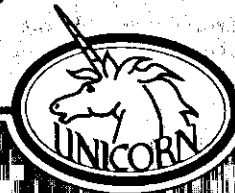


·F·A·T·E·M·A·S·T·E·R·



TREACHERY IN DRAKENWOOD

by
PAUL VERNON

Illustrated by
BARRIE MORTON

Maps by
PAUL VERNON
and
ENDLESS GAMES

Scanned and compiled by Underdogs
Home of the Underdogs,
<http://www.the-underdogs.org/>

London
UNWIN PAPERBACKS
Boston Sydney

·F·A·T·E·M·A·S·T·E·R·

First published in Great Britain by Unwin Paperbacks 1986
This book is copyright under the Berne Convention.
No reproduction without permission. All rights reserved.

UNWIN © PAPERBACKS
40 Museum Street, London WC1A 1LU, UK

Unwin Paperbacks
Park Lane, Hemel Hempstead, Herts HP2 4TE, UK

George Allen & Unwin Australia Pty Ltd
8 Napier Street, North Sydney, NSW 2060, Australia

Unwin Paperbacks with the
Port Nicholson Press
PO Box 11-838 Wellington
New Zealand

©Paul Vernon Lydiate, 1985
Illustrations © Barrie Morton, 1985

British Library Cataloguing in Publication Data

Vernon, Paul

Treachery in Drakenwood.

I. Title II. Morton, Barrie III. Endless Games

823'.914[.] PZ7

ISBN 0-04-793080-2

Printed and bound in Great Britain by
Cox & Wyman Ltd, Reading

To Harry Lydiate
(1928-78)
who began all this
by introducing me to a
rather less than respectable Hobbit
many, many years ago ...

ACKNOWLEDGEMENTS

Thanks are due to many people for their help and encouragement whilst writing this adventure, especially to Allen Hickling and Mike Cooper for their useful suggestions; Sean, Keith, Steven & Friends for their technical assistance; Gill & Gill for typing; and Penny for her meticulous checking and play-testing.

Thanks also to Endless Games, 2 The Old Bakery, Long Itchington, CV23 8PW, for permission to use their 'Endless Plans' in constructing the interior maps, and to Northern Sages, Market Street, Rochdale, OL12 8SE, for permission to use four illustrations from their fantasy role-playing adventure *STAR-STONE*.

Paul Vernon
January 1985

CONTENTS

INTRODUCTION

9

A NOTE ON ADVENTURING

12

CREATING A CHARACTER

13

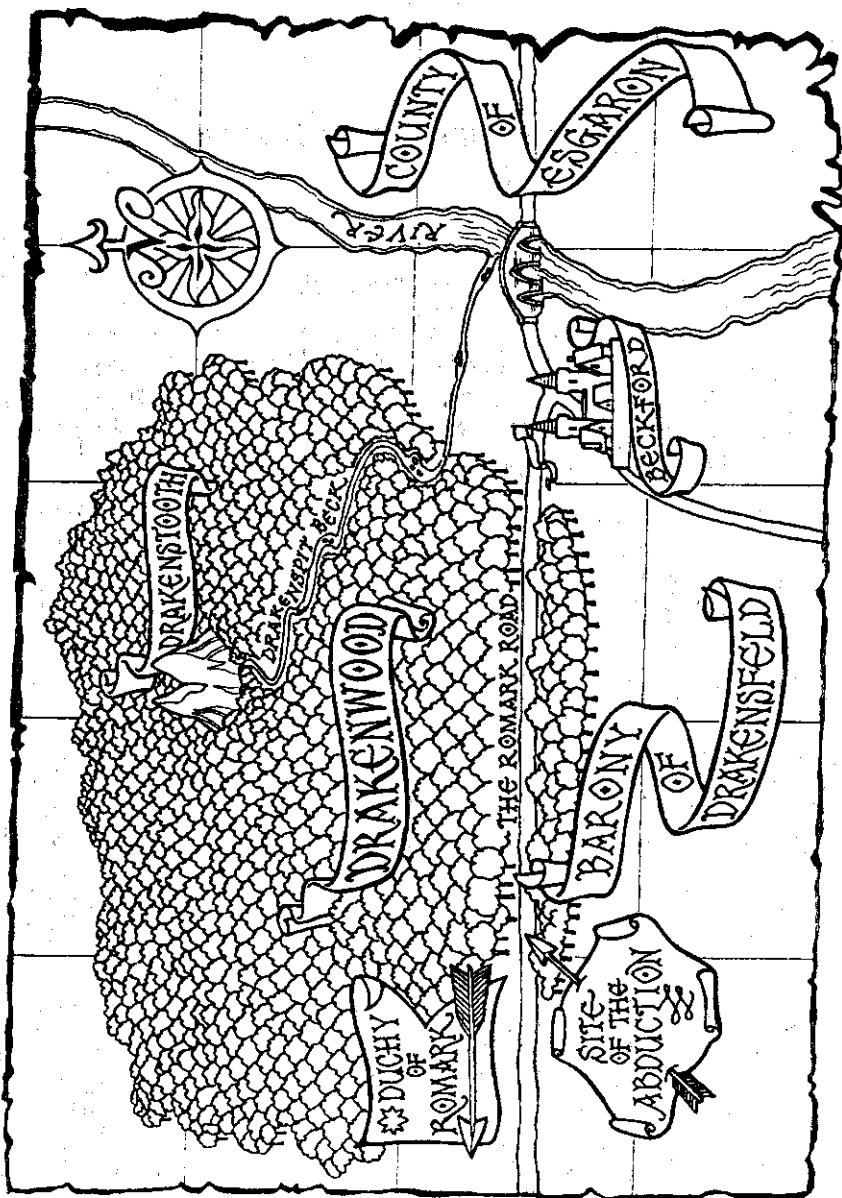
COMBAT

15

MAGIC

18

EPILOGUE



INTRODUCTION

The Drakenwood is a dangerous place, especially at night. Passing through this forest three nights ago you decided to sleep in the branches of a tree, rather than take your chances on the ground. It was well you did! In the dead of night you were awakened by a column of well-armed horsemen riding almost immediately beneath you. They were heading towards the Drakenstooth, a solitary mountain at the heart of the forest, and by the light of their flaming torches you could see silver dragons' heads glowering menacingly from their black shields.

One of the horses in the middle of the column carried the bound and struggling form of a young woman. A gag had been roughly tied over her mouth, and her fair hair and blue gown were spattered with mud. In spite of her bedraggled appearance, you could see by her finely woven clothing and rich adornments that she must be a lady of some importance.

A huge man in a plumed helm rode down the line of riders barking orders and hurrying them on. When he reached the girl the nearest man-at-arms said to him, 'Sir Roderick should reward us well for this day's work, eh Captain?'

With blinding speed the Captain's sword sprang from its sheath and hissed through the air. The lips of the unfortunate man-at-arms were still moving in protest as his head thudded and rolled upon the leaf-strewn forest floor. It was followed soon afterwards by the headless corpse, which crumpled sedately and slid from the saddle.

'That's the only reward a loose tongue will get any of you,' growled the Captain, contemptuously wiping his sword on the dead man's surcoat before returning it to its sheath. 'There may be spies abroad, even in the Drakenwood!'

Your grip on the branch you were lying upon tightened, and you tried to keep perfectly still, hoping that none of the warriors who were busy relieving the dead man of his armour and weapons would look up to discover your hiding place.

'Come on there, move yourselves,' the Captain snapped at them, accompanying his order with a vicious kick, and sending one of the men sprawling. 'At this rate it'll be sunrise before we reach the tooth.'

The men scurried back to their horses and the column began moving once more. With a sigh of relief you let your aching muscles relax as the hoofbeats slowly receded into the distance.

The next morning you found a gemstone hidden in the left boot of the corpse, which bought you over 10 Gold Pieces when you sold it at the town of Beckford later that evening. It was lucky for you that the gem had not been found in the hurried search by the dead man's companions, for otherwise you would have been penniless.

Beckford was buzzing with excitement, and the tale of the kidnap of the Count of Esgaron's daughter was on everyone's lips.

The fair Lady Arowen had been travelling west through the Barony of Drakensfeld on her way to her wedding to the Duke of Romark. Some miles west of Beckford her small escort had been ambushed by a band of warriors whose shields, it was said, bore the arms of the Baron of Drakensfeld – a silver dragon's head on a sable field!

The Baron had himself been refused the hand of the Lady Arowen and some said that because of this he had ordered her kidnapped. Others said that unlike his brother, Sir Roderick, the Baron was too honourable to stoop to such a deed. They pointed to the fact that he had offered a rich reward for her return.

'Rubbish,' said his accusers. 'That's only to hide his guilt.'

Rumour had it that the Count of Esgaron was equally convinced of the Baron's guilt, and in addition to offering a rich reward to her rescuers himself, had threatened war unless his daughter was returned within seven days.

In their excitement the townsfolk seemed to forget that you were an outsider, and answered your questions about Sir Roderick, the Baron's brother, quite openly. Three months ago the Baron had a friend of Sir Roderick's, Zandabar the Necromancer, banished from his realm. Rather than go into exile, Zandabar plotted to murder the Baron, and Sir Roderick offered his help (as he would become Baron on the death of his brother). In spite of this the plot failed. Sir Roderick and some of his followers fled northwards, and Zandabar was thought to have gone with him. Nothing had been heard of either since.

Before you settled down to sleep at your lodgings that night, you smiled gently to yourself. You had spent many days travelling from the north in search of fame and fortune, and now it seemed that fate had placed both within your grasp. You had a Lady to rescue, a reward to win, and a war to stop. The key to all three lay at the lonely mountain at the heart of the Drakenwood...

A NOTE ON ADVENTURING

Unlike most other adventure books, *Unicorn Fatemasters* do not channel adventurers down specific pathways, and you are free to wander about where you will.

Obviously this may result in your visiting the same area more than once.

To help you keep track of where you have been maps have been provided for all the main areas. It is suggested that you transfer these to your own *Master Map* as you proceed through the adventure. Rooms will always be as you last left them, so ignore any reference to monsters which you have dealt with already.

There are a lot of dangers to be overcome in this adventure and it is possible that your first characters will die in attempting it. If this occurs, throw away the map you have drawn, and create another character. There are a number of different entry points into the adventure proper, so you will not need to retrace your steps in subsequent attempts.

To play this adventure you will need three six-sided dice, pencil, paper and eraser. The first step is ...

CREATING A CHARACTER

In creating a character you should use the *Character Log* provided (see end of book). Either write in pencil or make photocopies of the log sheet for future use.

To find your **STRENGTH SCORE** roll one dice and add 6 to it, giving a total between 7 and 12. At the start of your adventure your **STRENGTH POINTS** will equal your **STRENGTH SCORE**.

Your **STRENGTH SCORE** will remain the same throughout the adventure. Your **STRENGTH POINTS** will increase and decrease as the adventure progresses, but can never exceed your **STRENGTH SCORE**.

Whenever you have 10 or 11 **STRENGTH POINTS** your **ATTACK BONUS** will be +1, and whenever you have 12 **STRENGTH POINTS** your **ATTACK BONUS** will be +2.

Whenever your **STRENGTH POINTS** drop to 3 or 4 your **ATTACK BONUS** can be -1, and if they drop to 2 or less your **ATTACK BONUS** will be -2.

ATTACK BONUS can be increased by magical weapons, and will be fully explained in the combat section.

To find your **AGILITY SCORE** roll one dice and add 6 to it, giving a total between 7 and 12. At the start of the adventure your **AGILITY POINTS** will equal your **AGILITY SCORE**.

Your **AGILITY SCORE** will remain the same throughout the adventure. Your **AGILITY POINTS** will increase and decrease as the adventure progresses, but can never exceed your **AGILITY SCORE**.

Whenever you have 10 or 11 **AGILITY POINTS** your **DEFENCE BONUS** will be +1, and whenever you have 12 **AGILITY POINTS** your **DEFENCE BONUS** will be +2.

Whenever your **AGILITY POINTS** drop to 3 or 4 your **DEFENCE BONUS** will be -1, and if they drop to 2 or less your **DEFENCE BONUS** will be -2.

DEFENCE BONUS can be increased by magical armour, and will be fully explained in the combat section.

In situations requiring feats of agility (climbing walls, jumping over pits, and so on) you will be asked to throw against your **AGILITY**. Throw two dice and note the result. If this is less than or equal to your current **AGILITY POINTS** you will succeed in your task – otherwise you will fail.

Similarly, in situations requiring feats of **STRENGTH** you will be asked to throw against your **STRENGTH**. Again you throw two dice and note the result. If this is less than or equal to your current **STRENGTH POINTS** you will succeed, otherwise you will fail.

To find your **POWER SCORE** roll one dice and add 4 to it, for a total of 5 to 10. At the start of the adventure your **POWER POINTS** will equal your **POWER SCORE**.

Your **POWER SCORE** will remain the same throughout the adventure. Your **POWER POINTS** will increase and decrease as the adventure progresses, but may never exceed your **POWER SCORE**.

POWER POINTS are used in spell casting, and will be fully explained in the magic section.

Finally, you must equip your character from the list below. You have 10 Gold Pieces to spend.

Chain-mail Armour	10 GPs (Gold Pieces)
Leather Armour	5 GPs
Shield	2 GPs
Battle Axe	7 GPs
Long Sword	5 GPs
Short Sword	3 GPs
Dagger	2 GPs

NB Your character may not carry more than one shield or suit of armour, or more than three weapons at once.

Your character will also be assumed to have a lantern. Make a note of the equipment you buy on your *Character Log*, and if you have any money left make a note of this too. The benefits of the above pieces of equipment are explained in the combat section.

COMBAT

The combat system in *Unicorn Falemaster Adventures* is geared in favour of the player – after all, it's **YOU** who are the hero in this adventure! Nevertheless, fighting is a dangerous occupation, and you will be risking death every time you enter into it.

The **ATTACK BONUSES** of yourself and your opponents depend upon **STRENGTH POINTS** and magical weapons (if any). When you throw dice to see if you hit your opponent you then add your **ATTACK BONUS** to the resulting score. If you are low on **STRENGTH POINTS** you may have a negative bonus, which is subtracted from your dice throw.

The **DEFENCE BONUSES** of yourself and your opponents depend upon **AGILITY POINTS** and armour (if worn). When you throw dice to see if you hit your opponent you then subtract his **DEFENCE BONUS** from the resulting score, as does your opponent when he tries to hit you. If you are low on **AGILITY POINTS** you may have a negative bonus, which is added to your opponent's dice throw.

The **DEFENCE BONUS** of the various types of armour is given below:

Chain-mail	+2
Leather	+1
Shield	+1

Certain magical armour will have increased **DEFENCE BONUSES** which will be revealed when the armour is found. If an attack is successful the defender will receive a certain amount of damage. How much damage is received will depend upon the attacker's weapon as follows:

Battle Axe	5 Damage Points
Long Sword	4 Damage Points
Short Sword	3 Damage Points
Dagger	2 Damage Points
Fist	1 Damage Point

Magical weapons will inflict increased damage, and the **DAMAGE POINTS** inflicted by monsters not using weapons will be given when they are encountered.

All **DAMAGE POINTS** received from a blow are subtracted from the defender's **AGILITY POINTS** or **STRENGTH POINTS**. You may decide which you wish to reduce. Your opponents always reduce their highest points total. If **STRENGTH POINTS** or **AGILITY POINTS** are reduced to zero the defender falls unconscious. If this happens to you whilst fighting a bloodthirsty opponent you will never wake up. Otherwise you may find yourself a prisoner in some dismal dungeon, but there may be a chance for you to escape!

In some combats you might be faced with a number of attackers, but no more than two of these may attack you at the same time, and you may only attack one at once.

The combat steps are as follows:

Step 1 Throw two dice.

Step 2 Add your **ATTACK BONUS** (if any) to the result.

Step 3 Subtract your opponent's **DEFENCE BONUS** from this.

Step 4 If the result is now 9 or more, then subtract the **DAMAGE POINTS** you inflict from your opponent's **STRENGTH POINTS** or **AGILITY POINTS** and go to Step 1. If the result is 7 or 8 then subtract the **DAMAGE POINTS** you inflicted from your opponent and go to Step 5. If the result is less than 7 then you have failed to hit, go directly to Step 5.

Step 5 Throw two dice (for each opponent attacking you).

Step 6 Add your attacker's **ATTACK BONUS(ES)** to the result(s).

Step 7 Subtract your **DEFENCE BONUS** (if any) from the result(s).

Step 8 For each result which is 7 or more subtract the **DAMAGE POINTS** inflicted from your **AGILITY POINTS** or **STRENGTH POINTS**, and amend your **BONUSES** if necessary.

Step 9 If you and your opponent(s) are still alive and you don't wish to flee then go to Step 1.

If you wish, you may flee from combat. What happens will depend upon where you are and whom you are fighting. Sometimes you will escape unharmed, at others you will be caught from behind and (probably) killed.

On some occasions you will suffer surprise attacks, in which case the combat will begin at Step 5.

Example of Combat

Rogo the Dwarf has 9 **STRENGTH POINTS** and 11 **AGILITY POINTS**, is wearing leather armour and has a magical short sword which

adds 1 to his **ATTACK BONUS** and does 4 **DAMAGE POINTS**. His **ATTACK BONUS** is +1 (for the sword) and his **DEFENCE BONUS** is +2 (+1 for the leather armour and +1 for his 11 **AGILITY POINTS**).

He meets a Goblin with 4 **STRENGTH POINTS** and 8 **AGILITY POINTS** who has chain-mail armour and a normal short sword. The Goblin's **ATTACK BONUS** is 0 and his **DEFENCE BONUS** is +2 (for the chain-mail).

Rogo attacks the Goblin and throws a 9 on two dice (Step 1). He adds his **ATTACK BONUS** of +1 (Step 2) and subtracts the Goblin's **DEFENCE BONUS** of +2 (Step 3) leaving him with a result of 8. Rogo has inflicted 4 **DAMAGE POINTS** on the Goblin (Step 4) which the Goblin subtracts from his **AGILITY POINTS** (his highest total). The Goblin now has only 4 **AGILITY POINTS**, so his **DEFENCE BONUS** is reduced by 1 and is now only +1.

The Goblin attacks Rogo and throws 12 on two dice (Step 5). He has no **ATTACK BONUS** to add, but subtracts Rogo's **DEFENCE BONUS** of +2 leaving 10. As this is still high enough to hit, Rogo takes 3 **DAMAGE POINTS** from the Goblin's short sword, which he subtracts from his **STRENGTH POINTS**, now reduced to 6 (Step 8).

Rogo decides to fight on and throws 7 (Step 1). He adds his **ATTACK BONUS** of +1 (Step 2) and subtracts the Goblin's **DEFENCE BONUS** (now reduced to +1) leaving a result of 7. The Goblin receives a further 4 **DAMAGE POINTS**, which are now removed from his **STRENGTH POINTS** as his points totals are now equal. The Goblin now has no **STRENGTH POINTS** left, and falls into a bloody heap at the victorious Dwarf's feet.

MAGIC

Since you have been schooled in the magical arts there are a number of spells which you may use during the course of this adventure. Each spell costs a certain number of **POWER POINTS** to cast, and these are subtracted from your total **POWER POINTS** in the same way as you lose **STRENGTH POINTS** and **AGILITY POINTS** during combat.

POWER POINTS are also used in defence against the spells of your opponents. When an opponent casts a spell at you, throw one dice and add 1 to the result. If this total is less than your current total **POWER POINTS** then the spell has no effect upon you. If the total is exactly equal to your **POWER POINTS** then the spell has no effect, but your **POWER POINTS** are reduced by 1, even though you have cast no spell yourself. If the total is greater than your current **POWER POINTS** then the spell works against you at the full effect.

The same process is used when you cast spells at opponents. Those whose **POWER POINTS** are given in brackets may not cast spells themselves, but may still use their **POWER POINTS** in defence against your spells.

The spells you know are:

HEALING When you cast this spell on yourself or someone else it will restore 6 points to either **AGILITY** or **STRENGTH**. It will not raise points above your initial **STRENGTH SCORE** or **AGILITY SCORE**, however. **HEALING** costs 1 **POWER POINT** to cast.

LIGHT When a light spell is cast upon an object it will glow brightly enough to light up a whole room. This is a delicate spell, and will cease to work if the object is moved. **LIGHT** costs 1 **POWER POINT** to cast.

FLYFEET Casting a **FLYFEET** spell upon yourself will enable you to climb seemingly impossible walls and even walk on ceilings. The spell costs 1 **POWER POINT** to cast, and makes both your hands and feet sticky enough to adhere to the most slippery surfaces. As soon as your hands are free and both feet are on the ground

after climbing, the spell expires. This means that to climb down a steep cliff, have a look round, and then climb up again would require you to cast the spell twice.

FLOAT This spell has two effects. If cast in the air (if you were falling off a cliff, for example), it will enable you to float gently down to the bottom so that you receive no damage on reaching the ground. If cast in water, it will enable you to float like a cork, even if you are carrying a heavy load. In either case, it costs 1 **POWER POINT** to cast and expires when you reach firm ground.

FOOTSTEPS This spell causes a noise no louder than footsteps to recede slowly away from you. The noises can be voices, laughter, shuffling, groaning or anything else, including footsteps. It costs 1 **POWER POINT** to cast and is usually used when hiding to confuse pursuit.

SESAME This spell will open locked doors, chests, etc, even if the locks are magical or the doors are secret or hidden. If the locks are trapped, however, the traps will still go off. The spell costs 2 **POWER POINTS** to cast.

INVISIBILITY This spell works on the minds of creatures you can see at the time of casting so that they completely ignore you. They may still hear you or bump into you in spite of this, but if you enter into combat with them your **DEFENCE BONUS** will be increased by 2 for that battle. Any creatures you meet **AFTER** casting the spell will see you quite clearly, however, and your **DEFENCE BONUS** will return to normal for them. The spell costs 2 **POWER POINTS** to cast.

SLUMBER Any creatures you cast this spell at could fall into a deep sleep if they fail to defend against it. Once asleep, creatures can be bypassed, robbed or killed in perfect safety.

