradox.

Turn to **94**.

200

With Tanith still close by your side you enter a large,

201-202

square room. The walls are made of the same black crystal as the outer wall of the tower. A large, ornate stairway ascends from the room and the only other visible exit is a door to your left. There are many paintings on the walls. The flagstones on the floor of the gloomy hall bear the carvings of swords. The one you are now standing on bears an inscription.

If you wish to look at the paintings, turn to **7**.

If you wish to examine the floor, turn to **29**.

If you wish to make for the stairs, turn to **40**.

If you wish to head for the door on the left, turn to **53**.

201

As you draw closer to the village, you realize it is on fire. The occupants are running backwards and forwards with buckets of water but they are fighting a losing battle.

If you wish to try to help the villagers, turn to **183**.

If you prefer to move on in search of another village whose occupants might be able to tell you how to find the hidden realm of the Moonstone, turn to **160**.

202

You fabricate a reason for your presence in the Realm of the Elessin, claiming ignorance of any deaths by your hand. The golden-haired man is furious. Once more his voice echoes inside your head; and the words give you cause to fear. 'You lie!' he says. 'Prepare to meet sentence.'

If your current WILLPOWER score is 12 or more, turn to **16**.

If your current WILLPOWER score is less than 12, turn to **28**.

203

The Ethetron hits the ground, smashing into a thousand tiny pieces. You are killed on impact, a mercifully quick death and your body is never found.

Your life and your adventure end here.

204

You are facing the door, with the stairway to your right and the tower entrance to your left.

If you wish to step forward on to the flagstone bearing two swords, turn to **349**.

If you wish to move diagonally to the right, stepping on to the flagstone bearing one sword, turn to **311**.

205

The overwhelming force of your attack beats the birds away for the moment. The Ethetron grinds to a complete halt.

If you have the Keys to the Crystal Tower, turn to **231**.

If you possess the Magical Power of Sorcery, have more than 6 WILLPOWER points remaining, and wish to use your power to move the Ethetron, turn to **78**.

If you have neither of these, turn to **83**.

206

With all the concentration you can muster, you search for a door, running your hand along the crystal wall in

207-208

the hope of finding a hidden seam or hinge. Soon you are back where you started and you have found nothing.

If you wish to examine the crystal wall immediately below the metal plate that bears the inscription, turn to **223**.

If you wish to try to climb the tower, turn to **264**.

If you wish to attack the crystal wall with your Staff, turn to **339**.

207

At the cost of 1 WILLPOWER point you summon up your Power of Prophecy and try to discover how Tanith has been so affected. However, all that you can ascertain is that the Black Wizard and the Chaos-Master are responsible for her condition.

If you wish to expend another WILLPOWER point searching for the Black Wizard, turn to **237**.

If you wish to speak with the Chaos-Master, turn to **199**.

If you possess a Mind Gem and wish to use it, turn to **219**.

If you have the Magical Power of Enchantment and wish to try to rid Tanith of the spell which enchants her, turn to **213**.

208

You mount the steps and stand before the palace entrance. Suddenly, an Elessi guard comes striding towards you, speaking in a commanding tone, his hand outstretched. He requires something from you.

If you have a Gold Coin and wish to give it to the guard, turn to **170**.

If you have a Silver Coin and wish to give it to the guard, turn to **136**.

If you have a Copper Coin and wish to give it to the guard, turn to **151**.

If you have a Parchment and wish to show it to the guard, turn to **166**.

If you have a Glass Rod and wish to show it to the guard, turn to **196**.

209

You reach down and pick up the statue. It is surprisingly heavy. With a gasp, the Elessin reel back, horrified expressions on their faces. Staggering, you inch your way along the hall towards the exit.

'In the name of all that is sacred!' screams the voice in your head. 'You know not what you bear.'

If your current ENDURANCE total is 16 or less, turn to **283**.

If your current ENDURANCE total is more than 16, turn to **297**.

210

If Spittlethrift speaks the truth in saying that you cannot leave the Neverness without the aid of the Academicians, then you have little choice. Tanith flashes you look that says, 'I do not trust him.' But you can only shrug a reply. You agree to steal the Threnogem from the Elessin of the Singing City.

'Good, good. Marvellous, in fact,' says Spittlethrift, joyously. 'Come with me to the laboratory.'

Turn to **105**.

211

You ignore the man, who soon disappears from view. You continue across the cloud plane towards the building and soon you can make out the shape of a tall tower, gleaming faintly with a strange, brittle light. The tower appears to be constructed from great shards of black crystal, and its architecture possess an alien quality that is both puzzling and intriguing.

Turn to **167**.

212

You breathe deeply to try to steady yourself for the jump. You land a little awkwardly and injure your ankle: lose 2 ENDURANCE points. You have sprained it, and you are forced to hobble along the deserted street and into a long, crystal-paved avenue beyond.

Turn to **279**.

213

Believing that Tanith is held by means of enchantment, you decide to fight like with like. Tanith and the gaunt man are still cowering in the corner of the room. Patiently you sit down on a wooden chair opposite and begin the trance. You know that you cannot dispel Tanith's illusion; you must enable her to do that herself if she is to be free.

When you have shaped the illusion in your mind you transfer it to hers. You begin to recall, moment by moment, all the events that you and she have shared. You start from the time when you first met in the dungeons of Mother Magri and she, a serving girl in the Wytch's service, offered you food and pity. You go on to describe her role in your escape. Still her



XV. The Elessin have soft, flute-like voices and wear short togas

214-215

illusion is not broken. Tanith's breathing becomes more rapid and sweat breaks out upon her brow. Her face is torn by conflicting emotions as you strain to maintain your illusion: lose 1 WILLPOWER point.

If you wish to expend a further WILLPOWER point to continue your spell, turn to **253**.

If you wish to give up, turn to **265**.

214 – *Illustration XV (previous page)*

Tense with anticipation, you wait as the figures draw near. Each wears a short white toga; they have blonde hair and strange, circular ears.

As soon as they arrive they begin speaking to you in a language you cannot understand. Their voices are soft and flute-like and there is a lilting quality to their speech. These are Elessin; inhabitants of the Singing City. Excitedly, they chatter on, pointing at both the Ethetron and the sky. You soon realize that they wish you to go to the Singing City with them.

If you wish to go with the Elessin, turn to **45**.

If you wish to attack them with your Wizard's Staff, turn to **6**.

215 – *Illustration XVI*

The webbed claw rakes the side of the Ethetron but your swift reflexes save you from certain death. As the monstrous limb sinks back into the mist, Tanith points to a crack that has appeared in the glass dome that contains the power which drives the craft. The Ethetron starts to lose height, sinking slowly into the swirling mystery below.



XVI. Seven eyeless heads on long, slender necks wave before you

216-217

Suddenly, there is a hideous roar and seven eyeless heads on long, slender necks wave before you like monstrous flowers in a breeze. Twenty feet tall, with teeth like razors, they sway this way and that, blindly seeking you out. A giant head sways barely a few feet away and a yawning mouth bears down on you.

If you wish to attack the creature with your Staff, turn to **194**.

If you wish to manoeuvre between the long-necked monsters, turn to **171**.

216 — *Illustration XVII*

You pass through the Gate, past a shimmering waterfall, and into the foothills of a mountain range towards a lush, green valley. You land the Ethetron and you and Tanith disembark.

Everywhere is a growing, verdant splendour. The air is fresh and invigorating and you suddenly realize that you have not eaten since you crossed the Shadow Gate. You mention this to Tanith and she nods in agreement, pointing to the berries of a nearby bush. Perhaps more familiar natural laws apply in this realm. You eat your fill of the delicious berries; restore 2 ENDURANCE points due to their great nutritional value.

If you have the Magical Power of Alchemy, turn to **177**.

If you do not have this Magical Power, turn to **293**.

217

You fasten one end of the Rope around your waist and hand the other end to Tanith. When she has



XVII. Everywhere is a growing, verdant splendour

218-219

secured her end of the Rope, you hand her your Wizard's Staff and Backpack, since you will need as little encumbrance as possible while you attempt the difficult climb ahead. 'When I reach a ledge,' you say to Tanith, 'I'll try to haul you up.'

She nods, a look of concern etched into her pretty face. 'Be careful Grey Star.'

Taking a deep breath you begin the ascent.

Select a number from the *Random Number Table*. If you possess the Silver Charm of Jnana the Wise, add 1 to this total. If you possess the magic Talisman of the Shianti, add a further 1 to this total.

If your total is 6-11, turn to **246**.

If your total is 0-5, turn to **292**.

218

The Jahksa snatches the Moonstone, and with a triumphant yell, turns to face you, brandishing his staff menacingly. 'Prepare to die, Wizardling,' says the Jahksa, viciously. You raise your Staff, ready to fight for possession of the Moonstone. Suddenly, Tanith stays your hand, begging you not to fight.

'Something terrible will happen if you fight this creature,' she says, imploringly. 'Grey Star, I sense it.'

If you refuse to fight with the Jahksa, as Tanith suggests, turn to **350**.

If you wish to fight the Jahksa, turn to **286**.

219

If you can force Tanith's mind to overcome the spell

that binds it, you will help her to dispel the illusion. You light the Mind Gem with the power of your will and focus its red glow on Tanith. You repeat to Tanith, over and again, that she is under a spell and urge her to resist. You have used 1 WILLPOWER point when suddenly Tanith cries out.

If your current WILLPOWER score is greater than 10, turn to **163**.

If your current WILLPOWER score is 10 or less, turn to **179**.

220

When you are sure that none of them are looking in your direction you burst from your hiding place, your Staff blazing with magical fire. Several are slain before the remaining Elessin realize what is happening. They make no attempt to fight back and, after a short combat (that costs you 3 WILLPOWER points), the Elessi remains standing. You raise your Staff to strike him as he places a slim, silver Pipe to his lips and blows. Suddenly your head is filled with a screaming pain as the shrill whistle of the Pipe drills into your brain.

Add together your current WILLPOWER and ENDURANCE scores.

If the total is 20 or less, turn to **271**.

If the total is more than 20, turn to **284**.

221

You find yourself in a dark corridor. You proceed cautiously along the passage, edging past the stone statues that, oddly, are placed at random on the floor.

222-223

If you wish to examine one of these statues more closely, turn to **336**.

If you wish to continue without investigating the statues, turn to **298**.

222

You dash into the palace. You have only a few moments in which to find the Threnogem and escape. You run along the massive hall, past rows of transparent columns that contain a shifting, coloured liquid, and press on towards a swirling pillar of light at the far end of the hall. Beneath the whirlpool of light you see a grotesque statue of an infant child with an old man's face. In its open mouth rests the Threnogem.

You are rushing towards the statue when suddenly a voice shouts out in your head. 'Stop!' it demands.

Instinctively, you spin round and see a tall figure draped in white robes, with long, golden hair. He holds a jewelled crozier in his hand and is commanding you, telepathically, to stop. A crowd of Elessin enters behind him.

If you wish to take the Threnogem from the statue's mouth, turn to **71**.

If you wish to attack the man with the golden hair, turn to **334**.

If you wish to do as the man demands, turn to **316**.

223

You examine the section of wall just below the metal plate but discover nothing. There is no sign of a concealed door, hinge or seam.

If you wish to try to climb the tower, turn to **264**.

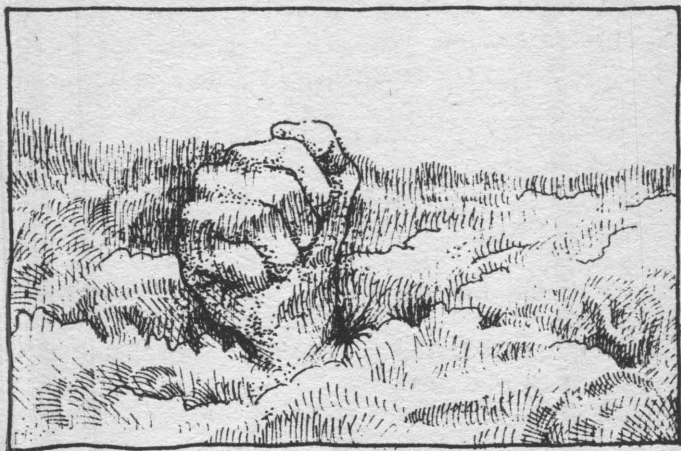
If you wish to attack the crystal wall with your Staff, turn to **339**.

If you wish to examine one of the many black holes in the cloud plane, turn to **285**.

224

You reach out and touch the statue. With a start, you realize that this was once a living creature that has been turned to stone by magical means. The use of this Magical Power has cost you 1 WILLPOWER point.

Turn to **298**.



225

You plunge into the fountain seconds before the Elessin turn the corner. You hold your breath and hope that the guards will have passed before you have to surface for air.

226-227

If your current ENDURANCE total is greater than 20, turn to **195**.

If your current ENDURANCE total is 20 or less, turn to **180**.

226

As you bend down and examine the statue, you give an involuntary shudder. The statue emanates a potent evil; it is the source of a terrible demonic power. Suddenly a voice echoes in your mind: 'Stop!'

You spin round to see a tall man with golden hair standing at the far end of the hall. He is robed in white and carries a jewelled crozier. Behind him crowd a group of Elessin guards. The man is speaking to you telepathically. The language of the mind is universal and you are able to understand him clearly. He orders you to remain exactly where you are.

If you wish to do as he says, turn to **316**.

If you wish to take the Threnogem from the statue's mouth, turn to **71**.

If you wish to attack the tall, golden-haired man at long range with your Wizard's Staff, and have more than 5 WILLPOWER points, turn to **334**.

227

You reach out and take the Eagle Key. Tanith cries a warning, causing you to spin round. 'Grey Star!' she screams, pointing up at a dark speck high in the featureless sky.

The speck grows larger and larger and soon you hear the sound of beating wings. A giant eagle is hurtling

towards you, its chilling scream breaking the silence. Its hooked beak and cruel talons are poised to tear your flesh.

If you wish to fire a long-range attack with your Wizard's Staff, turn to **31**.

If you wish to wait and fight the eagle in close combat, turn to **87**.

228

You come to a main road that crosses your path into the valley. It leads into a village, which you can see in the distance, hugging a small wood of squat trees. Strangely, there is a lot of smoke rising from the village.

Turn to **201**.

229

You lay your hands upon the door and drift into a state of deep concentration. Immediately you sense that the door gives off a powerful aura, a strange magic that is totally new to you. The enchantment is resistant to your Power of Psychomancy but your instincts tell you that one of the five Keys will unlock the door. Still deep within your trance state you try to choose the Key that will open the door to the Crystal Tower.

If you wish to touch the Eagle Key, turn to **227**.

If you wish to touch the Wolf Key, turn to **235**.

If you wish to touch the Serpent Key, turn to **240**.

If you wish to touch the Spider Key, turn to **252**.

If you wish to touch the Dragon Key, turn to **277**.

230

Cautiously you enter the building and find yourself in a massive hall with tiered balconies looming high above you. You walk past many rows of transparent columns filled with a slow-moving coloured liquid and, in the distance, you see a swirling whirlpool of light.

The light illuminates a grotesque statue, three feet in height and formed of a strange, greenish metal. The statue has the body of a child sat cross-legged on the floor but bears the shrivelled face of an old man. In its open, upturned mouth rests the Threnogem.

If you wish to take the Threnogem from the statue's mouth, turn to **71**.

If you wish to examine the statue more closely, turn to **226**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **39**.

If you have the Magical Power of Prophecy and wish to use it, turn to **55**.

231

'Of course!' you shout to Tanith. 'The Keys! We must use the Keys!' With an understanding nod, she takes the Keys.

'Which one?' she asks.

If you choose the Spider Key, turn to **98**.

If you choose the Wolf Key, turn to **251**.

If you choose the Eagle Key, turn to **68**.

If you choose the Dragon Key, turn to **281**.

232

Though you have no idea what the guard is saying to you, you appear to have made the right response. He allows you to pass and you breathe a sigh of relief as you enter the city.

Turn to **175**.

233

You swerve aside but you are seconds too late. The gigantic hand slaps you from the air like an irritating fly and you are smashed into the ground. There is no chance of survival.

Your quest and your life end here.

234

You walk forward on to the flagstone. Nothing happens.

If you now wish to trace a course to the stairway, turn to **256**.

If you wish to make your way to the door, turn to **204**.

235

Gingerly you reach forward and take the Wolf Key. Before you are able to insert it into the lock, a long, low growl causes the hairs on the back of your neck to stand on end. You peer into the dim shadows of the Neverness where you can just make out the crouched form of a wolf-shape as it glares at you with burning eyes. Then, with a fierce snarl, the huge, grey wolf springs at your throat its teeth bared.

Pick a number from the *Random Number Table*.

236-238

If the number you have picked is 0-4, turn to **178**.

If the number you have picked is 5-9, turn to **296**.

236

Your Power of Prophecy shows you what you feared most: Shasarak's Jahksa. Your dark twin is somewhere close at hand and there is terrible evil in his heart. The use of this Magical Power has cost you 1 WILLPOWER point.

Turn to **228**.

237

You lose 1 more WILLPOWER point as you deepen your trance in the hope of locating the Black Wizard. The vision is a disturbing one, for all you can see is yourself, standing where you stand now in a trance state, searching for yourself. Is the Realm of Paradox able to affect your Power this way?

Your trance is suddenly broken by the sound of your own laughter; but you are not laughing. With dread in your heart, you open your eyes; what you see before you causes your skin to crawl with fear.

Turn to **255**.

238

You are now the centre of attention. Your clothes and appearance distinguish you considerably from the Elessin and soon a great crowd surrounds you. Their faces are warm and welcoming and you sense no danger. The press of the crowd carries you down the long avenue and ahead you see a huge palace, more

beautiful than the other buildings. You head towards it, the Elessin laughing and singing around you.

Eventually, you reach the bottom of a massive glass stairway that leads into the palace itself. Before the entrance at the top of the staircase stands an imposing figure draped in white and golden robes. You climb the steps, leaving the Elessin at the bottom. The man greets you; he has long, golden hair and sparkling blue eyes and holds a jewelled crozier in his hand. He is the leader of the Elessin. With a welcoming gesture, the man ushers you into the palace. Any plan for the secret theft of the Threnogem is shattered and you decide to allow events to run their natural course in the hope that an opportunity will soon present itself. With diplomacy in mind, you bow and follow the golden-haired man into the magnificent palace.

Turn to **241**.

239

You try to decide on a route back to the stairway, finding the darkness of the other doorway sinister and uninviting.

If you wish to walk to the stairs by stepping on the flagstone that bears one sword, turn to **89**.

If you wish to walk to the stairs by stepping on the flagstone that bears two swords, turn to **349**.

240

You take the Key from the hook and place it in the lock. You have guessed correctly: the Key fits. You unlock the door, push it open, and take a deep breath before entering the Crystal Tower. Suddenly the Serpent Key vanishes into thin air!

241-242

If you wish to keep any of the remaining Keys, mark them as Special Items on your *Action Chart*. If you decide to carry them, they must be kept in your Backpack unless you give them to Tanith to carry, in which case note this on your *Action Chart*.

Turn to **200**.

241 – *Illustration XVIII*

The man leads you into a vast hall. Its incredibly high ceiling is supported by hundreds of transparent columns that contain a many coloured liquid. At the far end of the hall is a pillar of swirling light that illuminates a grotesque, but life-like, statue of a child. 'Welcome,' says a voice in your head, 'to the Palace of the Screaming God.' Instinctively you spin round to look at the man with the golden hair. He is a telepath and, since the language of the mind is universal, you are able to understand everything he says. 'I am the Guardian of the Threnogem,' he informs you. 'And you are Grey Star. Pray tell me, why have you come to the Realm of the Elessin?'

If you wish to attack the Guardian of the Threnogem, turn to **322**.

If you wish to snatch the Threnogem from the statue's mouth and try to break out of the Palace of the Screaming God, turn to **71**.

If you wish to tell the Guardian your true purpose, turn to **259**.

242

'Wait, dragon,' you call, as the mighty beast makes to leave. 'What do you know of these Keys? Which one will open the Crystal Tower? What lies beyond?'



XVIII In the palace of the Screaming God there is a grotesque
but life-like statue of a child

The dragon peers down at you, a wisp of smoke curling from its nostrils and winding around its long, reptilian head. 'Little Wizard,' he says in a deep, rumbling voice, 'thy friend hath mastered a dragon. What more couldst thou seek to achieve?' You say nothing and with a weary tone, the dragon continues. 'Each Key can summon the beast in whose likeness it hath been fashioned. These are not true beasts but spirit creatures. He who can master beasts may master these creatures also, otherwise he will be slain by them.'

'Which Key opens the door to the Crystal Tower?' you ask.

'Of this, I cannot speak, save to tell that the answer lies hidden in the words above the door,' the dragon answers reluctantly. With these words, the dragon lifts its broad wings and soars into the sky, swiftly disappearing from view.

If you wish to keep the Dragon Key, mark it as a Special Item on your *Action Chart*. It must be kept as a Backpack Item or you may give it to Tanith to carry, in which case note this on your *Action Chart*.

You turn and read the inscription once more:

'Beware the hunters, beasts of prey,
Five in number, feared by name:
The widow woman, patient weaver;
The tireless runner, shadow-seeker;
Bird of fire, the treasure lover;
Arrow-swift, his keen eyed brother;
But only he who walks without feet
May pass this door of mystery.'

You must now choose from the remaining Keys.

If you choose the Spider Key, turn to **252**.

If you choose the Wolf Key, turn to **235**.

If you choose the Eagle Key, turn to **227**.

If you choose the Serpent Key, turn to **240**.

243

'Now I have you,' he says with a snarl. He raises his staff to meet your attack, and there is a blinding clash of magical fire that fills the room with light.

'No, Grey Star,' Tanith shouts. 'Do not fight him.'

Jahksa: COMBAT SKILL 30 ENDURANCE 35

You may stop fighting at any time by turning to **218**.

If you win the combat, turn to **286**.

If you lose the combat, turn to **350**.

244

There is a gargoyle of glass mounted on the wall. You fasten the Rope to it and gently slide down to the deserted street. The Rope is still fastened to the top of the wall and you must leave it there. (Delete this Item from your *Action Chart*.) You walk along the street, which leads to a long, crystal-paved avenue.