To cast the spell, throw three dice - this is the **TOTAL** number of **AGILITY POINTS** which can be removed from the creatures you are attempting to **SLUMBER**. Any creature whose **AGILITY POINTS** reach **ZERO** will fall unconscious, but those creatures you don't reduce to **ZERO AGILITY** will fight on with their **ORIGINAL** number of **AGILITY POINTS**.

For example, Rogo casts a **SLUMBER** spell at three Goblins, each having 4 **AGILITY POINTS**. He scores 11 on three dice, so two of the Goblins fall unconscious, but the third fights on with his full quota of 4 **AGILITY POINTS**.

The spell costs 2 **POWER POINTS** to cast.

REPEL UNDEAD This spell can cause mindless undead creatures (zombies, ghouls, wights, vampires, and so on) to leave

you alone and move away from you. If they can move no further away they will stand still, but will retaliate if you attack them in spite of the spell. **REPEL UNDEAD** works in exactly the same way as **SLUMBER** - throw three dice and remove this total from the undead creature's **AGILITY POINTS**. The spell costs 2 **POWER POINTS** to cast.

POWER BOLT If you cast this spell at a creature it will receive 1, 2, or 3 dice worth of damage if it fails to save against it. Only one creature can be attacked at once, but **ALL** the damage is taken from the creature's **STRENGTH POINTS** whether these would be reduced to **ZERO** or not.

It costs 1, 2, or 3 **POWER POINTS** depending upon how much damage you wish to inflict.

Magic spells are precious and should be used sparingly. **POWER POINTS** can only be regained through a peaceful night's sleep (which brings them back to your **POWER SCORE**) or by certain magical means. There is little chance for uninterrupted sleep whilst adventuring, however, and once you have used up your **POWER POINTS** not only can you cast no more spells, you cannot defend against the spells of others.

Casting spells demands concentration, and is difficult during combat. If you wish to cast a spell during combat, that combat round begins at Step 5. If you receive no damage, then your spell will work. If the opponent hits you, however, the spell fails, though you still lose the **POWER POINTS** it would have cost you if you had been successful.

Example of Magic in Combat

Rogo the Dwarf has been fighting a Wolfman but has found that his weapons cannot harm him. He decides to cast a 2-dice **POWER BOLT** at the creature.

A round of combat begins at Step 5, but the Wolfman manages to hit Rogo, and he loses 4 **DAMAGE POINTS** in addition to losing the 2 **POWER POINTS** that his **POWER BOLT** would have cost.

In the next round of combat the Wolfman throws 2, missing Rogo whose spell goes off. The Wolfman attempts to save against magic (he has (3) **POWER POINTS**), but throws 4 so the **POWER BOLT** hits him. Rogo throws 9 on two dice, and as the Wolfman has only 7 **STRENGTH POINTS** he falls to the floor in a charred heap.

NB DEFENSIVE SPELLS are: **HEALING**, **INVISIBILITY**, and **FOOTSTEPS**.

ATTACK SPELLS are: **SLUMBER**, **POWER BOLT**, and **REPEL UNDEAD**.

MISCELLANEOUS SPELLS are: **FLYFEET**, **FLOAT**, **LIGHT**, and **SESAME**.

1

You have just purchased all the equipment you think necessary for your expedition, and have seven days to rescue the Lady Arowen. Whilst chatting to the tradesmen you visited you found that there were three ways to get to the Drakenstooth mountain. Retracing your steps to the place where you saw the column of horsemen and then following their tracks will take one day, as will following the Drakenspit Beck to its source at the heart of the mountain. If instead you walk to the site of Lady Arowen's abduction, and follow the tracks from there, it will take you two days to reach the Drakenstooth.

You also heard that Zandabar, the evil Necromancer, was said to associate with Orcs, Goblins, and other creatures of darkness, and that it was for this reason that the Baron banished him.

If this is the **FIRST** time you have attempted this adventure, and you wish to search for other rumours about the Drakenstooth, then go to section 49.

If you think that it might be better to tell the Seneschal of Beckford all you know, in the hope of gaining some reward without risking your neck, then go to section 97.

If you wish to follow the Drakenspit Beck northwards, then go to section 146.

If you wish to follow the Romark road westwards, then go to section 193.

2

MISCELLANEOUS spells work as normal, but will not bring you any advantage. If you cast one, then go to section 454 and begin combat at Step 5.

If you are **INVISIBLE**, or the Goblins have not yet seen you, then **FOOTSTEPS** will work as normal - go to the section you last made a note of and continue your quest. If you cast **FOOTSTEPS** in other circumstances, go to section 454 and begin combat at Step 5.

INVISIBILITY will work as far as the Goblins are concerned, but will only increase your **DEFENCE BONUS** by 1 as far as the weasel is concerned. Go to section 386.

If you cast **HEALING** then go to section 386. Any of the creatures still able to attack you will do so.

ATTACK spells other than **REPEL UNDEAD** will work as normal. Go to section 454 to determine the damage you cause.

3

If you used FLYFEET, or failed your second throw, take 12 DAMAGE POINTS from your fall.

If you climbed without magical aid and failed your first throw against your agility, take 6 DAMAGE POINTS from your fall.

If you lose consciousness because of your injuries, then go to section 51.

Otherwise, go to section 317.

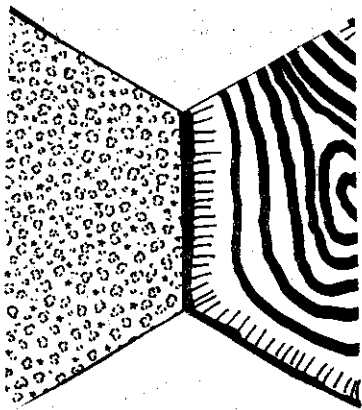
4

The spell works perfectly. The door opens to reveal a deep, dark pit from which wisps of smoke rise slowly.

If you wish to climb down the pit, then go to section 24.

If you wish to go north-east along the passage, then go to section 233.

5



You are standing at the foot of the Drakenstooth at the bottom of a high cliff. To the north-east you can see the mountain's summit, whilst the Drakenwood stretches away from you in all other directions. The cliff face is far too large to search for secret doors if you hope to rescue the Lady Arowen in time, and looks too steep to climb.

Throw two dice, and if the number is odd then make a note of this section number and go to section 238.

If you wish to go south, then go to section 241.

If you wish to go south-west, then go to section 153.

If you wish to follow the cliff northwards, then go to section 317.

If you wish to follow the cliff southwards, then go to section 29.

6

You are awakened halfway through the night by two sets of sharp fangs burrowing into your flesh! Opening your eyes you see that these belong to two giant bats! Take 4 DAMAGE POINTS and go to section 54, beginning combat at Step 5.

7

Two men in chain-mail armour, carrying swords and black shields with the silver dragon's head emblem, are approaching you along the cliff road.

'Lay down your weapons dog!' shouts one of them. 'Unless you wish your bones to lie here forever!'

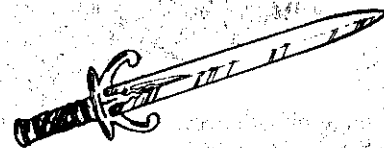
If you wish to throw down your arms and surrender, then go to section 295.

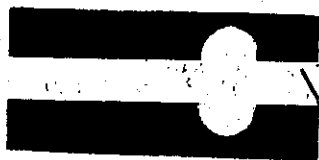
If you wish to flee, then go to section 343.

If you wish to cast a spell, then write down its name and go to section 151.

If you wish to fight the men, then go to section 199.

If you have a shield like theirs and wish to pose as a garrison member, then go to section 247.



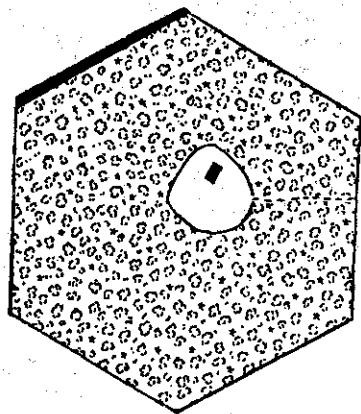


In front of you you see a passageway leading eastwards with two alcoves in front of a door at the eastern end. As you stealthily walk up the passage you hear two croaking voices and peeping round one of the alcoves, you see two hideous Orcs in argument. The Orcs are wearing chain-mail armour.

If you wish to cast a spell, then write down its name and go to section 304.

If you wish to attack the Orcs, then go to section 280.

If you wish to flee, then go to section 328.



You are on the edge of a clearing in the forest, in the middle of which is a small wooden hut. A number of deer are grazing unconcernedly around the hut, and it seems that no one is home. At the eastern edge of the clearing a path emerges from the forest, whilst to the north-east the south-east face of the Drakenstooth can be plainly seen.



If you left Beckford this morning the sun will be sinking to the left of the mountain, and it is time you found somewhere to sleep.

If you wish to enter the clearing, then go to section 450.

If you wish to follow the path eastwards, then go to section 249.

If you wish to go north-west towards Drakenstooth, then go to section 173.

If you wish to go around the mountain to the south-west, then go to section 241.

If you have already encountered a bear here you **MUST** go to section 18.

10

If you cast an **ATTACK** spell, you are too far away from the men to have any effect on them. Return to section 461.

If you cast a **HEALING** spell it works as normal, but other **DEFENSIVE** spells will have no effect. Return to section 461.

If you cast **FLYFEET**, you climb the cliff easily. Go to section 435.

If you cast any other **MISCELLANEOUS** spell it has no bearing on the situation. Return to section 461.



11

If you cast any spells during this combat, then go to section 321.

If you cast no spells, then go to section 393.

12

The Minotaur hits you for 5 **DAMAGE POINTS** as you turn.

If you are now unconscious, then go to section 321.

If you are still conscious, then go to section 164.

13

After floundering around in the river for a moment you make it to the south bank. Go to section 281.

14

You are standing before two large wooden double doors from which a road zig-zags down the cliff to the Drakenwood. The doors are surrounded by carvings in the dwarfen style, but from the windblown dust at their feet it seems that they have remained closed for many years. You attempt to open them, but find them securely locked.

If you wish to charge the doors in an attempt to smash the lock, then go to section 147.

If you wish to cast a **SESAME** spell, then go to section 99.

If you wish to return down the road to the foot of the cliff, then go to section 74.

If you wish to go back down the road checking for secret doors, then go to section 194.

15

You find no secret doors but your tapping has attracted some attention. You can see three Goblins running at you from the west with weapons drawn. You must fight them.

Make a note of this section and go to section 63.

If you return to this section after defeating the Goblins then go to section 53.

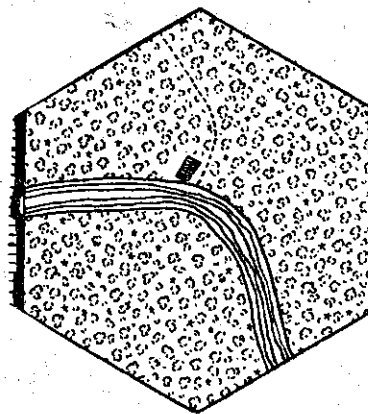
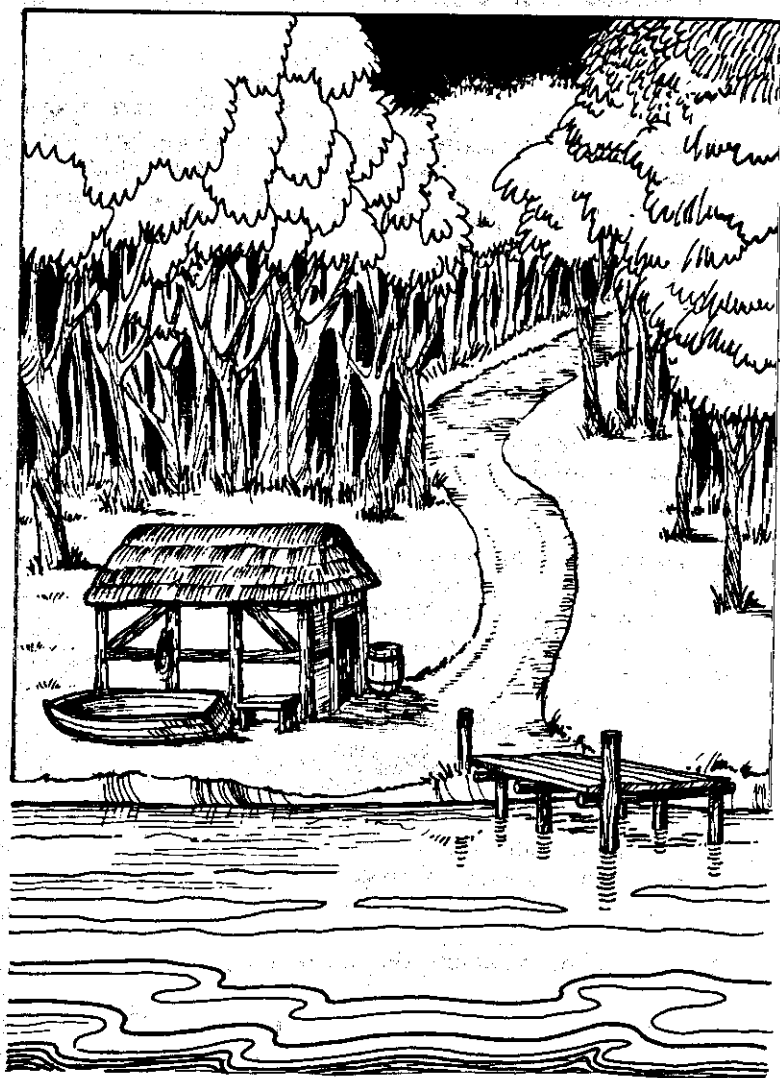
16

Unless you successfully save against magic, Zandabar hits you with a **POWER BOLT** before your own spell comes off. Throw two dice to see the number of **DAMAGE POINTS** you have lost.

If you are still conscious, then go to section 420 and continue combat.

Otherwise, go to section 61.





You are standing on the south bank of the Drakenspit Beck opposite a small landing stage. Beside the landing stage are a tiny wooden hut and a rowing boat. A narrow road leads to the hut from the north, whilst to the west you can see the summit of the Drakenstooth. The river runs from south-east to west, but the Drakenwood stretches away from you in all other directions. If you left Beckford or the site of the killings this morning, the sun is now sinking and you could do with finding somewhere to sleep.

If you wish to follow the river to the south-east, then go to section **249**.

If you wish to follow the river to the west, then go to section **105**.

If you wish to swim the river, then go to section **314**.

If you wish to cast a spell, then write down its name and go to section **362**.

If you wish to sleep here, then write down this section number and go to section **266**.

If you fled from the bear, then go to section **326**.

If you killed the bear, then go to section **470**.

19

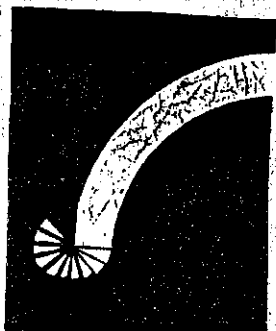
The doors are securely locked, and although they rattle disconcertingly they fail to open. Take 2 DAMAGE POINTS from the collision and go to section 351.

20

If you entered this room from the north, then they tell you to go down the eastern passage and turn right. Go to section 129.

If you entered this room from any other direction, the men do not believe you. Go to section 444.

21



You are standing at the top of a long flight of spiral stairs from which a passage with smooth, dressed-stone walls leads to the north-east.

If you wish to go down the stairs, then go to section 401.

If you wish to follow the passage, then go to section 253.

If you wish to search for secret doors, then go to section 432.

22

TWO GREY WOLVES, each of which has:

STRENGTH POINTS 7 AGILITY POINTS 6

ATTACK BONUS 0 DEFENCE BONUS 0

DAMAGE POINTS 4 POWER POINTS 0

If you wish to cast a spell then write down its name, make a note of this section number and go to section 70.

If you wish to flee, then go to section 426.

If you wish to climb a tree, then complete one round of combat from Step 5 and go to section 474.

If you defeat the wolves, then go to section 118.

If you lose consciousness, then go to section 321.



23

Throw against your **AGILITY**.

If you fail then go to section 71.

If you succeed, you manage to open the secret door and slip through unseen. Go to section 149.

24

As you are climbing, you lose your grip on the slimy walls and fall down the pit into a large fire. Take 5 **DAMAGEPOINTS** from the fall (unless you wish to cast a **FLOAT** spell) and 5 points from the burning. You notice you are in a large hall surrounded by many Goblins.

If you are still conscious, then go to section 351.

If you are unconscious, then go to section 393.

If you are dead, then go to section 321.

25

As you approach the alcoves, two Orcs leap out suddenly and attack you. Go to section 280 and begin combat at Step 5.

26

You climb a nearby tree and settle yourself down for the night. Throw two dice.

If the number is even, then go to section 410.

If it is odd, then go to section 458.

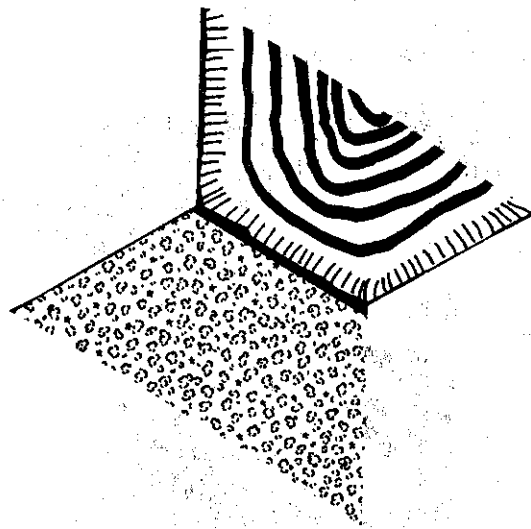
27

You drink the water and find it very refreshing. Restore 4 points to *either* your **STRENGTH** or your **AGILITY**. Go to section 373.

28

The spell does not work. As you cross the cavern a stalactite falls and you take 3 **DAMAGEPOINTS**. Go to the section whose number you last noted.

29



You are standing at the foot of the Drakenstooth at the bottom of a high cliff. To the north you can see the mountain's summit, whilst the Drakenwood stretches away from you in all other directions. The cliff face is far too large to search for secret doors if you hope to rescue the Lady Arowen in time, and looks too steep to climb.

Throw two dice. If you throw an odd number, then make a note of this section number and go to section 238.

If you wish to go west, then go to section 153.

If you wish to go south-west, then go to section 241.

If you wish to go south-east, then go to section 9.

If you wish to follow the cliff westwards, then go to section 5.

If you wish to follow the cliff eastwards, then go to section 173.

30

Go to section 290 and ignore any references to a Giant Stoat if none was present.

31

Take a further 3 **DAMAGE POINTS** as you flee.

If you are still conscious then return to the last section you made a note of.

Otherwise, go to section **321**.

32

The spell has no effect, but whilst you have been casting it the water level in the room has risen by two feet.

If the water level is now four feet, then go to section **404**.

If the water level is now six feet, then go to section **321**.

33



You are standing at the northern end of a north-south passage, at the southern end of a bridge crossing a fast flowing river.

If you wish to go north across the bridge, then go to section **237**.

If you wish to go south down the passage, then go to section **425**.

34

You climb halfway to the cavern quite easily, but then the spell expires. Throw against your **AGILITY**.

If you are successful, go to section **322**.

If you are unsuccessful go to section **3**.

35

Go to section **415**.

36



You find a secret door in the western wall and a small passage hidden behind a rubbish pile against the northern wall.

If you wish to go west through the secret door, then go to section **357**.

If you wish to go down the passage behind the rubbish pile, then go to section **213**.

If you wish to go east through the double doors, then go to section **453**.

37

Go to section **248** and conduct one round of combat beginning at Step 5.

If you are still conscious, then go to the last section whose number you noted.

Otherwise, go to section **321**.

38

The sun is sinking as you approach the scene of the abduction, but even in the failing light it is easy to see that you are not the first to find it. The remains of the horses and men-at-arms who died in the fray have not been cleared away, and show evidence of being rent by wolves and other scavengers. Nothing of value remains.

You notice patches of dried blood both on the road and by its sides, and the tracks of the abductors can be plainly seen heading north-east into the forest towards the Drakenstooth. Examining these closely, you see that the abductors themselves did not escape unharmed, as dried blood also dots their trail.

If you left Beckford this morning, then it is time that you found somewhere to sleep.

If you wish to sleep here, you climb a tree and settle yourself down for the night. Make a note of this section number and go to section 410.

If you wish to follow the tracks into the forest, then go to section 414.

If you wish to go towards Beckford looking for the spot where you joined the road after encountering the armed horsemen some nights ago, then go to section 490.

39

The spell works perfectly. Go to section 145.

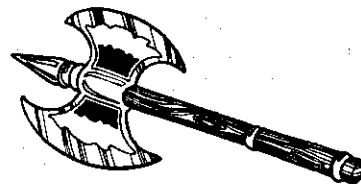
40

All **ATTACK** spells except **REPEL UNDEAD** will work but only if Rogo fails to save against magic (he has 4 **POWER POINTS**). Go to section 96 to determine the results.

FOOTSTEPS will only work if you are already **INVISIBLE**, in which case Rogo follows. Turn to the section you last made a note of and ignore any reference to Rogo.

MISCELLANEOUS spells will have no bearing on this situation, return to section 96 and continue combat.

If Rogo is still conscious after your spell has been cast he will attack. Go to section 96.



41

The axe seems to have a mind of its own. It hits you of its own accord for 5 **DAMAGE POINTS** before you drop it to the floor. If you are now unconscious, then go to section 61. Otherwise, go to section 349.

42

Throw two dice.

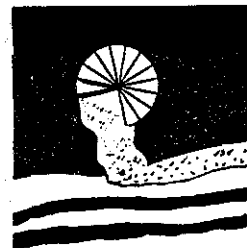
If the number is even, you close the door quietly without noticing anything, including movement from the bats, and return to section 385.

If the number is odd, then go to section 398.