Turn to **279**.

245

'This was once the realm of the Demon, Steth-Amon, Master of Sound. We, the Elessin, were created his slave singers, a choir of the damned, and long did we

labour in his service. His was the music of dissonance, designed to drive his victims insane or to lure them with its enticements. Steth-Amon would sow seeds of discord and clamour in the realms of mortals so that they would join him and then be doomed to lives of misery under his dominion. But we, the Elessin, conceived of a plan to overthrow him, for we desire the beauty of music: harmony and the melody of accord. We created the Threnogem, a tool of silence, for without silence there can be no true music. While he slumbered we dropped the Threnogem into his open mouth and silenced him. Robbed of his power, the power of his mighty voice, he froze as you see him now.'

He gestures towards the statue beneath the swirling pillar of light. 'We built this place to contain him and called it the Palace of the Screaming God. Each day we sing our song, giving force to the Threnogem so that the Screaming God should remain forever silent. All our power is dedicated to this single act, for his was a great evil. If the Threnogem is removed, the Screaming God will be released. Those who have sent you upon this quest know not of this, or else they do not care. Perhaps they desire to free the Screaming God, or wish your death. However, there is a way for you to fulfil your bargain and do us a great service, too.'

Yet another bargain! 'What is it you wish me to do?' you ask.

'Take the statue with you,' the Guardian replies. 'Take it in your flying machine and remove it from this realm. Give the statue, with the Threnogem in-

side it, to the Academicians. Let them guard it as we have done. It would be just.'

If you wish to agree to the Guardian's request, turn to **182**.

If you do not trust the Guardian, and wish to try to overpower him and steal the Threnogem, turn to **322**.

246

The tower wall is smooth and sheer and the climb extremely difficult. Your progress is further impeded by the illusory nature of the tower: crevices and projections that make up the strange designs that ornament the tower sometimes disappear from view just when you reach for a handhold. Eventually, you complete the climb and find yourself crouched upon a narrow ledge, half-way up the tower. Now you must attempt to haul up Tanith still standing below.

Pick a number from the *Random Number Table*. If you have the Silver Charm of Jnana the Wise, add 1 to this number. If you possess the magic Talisman of the Shianti, add another 1 to this number.

If your total is now 5-11, turn to **172**.

If your total is now 0-4, turn to **126**.

247

You are soaring through a starlit sky, myriad tiny pin-points of light shining above. Tanith clutches your arm and points below at a swirling gaseous incandescence, lit by sporadic bursts of violet lightning. Suddenly, a huge, webbed claw as tall as a house, with green, shining skin rises up out of the mists.

248-249

Add together your COMBAT SKILL and current WILLPOWER points.

If the total is 15 or more, turn to **215**.

If the total is less than 15, turn to **233**.

248

With considerable skill and speed you kill another two Elessin. Your attack costs you 3 WILLPOWER points. Now only one Elessi remains. He places a small, silver Pipe between his lips and at once a terrible screaming fills your ears. You gasp with pain as the shriek of the Pipe bores its way into your mind.

Add together your current WILLPOWER and ENDURANCE scores.

If the combined total is 20 or less, turn to **271**.

If the total is more than 20, turn to **284**.

249

The Chaos-Master has placed you in an impossible situation, as was his intention. You are being forced to take your enemy with you on your quest, the success of which he seeks to prevent.

You and Tanith walk back to the Ethetron, the Jahksa close behind. With a smirk, he, too, squeezes into the little craft. As you rise into the air and steer towards the Moaning Mountain, you rack your brains for a way of ridding yourself of your enemy, standing at the far end of the craft and grinning maliciously at you.

There is little you can do, for your attention is devoted to operating the controls that keep the Ethetron in

flight. Your nerves are constantly on edge; the Jahksa is in an ideal position to bring the craft down in the writhing sea below and you are plagued by the thought that the Jahksa can predict your every move.

A large bank of storm clouds ahead spells trouble. The Jahksa has been silent for a long time and you wonder if he has summoned an Elemental storm against you.

If you have the Magical Power of Prophecy and wish to use it, turn to **24**.

If you have the Magical Power of Elementalism and wish to use it, turn to **27**.

If you wish to attack the Jahksa, turn to **148**

If you do not wish to use your Magical Powers at this time or do not possess either of the above, turn to **165**.

250 — *Illustration XIX*

'Splendid! Splendid!' says a cheerful voice. You spin round to see a little fat man, dressed head-to-toe in a black gown. He claps his pudgy hands together and smiles happily.

'Who are you?' you ask, still breathless.

'I am Spittlethrift, scholar, professor and master of the Crystal Tower. Yes, yes . . . a tower of learning, a veritable pillar of wisdom and knowledge, ha, ha, indeed!' He takes a pair of wire-framed spectacles and places them on the end of his smudge of a nose. 'You are not alone I see.' He squints at Tanith. 'Most pleasing, enchanting . . . yes, yes, well done! You have passed the test; you will suffice.' He turns towards the door and flutters his hands in an agitated



XIX Spittlethrift claps his pudgy hands together and smiles happily

manner. 'Come now, you must meet the rest of us. Oh yes, delightful, engaging, so wonderfully entertaining!'

The excitable little man leaves the room, still chuckling to himself, and you follow close behind. Soon, he ushers you into a dim room, which is dusty and full of cobwebs. The air is stale and thick with tobacco smoke and seated opposite in a large arm-chair is a thin, straggling man, roughly Spittlethrift's height, with bulging, shadowy eyes. Reclining in various positions around the room are several others, all approximately Spittlethrift's height, and all similarly dressed.

'Gentlemen, gentlemen, we have guests, brave adventurers who have solved the complications of our dark abode. May I introduce. . . .'

He casts a questioning glance in your direction and, hesitantly, you say, 'The Wizard, Grey Star and the lady, Tanith.'

'Yes, yes, Grey Star and Tanith,' Spittlethrift repeats, unnecessarily. He turns to face you. 'And we are the Academicians. Welcome.' He bows politely, as do the remaining scholars in the dingy room. After shaking hands with more than twenty Academicians all with very curious names you are led from the room to Spittlethrift's study. There he explains to you the cryptic nature of the Crystal Tower and the Academician's purpose on the Daziarn plane.

'We are scholars, my dear boy,' says Spittlethrift. 'Inventors, scientists, inquisitors of the unknown. Here, on the Daziarn plane, we have been able to turn our dreams, our ideas, our very thoughts into

reality. It is the nature of this place. Time, space, the fundamental laws that govern existence in the material world – all can be adjusted, altered, ignored even! That is why we choose to live here. Others have changed their world within the Daziarn to suit their purpose. The demons and devils of good and evil reside here, creating their surroundings as best it suits them. There are gods and their ilk, and stranger forces beyond all imagining. Their thoughts, hopes, fears and intentions weave the fabric of their realms. We do not seek to dominate or master the realm we inhabit – we live only within our tower. The Neverness – the unformed cloud that surrounds us – is the fabric of the Daziarn, unclaimed and untainted. It is this that we use for our . . . experiments.'

'You mean the black holes that surround the tower?' you enquire.

'Yes, yes,' Spittlethrift replies.

'But why is the tower so dangerous?'

'Ah!' says Spittlethrift. 'Let me assure you that it is not for our simple amusement, nor is it due to a malicious dislike for visitors, that our tower has been built to test the cunning, the wits, the wiles, and the bravery of those who dare to enter.'

'And those who fail?' asks Tanith, scornfully. 'What happens to them?'

The little man clears his throat, uncomfortably, dismissing Tanith's question with a wave of his hand. 'No matter of importance. You have succeeded; you've triumphed. You have proved yourselves capable of fulfilling a great quest.'

'I am already upon a quest,' you say. 'I have no time for another.'

'That is what you think m'boy,' says Spittlethrift. 'But you've yet to understand. You are in the Neverness. The Neverness leads nowhere, borders on nowhere, is nowhere. Without our help you will never leave it. Embark upon our quest and we will grant you the means to travel freely about the Daziarn. Refuse, and you will remain here, perhaps forever.'

'You threaten me?' you say menacingly, rising to your feet.

'No, no!' splutters the scholar, hastily. 'I merely state the facts. The Neverness is a wilderland between the realms of the Daziarn but it does not connect the realms as the mountains, seas and roads in your world do. We, however, have found a way to travel the realms and can grant you the means to do so if you will perform a simple task for us.' You say nothing and Spittlethrift goes on. 'There is a place, a city of glass, called the Singing City, inhabited by a race called the Elessin. We wish you to journey to the Singing City and steal the Threnogem from them. It is a stone, said to emit music and control the emotions of all who hear its melody. The Elessin have put it to evil use; we merely wish to explore its powers. You will be helping the enslaved and furthering our search for knowledge. Please will you help us Grey Star?'

If you wish to help Spittlethrift and the Academicians, turn to **210**.

If you feel you must refuse, turn to **282**.

(continued over)

251-253

If you have the Magical Power of Prophecy and wish to use it, turn to **299**.

251

The Chaos-birds circle overhead and Tanith chants over the Key as the birds form up to attack. As they hurtle towards you, the giant wolf that Tanith summons rears up to meet them but it is not sufficiently strong to resist the charge of all the evil birds.

Turn to **83**.

252

You remove the Spider Key from its hook and grasp it tightly. A strange tingling sensation travels from your fingertips all the way up your arm. The Key shimmers and then transforms into a real spider the size of your palm. Tanith screams with fright and, before you have time to react, you feel a sharp, stinging pain. In seconds, the poison injected by the spider is coursing through your veins; lose 8 ENDURANCE points.

If you are still alive, you must choose from the remaining Keys.

If you choose the Eagle Key, turn to **227**.

If you choose the Wolf Key, turn to **235**.

If you choose the Serpent Key, turn to **240**.

If you choose the Dragon Key, turn to **277**.

253

Concentrating even harder, your temples throb with the effort of sustaining the trance state as you think through your adventures with Tanith in the lands of the Shadakine Empire. When, finally, you reach the

confrontation with the shadow demon, the Kleasá, at the campfire south of Suhn, Tanith begins to murmur in choked sobs, 'Could it be? Is it really you?'

If you wish to expend a further WILLPOWER point to continue your spell, turn to **276**.

If you wish to give up, turn to **265**.

254

The Elessi's suspicions have been aroused. He reaches out with his hand and speaks again in a harsh and authoritative tone. He is demanding something from you.

If you wish to show him the Glass Rod, turn to **267**.

If you wish to show him the Parchment, turn to **289**.

If you wish to show him the Gold Coin, turn to **333**.

If you wish to show him the Silver Coin, turn to **348**.

If you wish to show him the Copper Coin, turn to **90**.

255

'Looking for me?' asks a contemptuous voice. You look up and see a hooded figure dressed in black, carrying a long, black staff. Slowly the hood is pulled away to reveal your own face staring back at you. 'Greetings, brother,' your own voice laughs, coldly. 'We meet at last.'

Turn to **291**.

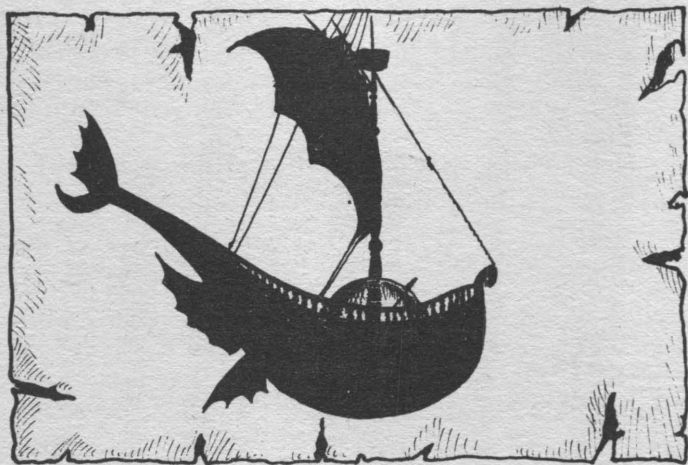
256

The stairway is directly in front of you, the entrance

behind, and the smaller door to your left. Having decided that you wish to head for the stairs, you must now choose your route.

If you wish to walk to the flagstone in the centre of the room that bears one sword, turn to **311**.

If you wish to step on to the flagstone bearing two swords directly in front of you, turn to **40**.



257

You walk over to one of the black holes situated close by. Peering in you can see only an absolute, impenetrable blackness. 'Perhaps these, too, are Gateways,' suggests Tanith.

If you wish to put your hand into the hole, turn to **323**.

If you wish to enter the hole, turn to **269**.

If you wish to continue towards the Crystal Tower, turn to **302**.

If you have the Magical Power of Prophecy and wish to use it, turn to **337**.

258

Without hesitation you turn back down the stairs. You hear the soft, leathery flap of the lizard's feet as it pursues you. 'Quickly,' Tanith gasps. 'It's right behind us.'

If you wish to turn and attack the beast, turn to **308**.

If you wish to run to the room of mirrors, turn to **321**.

259

You explain your quest in detail; you tell of the Academicians who hold Tanith in the Crystal Tower, and of your need to give them the Threnogem. Patiently the Guardian listens to your story without interruption, nodding occasionally. When you have finished, the Guardian tells you the true nature of the Threnogem and of the strange statue in which it rests.

Turn to **245**.

260

You are soon discovered. Laughing musically, the Elessin pull aside the branches and undergrowth that hide you. Feeling rather foolish, you allow yourself to be led out of the grove. The Elessin also discover your Ethetron. They chatter, excitedly, pointing at both the flying machine and the sky as they speak. You soon realize that they wish you to go to the Singing City with them.

261-263

If you wish to go with the Elessin, turn to **45**.

If you wish to refuse, turn to **66**.

261

At the cost of 2 WILLPOWER points, you throw down the door with a sheet of magical fire. As the door falls from its hinges and crashes to the ground, a narrow flight of stairs is revealed.

If you wish to step forward, turn to **125**.

If you wish to go back to the large stairway, turn to **239**.

262

To your surprise the palace appears deserted. Perhaps it is a temple where people meet only at certain times, or a sacred place, which only a select few are allowed to enter.

If you wish to mount the steps and enter the palace, turn to **208**.

If you wish to wait for nightfall to attempt to investigate the palace under cover of darkness, turn to **121**.

263

Heart pounding, you spin round, your Staff held in readiness to attack. The lizard bursts into the room. With a look of horror it instantly tries to leave but it is too late. Its own baleful gaze, a gaze which turns others to stone, is reflected on itself. It stops dead in its tracks, a victim of its own fatal power.

Turn to **250**.

264

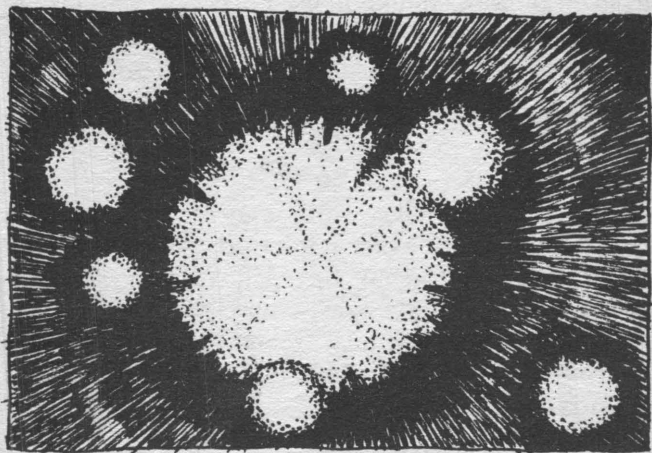
Feeling a little apprehensive you attempt to gauge the height of the tower. It stands at least 30 metres tall: the climb will be arduous and dangerous.

'I'm going to try to climb it,' you say to Tanith.

'Do you think you can make it?' She shakes her head doubtfully.

If you possess a Rope and wish to use it, turn to **217**.

If you do not have a Rope, turn to **292**.



265

You break the trance and breathe out through clenched teeth. Tanith is confused. She tries to make sense of the visions that you have placed in her mind and the magical compulsion that forces her to fear you. Outside, you hear a voice that sends an icy chill through your body.

266-268

'How sad. Tragic. Such a waste of energy on a girl who despises you.' You rush out of the room to see a hooded figure dressed entirely in black and carrying a long, black staff. Slowly, deliberately, the hood is pulled away to reveal your own face looking back at you. 'Greetings, brother,' sneers a voice identical to your own. 'We meet at last,' it laughs, mockingly.

Turn to **291**.

266

As you walk towards the exit, an iron door slides shut in front of you, cutting off your access. There is only one other exit and you decide to investigate it rather than deal with the problem of the closed iron door.

Turn to **221**.

267

You take out the Glass Rod, unaware of its purpose or use. The guard looks at the Rod, then at you and, before you can stop him, he reaches out and snatches away the hood that covers your dark hair. Instantly he grabs you and within seconds a large group of Elessin rushes out of a blue glass building and surrounds you.

If you wish to try to fight your way to freedom, turn to **313**.

If you decide to surrender, turn to **342**.

268

At the cost of 1 WILLPOWER point you search for some warning of danger and discover that the door is locked to prevent something from getting out.

Turn to **295**.

269

You pass through the hole into total darkness and begin to fall. You try to scream but can make no sound. You are doomed to tumble forever in eternal silence, through a realm of nothingness.

Your quest ends here.

270

Quietly, at first, a muted scream comes from deep within the frozen figure, growing in volume until it reaches a hideous roar. The dissonant wail freezes you to the spot. You cover your ears but you cannot block out the sound. The ground begins to tremble and the palace shudders and begins to fall. Within minutes you are crushed beneath shards of falling debris. You have released the Screaming God and the Singing City is no more.

Your life and your adventure end here.

271

The shriek of the Elessi's Pipe is the last sound you will ever hear. Clutching your tortured head in agony, you crumple and fall to the ground.

Your life and your quest end here.

272

A shape of monstrous proportions rears up and shoots a white-hot plume of dragon-fire at you, heralding your terrible and instantaneous death. In a huge and soaring ball of flame you pass from this world, slain by the dragon that has been called to destroy you.

Your life and your quest end here.

273

The Jahksa has chosen to leave this realm and his body is dematerializing before your eyes. 'Thanks for the entertainment, Wizardling . . .' he sneers as he disappears and you hear his fading voice, 'we shall meet again.'

'I shall look forward to that,' you say, through gritted teeth.

'Come, Grey Star,' says Tanith, 'we must speak with Oz-na-Mun if we are to find our way out of this place.'

You find Oz-na-Mun in his shack. The gaunt-faced man looks up at you with solemn eyes. 'The evil one – has he gone?'

'Yes,' says Tanith. 'He will not return.'

'Good. You have my sympathy, Grey Star. It must be a terrible trial to have a foe such as he.'

'It is Shasarak who is the foe,' you say, 'and he is cunning. For surely there is something that each of us fears in ourselves. What better opponent than a creature that wears my shape, knows my thoughts, and can anticipate my moves.'

'I hear that you seek the Moonstone,' says Oz-na-Mun. You nod your reply. 'I have prepared a map for you. It will guide you to the Gate by which you can leave this realm. There is a mountain that lies nearby. It is called the Moaning Mountain because of the sound of the wind that blows through it. In the side of the mountain is a cavern: the Gate is there. The Gate

leads to a place that people call the Vale of Peace. The people of the Vale are wise and kind and they will show you the way to the hidden realm of the Moonstone.' He hands you the Cloth Map. (Mark this as a Special Item on your *Action Chart*; it can be carried in a small pocket inside your robe.)

You bid farewell to Oz-na-Mun and return to the Ethetron. Soon you are heading for the Moaning Mountain and the Gate that will carry you from the Realm of Paradox to the Vale of Peace.

Turn to **158**.

274

You head towards the gate and the Elessin guard regards you with a look of astonishment. He speaks to you but you can only shrug, for you do not understand. He offers no threat but bows, and with a welcoming sweep of his hand bids you pass through the gate. You enter a long avenue of crystal stones, alert for the slightest sign of danger.

Turn to **279**.

275

'I will take what is mine,' he says. He reaches out to take the Moonstone, a greedy gleam in his eyes. You have seconds in which to act.

If you wish to attack the Jahksa, turn to **243**.
If not, turn to **218**.

276

With one final effort you throw a further **WILLPOWER**

point into your attempt to reach Tanith. The effort is strenuous and also costs you 1 ENDURANCE point. Your illusion is almost over and you begin to fear that you will fail but, as you reach your reunion with Tanith at the Shadow Gate, a glimmer of recognition lights in her eyes. 'Is it true?' she whispers. 'Is it really true?' Unsteadily, she climbs to her feet and walks towards you with slow, faltering steps. She stands before you and you sense that you have broken through the barrier that covered her mind. You reach out and draw her near to you.

'It's me,' you whisper.

'Grey Star,' she sobs. 'I thought . . . it was in my mind . . . the Black Wizard, he had your face. He took me from the Crystal Tower and brought me here. The Chaos-Master asked me what gift I desired and I asked for you, Grey Star. Then the Chaos-Master told me that the Black Wizard *was* you and then my mind was full of hate and loathing. I'

'You don't have to explain; it's all right, I understand,' you say. From outside the shack, a sneering voice sends an unnatural chill through your body.

'How touching; how nice. Such understanding.' The evil voice laughs, mockingly. You run outside to see a hooded figure in a black robe carrying a black staff. Slowly, deliberately, the hood is pulled aside to reveal your own face; your own eyes stare back at you as if you were looking into a mirror. 'Greetings, brother,' says your voice, with a bitter laugh. 'We meet at last.'

Turn to **291**.

277

You take up the Key. As you go to place it in the lock, a terrifying sound freezes you to the spot. First, you hear the rattling of wings, then you see a looming shadow of huge proportions; it is a dragon of old! Green and scaly, the monstrous winged reptile hurtles towards you, its razor-like teeth bared to the sunless sky. A bright plume of flame trails from its mouth and the heat of the flame sears your face. In moments the dragon will be upon you. Bravely, you step forward and prepare to meet this terrifying challenge. 'Wait!' screams Tanith. 'Let me deal with this!'