43

The chest contains 12 Gold Pieces. Go to section 65.

44



You are standing on the northern bank of a fast-flowing river at the bottom of a spiral staircase. A path leads along the river to the east.

If you wish to go up the stairs, then go to section 169.

If you wish to go east along the riverside path, then go to section 237.

If you would like to enter the river and swim westwards, then go to section 421.

45

You have been hit by a fiery blast! Throw against your **AGILITY**, if you succeed, you take 4 **DAMAGE POINTS**. If you fail you take 8 **DAMAGE POINTS**.

If you are now unconscious, then go to section 321.

If you are conscious, then you see a wide-awake reptilian creature standing on top of the pile of bones. Its scaly hide is a glowing reddish colour, and as it roars at you you see that it has long sharp fangs as well as its powerful claws.

If you wish to flee, then go to section 177.

If you wish to cast a spell, then write down its name and go to section 81.

If you wish to fight the Fire Lizard, then go to section 112.

46

Someone behind you shouts, 'A thief! I thought as much!' and turning round you see a grizzled old man with a wooden staff running towards you. Go to section 114.

47

There are seven other prisoners here. All are grimy and dejected, their hair matted and their clothes in tatters. You ask them about the place, but they seem to have no interest in either you or anything else.

After a time two Goblin guards armed with whips open up the cell door.

They throw in some scraps of food which the other prisoners fall upon like starving animals.

If you wish to stay here for one day further in the hope of restoring some more lost **POWER POINTS** in the next rest period, then go to section 475.

If you wish to cast a **SLUMBER** spell at the guards, then go to section 219.

If you wish to attack the guards, then go to section 427.

48

Zandabar turns and runs towards the western door.

If you have 1 or more **POWER POINTS** left and wish to cast a spell, then go to section 84.

If you wish to pursue Zandabar, then go to section 128.

49

Throw one dice and go to the section indicated.

Dice Roll

- 1 Go to section 202
- 2 Go to section 250
- 3 Go to section 346
- 4 Go to section 442
- 5 Go to section 298
- 6 Go to section 394

50

If the Goblins haven't seen you, or you are **INVISIBLE**, then throw two dice and go to section 338.

Otherwise, go to section 386.

51

Cross off one day from your *Time Log* and go to section 317.



52

You give Rogo the axe and he thanks you. He asks if you wish to rest before you continue. If you do, make a note of this section and go to section 335.

When you are ready Rogo takes you eastwards down a passage to some stables. You cross the stables into a large passage running from north to south. He takes you south for a short way and then through a secret door in the eastern wall of this main passage. You go down a narrow passage for some way and he leaves you facing west in front of a secret door.

'You must go through the door,' he tells you, 'where you will find a well-appointed room. There is a further secret door in the southern wall of this room, behind an ornate wall-hanging.'

He tells you to go through this secret door and up the spiral staircase you will find behind it. At the top of the stairs, keep on turning left at each junction and you will find the cell where the Lady Arowen is being held.

Go to section 117.



You are standing in a wide passage with roughly hewn rock walls and a packed earth floor which runs from east to west. To the west you can see a smaller passage leading off to the south, and behind this sunlight streams through the open door at the western end of the passage. A large double door (which appears to be locked) is set into the northern wall in front of you, whilst at the eastern end the passage bends towards the south.

If you wish to go west, then go to section 489.

If you wish to go west looking for secret doors, then go to section 15.

If you wish to go east looking for secret doors, then go to section 223.

If you wish to go east, then go to 101.

If you wish to break down the double doors to the north, then go to section 19.

If you wish to cast a **SESAME** spell to open the double doors, then go to section 67.

If you have a **GOBLIN KEY** and hope to open the double doors with this, then go to section 495.

TWO DEATH BATS, each of which has:

STRENGTH POINTS 3 **AGILITY POINTS 4**

ATTACK BONUS -1 **DEFENCE BONUS -1**

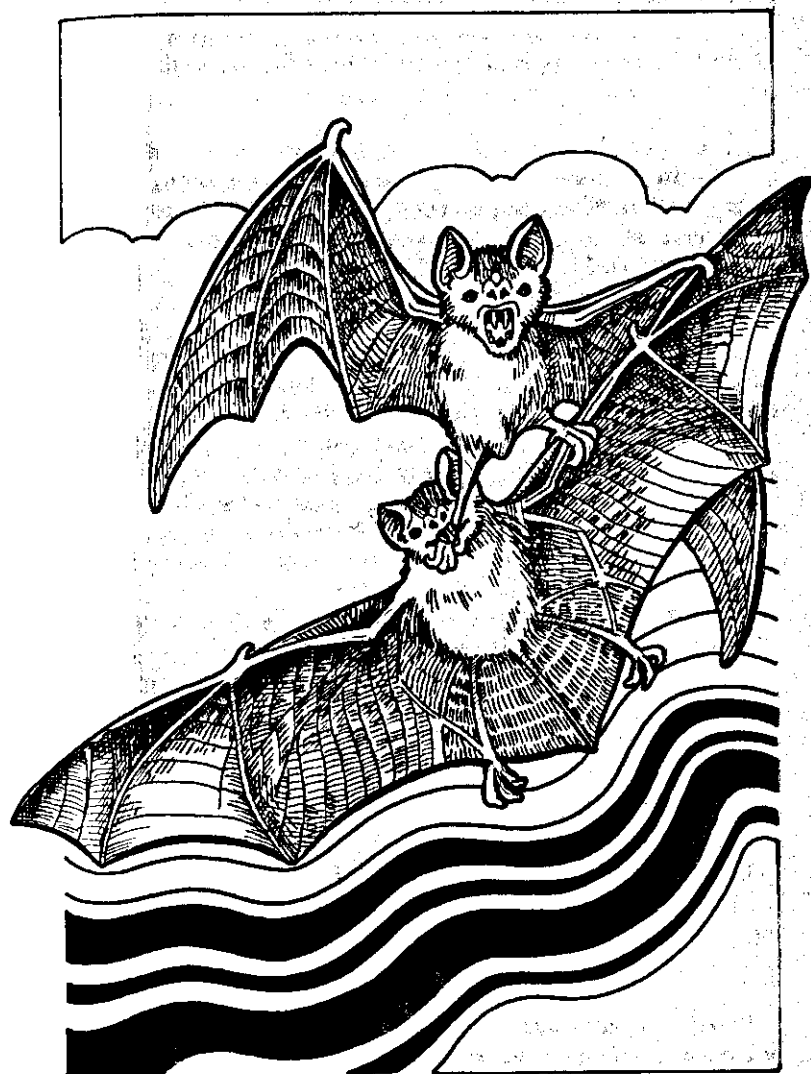
DAMAGE POINTS 2 **POWER POINTS 0**

If you wish to cast a spell, then write down its name and go to section 446.

If you wish to flee, then go to section 90.

If you lose consciousness, then go to section 321.

If you defeat the bats, then go to section 186.



55

Throw two dice, and if you are using a magical weapon then add 1 to the result. If you have scored less than 7 then your weapon has broken. If you have a spare weapon to hand then you may use it. Otherwise you have only your fists! Return to section 318.

56

As you open the secret door, you are thrown back down the passage by a flood of water gushing in from the cells. You hold your breath until your lungs feel they are about to burst, but you are still surrounded by water as you let out your last breath ... Go to section 321.

57

You stumble through the undergrowth and find yourself at the edge of a small blue lake. There is an island in the lake, with a clear spring whose water cascades gently down into it, and it is here that the strange singing has its source.

A raging thirst comes upon you, although you drank from your wineskin only a moment ago. You realise that you are under a spell of some sort, and that if you drink the water of the lake you will probably never leave this place ... You try to resist the spell. Throw one dice and add 1 to it.

If the total is equal to your **POWER POINTS**, then reduce your **POWER POINTS** by 1 and throw again.

If the total is less than your current **POWER POINTS**, then go to section 390.

If the total is greater than your current **POWER POINTS**, then go to section 438.

58

Throw against your **AGILITY**. If you are successful, you climb the cliff without mishap - go to section 435.

If you fail take 6 **DAMAGE POINTS** from the fall and go to section 74.

59

If you cast **INVISIBILITY** to sneak past the Goblin and through the door, then go to section 441.

If you cast **INVISIBILITY** before fighting the Goblin, or any other spell, then go to section 347.

60

The teeth of the Demon Servant secrete poison!

Throw two dice. If this score is less than your current **AGILITY POINTS**, then go to section 496 and continue combat.

If the score is greater than or equal to your current **AGILITY POINTS**, then you lose consciousness. Go to section 61.

61

You regain consciousness to find you have been stripped of your arms and armour and are chained to a stone wall with a gag tied around your mouth. As your eyes slowly focus you see a pale, bearded figure in dark robes in front of you. He is heating up a number of torture implements over a small brazier. On his shoulder a small man-like creature, with leathery wings is cackling evilly ... Go to section 321.

62

You hide in a clump of undergrowth and hold your breath as the spider slowly stalks past you and on into the forest. With a sigh of relief you realise you have escaped. Return to the section you last made a note of and continue your quest.

63

THREE GOBLINS, each has:

STRENGTH POINTS 4. AGILITY POINTS 5

ATTACK BONUS -1 DEFENCE BONUS +1

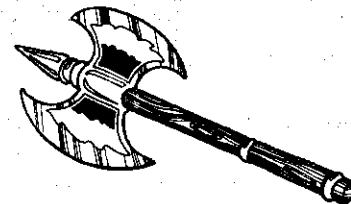
DAMAGE POINTS 3 POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 111.

If you wish to flee, then go to section 207.

If you defeat the Goblins, then go to section 255.

If you lose consciousness, then go to section 290 and ignore references to a Giant Stoat.



64

If you cast a **MISCELLANEOUS** spell it will have no bearing on this situation. Go to section **497**.

If you cast an **ATTACK** spell, you find to your horror that there are too many guards for it to be of any use. Go to section **444**.

If you cast **INVISIBILITY**, then:

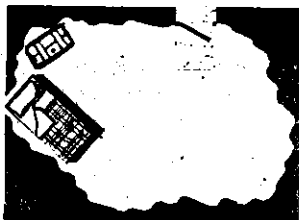
if you wish to go through the room and up the north passage, then go to section **353**;

if you wish to cross the room and go along the eastern passage, then go to section **129**;

if you wish to cross the room and go down the south-eastern passage, then go to section **141**;

if you wish to go to the fireplace and get the axe, then go to section **168**.

65



You have never in your life seen a room as untidy as the one you are now standing in. There is a ramshackle bed in one corner, beside which is a locked chest.

If you wish to smash the lock on the chest, then go to section **43**.

If you wish to sleep in this room to regain some lost **POWER POINTS**, then go to section **319**.

If you wish to leave this room, then go to section **293**.

66

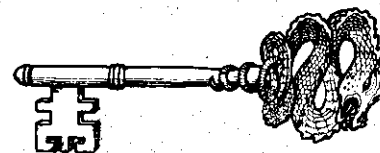


You are standing at the junction of three rough-hewn passages. The passages meet from the north, south-west, and south-east. From the northern passage can be heard the faint sound of running water.

If you wish to go north, then go to section **345**.

If you wish to go south-east, then after some twists and turns you arrive at section **166** from the east.

If you wish to go south-west, then go to section **272**.



67

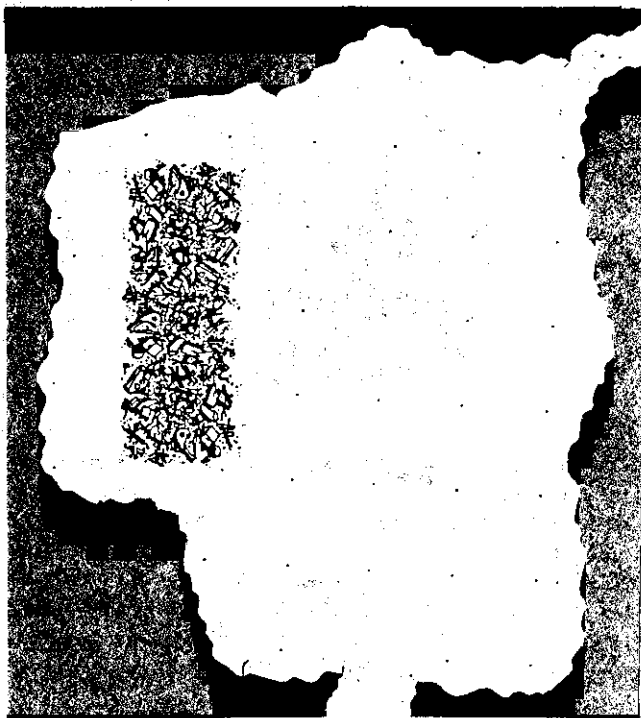
The door opens silently, and peeping around it you see a stable with six large stalls. Four of the stalls are empty, but the other two contain ferocious Giant Stoats. Luckily, neither seems to have noticed you.

If you wish to cast a spell, then write down its name and go to section **115**.

If you wish to close the door quietly, then go to section **53**.

If you wish to attack the Giant Stoats, then go to section **447**.

68



You are standing at the south-east end of a passageway looking into a large, rough-hewn cavern. Across the cavern you can see there is another exit to the south, whilst in an alcove along the western wall is a large pile of bones.

If you wish to run to the south exit, then go to section 493.

If you wish to examine the bones, then go to section 45.

If you wish to go north-east up the passage, then go to section 397.

If you wish to go north-east up the passage looking for secret doors, then go to section 457.

69

Throw against your **AGILITY**.

If you succeed, then go to section 397.

If you fail, then go to section 493.

70

All **MISCELLANEOUS** spells will work normally.

If you cast **FLYFLEET** then go to section 474 ignoring the throw against your **AGILITY**. Otherwise return to the section whose number you last noted.

DEFENSIVE spells will work as follows.

If you cast **FOOTSTEPS**, then go to section 426.

If you cast **INVISIBILITY** your **DEFENCE BONUS** will only increase by 1 due to the wolves' keen senses of smell and hearing.

HEALING will work as normal. Return to the section you last made a note of.

ATTACK spells other than **REPEL UNDEAD** will work normally. Go to section 22 to determine damage, then begin combat at step 1 if either of the wolves are still alive.

71

The Goblins and Giant Stoats see you and roar excitedly. They all fall on you before you can react properly. Go to section 351.

72



You are standing at the top of a spiral staircase in front of a door to the west.

If you wish to go through the door, make a note of this section and go to section 108.

If you wish to go down the stairs, then go to section 484.

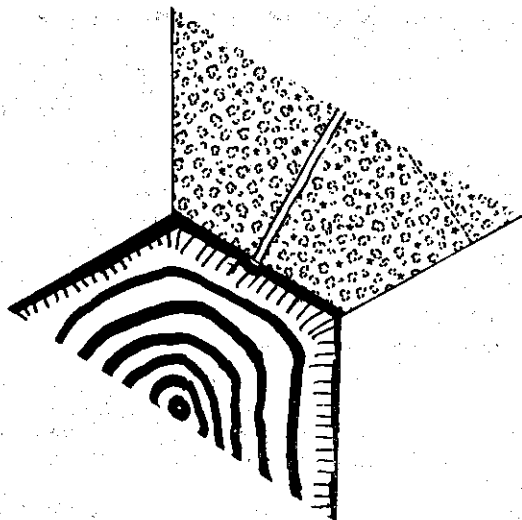
73

The top of the wall to your left collapses as you pass by.

Throw against your **AGILITY**. If you succeed take 3 **DAMAGE POINTS**, if you fail take 6 **DAMAGE POINTS** from the falling rocks.

If you are now unconscious, then go to section 61.

If you are conscious, then go to section 217.



You are standing on a road facing south-west towards a steep cliff. Before you is the Drakenstooth, whilst the Drakenwood stretches to the horizon in all other directions.

The well-made road zig-zags up the cliff, turning twice, before coming to two large doors whose borders are intricately carved. Obviously, this is the main entrance. You can see no trace of any other beings either on the road or in the forest, but sense that you are being watched.

If you wish to run up the road to the doors, trying to keep out of sight, then go to section 14.

If you wish to walk up to the doors, trying to find secret doors, then go to section 194.

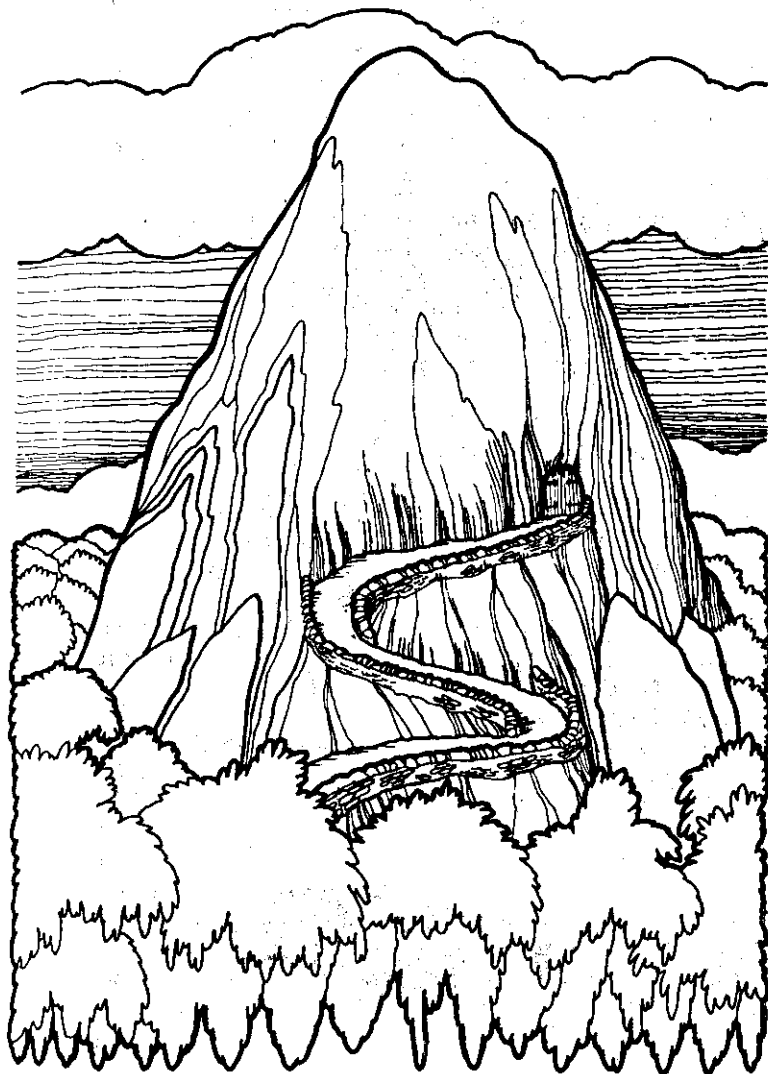
If you wish to go north-east, then go to section 337.

If you wish to go south-east, then go to section 481.

If you wish to go north-west, then go to section 365.

If you wish to follow the cliff to the west, then go to section 269.

If you wish to follow the cliff to the east, then go to section 221.





75

Whilst sorting through the rubbish you come across a silver bottle with an ornate stopper. You take a sip from the bottle and find that 1 **POWER POINT** has been restored to you. A potion of Power Restoration! Each gulp from this bottle will restore 6 **POWER POINTS**. There is enough of the potion for two gulps. Go to the section whose number you last noted.

76

Go to section 116.

77

This chain-mail is magical and gives you a +3 **DEFENSIVE BONUS** instead of the usual +2. Its weight is the same as that of leather armour.

There is a price to be paid. Throw against your **STRENGTH**.

If you succeed, then make a note of this armour on your *Character Log* and go to section 477.

If you fail, you feel the armour tightening its grip upon you, especially around your neck. Blackness falls slowly before your eyes ... Go to section 321.



78

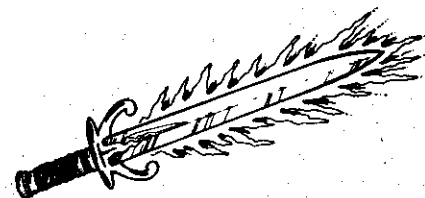
You climb the tree successfully, and luckily the Goblins don't notice you. With a sigh of relief you watch them and their strange mount disappear into the forest. Return to the section whose number you last noted.

79

You find nothing of interest in the Giant Scaly Rat's lair. Return to the section whose number you last noted.

80

You can't seem to concentrate on your spell with the Blood Bug busily emptying your veins. Take **DAMAGE POINTS** equal to the Blood Bug's current **STRENGTH POINTS** and return to section 409.



81

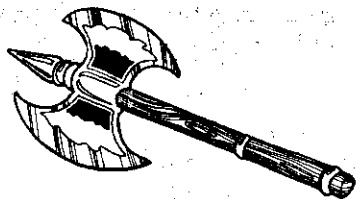
If the Fire Lizard is asleep, spell casting will awaken it, and it will attack if it is still alive after your spell has been cast.

DEFENSIVE and **MISCELLANEOUS** spells (except **HEALING**) have no effect. Go to section 112 and commence combat.

ATTACK spells (except **REPEL UNDEAD**) work as normal. Go to section 112 to determine the results.

82

You are so busy keeping afloat that you fail to cast the spell correctly. You still lose the **POWER POINTS** it would have cost had it been successful. Return to section 486 and recommence combat at Step 5.



83

Throw against your **AGILITY**.

If you succeed the Goblins fail to see you and leave - return to the section you last made a note of.

If you fail, then go to section 63 and begin combat at Step 5.

84

You cast a **POWER BOLT** and Zandabar drops to the floor. Go to section 160.

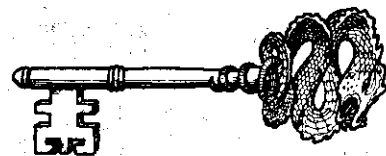
85



You are standing in the middle of a narrow passageway running from the south-west to the north-east.

If you wish to go south-west, then go to section 424.

If you wish to go north-east, then go to section 397.



86

As you swim across the still water you notice some movement below, and stare in horror, as fronds of weed reach up and grab you. A searing pain shoots up your leg as the **Poisonous Bindweed** strikes, doing 3 **DAMAGE POINTS**.