If you wish to ignore Tanith and engage the dragon in close combat, turn to **272**.

If you decide to follow Tanith's advice, turn to **153**.

278

You are back in the Neverness; the bleak, sunless sky and the unending plane of grey cloud stretches away from you. Soon you sight the familiar shape of the Crystal Tower and land the craft close to its door. 'Spittlethrift!' you shout. 'I have returned. Come, take your prize.' A window in the tower opens and the face of Spittlethrift appears. He is ashen-grey and trembling with fear.

'Go away!' he calls. 'We've nothing else to give you. The girl . . . she was not ours to give in the first place.'

'It is I, Grey Star,' you shout. 'Open up. I have brought the Threnogem as I promised.'

The little man stares down at you, shocked and afraid. 'But . . . but,' he stammers, 'you have only just

left, you . . . you were changed, so full of darkness and . . . this is not possible!

'Let me in,' you demand, 'or it will be the worse for you.'

The window slams shut and after a short wait, Spittlethrift throws open the door. 'Is it really you?' he asks, incredulous.

'What has happened?' you demand, growing angry. 'Where is Tanith? Return her to me!'

'She is gone. You . . . or, should I say, someone like you was here but a short while ago. We could not understand the change in you, you had so much more power. We were afraid. We gave up the girl, even though the Threnogem had not been brought back to us.'

After more questioning, you are able to piece together what happened while you were in the Realm of the Singing City. It seems that someone who looked exactly like you, clad in a black robe, came to the Crystal Tower. He had an evil countenance and was able to master the Academicians easily. They gave up Tanith to the Black Wizard and he left. He had been asking questions about the Realm of Paradox and one named Oz-na-Mun, the man with the mighty hand. It appears that he was on his way there. The Academicians say that he had no craft but was able to travel the realms at will.

If your Gyronome has been blessed by the Guardian of the Screaming God, turn to **303**.

If it has not, turn to **314**.

279

You seem to be attracting a great deal of attention. Many Elessin are watching you and some have even started to follow you along the street. A few Elessin children are pulling at your robe and some of the adults come forward to question you. They receive a helpless shrug in reply.

Turn to **238**.

280

You make a complete circuit of the beautiful city. There is no other gateway, although you notice a section of city wall, sheltered by an arch and covered with thick, blue foliage.

If you wish to try to climb the city wall, turn to **48**.

If you wish to enter the city through the city gate, turn to **274**.

If you possess a Mind Gem and wish to use it, turn to **301**.

If you possess the Magical Power of Enchantment and wish to try to pass the guard undetected, turn to **294**.

281

The Chaos-birds are circling the becalmed Ethetron as Tanith chants over the Key. They draw together, ready to attack but then suddenly break into shrieks of alarm. Like you they can hear the rustle and flap of leathery wings beating the air. The birds are thrown into a panic as the howling dragon falls upon them. The Ethetron is buffeted as the dragon and the Chaos-birds battle in mid-air.

Turn to **290**.

'I must refuse,' you say to Spittlethrift. 'Mine is an urgent quest. The needs of many weigh heavily upon my shoulders.'

'Ah now,' Spittlethrift replies. 'This is unfortunate.' Suddenly, the many Academicians in the room rise as one and, before you can act, you and Tanith are held firmly by many hands and your Staff is snatched away.

'Crabkey,' calls Spittlethrift to the spindly man who now holds Tanith, his dagger at her heart, 'take the girl away.'

You struggle against the restraining grip of the Academicians. 'If you so much as harm her. . . .'

'Yes, yes,' says Spittlethrift, smoothly. 'Fear not.' Tanith is led from the room. 'Our intention is merely to persuade you of the importance of our quest. She will be quite safe if you comply with our wishes.'

You cast Spittlethrift a scowl. 'Very well. Since you offer me no choice. . . .'

'Indeed, indeed. I thought you would see things our way. Now, come along – to the laboratory. I will show you the wondrous craft that will take you to the Singing City.'

You are led to a high-ceilinged chamber, lit with a curious, pulsating light and containing many strange and ornate machines of gleaming metal. Having attended to the imprisonment of Tanith, Crabkey enters the laboratory.

'Allow me to introduce you properly to Mr Crabkey,'

says Spittlethrift. In the lurid glow of the laboratory his shadowed, bulging eyes make him look more sinister than before. 'Mr Crabkey is the inventor of the machine that will enable you to make your journey, aren't you Crabkey, old chap?' Crabkey stares at you with his large, baleful eyes. With a slow blink, he makes an unintelligible sound in the back of his throat and nods.

'Here,' says Crabkey, 'is the Ethetron.' Mounted on a small dais in the centre of the laboratory is a most unusual machine.

Turn to **116**.



283

You lack the strength to carry the heavy statue and struggle to bear its weight. Suddenly the Elessin cry out in alarm and rush to take the statue from you but before they reach you, the statue slips from your

284-286

grasp and falls to the ground with a crash. The Threnogem rolls from the mouth of the statue and the Elessin throw themselves to the ground in abject terror.

Turn to **270**.

284

Your head is filled with the shrieking agony of the Elessi's Pipe. You lose 6 ENDURANCE points. Suddenly, the Elessi turns and runs back towards the city.

If you are still alive, turn to **305**.

285

With Tanith at your side you walk over and investigate one of the strange holes in the cloud. Peering in you see an absolute blackness, silent and still.

If you wish to put your hand into the hole, turn to **329**.

If you wish to enter the hole, turn to **269**.

286

Your final blow fells the Jahksa. He falls to the ground, a smile frozen on his lips, the Moonstone clenched in his hand. 'You think you have beaten me,' his voice echoes. 'But I am you. You have slain yourself.'

With the Moonstone, an instrument of truth, Shasarak's mockery of you has become truth. You have killed yourself.

You have failed in your quest.

287

Tanith's ringing cry comes to your rescue. Her mastery over animals, taught to her by Mother Magri the Shadakine Wytch, saves you from the wolf. At her command, it shies away and lopes into the darkness.

If you wish to keep the Wolf Key, mark it as a Special Item on your *Action Chart*. It must be kept as a Backpack Item or you may give it to Tanith to carry, in which case note this on your *Action Chart*.

You now have the choice of the remaining Keys; only one will let you into the Crystal Tower.

If you choose the Spider key, turn to **252**.

If you choose the Eagle Key, turn to **227**.

If you choose the Dragon Key, turn to **277**.

If you choose the Serpent Key, turn to **240**.

288

You have now used 2 WILLPOWER points in your use of the Power of Prophecy. You soon come to the dwelling of Oz-na-Mun. He lives in a rough wooden shack within a circle of withered trees. Nearby, there is a vast pit of blood-red soil. You land the Ethetron and call out his name.

Turn to **12**.

289

You show the guard the Parchment. He glares back at you and swiftly pulls the hood from your head, exposing your dark hair. He cries out and grabs your arm. Within seconds a large group of Elessin emerges from a blue glass building by the gate. You are quickly surrounded.

290-291

If you wish to try to fight your way out, turn to **313**.

If you wish to surrender, turn to **342**.

290

The corpse of a slain Chaos bird collides with the Ethetron and sends it spiralling through the air. You grab for the rail as the flying machine spins towards the Trianon and collides, throwing debris and machinery in all directions.

Pick a number from the *Random Number Table*. Add that number to your current WILLPOWER points total.

If the total is 9 or more, turn to **304**.

If the total is less than 9, turn to **83**.

291

The creature facing you is called a Jahksa. It is a creation of Shasarak; an apparition in the likeness of a living spirit, in this case, yours. 'Are you afraid, Grey Star?' taunts the Jahksa. 'There is nothing to fear but yourself,' he sniggers.

Tanith appears at the door of the shack and looks at the two of you in bewilderment. She sways as if about to faint and you rush to her side. The Jahksa snorts derisively. 'How weak you are, Grey Star. Petty friendships, loyalties, and your honourable quest for the Shianti stone – how can you expect to defeat the Wytch-king, he who possesses the might of the Shianti and freedom from their foolish teachings, with such weaknesses?'

'They are my strengths as well Jahksa,' you reply, coolly.

The Jahksa spits on the ground at your feet. 'That for your strength, Wizardling.' He turns his back to you, then suddenly spins back, wielding a black staff in a wide arc. But you were expecting a trick and lift your Staff in time to block his blow. As the staves collide, their magical fire crackles and splits the air.

If you wish to fight the Jahksa, turn to **123**.

If you wish to evade combat, turn to **131**.

292

The tower wall is smooth and sheer and the climb extremely difficult. Your progress is further hampered by the illusory nature of the tower: crevices and projections that appear to ornament the tower disappear from view when approached from a different angle.

Just as you reach for a projection, you slip and plummet to the ground. The impact kills you immediately.

Your life and your quest are over.

293

Tanith points nearby to a clump of Laumspur, a healing herb. Chew on a clump of the fresh Laumspur to restore 4 ENDURANCE points.

When evening comes you are still high on the sides of the valley. Far below, you can see a settlement but rather than stumble in the dark, you decide to stay where you are and sleep in the warm, dry air.

Turn to **324**.

294

At the cost of 2 WILLPOWER points you cast a magical veil around the Elessi's mind so that he will not see you passing. You creep out from behind the bushes and enter the city. Hypnotized, the Elessi continues to stare straight ahead, a blank expression on his face.

Turn to **279**.

295

With a great roar, the door is thrown open and a huge, brown-skinned lizard moves out on to the landing. It has two stunted forelimbs that end in five-fingered hands and a large impassive, fish-cold eye in the middle of its head.

If you wish to turn and run, turn to **258**.

If you wish to stand and face the lizard, turn to **328**.

296

The howling wolf leaps and throws you to the ground. It inflicts a terrible bite, causing the loss of 6 ENDURANCE points. If you are still alive you must now fight the animal to the death.

Giant Wolf: COMBAT SKILL 20 ENDURANCE 26

If you have not beaten the wolf after three rounds of combat, turn to **287**.

If you beat the wolf within three rounds of combat, turn to **106**.

297

Staggering under the weight of the statue, you move towards the exit. The terrified Elessin hang back to let

you pass, their faces full of fear. You leave the palace and view the long flight of stairs that leads from it with apprehension.

'Please stop,' pleads the voice that rings in your head. 'We mean you no harm What you are doing is madness!'

If you wish to do as he says, turn to **4**.

If you do not trust the Elessin and are determined to press on, turn to **22**.

298

You walk along the corridor and eventually come to the bottom of a flight of stairs. You mount the steps and arrive at a landing. A cell door leads off it. It has been locked but the key is still in the lock.

If you have the Magical Power of Prophecy and wish to use it, turn to **268**.

If you do not have this Power, turn to **295**.

299

Unsure that you can trust Spittlethrift, you draw on your Power of Prophecy and try to gain some further insight into the little man's offer. At the cost of 1 WILLPOWER point you probe his mind. You sense that both lies and truths are contained within the Academician's words, though you sense that he means you no physical harm.

If you wish to look into the future to try to find out more about your own possible fate (at the cost of 1 more WILLPOWER point), turn to **317**.

If you wish to refuse his request, turn to **282**.

If you wish to accept, turn to **210**.

You steer the Ethetron along a dark tunnel in the mountain just wide enough to accomodate the craft. An eerie moaning wind passes along the tunnel and you remember why the Moaning Mountain is so called. You see light at the end of the tunnel and, as you approach, a shimmering curtain of water. This is the Gateway to the Vale of Peace.

Turn to **216**.

You draw out the red jewel and pour the power of your thought into it. At the cost of 1 WILLPOWER point you stun the Elessi's mind so that he will not see you passing. You then creep from the bushes and through the gate; the guard stares ahead, blankly.

Turn to **279**.

Eventually you find yourself standing before the tall tower. Its strange, black walls glow with an eldritch quality that is both fascinating and unnerving. You can see no door to the tower but, just above head-height, there is a metal plate. Inscribed upon the plate are some strange symbols. 'What does it say?' asks Tanith.

'I do not know,' you reply. 'It is written in a language that I do not recognize.' Yet, even as you speak, the symbols on the metal plate change and you find that you can read the inscription after all:

'From south of here, to west and north,
Then east and south once more,
A circle's motion rings the charm
That finds the Vanishing Door.'

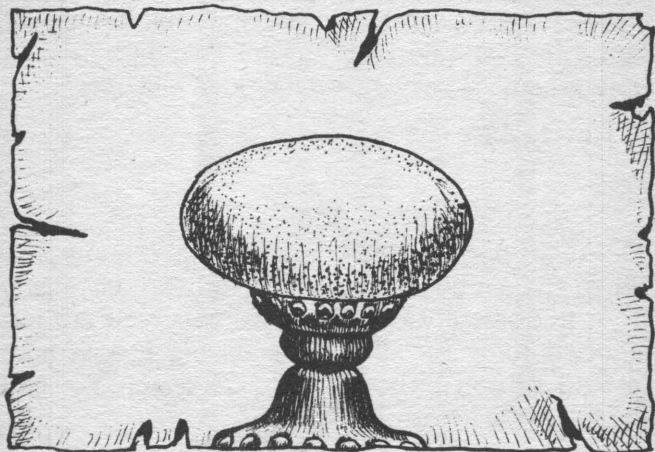
You ponder the strange words, trying to determine their meaning. 'A riddle?' queries Tanith.

If you wish to search for a door on the left side of the tower, turn to **56**.

If you wish to search for a door on the right side of the tower, turn to **23**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **70**.

If you have the Magical Power of Prophecy and wish to use it, turn to **347**.



303

Hurriedly, you drag the statue of the Screaming God from the Ethetron and reboard the craft. You pull her into the air, gaining height with all the speed you can muster. A tingling sensation tells you that you are about to leave the Neverness; you glance back at the Crystal Tower. A chilling scream reaches your ears. It

304-305

grows louder and louder and the tower begins to crumble. Suddenly you realize that you did not warn the Academicians of the peril of the Screaming Statue. One of them must have taken the Threnogem from the statue and freed the demon. There is now nothing you can do to help as you pass into the Realm of Paradox.

Turn to **174**.

304

The force of the impact sends you tumbling through the air. Then a hand grips yours: Tanith has caught you. She has a firm grip on the Trianon and soon pulls you up. 'How do we get inside?' she asks.

Turn to **325**.

305

The dead bodies of the Elessin lie all around you. Badly shaken by your ordeal, your head still ringing from the assault of the Elessin Pipes, you are too stunned to chase after the surviving Elessin and, instead, subject the bodies to a quick search. You find the following Items:

- 3 Elessin Pipes
- 3 Emerald Medallions
- 1 Parchment covered with Elessin script
- 1 Silver Coin
- 1 Gold Coin
- 2 Copper Coins
- 1 Glass Rod

You may keep any of these Items (remember that you may carry a maximum of eight articles in your Backpack). Except for the Coins, which you carry in a pocket of your robe, and one of the Emerald Medallions, which may be worn around your neck, all the Items are carried in the Backpack.

Turn to **332**.

306 – *Illustration XX (overleaf)*

You thank the Vale people for their kindness but insist that your quest is urgent and will brook no delay. You ask if they will show you to the Gateway to the Realm of the Moonstone and they agree. That night they take you to the Silver Lake, which lies high in the mountains. They instruct you and Tanith to climb aboard the Ethetron and fly above the lake. As the night grows older, and the moon climbs higher in the sky, the waters are bathed in a beautiful shimmering light, like that of polished silver. Then, they say, must you fly into the lake itself, for it is the Gate and the moon its key.

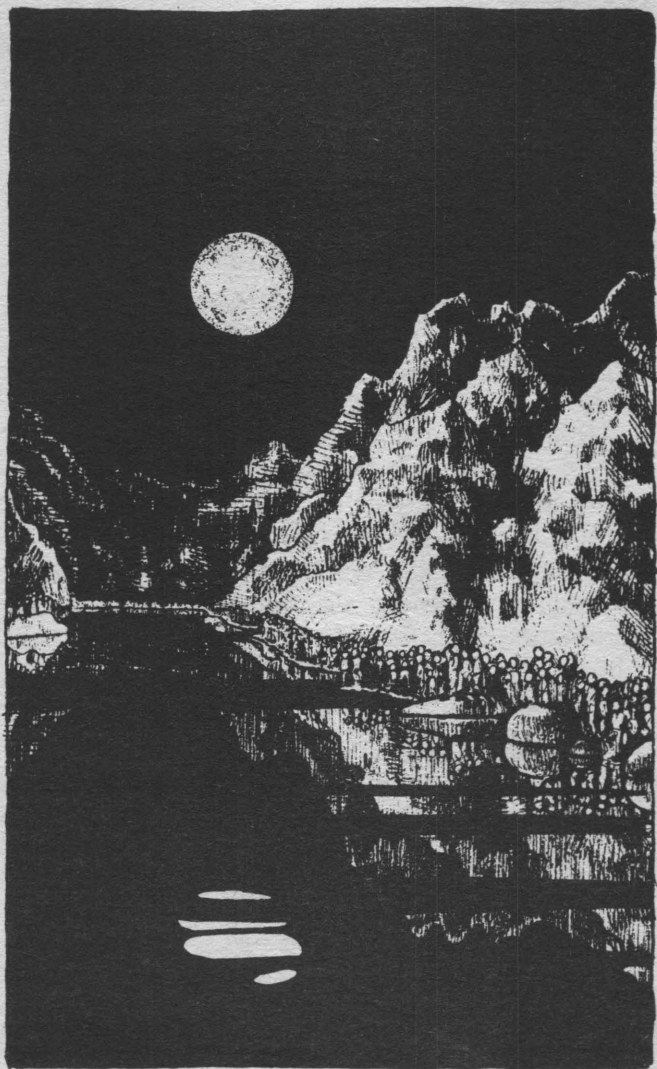
You do exactly as they say and when you reach the surface you discover no water at all; merely the passing touch of something as light as gossamer.

Turn to **247**.

307

As you approach the gate, the guard speaks to you in his own tongue. 'Meski?'

A knot of panic twists in your stomach as you try to guess what he has said.



XX The Vale people take you to the Silver Lake which lies high
in the mountains

If you wish to nod your head and pass through the gate, turn to **38**.

If you wish to shake your head and pass through the gate, turn to **52**.

If you wish to try pointing behind you, turn to **95**.

If you wish to say nothing and hurry through the gate, turn to **157**.

308

Staff raised in readiness for battle, you turn to attack the lizard. But one chilling glance from its cold and deadly eye transforms you to stone where you stand.

Your life and your quest end here.

309

The Chaos-Master's braying laughter fills the hall as he watches the stunned expression on your face. 'Are you not amused?' he roars.

You study your identical twin opposite and sense an aura of evil. It is a creation of Shasarak, sent to thwart your final bid to claim the Moonstone. In the Shianti language such a creature is known as a Jahksa, the spiritual apparition of one already living, a perversion of nature and a being of great evil. Without the human emotions of guilt, remorse and sorrow, a Jahksa has no conscience or morals, and is a passionless killer.

'And now,' intones the Chaos-Master, when the echo of his laughter has finally subsided, 'tell me what it is you seek?' Carefully, you weigh in your mind what you should ask.

310-311

If you possess a Cloth Map of the Moaning Mountain and wish to ask for Tanith to be returned to you, turn to **20**.

If you do not possess this Special Item but still wish to ask for Tanith's return and enquire how you may reach the Realm of the Moonstone, turn to **62**.

310

Suddenly, within the space of a heartbeat, the white-light horizon appears to turn inside out, its near and far sides interchanging. Then, with a lurch, you are hurled into a bright shaft and catapulted into a clear, sunlit sky. Wind rushes at your face and the land far below is as green and fresh as that in your own world. Buffeted by the wind, you struggle to control the Ethetron as it rocks and reels wildly in the wind-torn sky. Still dazed by the experiences of the past few minutes, you cannot help but manipulate the control clumsily.

Pick a number from the *Random Number Table*. If you possess the Talisman of the Shianti, add 2 to this number.

If your total is now 0-3, turn to **13**.

If your total is now 4-11, turn to **77**.

311

You are standing exactly in the centre of the room. Anxiously you glance up at the lethal sword-points poised above your head. You are facing the stairway, with the smaller doorway to your left and the main entrance behind you.

If you wish to step forward on to a two-sword flagstone, turn to **7**.

If you wish to move diagonally to the left, on to a one-sword flagstone, turn to **89**.

If you wish to move diagonally to the right, on to a one-sword flagstone, turn to **11**.

If you wish to move towards the doorway on your left by stepping on to a two-sword flagstone, turn to **349**.

312

The acid is very potent. Carefully, you pour it over the lock and watch with satisfaction as the iron lock bubbles and steams like boiling lava. In moments the lock has melted clean away. You push the door open to reveal a narrow flight of stairs, leading downwards into blackness.

If you wish to step forward, turn to **125**.

If you wish to go back to the large stairway by stepping on the flagstone that bears one sword, turn to **89**.

If you wish to go back to the large stairway by stepping on the flagstone that bears two swords, turn to **349**.

313

You face impossible odds – you are outnumbered by over ten to one. At the cost of 1 WILLPOWER point, you slay the nearest Elessi with a rapid sweep of your Staff. But the other Elessin do not attempt to retaliate. Instead, one of them places a silver Pipe to his lips and blows. A savage pain echoes in your head and you fall to the ground with an agonized cry: lose 6 ENDURANCE points.

If you are still alive, turn to **18**.

You grab Spittlethrift by the shoulders. 'The Realm of Paradox,' you say, shaking him roughly; 'how do I get there?' You shake the little man again.

Dazed, he replies: 'We will adjust the Gyronome. It will take a little time.'

'I have no time. Perhaps the impostor has slain her already.'

'We will hurry,' replies Spittlethrift, who scuttles off to see about the task.

Time drags on inexorably. You pace the room until, eventually, Spittlethrift and Slypate return with the adjusted Gyronome and follow you to the Ethetron. Hastily, you drag the statue of the Screaming God from the craft and dump it at the tower door. Then you take to the air once more.