If you wish to swim back quickly the way you came, then go to section 182.

If you wish to cast a spell, then write down its name and go to section 354.

If you wish to fight the **Poisonous Bindweed**, then go to section 230 and begin combat.

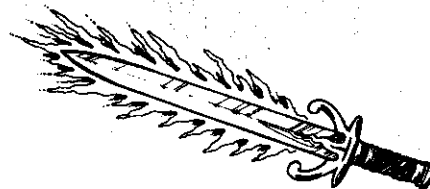
If you wish to swim to the bank you were heading for, then go to section 306.

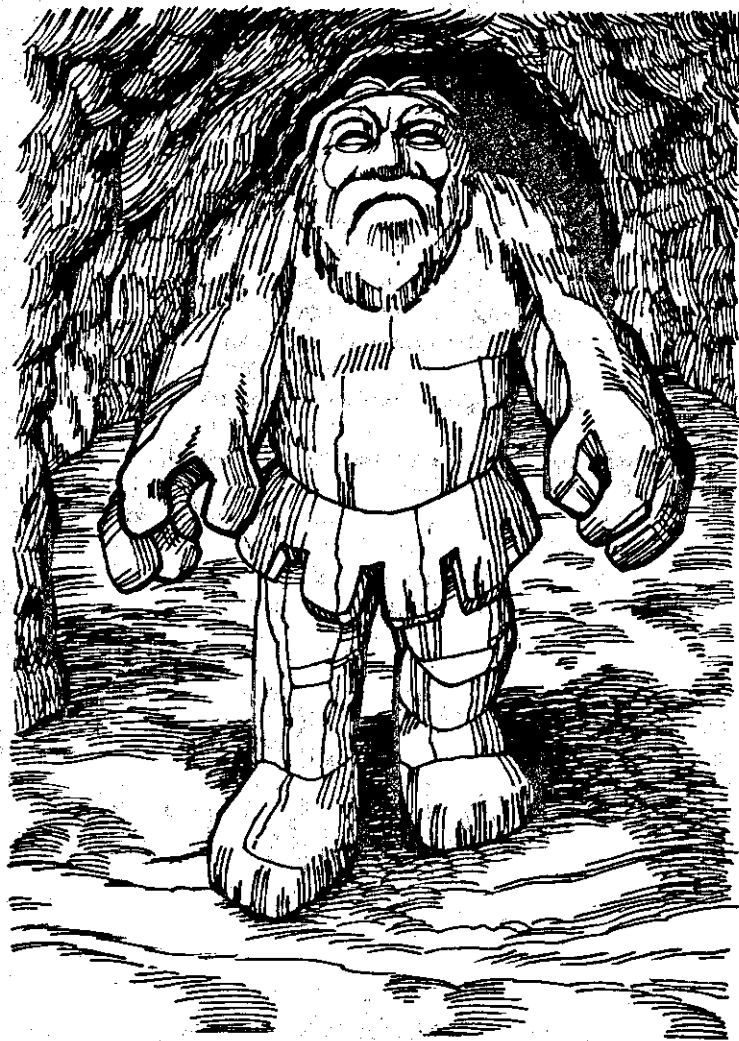
If you have already killed or **SLUMBERED** the **Poisonous Bindweed** with your spells, then ignore the damage above and go to section 402.

87

You find no secret doors but the noise you have made has attracted some attention. Make a note of this section number and go to section 367.

If you have returned to this section, then go to section 145.





The passage leads into a large cavern which has exits at the north and south ends. In front of the south exit is a large stone statue. You stare unbelievably as it marches towards you. It stops and says, 'None but dwarves may pass here. Return from whence you came!'

If you wish to go north, then go to section **492**.

If you wish to cast a spell, then write down its name and go to section **376**.

If you wish to attack the statue, then go to section **318**.

89

The spell does not work. As you cross the cavern a stalactite falls on you and you take 3 **DAMAGE POINTS**. Go to the section whose number you last noted.

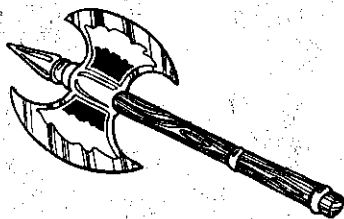
90

The bats follow you and continue their attacks. Go to section 54 and recommence combat at Step 5.

91

The sword is magical. It will add 1 to your **ATTACK BONUS** and this will not be affected by any **STRENGTH** loss. Also, it causes 5 **DAMAGE POINTS** rather than the usual 4.

Make a note of this on your *Character Log* and return to the last section whose number you noted.



92

If you cast **INVISIBILITY** or **FOOTSTEPS** these spells have no effect on the Demon Servant, which seems to be able to see through your magic - go to section 496.

HEALING works normally - go to section 496 and continue combat.

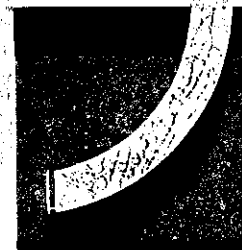
If you cast a **LIGHT** spell, then go to section 124.

Other **MISCELLANEOUS** spells have no bearing on this situation - go to section 496 and continue combat.

If you cast **SLUMBER** or **POWER BOLT**, then the spell has no effect on this creature - go to section 496 and continue combat.

If you cast **REPEL UNDEAD**, then go to section 124.

93



You are standing in front of a locked door at the end of a passage that runs away to the north-east.

If you wish to follow the passage to the north-east, then go to section 233.

If you have a key which you wish to try in the lock, then go to section 339.

If you wish to charge the door, then go to section 455.

If you wish to cast a **SESAME** spell, then go to section 4.

94

You run away from the clearing and plunge headlong into the forest. Looking behind you see with relief that the Werebear is not pursuing you, and must be satisfied with driving you away from his territory.

If you fled eastwards along the path, then go to section 249.

If you fled north-west towards the Drakenstooth, then go to section 173.

If you fled south-west, then go to section 241.





As he leaves, Narek tells you that the secret door is behind the wall-hanging on the south wall of this room.

The Goblin Chief lies dead at your feet. His chain-mail is the only thing of value he has, but this is too small for you.

If you have been captured by the Goblins, everything which you were carrying at the time is in a pile in the south-east corner of the room. If you wish to take any of these items, make a note of the fact on your *Character Log*.

The room contains a bed by the eastern wall (at the bottom of which hangs an ornate tapestry) and a chest which Narek has already opened and emptied.

You have the key to the secret door behind the wall-hanging and use it to open the door. At the other side of the door you find a spiral staircase leading upwards.

If you wish to go up the staircase, then go to section 21.

If you wish to leave the room by the north-west passage, then go to section 101.



ROGO THE DWARF:

STRENGTH POINTS 10

AGILITY POINTS 8

ATTACK BONUS +1

DEFENCE BONUS +2

DAMAGE POINTS 5

POWER POINTS (4)

If you wish to flee, then go to section 184.

If you wish to cast a spell, then write down its name and go to section 40.

If you lose consciousness, then go to section 321.

If you defeat Rogo, then go to section 144.

97

The Seneschal is a very busy man, especially with a possible invasion from Esgaron on his hands. You have to wait most of the day at Beckford Castle before he can see you. Even then he is very curt and stops you in mid-tale.

'You're the nineteenth person I've seen today who "knows" where the Lady Arowen is being held, and you're an outsider to boot. For all I know this could be a ploy to weaken the town garrison before the Count's men-at-arms storm the place! Be off with you. If you're still in Beckford an hour after sunrise I'll hang you from the ramparts as a warning to any others that think to waste my time!'

You can tell that he means what he says, and decide to leave next morning. Cross off one day from your *Time Log*.

If you wish to follow the Drakenspit Beck northwards, then go to section 146.

If you wish to follow the Romark road westwards, then go to section 193.

98

If you wish to pose as one of the abductors and claim that your horse was killed by a beast in the forest, then go to section 434.

If you wish to cast a spell, then write down its name and go to section 2.

If you wish to attack these creatures, go to section 454.

If you wish to flee, then go to section 50.

99

The spell works perfectly. Go to section 387.

100

The Blood Bug is attached to your neck! Take **DAMAGE POINTS** equal to the Blood Bug's current **STRENGTH POINTS** and return to section 409.



101

You are standing at the end of a passage looking into a large hall which has been roughly carved from the living rock of the mountain. A brass bell hangs on the western wall, and a large fire burns in the centre of the room, the smoke escaping through a small hole in the ceiling.

The room is heaving with Goblins of all hideous shapes and sizes, some eating, some sleeping, some drinking, some playing cruel games, but all looking dangerously bloodthirsty.

You can see five other passages from the hall, one of which must surely take you to your goal...

If you wish to try to sneak past the Goblins, then go to section 351.

If you wish to cast a spell, then write down its name and go to section 163.

If you wish to pretend that you have a message for the Goblin Chief from Sir Roderick, then go to section 259.

102

You are awakened halfway through the night by the appearance of a twenty-foot long reptilian creature whose red scales glow dimly in the moonlight. You huddle closer to the tree and hope that it won't see you, as you watch it rummage around the charred remains of men and horses. Your blood freezes as it raises its head and appears to stare directly at you for a few moments! Suddenly, with a snort which leaves smoke trailing from its nostrils, it turns and lumbers away through the forest in the direction of the Drakenstooth.

Although you try to get back to sleep, you never quite manage it, and next morning only half of any **POWER POINTS** you have lost have been restored. Cross off one day from your *Time Log* then go to section 153 and continue your quest.

103

You climb the cliff easily, and although you are hit by two arrows manage to keep your grip as the boulders roll harmlessly beneath you. Being too easy a target up the cliff, you climb down immediately afterwards but are hit by one more arrow whilst doing so. Take 6 **DAMAGE POINTS** and go to section 7.

If you are now unconscious, then go to section 61.

Otherwise, go to section 7



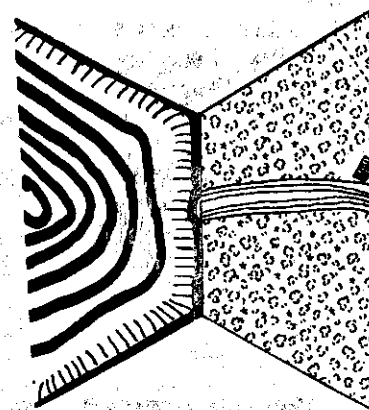
104

Throw against your **AGILITY**.

If you succeed, then go to section 322.

If you fail, then go to section 493.

105



You are standing on the south side of the Drakenspit Beck looking into a cave in the cliff face from which the Beck emerges. Behind the cliff to the west you can see the summit of the Drakenstooth, whilst in all other directions the Drakenwood stretches to the horizon.

A rough path cut into the cliff climbs over the cave entrance, whilst another rough-cut path follows the Beck into the mountain's heart.

If you wish to follow the Beck westwards into the mountain, then go to section 345.

If you wish to cross the Beck and follow it eastwards, then go to section 385.

If you wish to cross the Beck and follow the cliff northwards, then go to section 125.

If you wish to follow the cliff southwards, then go to section 173.

If you wish to follow the Beck eastwards on this side, then go to section 17.

106

It is a long, hard climb to the cavern. Throw against your **AGILITY**, and if unsuccessful go to section 3. If successful, throw against your **AGILITY AGAIN**. If you are successful the second time, then go to section 322. If unsuccessful go to section 3.

107

FOUR GOBLINS, each has:

STRENGTH POINTS 4 AGILITY POINTS 5
ATTACK BONUS -1 DEFENCE BONUS +1
DAMAGE POINTS 3 POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 347.

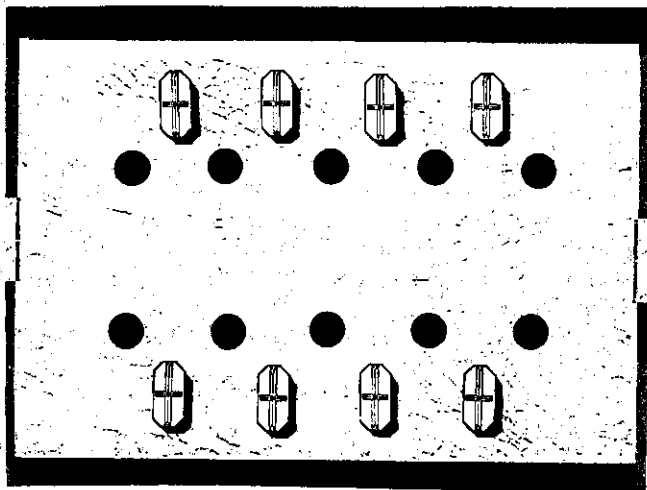
If you wish to surrender, then go to section 30.

If you wish to flee, then go to section 443.

If you defeat all the Goblins, then go to section 395.

If you lose consciousness, then go to section 290 and ignore any reference to a Giant Stoad.

108



You are standing in a cold, dank room. Two rows of pillars run from east to west and in the east and west walls there are large stone doors. Between the pillars are a number of stone sarcophagi.

By the light of your flickering lantern, you can see two ghastly figures moving towards you.

If you wish to flee, then go to section 37.

If you wish to cast a spell, then write down its name and go to section 138.

If you wish to fight these creatures, then go to section 248.

109



You are standing on the south bank of a fast-flowing river. To the south of you is a passage from which a horrible stench emanates. Running westwards along the river bank is a narrow path.

If you wish to go west along the path, then go to section 281.

If you wish to go south down the passage, then go to section 384.

If you wish to enter the river and swim eastwards, then go to section 421.

110

All **ATTACK SPELLS** except **REPEL UNDEAD** (which fails utterly) will work normally. Go to section 418 to determine the effects and/or continue combat.

HEALING works normally, but **FOOTSTEPS** will only work if you are already **INVISIBLE**. If this is the case, then the spider falls for your ruse and wanders off - return to the section whose number you last noted and continue your quest. Otherwise, return to section 418 and continue combat.

MISCELLANEOUS SPELLS will have no bearing on this situation - go to section 418 and continue combat.

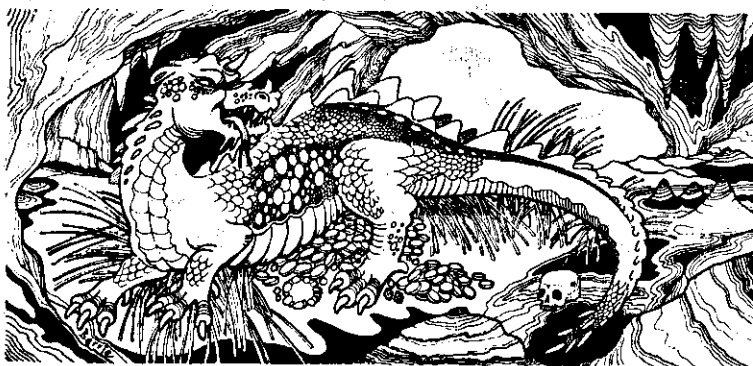
111

All **ATTACK** spells except **REPEL UNDEAD** work normally - go to section 63 to determine effects.

All **DEFENSIVE** spells work as normal, except that **FOOTSTEPS** will not work unless you are already **INVISIBLE**. If this is the case then return to the section you last made a note of as the Goblins follow your decoy. Otherwise return to section 63 and continue combat.

MISCELLANEOUS spells have no bearing on the situation - return to section 63 and continue combat.

112

**FIRE LIZARD:**

STRENGTH POINTS 15 **AGILITY POINTS 15**

ATTACK BONUS +2 **DEFENCE BONUS +2**

DAMAGE POINTS 7 **POWER POINTS 0**

If you wish to flee, then go to section 177.

If you wish to cast a spell, then write down its name and go to section 81.

If you defeat the Fire Lizard, then go to section 224.

If you lose consciousness, then go to section 321.

113

You are standing in a small room with roughly hewn walls. Against the eastern wall is an ornate bed at the foot of which an intricate tapestry hangs on the wall. At the western side of the room is a large chest and in the middle of the room stands a large, evil-looking Goblin. From the richness of his clothes and armaments it is obvious this is the Chief Goblin of the tribe. He is looking at you with his arms folded and after a moment says, 'And what can I do for you bold adventurer?'

If you wish to bribe the Chief for information, then go to section 379.

If you wish to cast a spell, then make a note of this section number, write down the spell's name and go to section 331.

If you wish to attack the Chief, then note down this section number and go to section 191.

If you have returned to this section after defeating the Chief, then go to section 283.

114

You draw your weapon and your eyes widen in disbelief as the old man's face begins to change before you. His nose and mouth become very prominent and hair begins to sprout all over his body. He seems to grow in size until his clothes split, and all the while a low growling erupts from his throat. Angrily he breaks his staff in two as you realise in terror that the old man is really a Werebear!

If you wish to flee, then go to section 94.

If you wish to cast a spell, then write down its name and go to section 374.

If you wish to fight the Werebear, then go to section 422.

115

If you cast a **MISCELLANEOUS** spell it has no bearing on the situation - go to section 67.

If you cast an **ATTACK** spell, then go to section 271.

If you cast **INVISIBILITY** to enter the room, then go to section 181.

If you cast any other **DEFENSIVE** spell it has no bearing on the situation. Go to section 67.

116

The door opens easily but ... Go to section 164.

117

You are standing at the western end of a passage that runs from east to west, in front of a wooden door.

If you wish to go west through the door, then go to section 189.

If you wish to go east, then after a number of twists and turns you arrive at section 285.

118

The wolves lie dead at your feet, and seem to be smaller now you are no longer keeping their dripping fangs at bay. Return to the section you last made a note of and continue your quest.

119

The door opens easily. Go to section 167.

120

Before your eyes, the Demon Servant becomes nothing but a putrid blob on the floor.

If you wish to go eastwards, then go to section 333.

If you wish to go west, then go to section 137.

121

As you walk eastwards along the road, in the distance you can see the town of Beckford in flames. Soon afterwards, a large group of the Baron's horsemen, all carrying black shields with the silver dragon's head device on them, ride up the road towards you.

'I have rescued the Lady Arowen!' you call to them jubilantly.

In reply, one of them shouts, 'So this is the witch that caused Beckford's burning ... Come on lads!'

They draw their swords and charge before you have time to do anything ... Go to section 321.

122

You climb a nearby tree and settle yourself down for the night. Throw two dice. If the number is odd then go to section 410. If it is even then go to section 150.

123

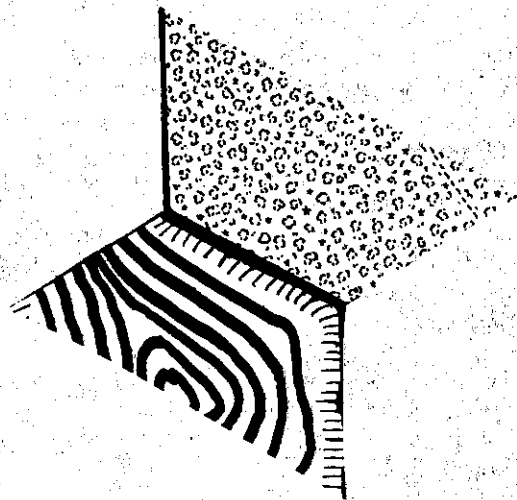
If you cast a FLYFEET or FLOAT spell to go down the well shaft then you find yourself in the river beneath it - go to section 13.

Any other spells have no bearing on this situation. Return to section 373.

124

The leathery-winged creature loses all co-ordination. It drops in a heap upon the floor where you can kill it easily. Go to section 120.

125



You are standing at the foot of the Drakenstooth at the bottom of a high cliff. To the west you can see the mountain's summit, whilst the Drakenwood stretches away from you in all other directions. The cliff is too large to search for secret doors if you hope to rescue the Lady Arowen in time, and looks too steep to climb.

Throw two dice, and if you throw an odd number make a note of this section number and go to section 286.

If you wish to go north-east, then go to section 481.

If you wish to go south-east, then go to section 385.

If you wish to follow the cliff northwards, then go to section 221.

If you wish to follow the cliff southwards, then go to section 105.

126

You climb the tree successfully, but the Goblins have seen you do it. You realise this when one of them throws a dagger at you. Although it misses, it makes you jump and you lose your grip on the branch you are holding. Take 2 **DAMAGE POINTS** from the fall and go to section **386**.

127

If you have met Narek, then go to section **113**.

Otherwise make a note of this section number. The door opens and a Goblin of enormous size looks at you. 'I am Narek,' he says. 'Who are you and what do you want here?'

Behind Narek you can see a very imposing Goblin, probably the Chief of the Tribe.

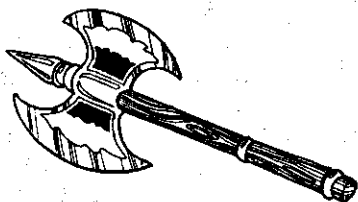
If you wish to tell Narek the truth, then go to section **407**.

If you wish to attack Narek, then make a note of this section number and go to section **311**.

If you wish to cast a spell, then write down its name and go to section **183**.

If you wish to tell Narek that you have been assigned as a bodyguard to the Chief, then go to section **231**.

If you have returned to this section after defeating Narek, then go to section **325**.



128

You chase Zandabar through the library and into the passage. He turns round a corner and vanishes from sight. If you meet him again, his **STRENGTH** and **AGILITY POINTS** will be back to their original totals. Go to section **328**.



129



You are standing at the eastern end of a passageway which runs from east to west. From the west you can hear the chatter of human speech, rattling plates, snores, curses and other sounds which tell you that a large number of people are to be found in that direction. To the north and south of you are two identical wooden doors.

If you wish to go west, then go to section 497.

If you wish to knock at one of the doors, then go to section 156.

If you wish to ram one of the doors down, then go to section 172.

If you wish to cast a **SESAME** spell, then go to section 204.

If you wish to try a key in one of the doors, then go to section 240.

130

Make a note of this section number and return to section 486. Run through two rounds of combat, both beginning at Step 5. If you are still conscious after this, then you have made it to the landing stage - go to section 385.

131

GIANT DUNG BEETLE:

STRENGTH POINTS 9 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS +2

DAMAGE POINTS 5 POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 179.

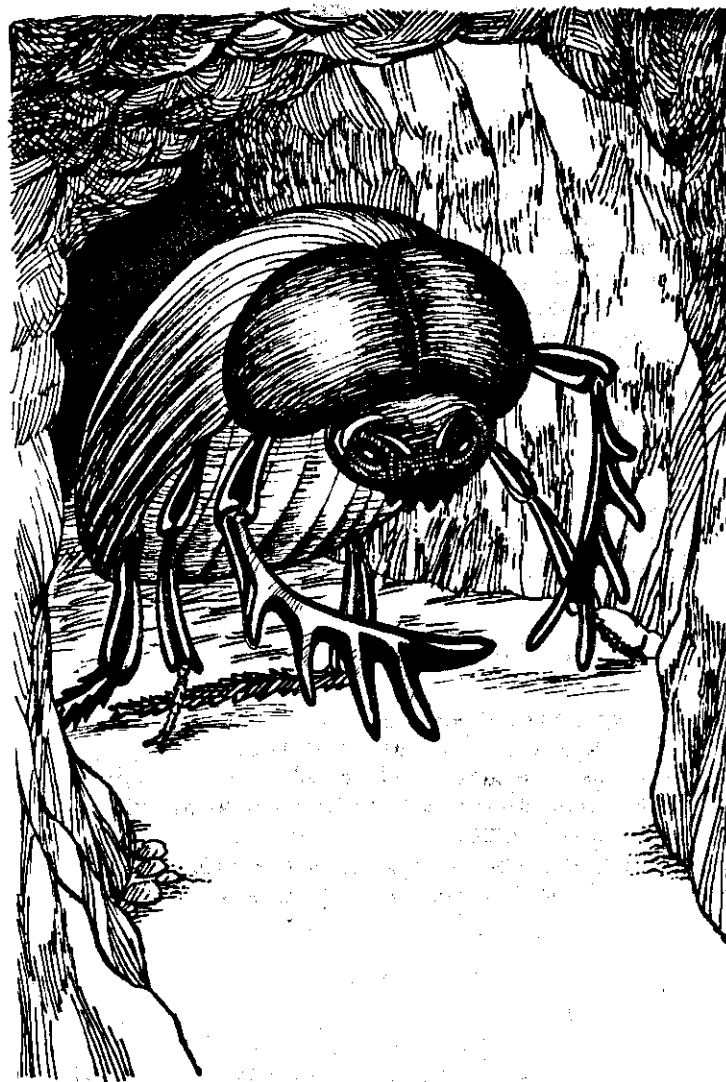
If you wish to flee, then go to section 419.

If you defeat the beetle, then go to section 467.

If you lose consciousness, then go to section 321.

132

You see a blinding flash as the door shoots off a **POWER BOLT** at you. Take 6 **DAMAGE POINTS** and go to section 217.



133



You are standing in a small room which has been roughly hewn from the living rock. Dangling from a hole in the eastern wall is the end of a rope.

A crude wooden table and three rough chairs stand in the middle of the room. On the table are two dice, a quill pen and inkpot, 3 Gold Pieces and a scrap of parchment with numbers written upon it in three columns. You take the Gold Pieces (note this down on your *Character Log*) before deciding what to do.

If you wish to pull the rope, then go to section 351.

If you wish to search for secret doors, then go to section 223.

If you wish to look at the parchment, then go to section 303.

If you wish to leave the room, then go to section 489 and ignore the references to the Goblins in this room.

134

If you cast a **FLOAT** spell it worked perfectly, allowing you to cross the river without really getting wet. Go to section 249.

If you cast any other **MISCELLANEOUS** spell, it worked but didn't really do you any good. Return to section 201.

If you cast a **HEALING** spell it will work normally. Other **DEFENSIVE** spells will be ineffective as this creature is deaf and blind. Go to section 201.

ATTACK spells, other than **REPEL UNDEAD**, will work normally. Go to section 230 to determine damage before returning to section 201.

135

Throw two dice.

If the number is even then go to section 393.

If the number is odd then go to section 335.

136

The girl thanks you and leaves the room. Return to section 477 but ignore any references to the girl.

137



You are standing at the end of a passage that curves away from you to the north-west. To the east is a strange patch of darkness which even your lantern cannot penetrate.

If you wish to go north-west, then go to section 273.

If you wish to cast a spell, then write down its name and go to section 188.

If you wish to feel your way along the passage walls towards the east, then go to section 164.

If you wish to stride boldly into the darkness towards the east, then go to section 212.

138

The figures are mindless Ghouls and will attack you if still able to do so after you have cast your spell. Go to section 248 after determining the effect below.

INVISIBILITY and **FOOTSTEPS** have no effect on these creatures. **MISCELLANEOUS** spells have no bearing on the situation.

If you cast a **SLUMBER** spell, these creatures are unaffected by it.

POWER BOLT and **REPEL UNDEAD** work as normal. Go to section 248 to determine the result.

139

If you wish to open the chest with a **GOBLIN KEY**, then go to section 471.

If you wish to open the chest with the **CHIEF'S KEY**, then go to section 187.

If you wish to open the chest using a **SESAME** spell, then go to section 157.

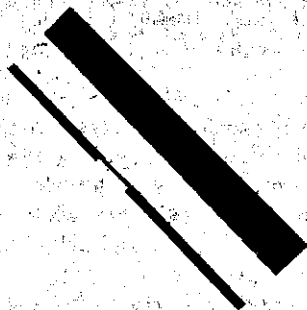
If you wish to smash the chest open, then go to section 205.

140

Throw against your **STRENGTH**. If you are unsuccessful, the door stays shut, take 2 **DAMAGE POINTS** and go to section 164.

If you are successful, the door opens and you stumble into a small empty closet just big enough to hold you. Behind you, you see the floor has opened up to reveal a deep, sloping pit. Boldly you leap over the pit and back into the passage. Go to section 429.

141



You are standing in a passage running from south-east to north-west, in front of a door in the south-west wall. From the north-west come sounds of human speech, a clatter of plates and other noises which suggest a large number of people. From the south-east come faint sounds of running water.

If you wish to go north-west along the passage, then go to section 497.

If you wish to go south-east towards the sounds of running water, then go to section 169.

If you wish to knock at the door, then go to section 405.

If you wish to break the door down, then go to section 448.

If you wish to cast a **SESAME** spell, then go to section 192.

If you have a key and wish to try it in the lock, then go to section 493.

142

Go to section 114.

143

Narek lies dead at your feet. He is wearing chain-mail, carries a long sword and in his purse has 10 Gold Pieces, two green gems each worth 20 Gold Pieces and the Chief's ring. Make a note of any things you wish to take. The room has a bed against the eastern wall, at the foot of which an ornate hanging covers a section of wall.

If you wish to take the Chief's ring, make a note of this section and go to section 176.

If you wish to search for secret doors, then go to section 423.

If you wish to leave this room, then go to section 101.

144

The only items of value which Rogo has are an axe and 10 Gold Pieces. If you wish to take either of these, then make a note of the fact on your *Character Log*. Return to the section whose number you last noted.

145



The door opens to reveal a room stacked with arms and armour of all kinds. Most of the armour is Goblin size, although there is one set of human size chain-mail. The weapons on the shelves and racks in the room consist of long and short swords and daggers. There are also a number of shields.

Throw two dice and if the number is even, then make a note of this section number and go to section 367.

You can take any of the above items you wish. Make a note of those you take on your *Character Log*.

If you wish to search for secret doors, then go to section 87.

If you wish to sleep here so as to regain some lost **POWER POINTS**, then make a note of this section number and go to section 135.

If you wish to leave this room, then go to section 101.

146

Following the river northwards you soon leave the surrounding fields and farmstead of Beckford behind you and enter the uncultivated waste. By noon you have reached the edge of the forest, and pause awhile to eat some provisions before entering. The dark forest seems to have a sinister aura of menace, but this may be because you are aware of the dangers which await you at its heart. You can see that the trees come down almost to the water's edge, but there looks to be just enough room to continue walking along the banks.

If you are walking up the east bank of the Drakenspit Beck towards its source, then go to section 201.

If you are walking up the west bank of the Drakenspit Beck, then go to section 366.

If you wish to return to Beckford, then go to section 1.

147

You ram the door with your shoulder, and the lock snaps much more easily than you had expected. Go to section 387.

148

The door fails to open, but you have set off a trap! Three daggers spring out at you from concealed holes in the doorway, causing 6 DAMAGE POINTS. Go to section 423.

149



You are standing at the south end of a roughly hewn passageway which slopes upwards towards the north. There is a door in front of you to the south.

If you wish to open the door, then go to section 495.

If you wish to climb up the passage to the north, then go to section 220.

150

You are awakened halfway through the night by the sound of shuffling and growling below you, and looking down can see two dark shapes sniffing around the base of your tree, and the cold yellow eyes of five others in the shadows. As your vision clears you can see that they are wolves, and you grip your weapons tightly. The wolves begin howling and pawing at the base of your tree, raising themselves up on their hind legs to do so. Some of them even leap up the trunk, trying to grip the lower branches! After a quarter of an hour they give up the attempt, and disappear into the forest in search of easier prey.

Although you try to get back to sleep, you never quite make it, and the next morning only half of any POWER POINTS you have lost have been restored. Cross off one day from your *Time Log*, then return to section 481 and continue your quest.

151

ATTACK spells work normally, though REPEL UNDEAD has no effect. Go to section 199 to determine the effects on the men and continue combat.

If you cast FLYFEET or FLOAT to escape down the cliff, then go to section 74.

If you cast FLYFEET to escape up the cliff, then go to section 103 ignoring the reference to falling rocks.

Other MISCELLANEOUS spells have no bearing on the situation. Go to section 199 and continue combat.

DEFENSIVE spells work normally, though FOOTSTEPS will work only if you are INVISIBLE. If this is the case, then go to section 487 ignoring references to the men-at-arms. Otherwise, go to section 199 and commence combat.

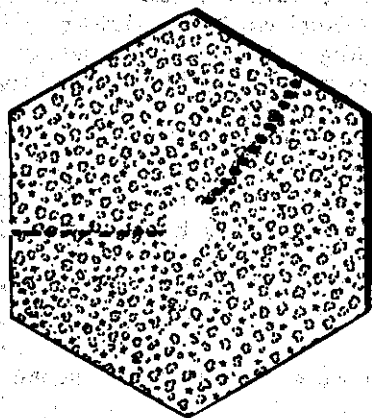
152

If you cast a FLYFEET spell, then go to section 437.

If you cast a FLOAT spell, then go to section 300.

If you cast any other spell, then go to section 276.

153



You are standing in a forest glade, which would be quite pleasant were it not for the scene of carnage which surrounds you. The charred remains of a number of horses and men are scattered about the place, and some of the trees have been scorched by fire. The tracks of a large number of laden horses lead into the glade from the west, but the survivors seem to have scattered in all directions. To the north-east you can see the Drakenstooth rising majestically from the Drakenwood, and a trail which looks to have been made by a large lumbering creature crashing through the forest leads towards it.

Throw two dice, and if the number you throw is odd then go to section 310.

You search the bodies, but find no trace of the Lady Arowen or the Captain in the plumed helmet. You do find 16 Gold Pieces and one serviceable suit of mail, long sword, dagger, and black shield with the silver dragon's head device emblazoned upon it. If you wish to take any of these items then note them down on your *Character Log*.

If you wish to go north-west, then go to section 289.

If you wish to go north-east, then go to section 317.

If you wish to go east, then go to section 5.

If you wish to go south-east, then go to section 241.

If you wish to follow the tracks to the west, then go to section 297.

If you left Beckford this morning the sun is sinking and it is time that you found somewhere to sleep. If you wish to do so, then make a note of this section and go to section 478.

154

Throw two dice.

If you throw an even number, then go to section 483.

If you throw an odd number, then go to section 435.

155

Throw two dice.

If your score is odd, then go to section 251.

If it is even, then go to section 299.

156

If you knocked at the north door, nothing happened, go to section 129.

If you knocked at the south door, you hear the door unlock and a voice call, 'Come in.' If you wish to go south through the door, then go to section 189. Otherwise go to section 129.

157

The spell does not work but it does set off a trap. Throw two dice and take this amount of damage from the acid which spurts out at you.

If you are now unconscious, then go to section 321.

Otherwise go to section 283.

158

Throw against your **STRENGTH**.

If you fail, then go to section 206.

Otherwise, return to section 418 and continue combat.



159

The Goblins are very helpful, and offer you a chair. One of them pulls a rope going into a hole in the wall to summon a guide for you. You smile to yourself as they pour you a drink, happy that your deception has worked. Go to section 351.

160



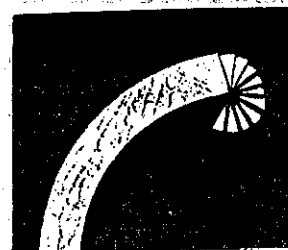
You are standing in a room whose furnishings and decorations are the richest you have yet seen. The room contains an ornate four-poster bed and a finely carved desk, upon which stands an intricately inlaid casket. Also on the desk is a letter which you glance at quickly. The letter is from the Lady Arowen's younger brother and states that he has persuaded his father, the Count, to give control of the Barony to Sir Roderick as long as Sir Roderick and his rebels aid in deposing the present Baron. The letter finishes by saying that Lady Arowen's brother hopes that steps have been taken to prevent Arowen ever being seen again. You take the letter and put it inside your tunic.

If you wish to leave the room, then go to section 137.

If you wish to search the body of Zandabar, then go to section 196.

If you wish to open the inlaid casket, then go to section 228.

161



You are standing at the top of a long spiral staircase from which a passage with walls of smooth, dressed stone goes towards the south-west.

If you wish to go down the stairs, go to section 225.

If you wish to go south-west, then go to section 273.

If you wish to search for secret doors, then go to section 432.

162

Before you reach the edge of the clearing you realise that the beast is gaining on you and that you must fight him. You spin round to find him at your heels and ready to strike. Go to section 422 and begin combat at Step 5.

163

If you cast a MISCELLANEOUS spell it has no effect - go to section 101.

If you cast INVISIBILITY, then go to section 211.

Other DEFENSIVE spells have no effect - go to section 101.

ATTACK spells other than REPEL UNDEAD work, but there are too many Goblins for them to affect the outcome - go to section 351.

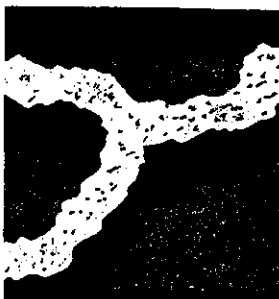
164

The floor beneath you opens and you fall down a deep, sloping pit. Take 6 DAMAGE POINTS (unless you wish to cast a FLOAT spell) and go to section 397.

165

The Blood Bug lies twitching on the floor. Go to the section whose number you last noted.

166



You are standing at a junction where three passages meet. The passages come from the east, north-west and the south-west. You can hear the faint sound of rushing water, but it is difficult to tell the direction it comes from.

If you wish to go east, then after some twists and turns you arrive at section 66 from the south-east.

If you wish to go north-west, then go to section 226.

If you wish to go south-west then go to section 313.

167



You are standing in a large room full of barrels and sacks. The sacks contain foods of various kinds, which seem fresh although their origin is dubious. Nevertheless, you restock your supplies.

The barrels seem to contain drink of some kind.

If you wish to search for secret doors, then go to section 267.

If you wish to have a drink from one of the barrels then go to section 315.

If you wish to leave this room, then go to section 245.

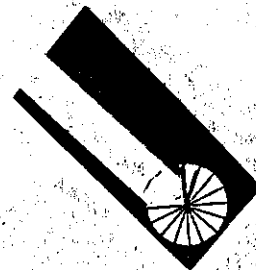
168

Throw against your AGILITY.

If you are successful, then you get the axe and leave the hall - go to section 353.

If you fail, then you knock against something on your way across the room - go to section 444.

169



You are standing at the south-east end of a passage that runs from north-west to south-east. You are at the top of a spiral staircase from which the sounds of running water can be heard.

If you wish to go north-west along the passage, then go to section 141.

If you wish to go down the stairs, then go to section 44.

170

You launch the boat easily and begin rowing. When you reach the middle of the Beck, however, you find that the hull of the boat is rotten - your feet go right through it as you pull on the oars! By the time that you have your feet free, the boat is almost under water, and you have to swim for the bank. Go to section 314.

171

The prisoners see that you are not a guard and hack the Goblin jailors to pieces with their picks. They rush past you, run westwards down the passage, and open the door to the store room. There is nothing of interest in the mine - return to section 101.

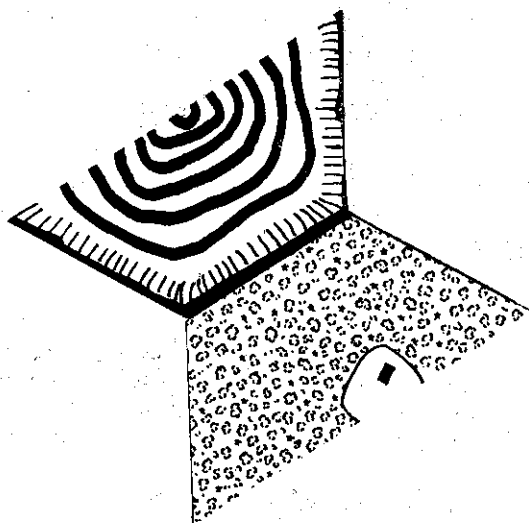
172

Throw against your **STRENGTH**.

If you succeed, then go to section **204**.

If you fail, the door does not open, but you have attracted some attention ... Go to section **444**.

173



You are standing at the foot of the Drakenstooth at the bottom of a high cliff. To the north-west you can see the mountain's summit, whilst the Drakenwood stretches away from you in all other directions. The cliff face is far too large to search for secret doors if you hope to rescue the Lady Arowen in time, and looks too steep to climb.

Throw two dice. If the score is odd then make a note of this section number and go to section **238**.

If you wish to go east, then go to section **17**.

If you wish to go south-east then go to section **9**.

If you wish to go west, then go to section **241**.

If you wish to follow the cliff northwards, then go to section **105**.

If you wish to follow the cliff westwards, then go to section **29**.

174

Either the Goblins have no connection with Sir Roderick, think you are really one of the Baron's men, or are too gripped with bloodlust to care who you are. Whatever the reason, both they and their snarling mount attack you. Go to section **454** and begin combat at Step 5.

175

Make a note of this section number.

As you enter the room you are attacked by the largest and most evil-looking Goblin you have ever seen. Go to section **311** and begin combat at Step 5.

If you have returned to this section after defeating Narek, then go to section **325**.

176

The Chief's ring adds 2 to your **DEFENCE BONUS** whenever worn. Return to the section whose number you last made a note of.

177

The Fire Lizard breathes a **FIREBALL** at you as you turn to run away. Throw against your **AGILITY**. If you succeed, you take 3 **DAMAGE POINTS**, if you fail, you take 6 **DAMAGE POINTS**.

If you are now unconscious, then go to section **321**.

If you are conscious and wish to flee south, then go to section **322**.

If you are conscious and wish to flee north-east, then go to section **397**.

178

Gasping for breath you see the bodies of your two assailants carried away on the current.

If you wish to make for the landing stage, then go to section **385**.

If you wish to make for the opposite bank, then go to section **17**.

179

REPEL UNDEAD, INVISIBILITY, FOOTSTEPS and all **MISCELLANEOUS** spells have no bearing on the situation. Other spells work as normal - return to section **131** to determine the effects or continue combat.

180

You find no secret doors, but you find that the wall to your left is unstable. Knowing this, you manage to pass this section of wall without bringing the upper part down on you. Go to section 217.

181



You are standing in a room with roughly hewn rock walls which is obviously used as a stable. There are six stalls with wooden partitions along the northern wall, and on the eastern wall two large saddles hang above a pile of straw. A large double door is set in the southern wall.

Two Giant Stoats occupy the room, but are ignoring you if you are **INVISIBLE** or are dead if you've killed them.

If you wish to sleep here to recover some **POWER POINTS**, then go to section 307.

If you wish to search for secret doors, then go to section 355.

If you wish to go south through the doors, then go to section 53.

182

Your change of direction breaks the Bindweed's hold, but not before it gives you 3 more **DAMAGE POINTS**. Go to section 201.

183

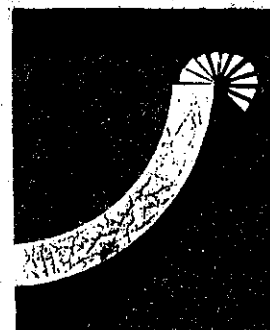
All spells work although **MISCELLANEOUS** spells have no bearing on the situation. **FOOTSTEPS** will only work if you are already **INVISIBLE**, in which case go to the last section you made a note of as Narek runs away trying to find you.

Otherwise, return to section 311 in order to continue combat and/or determine the effects of any **ATTACK** spells.

184

The Dwarf does not press his attack, but instead asks you a question. Go to section 252.

185



You are standing at the top of a long flight of spiral stairs from which a passage with smooth, dressed-stone walls runs towards the south-west. Faint sounds of running water can be heard from the stairs.

If you wish to go down the stairs, then go to section 237.

If you wish to go south-west down the passage, then go to section 301.

If you wish to search for secret doors, then go to section 432.

186

The bats fall to the ground, twitch for a moment, and are then still. If you were sleeping when they attacked you then return to the section you last made a note of. Otherwise, go to section 234 and ignore any reference to the bats.

187

The lock on the chest opens smoothly and you lift up the lid. In it you find 10 Gold Pieces and two large green gems, each having the value of 20 Gold Pieces. If you wish to take these, then make a note of them on your *Character Log*. Go to section 283.

188

If you cast a **LIGHT** spell, then go to section 236.

Otherwise, the spell has no effect on this situation, go to section 137.



189

You are standing in a richly appointed room which contains one other person - a slim, richly dressed man who turns round to look at you as you enter. 'Ah, an adventurer,' he says. 'No doubt you wish to rescue the Lady Arowen and collect the reward. Well, instead of fame and fortune, all you will receive here is death ...'