Just as the tingling sensation that heralds the crossing of the realms begins, you hear a terrible sound in the distance. It is a moaning wail that chills your heart. Looking back, you see that the Crystal Tower is falling. Suddenly, you realize that you did not warn the Academicians of the peril of the Screaming God. One of them must have removed the Threnogem from the mouth of the statue. You can do nothing for them now. As you look away, your eyes are greeted by a strange sight: the Realm of Paradox.

If you have the Magical Power of Enchantment, turn to **14**.

If you do not have this Power or do not wish to use it, turn to **32**.

315

You walk towards the Singing City and its dazzling display of glass and fragmented light. Delicate spires point towards the sky and you can hear the distant ringing of countless tiny bells and a warm, resonant humming of shifting timbre, accompanied by pure harmonies that whisper like the breeze. You are stunned by the sheer splendour of the city. The Academicians told you that the Elessin were cruel people but their dwelling suggests a purity and an advanced civilization.

As you approach the city gate, you see an Elessi standing beneath the large, curving arch of crystal. He carries no weapon but he marches before the gate as if he were a guard. He has not seen you yet.

If you wish to enter the city through this gate, turn to **274**.

If you wish to try to find another way into the city, turn to **280**.

If you possess a Mind Gem and wish to use it to pass the guard undetected, turn to **301**.

If you possess the Magical Power of Enchantment and wish to use it to pass the guard undetected, turn to **294**.

316

'I am the Guardian of the Screaming God,' he says, the words ringing in your mind with a clear, musical tone. 'Before you continue with this madness, let me tell you of that which you seek to steal. You cannot know the danger of what you do.'

If you agree to the Guardian's request, turn to **245**.

If you do not trust him, turn to **209**.

317

Of one thing you are certain: Spittlethrift spoke the truth when he said that you cannot leave the Realm of the Neverness without his help and therefore you cannot complete your quest for the Moonstone without accepting the task they have appointed you. You see a vision of yourself, alone, standing upon a strange machine with a curiously shaped sail and a large glass dome at its centre. You wonder what has become of Tanith and why you journey alone. You have expended 1 WILLPOWER point.

With a mind crowded with doubts and uncertainties, you agree reluctantly to undertake the quest to steal the Threnogem. 'Good, good, marvellous,' says Spittlethrift, joyfully. 'Come with me - to the laboratory.'

Tanith shakes her head, the look in her eyes revealing her deep mistrust of Spittlethrift and his kin.

Turn to **105**.

318

Slowly and carefully you step on to your chosen flagstone. Nothing happens and you breathe a sigh of relief.

If you now wish to step on to the flagstone bearing one sword in front of the door, turn to **118**.

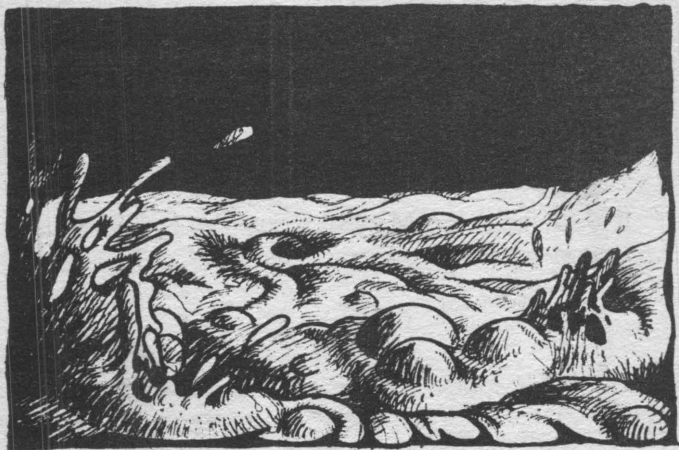
If you wish to step on to the flagstone ahead of you bearing two swords, turn to **349**.

If you wish to step on to the flagstone that is ahead and to the right bearing one sword, turn to **311**.

319

These chemicals, when mixed together with crystals, ground into a powder and then heated, produce a metal-destroying acid. If you do not have a Tinderbox, you must exert 1 WILLPOWER point in heating the mixture. If you have an empty vial, you may keep the Ezeran acid in it (mark it as a Special Item on your *Action Chart*). If you do not have an empty vial, you must use up all the acid on the lock.

Turn to **312**.



320

You watch as the Elessin head back towards their city. When they are a sufficient distance away, you follow, keeping out of sight. Their path leads you to the gate of the city and, crouching behind a bush, you watch as they enter.

321-322

The city is a dazzling display of glass and crystal. Delicate spires and ivory towers point to the sky. You listen to the music of the city: a faint ringing like a million tiny bells and a warm, resonant bass accompanied by pure harmonies that sigh like a spring breeze. The Academicians told you that the Elessin are cruel creatures but their dwelling suggests purity and an advanced civilization. Beneath the curving crystal arch of the city gate, an Elessi stands. He has no weapons but he marches before the gate as if he were a guard.

If you wish to enter the city through this gate, turn to **274**.

If you decide to try to find another way into the city, turn to **280**.

If you possess a Mind Gem, and wish to use it, turn to **301**.

If you have the Magical Power of Enchantment and wish to try to pass the guard undetected, turn to **294**.

321

With all the speed you can muster you sprint down the stairs and along the corridor of statues. Tanith is close behind as you rush into the room of mirrors. To your horror, an iron door falls to block your escape. You have no choice – you must turn and face the monster.

Turn to **263**.

322

With an impetuous yell you hurl yourself at the Elessi. He falls to the ground and you wrestle desperately

with each other. If you are fighting without your Wizard's Staff, you must deduct 8 points from your COMBAT SKILL total for the duration of the fight. If you possess a Jewelled Dagger, subtract only 6 points from your COMBAT SKILL total.

Elessi Leader: COMBAT SKILL 12 ENDURANCE 25

If you have not defeated the Elessi after three rounds of combat but still have the greatest ENDURANCE points total, turn to **99**.

If you kill the Elessi within three rounds, or choose to fight to the death, turn to **107**.

323

You kneel down and reach, tentatively at first, with your hand into the strange black gap in the clouds. Your hand totally disappears and you hastily withdraw it. You are unharmed. It is almost as if your hand had left this realm.

If you wish to enter the black hole, turn to **269**.

If you wish to explore any of the other gaps in the cloud, turn to **119**.

If you decide to continue towards the Crystal Tower, turn to **302**.

If you have the Magical Power of Prophecy and wish to use it, turn to **337**.

324

The night passes without incident. You feel refreshed and revitalized by your rest and you may restore 2 ENDURANCE points and 1 WILLPOWER point. As you move on to the low ground, a vague feeling of disquiet stirs inside you. It is a familiar feeling.

325-327

If you wish to continue, turn to **228**.

If you have the Magical Power of Prophecy and wish to use it, turn to **236**.

325

You reach out towards a Shianti rune carved deep into the wall. A door appears and opens slowly. You enter the Trianon and prepare to fulfil your quest.

Turn to **341**.

326

Two deft blows knock aside the two Elessin that hold you. With a startled cry another Elessi backs away but a scything blow from your Staff kills him instantly. You have used 3 WILLPOWER points. The remaining Elessi places a slim, silver Pipe to his lips and, suddenly, your head is filled with a screaming pain as the high-pitched shriek of the Pipe tunnels into your mind.

Add together your current WILLPOWER and ENDURANCE scores.

If the total is 20 or less, turn to **271**.

If the total is more than 20, turn to **284**.

327

For what seems like an eternity you fly over the Chaos Sea. Eventually, you sight a row of barren cliffs, black and forbidding. You increase the Ethetron's speed and soon you are flying overland.

You sight a large quarry, dug out of the blood-red soil. You fly low and circle the huge quarry, noticing a small wooden shack at the centre of a copse of

withered trees. You decide to land and investigate the shack.

Turn to **12**.

328

Bravely you stand your ground, ready to receive the lizard's charge. But a single chilling glance from the lizard's deadly eye transforms your flesh to stone.

Your life and your quest end here.

329

You crouch down and reach your hand, tentatively at first, into the hole. It disappears totally and you hastily withdraw it. You are, however, unharmed.

If you wish to enter the black hole, turn to **269**.

If you wish to return to the Crystal Tower and attempt to climb it, turn to **264**.

330

The people of the Vale emit a great cheer. Fires throughout the village are already beginning to dwindle without the Jahksa there to stoke them afresh. The village elders ask if you would like to stay with them as honorary guest at a great feast.

If you wish to stay with them, turn to **338**.

If you feel that you must go, turn to **306**.

331

There is no other gate to the city and you are reluctant to try to bluff your way past the guard.

If you wish to try to climb a sheltered section of the city wall, turn to **30**.

If you wish to try your luck at the city gate, turn to
307.



332

Quickly, you hide the bodies of the Elessin in the undergrowth within the grove of trees. It is likely that the Elessin who escaped will raise the alarm and you carefully consider your next course of action: should you enter the Singing City as you are or should you adopt a disguise? To disguise yourself as an Elessi means leaving your Backpack behind. However, you must attempt to enter the city before evidence of your crime is discovered and that means that you cannot wait for nightfall to try to sneak into the city.

Whatever decision you make, you now face great danger. You are an intruder in an unknown city, unfamiliar with the language or customs of its people and intent on stealing their most precious artefact.

If you decide to disguise yourself as an Elessi, turn to **344**.

If you decide to attempt to enter the city as you are, turn to **315**.

333

You show him the Gold Coin. He shakes his head and frowns as he speaks to you. He is becoming very suspicious. Once more he holds out his hand.

If you wish to show him the Glass Rod, turn to **267**.

If you wish to show him the Parchment, turn to **289**.

If you wish to show him the Silver Coin, turn to **348**.

If you wish to show him the Copper Coin, turn to **90**.

334

You raise your Staff and, with deadly accuracy, hurl a bolt of force at the golden-haired man. He is thrown to the ground, engulfed by a cloak of magical flame. Your attack has cost you 2 WILLPOWER points. His Elessin guards cry out in horror, there are ten of them.

If you wish to take the Threnogem from the statue's mouth, turn to **71**.

If you wish to attack the Elessin guards and possess more than 10 WILLPOWER points, turn to **80**.

If you wish to grab the statue, turn to **92**.

335

The lawn is bordered by a high wall of transparent glass: you have come to a dead end. Before you can take further evasive action, the Elessin surround and

336-338

capture you. You are forced to surrender and they march you to a gigantic palace in the centre of the city.

Turn to **191**.

336

The statues are disturbingly life-like. Each one is characterized by a tortured expression or pose.

If you wish to continue, turn to **298**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **224**.

337

You close your eyes and search the future with the power of your thought. Your Power of Prophecy tells you that the black gap in the clouds contains a fathomless void but reveals no more. The use of this Power has cost you 1 WILLPOWER point.

If you wish to enter the black hole, turn to **269**.

If you wish to put your hand into the hole, turn to **323**.

If you prefer to continue towards the Crystal Tower, turn to **302**.

338

You spend another day and night with these happy, simple people. The beauty of the vibrant valley is a welcome relief from the hardships of your quest, however worthy the cause. The time spent with the people of the Vale has a beneficial effect, restoring 4 ENDURANCE points and 2 WILLPOWER points. Tanith radiates a happiness and gaiety that you have seldom seen before. You ask about the Gate that leads to the

Realm of the Moonstone and the elders tell you of the Silver Lake.