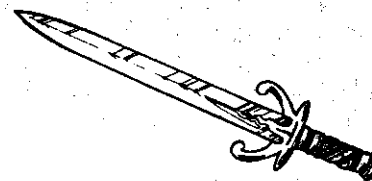
Sir Roderick, for that is who it is, attacks you. Throw against your **AGILITY**.

If you are successful, then go to section 232 and begin combat at Step 1.

If you are unsuccessful, then go to section 232 and begin combat at Step 5.

190

Unless you are using a magical or silver weapon your blows will fail to penetrate the Werebear's thick hide and you will do him no damage. Return to section 422.



191

GOBLIN CHIEF:

STRENGTH POINTS 7 AGILITY POINTS 6

ATTACK BONUS 0 DEFENCE BONUS +5

DAMAGE POINTS 4 POWER POINTS 0

If you wish to flee, then go to section 327.

If you wish to cast a spell, then write down its name and go to section 331.

If you lose this battle, then go to section 393.

If you win this battle, then return to the section you last made a note of.

192

The door opens easily. Go to section 265.

193

Following the road westwards you soon leave the surrounding fields and farmsteads of Beckford behind you, and enter the uncultivated waste. By midday you have reached the edge of the forest, and pause a while to eat some provisions before entering. The dark forest seems to have a sinister aura of menace, but this maybe because you are aware of the dangers which await you at its heart.

If you wish to carry on along the road to the scene of Lady Arowen's abduction then go to section 38.

If you wish to follow your own tracks to the spot where you saw the armed horsemen some nights ago, then go to section 490.

194

Checking for secret doors in the cliff face as you go, you reach the higher end of the middle section of road. Suddenly, you hear a rumbling noise above, and looking up in horror you see countless large boulders rolling down the road towards you.

If you wish to run down the road to the forest, then go to section 243.

If you wish to cast a spell, then write down its name and go to section 291.

If you wish to climb the cliff face to escape the falling rocks, then go to section 399.

195

If you are using the GOBLIN KEY, then go to section 148.

If you are using the CHIEF'S KEY, then go to section 275.

196

The only items of value which Zandabar has are a gold ring and 10 Gold Pieces. If you wish to take any of these, make a note of the fact on your *Character Log*.

If you put the ring on, then go to section 316.

Otherwise go to section 160.

197

You are standing in a roughly hewn passage which goes from north to south. To the north you can hear the noise of rushing water, whilst to the south there is the constant grumbling of a large number of Goblins.

If you wish to go north, then go to section 373.

If you wish to go south, then go to section 101.

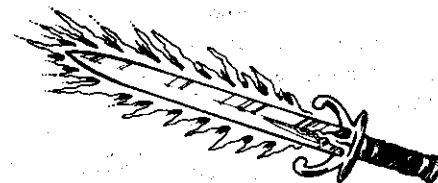
198

After walking for some time you recognise the place where you joined the road on your way to Beckford. Your tracks are clearly visible coming from the forest, and should be fairly easy to follow.

If you wish to follow the tracks, then go to section 414.

If you wish to continue westwards along the road to the site of Lady Arowen's abduction, then go to section 38.

If you wish to return to Beckford, then cross one day off your *Time Log* and go to section 1.



199

TWO MEN-AT-ARMS, each has:

STRENGTH POINTS 8 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS +3

DAMAGE POINTS 4 POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 151.

If you wish to flee, then go to section 343.

If you wish to surrender, then go to section 295.

If you lose consciousness, then go to section 11.

If you defeat the men, then go to section 487.

200



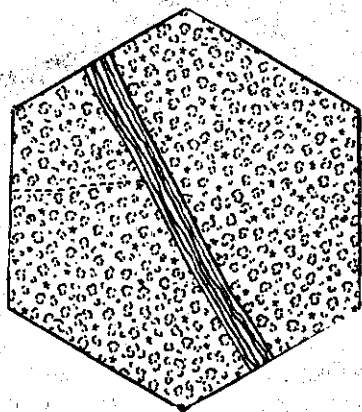
You find a secret door in the south-east wall.

If you wish to go south-east through this door, then go to section 484.

If you wish to go north-east, then go to section 305.

If you wish to go south-west, then go to section 224.

201



After walking for some time along the river bank you come to a particularly slow-moving section of the river. You can see weeds swaying leisurely beneath the clear, still waters, which are much too deep to wade across. On the opposite bank you can see a small clearing from which a path leads westwards, and you can just make out footprints around the water's edge.

If you wish to continue up the river to the north-west, then go to section 385.

If you wish to cast a spell, then write down its name and go to section 134.

If you wish to swim across the river, then go to section 86.

202

Although you spend the whole day questioning the townspeople you find out absolutely nothing of interest to you. Everyone seems too concerned with the Count's threatened invasion to pay you much attention, and you return to your lodgings somewhat dejected. Cross off one day from your *Time Log*.

Next morning, if you wish to search again for rumours, then go to section 49.

If you wish to leave Beckford and begin your quest, then return to section 1.

203

The Goblins stop what they are doing and turn towards the sound you have made. One of them barks an order and they run towards you drawing their swords. You hide behind a bush and notice their gleeful anticipation as they run past you.

Once they are safely out of sight, you rise and go to the doorway at the base of the cliff. Go to section 441.

204

The door opens easily.

If you tried the north door, then go to section 229.

If you tried the south door, then go to section 189.

205

The chest breaks open easily. Unfortunately it was booby trapped. Throw two dice, and take this amount of damage from the acid which spurts out at you.

If you are unconscious, then go to section 321.

Otherwise, in the chest you find 10 Gold Pieces and two green gems each worth 20 Gold Pieces. Go to section 283.

206

You feel sharp mandibles bite into your side, and look around to see the gloating, bulbous eyes of a huge spider. Its bite must be poisonous; as you feel your strength ebbing quickly away. You are barely conscious as the spider bundles you up in its forelegs and climbs high up a tree. It hangs you by its sticky threads from one of the higher branches until the next time it gets hungry ... Go to section 321.

207

If you are in the east-west passage and wish to flee west out of the doors, then go to section 443.

If you are in the east-west passage and wish to flee east, then go to section 351.

If you are in the east-west passage and wish to flee north through the double door, then go to section 19.

If you are in the armory, then go to section 351.

If you are in the well room, then jump down the well shaft - go to section 359.

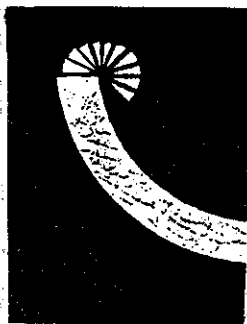
If you are in the rubbish area, then leap into the pit - go to section 463.

208

Make a note of this section number and go to section 409.

If you have returned to this section after killing your foe, then you smash the chest and find it contains 15 Gold Pieces. Go to section 477.

209



You are standing at the top of a long flight of spiral stairs from which a passage with smooth, dressed-stone walls leads away to the south-east.

If you wish to go down the stairs, then go to section 257.

If you wish to go south-east down the passage, then go to section 301.

If you wish to search for secret doors, then go to section 432.

210

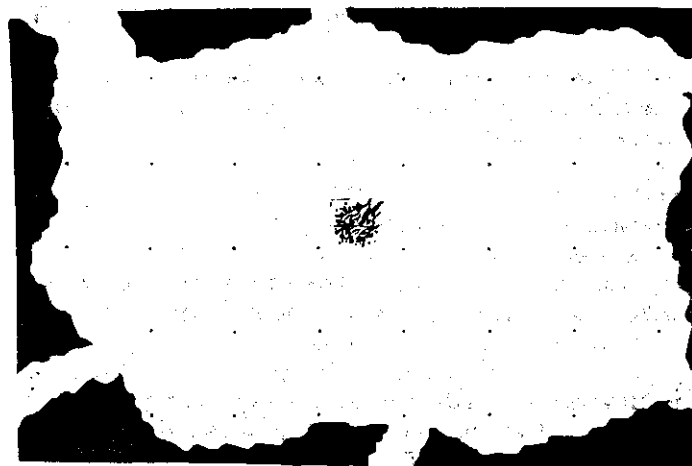
The old man smiles resignedly and tells you he has little need of worldly goods, and that he has told you everything he knows. As you are obviously tainted by the evils of the world he is afraid that he must take back his offer of hospitality and asks you to leave the clearing.

If you wish to leave the clearing, then go to section 9, ignoring the first option.

If you wish to threaten the old man to make him let you stay and give you more information, then go to section 114.

If you wish to fight the old man, either with spells or weapons, then go to section 142.

211



There is much coming and going in the hall so you must move quickly. Throw against your **AGILITY** and if you fail go to section 499.

Otherwise, choose one of the following exits:

North-west - Go to section 53.

North - Go to section 197.

North-east - Go to section 245.

South-east - Go to section 293.

South - Go to section 341.

South-west - Go to section 389.

212

Throw against your **AGILITY**.

If you are unsuccessful, then go to section 164.

If you are successful, you cross the patch of darkness without mishap. Go to section 8.

213

You meet a Giant Scaly Rat in the passage. It is coming towards you and you must fight it. Make a note of this section and go to section 411.

If you return to this section after defeating the Rat, then go to section 36.

214

Throw two dice.

If the number is odd, then go to section 22 and begin combat at Step 5.

If the number is even then the wolves have lost you and you are safe. Return to the section you last made a note of, and continue your quest.

215

Throw against your **STRENGTH**.

If you are successful, then go to section 119.

If you are unsuccessful take 2 **DAMAGE POINTS** and go to section 245. You may not try to break the door down again.

216

The Orcs are dead. Both have long swords and are wearing suits of chain-mail. If you wish to take any of these, then note the fact down on your *Character Log*.

The door in front of you is unlocked.

If you wish to go east through the door, then go to section 352.

If you wish to go west, then go to section 137.

217



You are standing in front of a locked door at the end of a passage which curves away to the south-east.

If you wish to go south-east, then go to section 233.

If you have a key that you wish to try, then go to section 256.

If you wish to cast a **SESAME** spell, then go to section 132.

If you wish to try to break the door down, then go to section 360.

218

The door to the hut is firmly padlocked.

If you wish to cast a **SESAME** spell to open it, then go to section 350.

If you wish to break the door down, then go to section 398.

If you wish to leave the hut alone, then return to section 385.

219

The prisoners leap on the sleeping Goblins and tear them to pieces. A key is snatched from the belt of one of the Goblins and the door of iron bars unlocked. The starving prisoners rush through the door to the store room, open it and discard the key. There is nothing of interest in the mine area and the prisoners are too busy gorging themselves to take any notice of you. You pick up the discarded **GOBLIN KEY** (make a note of this on your *Character Log*) and continue your quest. Go to section 101.

220

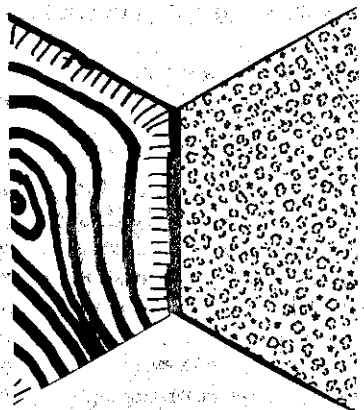


After walking for some time you come upon a small cavern with furs on the floor. Passages leave the cavern both to the south and to the east.

If you wish to sleep here, then make a note of this section and throw two dice. If the score is even, then go to section 335. If the score is odd, then something awakes you suddenly - go to section 252.

If you wish to go south down the sloping passage, then go to section 149.

If you wish to go east, then go to section 309.



You are standing at the foot of the Drakenstooth at the bottom of a high cliff. To the south-west you can see the mountain summit, whilst the Drakenwood stretches away from you in all other directions. The cliff face is too large to search for secret doors if you wish to rescue the Lady Arowen in time, and looks too steep to climb.

Throw two dice. If the score is even then make a note of this section number and go to section 286.

If you wish to go north, then go to section 337.

If you wish to go east, then go to section 481.

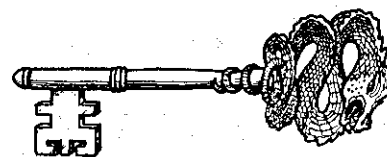
If you wish to follow the cliff to the north-west, then go to section 461.

If you wish to follow the cliff to the south-east, then go to section 125.



The Goblin at the reins pulls up the Giant Stoat just before its claws can reach you. Looking rather shamefaced (as he scratches his armpit) he tells you that he thought all those who hadn't returned would be lizard meat by now. He and the others seem frightened that you'll tell Sir Roderick they were about to attack you - obviously Roderick is a harsh task master.

Pressing your advantage, you demand that they carry you to the main entrance on their mount, and with much subdued grumbling, they do so. Not wanting to let the gate guards know that they are no longer patrolling, they drop you at the junction of two roads. Go to section 337.



You find no secret doors, but your tapping has attracted some attention. Go to section 351.

Congratulations! You have conquered one of the most fearsome monsters in this adventure.

If you wish to examine the pile of bones in the alcove, then go to section 264.

If you wish to leave the room and go south, then go to section 322.

If you wish to leave the room and go north-east, then go to section 305.

If you wish to go north-east and look for secret doors, then go to section 200.

225



You are standing at the bottom of a spiral staircase. In front of you is a door to the east.

If you wish to go up the stairs, then go to section 161.

If you wish to go east through the door, then make a note of this section number and go to section 108.

226



You find yourself in a small cavern with but one exit to the south-east. In the north-west corner you can see the crumpled form of a long-dead body.

If you wish to leave the cavern, then go to section 166.

If you wish to examine the body, then go to section 344.

227

You cannot get a grip upon the slimy surface. Go to section 463.

228

If you are wearing Zandabar's ring, then go to section 260.

If you are not wearing Zandabar's ring, then go to section 288.



229

Your hand is grabbed by two fearsome War Dogs which pull you into the room. You must fight them.

WAR DOGS, each has:

STRENGTH POINTS 8 AGILITY POINTS 7

ATTACK BONUS +1 DEFENCE BONUS 0

DAMAGE POINTS 4 POWER POINTS 0

If you wish to flee, then go to section 261.

If you wish to cast a spell, then write down its name and go to section 284.

If you defeat the War Dogs, then go to section 308.

If you lose consciousness, then go to section 321.

230

POISONOUS BINDWEED:

STRENGTH POINTS 8 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS +1

DAMAGE POINTS 3 POWER POINTS 0

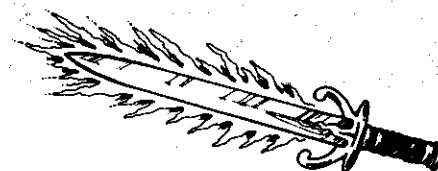
If you manage to defeat this creature, then go to section 402.

If you wish to cast a spell, then write down its name and go to section 354.

If you lose consciousness, then go to section 321.

231

Narek flies into a rage and attacks you. Go to section 311 and begin combat at Step 5, but add 2 to Narek's ATTACK BONUS because of his berserk fury.





232

SIR RODERICK:

STRENGTH POINTS 9

AGILITY POINTS 9

ATTACK BONUS +1

DEFENCE BONUS +2

DAMAGE POINTS 5

POWER POINTS 0

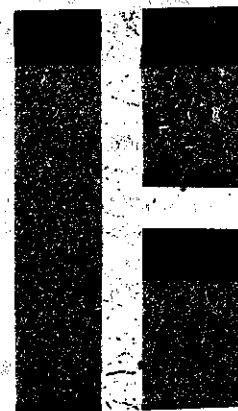
If you wish to cast a spell, then write down its name and go to section 244.

If you wish to flee, then go to section 268.

If you lose consciousness, then go to section 296.

If you defeat Sir Roderick, then go to section 332.

233



You are standing at a T-junction where three passages with smooth, dressed-stone walls meet.

If you wish to east then go to section 349.

If you wish to go north, then go to section 73.

If you wish to go north looking for secret doors, then go to section 180.

If you wish to go south, then go to section 93.

If you wish to go south looking for secret doors, then go to section 432.

234

By the light falling through the hole in the roof you can see a number of sacks scattered on the floor, a couple of spare oars, broken tools, a small cauldron filled with tar, two pots of paint with a paint brush lying between them, and a coil of rope. On the sacks you notice some animal droppings, and looking above this spot you can see two bats hanging from the rafters.

If you wish to cast a spell, then write down its name and go to section 446.

If you wish to take anything from the hut, then go to section 494.

If you wish to attack the bats, then go to section 54 and begin combat.

If you wish to leave the hut quietly, then go to section 42.

If you wish to sleep in the hut make a note of this section number and go to section 282.

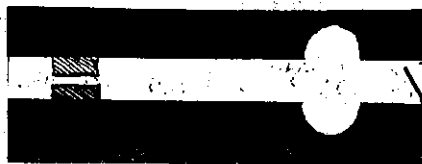
235

Throw against your STRENGTH.

If you are successful, then go to section 145.

If you fail take 2 DAMAGE POINTS and go to section 389.

236



The darkness is dispelled to reveal a narrow stretch of stone floor between two lightly sprung trap doors. At the end of the passage you can see a door behind two alcoves.

If you wish to walk eastwards between the trap doors, then go to section 25.

If you wish to go north-west, then go to section 273.

237



You are standing on the north bank of a fast-flowing river at the bottom of a spiral staircase. A path goes west along the river bank. There is a bridge over the river to the south bank, at the end of which you can see a passage going south.

If you wish to go up the stairs, then go to section 185.

If you wish to go west along the path, then go to section 44.

If you wish to cross over the bridge, then go to section 33.

238

Throw two dice.

If the number is odd, then go to section 382.

If the number is even, then go to section 370.

239

Narek gets tired of waiting for you to do something and starts shouting at you to get on with it. The noise he makes wakes up the Chief, who shakes his head and slowly focuses his bleary eyes. Seeing you, the Chief orders Narek to attack you. Go to section 311 and begin combat at Step 5.

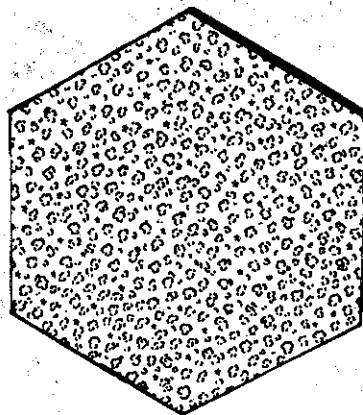
240

If you have a **SERPENT KEY**, then go to section 204.

Otherwise your key doesn't fit. If you tried a key in the north door, go to section 129.

If you tried a key in the south door, then go to section 444.

241



This area of the forest is festooned with thick, sticky webs which look as though they might have been woven by gigantic spiders. To the north-east you can see the Drakenstooth rising majestically from the Drakenwood. Make a note of this section and go to section 238.

If you wish to go north-east, then go to section 29.

If you wish to go north-west, then go to section 153.

If you wish to go east, then go to section 9.

242

The Goblins and Giant Stoat lie dead at your feet. You congratulate yourself on overcoming some very dangerous foes as you clean your weapon of gore. Searching the bodies, you find a small horn, carved to be used as a trumpet, and 7 Gold Pieces. The leather armour is too small for you, but the short swords could be used. If you wish to take any of the above, note them down on your *Character Log*. Return to the section you last made a note of.

243

You are on the road when the falling boulders reach you ... Take 9 **DAMAGE POINTS**.

If you are still conscious, then go to section 7.

If you are unconscious, then go to section 393.

If you are dead, then go to section 321.

244

All **DEFENSIVE** spells work as normal. Return to section 232.

MISCELLANEOUS spells work but have no bearing on this situation. Go to section 232.

All **ATTACK** spells work (except **REPEL UNDEAD**) and are **THREE TIMES** as effective as usual. Go to section 232 to determine results.

245



You are standing in a passage running from east to west, in front of a large locked door in the northern wall. To the west you can hear the mumblings of a large number of Goblins.

From the east comes the sound of many picks smacking against rock, constant groaning, and the odd crack of a whip.

If you wish to go west, then go to section 101.

If you wish to go east, then go to section 485.

If you wish to open the door in the north wall using a **SESAME** spell, then go to section 119.

If you have a **GOBLIN KEY** and wish to unlock the door with this, then go to section 167.

If you wish to break the door down, then go to section 215.

246

Sometime after mid-afternoon you realise that you have never seen this section of the road before. You must have missed the place where you joined the road on your way to Beckford.

If you wish to continue to the scene of Lady Arowen's abduction, and pick up the tracks from there, then go to section 38.

If you wish to return to Beckford, then cross off one day from your *Time Log* and go to section 1.

If you wish to strike out into the forest in the direction of the Drakenstooth, then go to section 433.

247

The two men laugh heartily, and obviously know that you are lying. They rush to the attack. Go to section 199 and begin combat at Step 5.

248

TWO GHOULS:

STRENGTH POINTS 7 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS 0

DAMAGE POINTS 3 POWER POINTS 0

If you are hit by the Ghouls, then go to section 324.

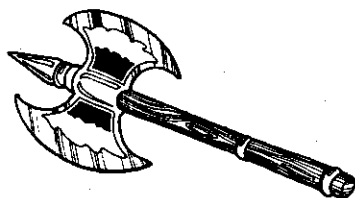
If you manage to hit either of the Ghouls, then go to section 336.

If you wish to cast a spell, then write down its name and go to section 138.

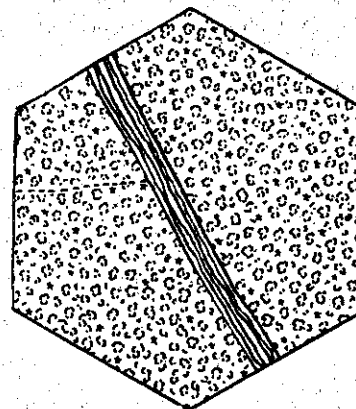
If you wish to flee, then go to section 37.

If you defeat the Ghouls, then go to section 368.

If you lose consciousness, then go to section 321.



249



You are standing in a small clearing on the river bank from which a narrow path leads westwards. By the water's edge you can see a number of footprints going to and from the path. Some of these are human footprints, but the others have been made by a creature with large paws and sharp claws.

If you wish to follow the path and go westwards, then go to section 9.

If you wish to follow the river to the north-east, then go to section 17.

250

You meet a pedlar who claims to have narrowly escaped being eaten by a fire-breathing dragon whilst walking along the Romark road two months ago. The pedlar says that he hid in the forest as the beast flew overhead, and that it was flying towards the Drakenstooth. Cross one day from your *Time Log*.

Next morning, if you wish to search again for rumours, then go to section 49.

If you wish to leave Beckford and begin your quest, then return to section 1.

251

The hands of the Goblins leap for their swords as you approach, but the relax as you tell them that you are one of Sir Roderick's men. They tell you that the way to the main entrance is to follow the cliff face around to the north-east.

If you wish to thank them and follow their advice, then go to section 461.

If you wish to cast a spell, then write down its name and go to section 347.

If you wish to attack the Goblins, then go to section 107.

252

You look around to see a rugged-looking Dwarf wearing chain-mail, holding a double-headed axe. He asks you gruffly, 'Who are you and what do you want?'

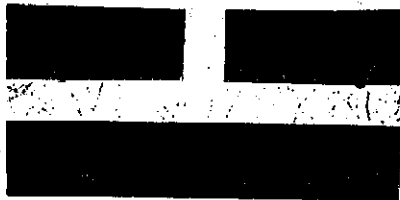
If you wish to tell him the truth, then go to section 440.

If you wish to cast a spell, then write down its name and go to section 40.

If you wish to tell him that you are one of Sir Roderick's guards, then go to section 472.

If you wish to attack the Dwarf, then go to section 96.

253



You are standing at a T-junction where three passages with smooth, dressed-stone walls meet.

If you wish to go north, then go to section 349.

If you wish to go west, then go to section 21.

If you wish to go east, then go to section 429.



254

You hear twigs snap nearby and turn your head to see three warty, man-like creatures riding upon a large furry beast which resembles a Giant Stoat or weasel. You recognise the riders as Goblins, and notice that they are wearing leather armour and carry short, wickedly sharp swords. You try to reach for your own weapons, but are held fast by the web, and only succeed in making the Goblins laugh so much that they almost fall from the saddle. They come over to you, being careful not to get caught in the web themselves, and give you a few painful kicks and pokes as they discuss what to do with you.

'Leave it for the spiders, I say,' is the opinion of the largest.

'No, it's too juicy for spider meat,' says another, 'let's take him back to the caverns and have some fun!!'

After a moment the largest is persuaded, and gives you a vicious blow on the head ... Go to section 393.

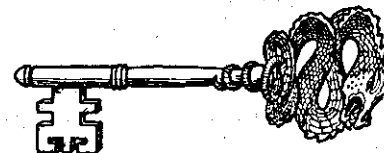
255

The Goblins lie dead at your feet. The only useful items they have are their short swords and 4 Gold Pieces. If you wish to take any of these items, then note them down on your *Character Log* before returning to the section you last made a note of.

256

If you have a key whose handle is in the shape of a coiled serpent, then the door opens easily - go to section 369.

If you have no such key, then go to section 132.



257



You are standing in front of a door at the bottom of a spiral staircase.

If you wish to go through the door, then go to section 189.

If you wish to go up the stairs, then go to section 209.

258

The old man makes you a hearty vegetable broth, tastily garnished with various herbs from the forest. As the sun sinks below the horizon he offers you a pallet in his hut on which you sleep soundly until dawn. You wake up refreshed, with your **POWER POINTS**, **STRENGTH POINTS** and **AGILITY POINTS** brought back to your original totals. Whether this was brought about by the broth or the good night's sleep you can't tell.

The old man wishes you well with your quest and escorts you to the edge of the clearing. Go to section 9, ignoring the first option.

259

It soon becomes plain that this is not the usual way to bring messages to the Goblin Chief. Go to section 351.

260

In the inlaid casket you find thirty small gems worth 20 Gold Pieces each - a fortune! Go to section 160.

261

Throw against your **AGILITY**.

If you fail, you cannot flee, return to section 229 and commence combat at Step 5.

If you succeed, then you take 4 **DAMAGE POINTS** as you flee. If you are now unconscious, then go to section 321.

If you are still conscious, then you manage to get through the door and close it behind you. Go to section 129.



262

If you cast a DEFENSIVE spell, then go to section 28.

If you cast an ATTACK spell, then go to section 89.

If you cast a MISCELLANEOUS spell, then go to section 152.

263



You are standing in front of a door at the south-east end of a passage which runs from north-west to south-east. You can hear a loud snoring coming from behind the door.

If you wish to go north-west, then go to section 293.

If you wish to knock at the door, then go to section 127.

If you wish to enter the room without knocking, then go to section 175.



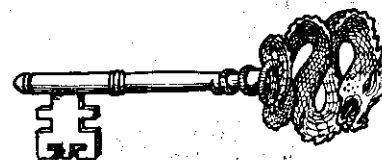
264

You find many useful items amongst the pile of bones including a suit of chain-mail, a shield, a long sword, an ornate silver bottle and coins and gems to the value of 70 Gold Pieces.

If you wish to take the sword, then make a note of this section and go to section 91.

If you wish to examine the bottle, then make a note of this section and go to section 75.

Make a note of any items which you wish to take on your *Character Log* and then return to section 224.



265

You see a well-appointed room before you. A man in plate armour wearing a plumed helmet stands in the doorway. You recognise him as the Captain you saw in the forest. Behind the Captain, sitting at a table, you can see a frightened fair-haired girl. The Captain attacks you. Go to section 312 and begin combat at Step 5.

266

You climb a nearby tree and settle yourself down for the night. Cross one day from your *Time Log* and throw two dice.

If you throw an even number, then go to section 410.

If you throw an odd number, then go to section 6.

267

You do not find a secret door, but hidden behind one of the large barrels you do find a low passage heading north.

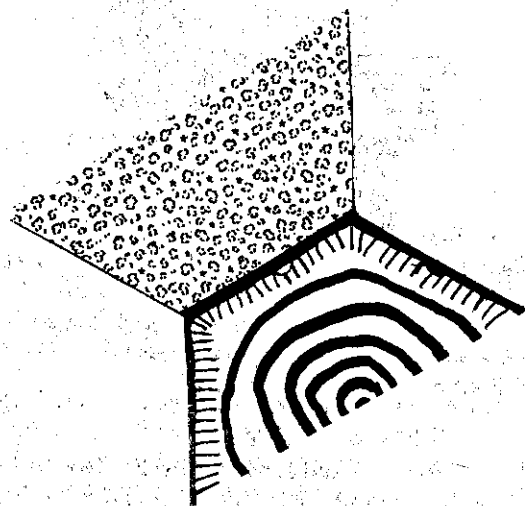
If you wish to follow the passage, then make a note of this section number and go to section 363.

Otherwise, go to section 167.

268

You flee through the door and down the passage. Go to section 444.





You are at the edge of the forest looking south-east at a steep cliff face. Beyond the cliff can be seen the summit of the Drakenstooth, whilst the Drakenwood stretches to the horizon in all other directions.

At the base of the cliff is a large stout wooden door, before which you can see four warty, man-like creatures. You recognise them as Goblins, and notice that they are wearing leather armour and carry short, wickedly sharp swords.

If you wish to go north, then go to section 365.

If you wish to follow the cliff to the north-east, then go to section 461.

If you wish to follow the cliff to the south-west, then go to section 413.

If you wish to cast a spell, then write down its name and go to section 59.

If you wish to attack the Goblins, then go to section 107.

If you have a black shield, bearing a silver dragon's head, and wish to pose as one of Sir Roderick's men, then go to section 155.

If you have a horn and wish to blow it, then go to section 203.

270

One of the Goblins smashes the pommel of his sword against the back of your head, and you fall to the ground. Your last memory is the sight of him standing gloating above you. Go to section 393.

271

MISCELLANEOUS spells will have no bearing on the situation - go to section 447.

All ATTACK spells except REPEL UNDEAD work as normal - go to section 447 to determine the effects.

If you are INVISIBLE the Stoats will ignore you unless you attack them, but it will only increase your DEFENCE BONUS by 1 due to their keen senses.

If you wish to continue combat, go to section 447.

If you are INVISIBLE and DON'T wish to continue combat, then go to section 181.

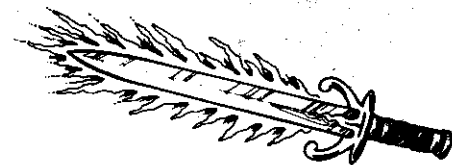
FOOTSTEPS will only work if you are already INVISIBLE. Its effects will be to allow you one automatic hit on the Stoats, if you wish to continue combat (go to section 447 and continue combat normally after deducting the damage from the Stoats), or allow you to break off combat (go to section 181) if you wish to do so.

272

As you walk along the passage, you notice it getting narrower. Suddenly you see a Giant Scaly Rat walking towards you and you must fight it. Make a note of this section and go to section 411.

If you return to this section after defeating the Rat and you wish to sleep here, then make a note of this section and go to section 335.

Otherwise, go to section 66.



273



You are standing at a T-junction where three passages with smooth, dressed-stone walls meet.

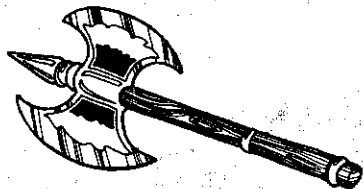
If you wish to go west, then go to section 349.

If you wish to go north-east, then go to section 161.

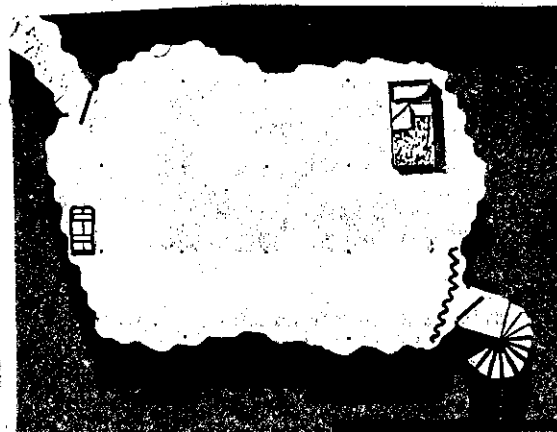
If you wish to go south-east, then go to section 137.

274

Make a note of this section number and return to section 486. Run through one round of combat beginning at Step 5. If you are still conscious after this, then you make it to the south bank - go to section 17.



275



The door opens smoothly to reveal a spiral staircase going upwards.

If you wish to go up the stairs, then go to section 21.

Otherwise, go to the section whose number you last noted.



276

The spell does not work. A stalactite falls upon you and you take 3 DAMAGE POINTS. Go to the section whose number you last noted.

277



You are standing in a cavern which has been hewn from the living rock. A thin ledge runs all the way round the cavern in the middle of which is a deep pit. Looking down into the pit you see a pile of noxious rubbish. Something shiny seems to be buried amongst the rubbish although from this distance you can't tell what exactly it is. In the south-east wall of the pit you can see a small cave entrance.

Throw two dice. If the number you have thrown is even, then make a note of this section number and go to section 367.

Throw against your **AGILITY**. If you fail, then go to section 415.

If you wish to cast a **FLOAT** spell and jump down into the pit, then go to section 463.

If you wish to climb down into the pit, then go to section 35.

If you wish to leave this room, then go to section 341.

278

If you cast **FLYFEET** or **FLOAT** to get down the cliff, then you manage to do this quite easily. Go to section 317.

Other spells work normally, but only **HEALING** will have any real bearing on the situation. Go to section 322.

279

Go to section 231.

280

TWO ORCS, each of which has:

STRENGTH POINTS 9 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS +2

DAMAGE POINTS 4 POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 304.

If you wish to flee, then go to section 328.

If you defeat the Orcs, then go to section 216.

If you lose consciousness, then go to section 61.

281



You are standing on the south bank of a fast-flowing river at the western end of a riverside path. The river disappears into a tunnel and the path stops, but above you you can see a well shaft.

If you wish to climb the well shaft, then go to section 320.

If you wish to cast a **FLYFEET** spell before climbing the well shaft, then go to section 348.

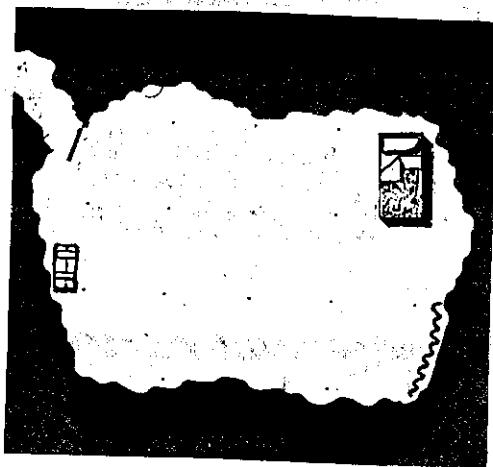
If you wish to go east along the path, then go to section 109.

282

If you killed the bats in the hut, then go to section 410.

Otherwise, go to section 6.

283



The Chief lies dead at your feet. Also in the room are a bed against the eastern wall and a large chest against the western wall. At the foot of the bed an ornate tapestry hangs on the wall. If you have been captured by the Goblins your possessions are in a pile in the south-east corner of this room.

Make a note of this section number.

If you wish to search the Chief's body, then go to section 375.

If you wish to open the chest, then go to section 139.

If you wish to search for secret doors, then go to section 423.

If you wish to leave the room, then go to section 293.

284

All spells except **REPEL UNDEAD** will work as normal.

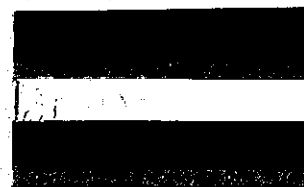
If you cast an **ATTACK** spell, then go to section 229 to find the result.

If you cast an **INVISIBILITY** spell, then the dogs ignore you. Go to section 308.

If you cast a **FLYFEET** spell, you take 4 **DAMAGE POINTS** as you climb the wall. You manage to climb round to the door out of reach of the barking dogs. Go to section 129.

No other **MISCELLANEOUS** spell has any bearing on the situation. Go to section 229 and continue combat.

285



You are standing at the western end of a passage that runs from east to west, in front of a wooden door.

If you wish to go west through the door, then go to section 353.

If you wish to go east, then after a number of twists and turns you arrive at section 117.

286

Throw two dice.

If the number is odd, then go to section 330.

If the number is even, then go to section 378.

287

You release a **POWER BOLT** at the Chief. Reduce your **POWER POINTS** by 1. Although the **BOLT** is weak the Chief dies immediately. Narek grabs the key hanging around the Chief's neck and uses it to open up a large chest. He empties the chest of its contents and gives you the key. Narek then takes the Chief's ring and is about to leave the room.

If you wish to let him go, then go to section 95.

If you wish to stop him from leaving and attack, then make a note of this section number and go to section 311.

If you defeat Narek, then go to section 143.

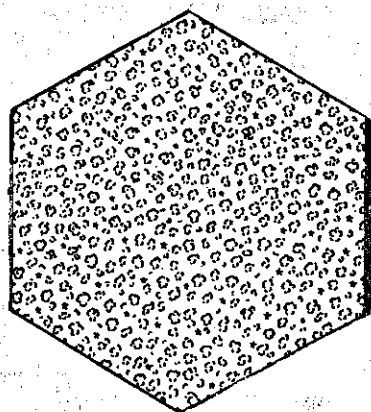
288

Throw two dice and take this number of **DAMAGE POINTS**.

If you are unconscious, then go to section 321.

Otherwise, go to section 260.

289



You are deep in the forest, and to the east you can see Drakenstooth rising majestically from the Drakenwood. If you left Beckford this morning the sun is sinking and it is time that you found somewhere to sleep.

Throw two dice, and if you throw an odd number then make a note of this section number and go to section 430.

If you wish to go north-east, then go to section 365.

If you wish to go east, then go to section 413.

If you wish to go south-east, then go to section 153.

If you wish to go to sleep here, then make a note of this section number and go to section 26.

290

If any Goblins are still alive, and you used no magic successfully in this combat, then go to section 270.

If you cast any spells in the sight of the Goblins, or killed them all and fell fighting the Giant Stoat, then go to section 321.

291

If you cast **HEALING** it works normally. Go to section 243.

If you cast **FLYFEET** to climb the cliff face, then go to section 103.

If you cast **FLOAT** and jump over the cliff, you escape the boulders and drift gently to the ground, taking no damage. Go to section 74.

If you cast any other spell, it works normally but has no bearing on the present situation. Go to section 243.

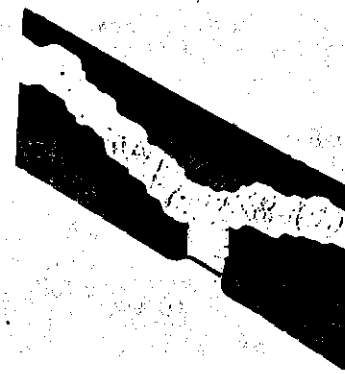
292

The girl says she is the Lady Arowen and demands that you take her to Beckford immediately.

If you reach the town with her safely, then go to section 452.

Make a note of section 452 somewhere for future reference, and go to section 141.

293



You are standing in a rough-hewn passage which runs from north-west to south-east. In front of you is a large open door set into the south-west wall. You can see another closed door at the south-east end of the passage, whilst from the north-west you can hear the noise of many Goblin voices.

If you wish to go south-west, then go to section 65.

If you wish to go north-west, then go to section 101.

If you wish to go south-east, then go to section 263.

294

No matter which way you turn, the unearthly voice both follows you and seems to be just ahead at the same time. Fear grips you, and you run in panic. Cross off one day from your *Time Log* and throw one dice.

Go to the appropriate section below:

Dice Roll

- 1 Go to section 9
- 2 Go to section 153
- 3 Go to section 57
- 4 Go to section 241
- 5 Go to section 342
- 6 Go to section 289

295

One of the men deals you a blow to the head which sends you spinning. You fall to the floor unconscious. Go to section 393.

296

If you used any magic in this combat, then go to section 61. Otherwise, go to section 393.

297

After seemingly endless hours of following the trail throughout the gloomy forest, you come to the place where you saw the armed riders some nights ago. What's left of the man-at-arms whose gem you found lies where you left it, but has obviously made more than one meal for wolves and other scavengers since then. You rest a moment to nibble some rations and quench your thirst before following the track through the forest once more ...

If you wish to follow the tracks to the Drakenstooth, then go to section 153.

If you wish to follow the tracks to the scene of the abduction, then go to section 414.

If you wish to follow your tracks to the road, then go to section 198.

298

Whilst buying some salve for the flea-bites you have received from your lodgings, the herbalist tells you that she gets a lot of her materials from a hermit who lives in the forest south-east of the Drakenstooth. Some say that the hermit keeps a large black bear as a pet, though she has never seen it herself. She also tells you that The Singer of the Forest may help you to find what you seek.

Cross off one day from your *Time Log*.

Next morning, if you wish to search again for rumours, then go to section 49.

If you wish to leave Beckford and begin your quest, then return to section 1.

299

The Goblins listen to your tale and look knowingly at each other. Almost before you realise it, they draw their swords and attack you. Go to section 107 and begin combat at Step 5.

300

You float gently over the water to the opposite exit. Naturally, you cause no vibrations so no stalactites fall from the cavern roof.

If the section you last noted was 313, then go to section 425.

If the section you last noted was 425, then go to section 313.

301



You are standing at a T-junction where three passages with smooth, dressed-stone walls meet.

If you wish to go south, then go to section 349.

If you wish to go east, then go to section 185.

If you wish to go west, then go to section 209.

302

The spider falls in a limp, oozing mess at your feet. Return to the section you last made a note of and continue your quest.

303

The scrap of parchment has obviously been used to keep score during the game, but when you turn it over you find it covered with magical writing! Two spells are inscribed on the scroll, **INVISIBILITY** and **HEALING**. This means that you can cast these spells **ONCE ONLY** without deducting any **POWER POINTS**. When you have cast a spell from the scroll, the magical script disappears, and when you have cast both spells the parchment will be worthless.

Make a note of this scroll on your *Character Log*.

If you wish to pull the rope, then go to section 351.

If you wish to search for secret doors, then go to section 223.

If you wish to leave the room, then go to section 489 and ignore any references to Goblins there.

304

ATTACK spells other than **REPEL UNDEAD** will work normally - go to section 280 to determine their effects and/or continue combat.

FOOTSTEPS will work only if you are already **INVISIBLE**. If this is the case, then the Orcs run westwards down the passage in pursuit of your illusion - go to section 216 but ignore any references to the Orcs and their possessions. Otherwise, go to section 280 and continue combat.

Other **DEFENSIVE** spells will work normally, but **MISCELLANEOUS** spells will have no bearing on this situation. Go to section 280 and continue combat.

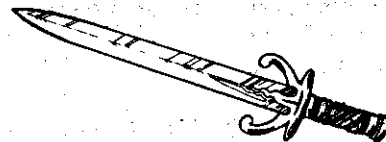
305

You are standing in a small cavern with but one exit to the south-east.

At the northern end of the room in the ceiling is a small shaft. This is too steep and long to climb, even with a **FLYFEET** spell.

If you wish to go south-west, then go to section 224.

If you wish to look for secret doors as you go along the passage to the south-west, then go to section 200.



306

The Poisonous Bindweed strikes again for 3 **DAMAGE POINTS**. You are now held by two fronds and must fight, as fleeing is impossible. Grimly you draw your weapon. Go to section 230 and begin combat at Step 5.

307

Throw two dice.

If the number is even, then go to section 403.

If the number is odd, then go to section 451.

308

The room contains nothing of interest. Go to section 129.

309



You are standing in a passage which runs from east to west. In front of you in the south wall is a wooden door.

If you wish to go west, then go to section 220.

If you wish to go east, then go to section 357.

If you wish to go south, through the door then go to section 396.