That night, you and Tanith are led up into the mountains to a large lake. They tell you to board the Ethetron and fly above the beautiful lake. Then, when the moon has climbed to its highest point in the sky you must fly into the water, for the lake is the Gateway to the Realm of the Moonstone and the light and power of the moon its key. You do as they instruct and, with a wave, you dive towards the Silver Lake, but as you break the surface it is not water that washes over you, but awe and wonder.

Turn to **247**.

339

Summoning the might of your Wizard's Staff, you hurl its power at the sheer, crystal surface of the tower wall. An arc of magical fire hurtles towards the wall but is deflected. The wall remains unharmed. You have expended 1 WILLPOWER point in your futile assault.

If you wish to use another 2 WILLPOWER points in a more concentrated attack against the wall, turn to **112**.

If you wish to try to climb the tower, turn to **264**.

If you wish to examine one of the many black gaps in the cloud plane, turn to **285**.

340

With amazing agility you catch the Staff as it flies towards you and, in one swift, fluid movement, you whirl the Staff above your head and unleash a fiery bolt of magical flame at the Elessi. The blast throws

341-344

him up in the air to fall to the ground beneath a plume of smoke. Your attack has cost you 2 WILLPOWER points.

Turn to **107**.

341

You are standing at the start of a long corridor. There are more than a hundred doorways leading from this passage.

If you wish to explore the corridor, turn to **47**.

If you do not, turn to **128**.

342

Outnumbered by more than ten to one, you decide to surrender. Restrained by the Elessin guards, you are taken to a huge palace at the very heart of the city.

Turn to **191**.

343

Amazingly, before you can unleash the final, killing blow, the Jahksa's body begins to fade, becoming more and more transparent.

'Farewell, Wizardling. I will await you in the next realm,' he says and disappears.

Turn to **330**.

344

You wonder if all the Elessin are fair-haired. Fortunately, one of them is wearing a kind of hood that you can use to disguise your own black hair. You don the loose-fitting toga of one of the Elessi and make sure that you have all the items they carried. Unfortunately

you will have to leave your Backpack behind but you decide to keep your Staff in spite of the suspicion it may arouse. Satisfied that your disguise is as convincing as you can possibly make it, you set out for the Singing City.

It is a beautiful sight: a dazzling display of glass and crystal, twinkling in the sun like a rainbow. Delicate spires and towers reaching for the sky in perfect symmetry. Then the music of the city reaches your ears: the faint ringing of a million tiny bells and a warm, resonant humming that changes pitch at various intervals to the accompaniment of pure harmonies as delicate as a spring breeze. You are awestruck by the magnificent splendour of the city. The Academicians told you that the Elessin are cruel creatures but this place suggests a civilization that appreciates beauty.

At length, you arrive at the gate to the city. An Elessi stands beneath a large curving arch of crystal, dressed in similar clothes to yourself. He is probably a guard, although he carries no weapons.

If you wish to enter the city through this gate, turn to **307**.

If you wish to try to find another way into the city, turn to **331**.

345

You enter a trance state and try to discover a future vision of Tanith but you can find no trace of her. Your vision urges you on another course: to seek the one called Oz-na-Mun, he of the mighty hand. Your

346-347

destiny is somehow linked with that of this man and he will help you to find Tanith and leave this realm.

If you wish to exert one more WILLPOWER point you may use your vision to guide you to the place where Oz-na-Mun dwells.

If you wish to continue with your use of the Power of Prophecy, turn to **288**.

If you do not, turn to **327**.

346

Since you are unable to take the Threnogem from the statue's mouth, the only solution is to steal the whole statue. You approach the grotesque figure but, before you can attempt to lift it, you hear a voice echo urgently in your mind: 'Stop!' it cries. Instinctively you spin round to see a tall figure draped in white. He holds a jewelled crozier high in his hands. He has the power of telepathy and with it he is ordering you to remain where you are. A number of Elessin guards crowd close behind him.

If you wish to attack the man, turn to **334**.

If you wish to do as the man says, turn to **316**.

If you prefer to ignore him and pick up the statue, turn to **209**.

347

Closing your eyes, you send the power of your thought into the future in search of a clue that will help you find the door. The image that forms in your mind is identical to that of the plate bearing the inscription:

'From south of here, to west and north,
Then east and south once more,
A circle's motion rings the charm
That finds the Vanishing Door.'

Your Power of Prophecy is usually of more use than this, your visions of the future far clearer. You conclude that the door is masked by magic and that the inscription is the only clue that can help you find it.

Frustrated, you read the inscription again. You have expended 1 WILLPOWER point; adjust your *Action Chart* accordingly.

If you wish to search for a door on the right side of the tower, turn to **206**.

If you wish to search for a door on the left side of the tower, turn to **56**.

If you wish to climb the tower, turn to **264**.

If you wish to examine the wall immediately below the metal plate that bears the inscription, turn to **223**.

If you have the Magical Power of Psychomancy and wish to use it, turn to **70**.

348

You take out the Silver Coin and show it to the guard. He makes an angry-sounding remark and slaps your hand away before repeating his demand.

If you wish to show him the Glass Rod, turn to **267**.

If you wish to show him the Parchment, turn to **289**.

If you wish to show him the Gold Coin, turn to **333**.

(continued over)

349-350

If you wish to show him the Copper Coin, turn to
90.

349

Gently, you move forward, but as your foot steps on to the flagstone, a great broadsword falls from the ceiling, killing you instantly.

Your life and your quest end here.

350

Triumphantly, the Jahksa deals a killing blow. You feel a searing pain tear through your body, but miraculously you are not slain. The Moonstone, instrument of judgement and truth, has made a reality of Shasarak's mockery of you. In killing you the Jahksa has killed itself. With a howl, the Jahksa dissolves into black shadows and returns to the spirit realm from whence it came.

With a thrill of anticipation you take up the Moonstone. It flares, as if in recognition at the touch of your hand. It glows with a warm, familiar feeling as it nestles in the palm of your hand. Tanith's eyes are wild and shining with triumph. You have fulfilled your pledge and completed the quest . . . almost. Armed with the might of the Moonstone, you now possess the only known power that could throw down the evil Wytch-king, Shasarak. But that is another story, and the day is yet to come.

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RANDOM NUMBER TABLE

1	4	1	3	6	2	5	0	4	4
5	4	1	6	9	0	5	9	5	6
6	8	6	6	2	2	8	2	5	9
7	4	0	9	1	1	6	8	4	8
1	7	3	2	1	7	5	6	2	3
0	4	8	1	8	2	5	6	8	4
9	5	7	5	7	0	5	0	4	6
2	5	6	6	6	2	8	3	7	9
8	4	0	7	0	1	6	4	3	8
6	2	0	1	0	7	5	4	6	3

COMBAT RULES SUMMARY

1. Calculate your COMBAT SKILL based on the weapon that you are using.
2. Subtract the COMBAT SKILL of your enemy from this total. This number = Combat Ratio.
3. If using your Wizard's Staff, note the number of WILLPOWER points you wish to expend.
4. Turn to *Combat Results Table*.
5. Find your Combat Ratio on the top of chart and cross reference to random number you have picked. (E indicates loss of ENDURANCE points to Enemy. GS indicates loss of ENDURANCE points to Grey Star.)
6. Multiply the enemy's lost ENDURANCE points by the number of WILLPOWER points used.
7. Continue the combat from Stage 3 until one character is dead. This is when ENDURANCE points of either character fall to 0.

TO EVADE COMBAT

1. You may only evade combat when the text of the adventure offers you the opportunity.
2. You undertake one round of combat in the usual way. All points lost by the enemy are ignored, only Grey Star loses ENDURANCE points.
3. If the book offers the chance of taking evasive action in place of combat, it can be taken in the first round of combat or any subsequent round.

COMBAT RES

Combat Ratio

Random Number

	-11 OR GREATER	-10/-9	-8/-7	-6/-5	-4/-3	-2/-1
1	E -0	E -0	E -0	E -0	E -1	E -2
	GS K	GS K	GS -8	GS -6	GS -6	GS -5
2	E -0	E -0	E -0	E -1	E -2	E -3
	GS K	GS -8	GS -7	GS -6	GS -5	GS -5
3	E -0	E -0	E -1	E -2	E -3	E -4
	GS -8	GS -7	GS -6	GS -5	GS -5	GS -4
4	E -0	E -1	E -2	E -3	E -4	E -5
	GS -8	GS -7	GS -6	GS -5	GS -4	GS -4
5	E -1	E -2	E -3	E -4	E -5	E -6
	GS -7	GS -6	GS -5	GS -4	GS -4	GS -3
6	E -2	E -3	E -4	E -5	E -6	E -7
	GS -6	GS -6	GS -5	GS -4	GS -3	GS -2
7	E -3	E -4	E -5	E -6	E -7	E -8
	GS -5	GS -5	GS -4	GS -3	GS -2	GS -2
8	E -4	E -5	E -6	E -7	E -8	E -9
	GS -4	GS -4	GS -3	GS -2	GS -1	GS -1
9	E -5	E -6	E -7	E -8	E -9	E -10
	GS -3	GS -3	GS -2	GS -0	GS -0	GS -0
0	E -6	E -7	E -8	E -9	E -10	E -11
	GS -0	GS -0	GS -0	GS -0	GS -0	GS -0

E = ENEMY

GS = GREY STAR

ULTS TABLE

0/0	+1/+2	+3/+4	+5/+6	+7/+8	+9/+10	+11 OR GREATER
-----	-------	-------	-------	-------	--------	-------------------

E -3	E -4	E -5	E -6	E -7	E -8	E -9	1
GS -5	GS -5	GS -4	GS -4	GS -4	GS -3	GS -3	
E -4	E -5	E -6	E -7	E -8	E -9	E -10	2
GS -4	GS -4	GS -3	GS -3	GS -3	GS -3	GS -2	
E -5	E -6	E -7	E -8	E -9	E -10	E -11	3
GS -4	GS -3	GS -3	GS -3	GS -2	GS -2	GS -2	
E -6	E -7	E -8	E -9	E -10	E -11	E -12	4
GS -3	GS -3	GS -2	GS -2	GS -2	GS -2	GS -2	
E -7	E -8	E -9	E -10	E -11	E -12	E -14	5
GS -2	GS -2	GS -2	GS -2	GS -2	GS -2	GS -1	
E -8	E -9	E -10	E -11	E -12	E -14	E -16	6
GS -2	GS -2	GS -2	GS -1	GS -1	GS -1	GS -1	
E -9	E -10	E -11	E -12	E -14	E -16	E -18	7
GS -1	GS -1	GS -1	GS -0	GS -0	GS -0	GS -0	
E -10	E -11	E -12	E -14	E -16	E -18	E K	8
GS -0	GS -0	GS -0	GS -0	GS -0	GS -0	GS -0	
E -11	E -12	E -14	E -16	E -18	E K	E K	9
GS -0	GS -0	GS -0	GS -0	GS -0	GS -0	GS -0	
E -12	E -14	E -16	E -18	E K	E K	E K	0
GS -0	GS -0	GS -0	GS -0	GS -0	GS -0	GS -0	

K = AUTOMATICALLY KILLED

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