If you wish to knock at the door, make a note of this section and go to section 252.

310

You hear a loud rustling noise approaching you, and take cover behind a nearby tree. Peering around the trunk you see a huge reptilian creature with bright red scales lumber into the glade. It rummages around the charred remains of the men and horses for a moment, wisps of smoke puffing angrily from its nostrils. Suddenly it snaps one of the corpses between its fang-filled jaws and drags it away through the forest.

After the huge lizard has disappeared into the trees to the north-east, you rise and try to stop your legs from shaking.

Return to section 153 and continue from where you left.

311

NAREK THE GOBLIN BODYGUARD:

STRENGTH POINTS 8 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS +2

DAMAGE POINTS 4 POWER POINTS 0

If you wish to flee, then go to section 383.

If you wish to cast a spell, then write down its name and go to section 183.

If you lose consciousness, then go to section 393.

If you defeat Narek and he is alone, then go to section 431. If the Chief is also in this room, then go to section 325.

312

GUARD CAPTAIN:

STRENGTH POINTS 11 AGILITY POINTS 9

ATTACK BONUS +1 DEFENCE BONUS +3

DAMAGE POINTS 4 POWER POINTS 0

If you wish to flee, then go to section 372.

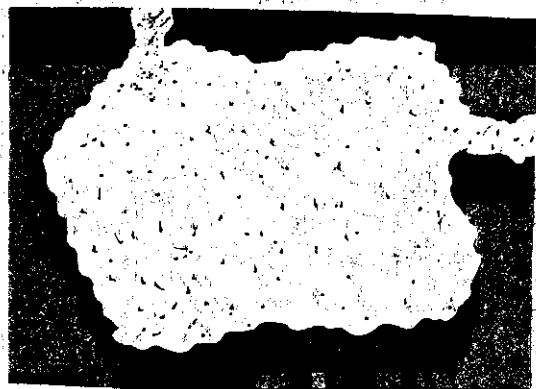
If you wish to cast a spell, then write down its name and go to section 340.

If you defeat the Guard Captain, then go to section 477.

If you lose consciousness, then go to section 321.



313



You are standing at the south-west end of a passage which runs from north-east to south-west. Before you is a large cavern filled with stalactites and stalagmites. In the north-west corner of the cavern is the entrance to another passageway which leads to the north. The floor of the cavern itself around the stalagmites is a shallow pool of water.

If you wish to go north-east along the passage, then go to section 166.

If you wish to cross the cavern to the other exit, then go to section 388.

If you wish to cast a spell before crossing the cavern, then make a note of this section, write down the spell's name and go to section 262.

If you lose consciousness, then go to section 321.

314

You are in the middle of the Drakenspit Beck, though slightly nearer to the bank opposite the landing stage, and find that the current is quite strong. If this is the first time you have been in the water, at this point, then go to section 323.

Otherwise, if you wish to swim to the landing stage, then go to section 385.

If you wish to swim to the opposite bank, then go to section 17.

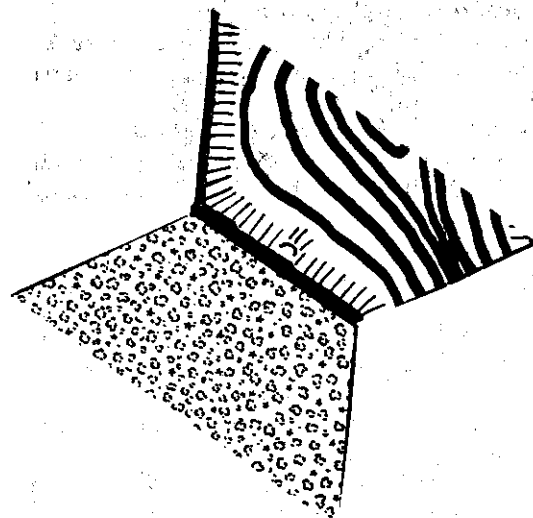
315

The barrel you break open contains some very strong wine. In fact it is the best wine you have tasted in a very long time, and you can't help but have another drink. It is so good that you carry on drinking until you fall to the floor in a drunken stupor. Go to section 393.

316

Whilst you wear Zandabar's ring your POWER POINTS will be renewed automatically. Whenever you cast a spell do not reduce your POWER POINT total. Go to section 160.

317



You are standing at the foot of the Drakenstooth at the bottom of a high cliff. To the east you can see the mountain's summit, whilst the Drakenwood stretches away from you in all other directions. The cliff face is too large to search for secret doors if you hope to rescue the Lady Arowen in time, and looks very difficult to climb. You can see a cave entrance in the cliff face

about 100 feet above you, whilst to the south-west is a rough trail which looks to have been made by a large lumbering creature crashing through the forest.

If you wish to go south-west, then go to section 153.

If you wish to go west, then go to section 289.

If you wish to follow the cliff westwards, then go to section 413.

If you wish to follow the cliff eastwards, then go to section 5.

If you wish to investigate the cave, then go to section 334.

318

STONE GUARDIAN:

STRENGTH POINTS 8 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS +2

DAMAGE POINTS 3 POWER POINTS 0

Whenever you hit the Stone Guardian, go to section 55.

If you wish to cast a spell, then write down its name and go to section 376.

If you wish to flee, then go to section 416.

If you defeat the Stone Guardian, then go to section 468.

If you lose consciousness, then go to section 321.

319

If you have already met and defeated Narek then you spend a restful night. Cross off one day from your *Time Log*, restore your POWER POINTS to their original level, and go to section 65.

Otherwise, make a note of this section number because ...

The door to the room crashes open and in walks the largest Goblin you have ever seen. He is wearing chain-mail and is armed with a long sword. He looks at you and shouts, 'Who's been sleeping in Narek's bed! What are you doing here anyway?'

If you have broken the chest which you have found in this room, then go to section 279.

If you decide to tell Narek the truth about your doings, then go to section 407.

If you wish to tell him that you have been assigned as a bodyguard to the Goblin Chief, then go to section 231.

If you wish to attack Narek, then go to section 311.

If you wish to cast a spell, then write down its name and go to section 183.

320

Throw against your AGILITY.

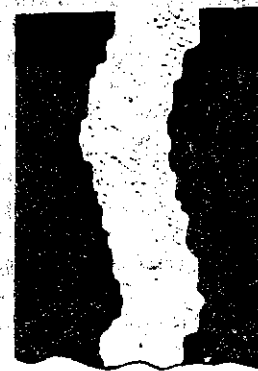
If you fail, then go to section 359.

If you succeed, then go to section 373.

321

Your adventure ends here. If you wish to try again, then create a new character and go to section 1.

322



You are standing at the entrance of a cave. The cave is 100 feet above the ground in a steep cliff face. A wide passage leads northwards from this cave entrance.

If you wish to cast a spell, then write down its name and go to section 278.

If you wish to climb down the cliff, then go to section 381.

If you wish to go north along the passage, then go to section 412.

If you wish to look for secret doors as you go north along the passage, then go to section 445.

323

You notice that you are not the only creature in the water, as two long sinuous beasts snake their way towards you. Go to section 486 and begin combat at Step 5.

324

Throw against your **STRENGTH**.

If you succeed, then go to section 248 and continue combat.

If you fail, you find that you cannot move. The Ghouls must have venom in their claws! You stand stock-still as the Ghouls slowly rend you apart - go to section 321.

325

Narek falls dead at your feet. Almost before he touches the floor the Chief himself attacks you.

Make a note of this section number and go to section 191.

If you return to this section after defeating the Chief, then go to section 431 to search Narek.

If you return to this section after searching Narek, then go to section 283.

326

You hear a loud angry roar behind you. Spinning round you see a large black bear coming towards you at a lumbering run.

If you wish to fight the bear, then go to section 422.

If you wish to use magic, write down the name of the spell you wish to use, then go to section 374.

If you wish to flee, then go to section 162.

327

You run through the door and up a passage going north-west. The Goblin Chief does not follow you, but shouts loudly for help. Go to section 351.

328

Throw against your **AGILITY**.

If you succeed, then go to section 137.

If you fail, then go to section 164.



329

She tells you that the Captain uses it to feed the horrid pet which he keeps in the corner of the room. You throw the meat where she directs and a Blood Bug drops from the ceiling over the chest. Whilst the Blood Bug is eating the meat, you smash the chest and inside you find 15 Gold Pieces. Go to section 477.

330

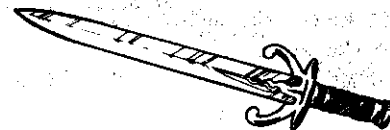
You sense a movement behind you and dart behind a tree. Peering carefully round its gnarled trunk you see two savage grey wolves, noses to the ground, following your trail. They don't appear to have seen you.

If you wish to flee, then go to section 426.

If you wish to climb the tree, then go to section 474.

If you wish to attack the wolves, go to section 22.

If you wish to cast a spell, then write down its name, make a note of this section number and go to section 70.



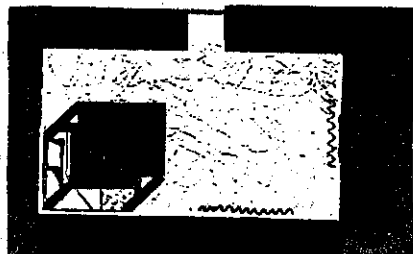
331

If you cast a **MISCELLANEOUS** spell it works, but has no effect on this situation - go to section 191.

DEFENSIVE spells work as normal - return to section 191 and continue combat.

If you cast an **ATTACK** spell (apart from **REPEL UNDEAD**) it will work at **THREE TIMES** its normal effect, causing **THREE TIMES** the usual damage.

If the Chief is still alive after you have cast your spell he will attack you with renewed frenzy. Add 2 to his **ATTACK BONUS** and return to section 191.



The corpse of Sir Roderick lies at your feet. Searching the body you find a key with an ornate handle in the form of a serpent. You also find a jewelled pendant worth 30 Gold Pieces. Sir Roderick is armed with a finely wrought sword and on his finger wears a gold ring with the word 'Chief' engraved upon it.

If you wish to take the sword, then make a note of this section and go to section 91.

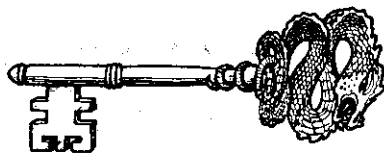
If you wish to take the ring, then make a note of this section and go to section 176.

Make a note of any items you wish to take on your *Character Log*.

The room is richly appointed, containing a fine four-poster bed and intricately woven wall-hangings. If you have been captured by Sir Roderick's men-at-arms then all your possessions are heaped in a corner of the room. If you wish to take any of them back, then make a note of them on your *Character Log*.

If you wish to leave the room and go north, then go to section 129.

If you wish to search for secret doors, then go to section 356.



You enter a well-appointed room. In front of you stands a pale bearded figure in dark robes.

'So you're the one who dares oppose the will of Zandabar,' he cries. 'Prepare to meet thy doom.'

Saying this he raises his hands ...

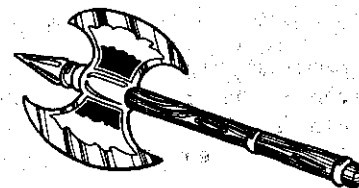
Throw against your **AGILITY**.

If you succeed, then go to section 364.

If you fail, then go to section 392.

If you wish to cast **FLYFEET** before climbing the cliff, then go to section 34.

If you wish to climb the cliff without magical aid, then go to section 106.



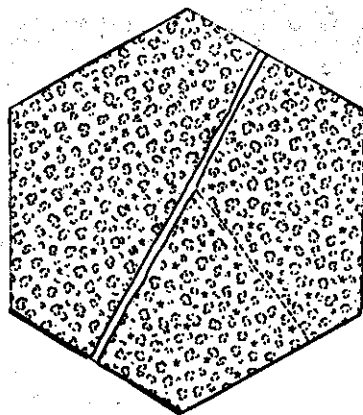
You have a restful night's sleep and awake to find that all your **POWER POINTS** have been restored.

Cross off one day from your *Time Log* and go to the section you last made a note of.

If you hit the Ghouls with a magical or silver weapon, then this will cause damage as normal. Go to section 248.

If you hit the Ghouls with a normal weapon, then they will receive no damage from your blow. Go to section 248.

337



You are deep in the forest, at the junction of two paved roads. To the south-west you can see the Drakenstooth rising majestically from the Drakenwood. If you left Beckford this morning, the sun is now sinking and it is time that you found somewhere to sleep.

The wide main road which runs from south-west to north-east seems but little used, especially the section north-east of the junction, which is almost completely overgrown. It is joined by a minor road from the south-east, which seems to be used a little more. Throw two dice, and if the number you throw is even then make a note of this section number and go to section 430.

If you wish to go west, then go to section 365.

If you wish to go south-east, then go to section 481.

If you wish to go south-west along the road, then go to section 74.

If you wish to go south-west, but stay in cover by the side of the road then go to section 461.

338

If the number you threw was odd, then go to section 386.

If the number you threw was even, you flee stealthily into the forest and notice with relief that the stoatriders do not follow. Return to the section you last made a note of.

339

None of the keys you have seem to fit the lock. Go to section 93.

340

The Captain will carry on fighting if he is able to do so after you have cast your spell.

If you cast a MISCELLANEOUS spell, it has no bearing on this situation. Go to section 312 and continue combat.

If you cast FOOTSTEPS, this will only work if you are already INVISIBLE - if this is the case, then go to section 477 but ignore any reference to the Captain's possessions.

All ATTACK spells except REPEL UNDEAD work as normal. Go to section 312 to determine their effect.

341

You are standing in a roughly hewn passage which runs from north to south. To the north you can hear the voices of many Goblins, whilst from the south drifts a horrendous stench.

If you wish to go north, then go to section 101.

If you wish to go south, then go to section 277.

342

You hack your way through a thick hedge of vegetation and win through to the road at a stretch which you do not recognise.

If you wish to follow the road west, then go to section 38.

If you wish to follow the road east, then go to section 490.

If you wish to strike out into the forest in the direction of the Drakenstooth, then go to section 433.

343

If you are INVISIBLE, then go to section 74 if you wish to flee downhill or section 14 if you wish to flee uphill.

If you are visible you are unable to escape the pursuit. Go to section 199 and begin combat at Step 5.

344

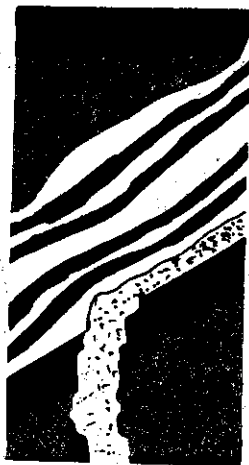
Make a note of this section number and go to section 409.

If you return to this section after defeating your foe, you find nothing of interest or use on the body. The cause of its death, however, is obvious.

If you wish to sleep here, then make a note of this section and go to section 335.

Otherwise, return to section 226.

345



You are standing at the end of a path which runs along the south bank of a fast-flowing river. The path follows the river towards the north-east.

A passage going south leads off the path.

If you wish to follow the path to the north-east, then go to section 105.

If you wish to go south down the passage, then go to section 66.

346

You find yourself next to a goldsmith whilst having lunch at a tavern, and he tells you that a tribe of dwarves used to work a goldmine in the Drakenstooth. The main seam ran out thirty years ago, and the dwarves moved on in search of richer pickings, but he remembers that the mine entrance was in the north-east face of the mountain. Cross off one day from your *Time Log*.

Next morning, if you wish to search again for rumours, then go to section 49.

If you wish to leave Beckford and begin your quest, then return to section 1.

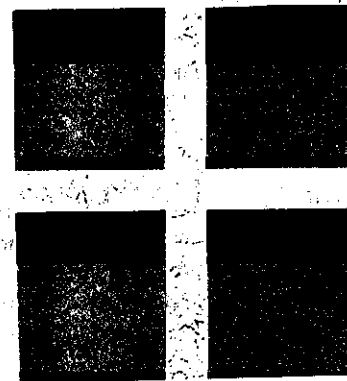
347

All spells work except **REPEL UNDEAD**. The Goblins hear you casting it and those surviving will fight you with renewed vigour. Go to section 107 to obtain the result of this.

348

You climb the shaft easily. Go to section 373.

349



You are standing at a crossroads where four passages, each with walls of smooth, dressed stone, meet.

If you wish to go north, then go to section 301.

If you wish to go south, then go to section 253.

If you wish to go east, then go to section 273.

If you wish to go west, then go to section 233.

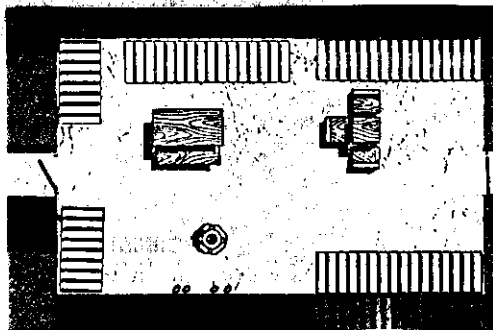
350

The padlock falls to the floor and you gently push the door open. Go to section 234.

351

Suddenly, you find yourself surrounded by a horde of Goblins! You haven't room to cast spells or use your weapons and are overcome by sheer weight of numbers. You are knocked unconscious ... Go to section 393.

352.



You are standing in a room three of whose walls are covered with bookshelves. All the shelves are filled with various books and scrolls. There is a door at the eastern end of this room. On the southern wall are set four manacles, and in front of them stands a brazier filled with various torture instruments.

If you are wearing a Chief's ring, then go to section 380.

Otherwise, go to section 408.

353

You are standing in a wide passageway which runs from north to south. The walls of the passage are of smooth, dressed stone.

If you wish to go north, then go to section 453.

If you wish to go south, then go to section 497.

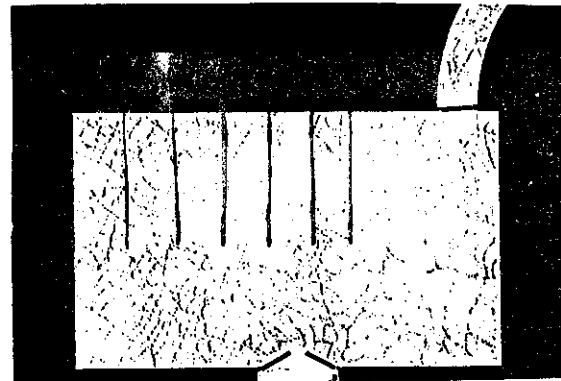
If you wish to search for secret doors, then throw two dice. If the number you throw is even, then go to section 377.

If the number you throw is odd, then go to section 400.

354

You are so busy keeping afloat that your spell fails to go off, though you still use up the **POWER POINTS** it requires. Go to section 306.

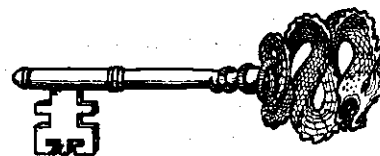
355



You find a secret door at the eastern end of the northern wall. You push it open to reveal a passage going north.

If you wish to go down this passage, then go to section 149.

Otherwise, go to section 181.



356

Behind the wall-hangings you find two secret doors. One in the eastern wall and one in the south wall.

If you wish to go east through the secret door, then go to section 117.

If you wish to go south through the secret door, then go to section 257. 129

If you wish to go north through the normal door, then go to section 129. 257

357



You are standing at the eastern end of a passage which runs from east to west. To the east of you is a wooden door.

If you wish to go east through the door, then go to section 417.

- If you wish to go west, then go to section 309.

358

You hear a shuffling noise behind you! Turning round you see a large furry animal with fangs bared and three small warty man-like creatures riding upon its back, running straight towards you! You recognise the man-like creatures as Goblins, and notice that they are wearing leather armour and waving short, wickedly sharp swords at you. The beast they are riding is some kind of Giant Stoat or weasel, and looks even more deadly as it turns to attack you.

If you have a black shield with a silver dragon's head, then go to section 98.

If you wish to cast a spell, then write down its name and go to section 2.

If you wish to attack the creature, then go to section 454.

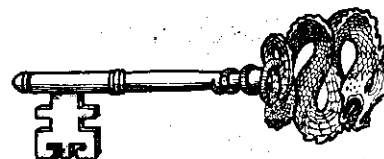
If you wish to flee, then go to section 50.

359

You take 4 DAMAGE POINTS as you fall down the well shaft and into the river below. Go to section 13.

360

Go to section 132.



361

The Captain is wearing a suit of chain-mail and carries a sword. Around his neck is a key with an ornate handle in the shape of a coiled serpent.

The chain-mail is very ornate and the result of fine craftsmanship. If you wish to take the chain-mail, then go to section 77.

Make a note of any items you wish to take on your *Character Log* and return to section 477.

362

If you cast a FLOAT spell it works perfectly, allowing you to cross the river without really getting wet. Reduce your POWER POINTS by 1 and go to section 385.

All other MISCELLANEOUS and DEFENSIVE spells work as normal - if you cast one return to section 17.

REPEL UNDEAD will not work against these creatures, though other ATTACK spells work normally. Go to section 486 to determine the damage before returning to section 17.

363

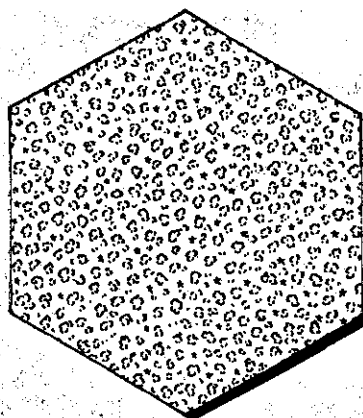
As you make your way down the tunnel you can see a Giant Scaly Rat approaching you. There is no way of escape and you must fight it. Make a note of this section number and go to section 411.

If you have defeated the Rat, then return to the section whose number you last noted.

364

You run across the room and attack Zandabar before he can cast his spell. Go to section 420.

365



You are deep in the forest and to the south-east you can see the Drakenstooth rising majestically from the Drakenwood. If you left Beckford this morning, the sun is now sinking and it is time that you found somewhere to sleep. Make a note of this section number and go to section 430.

If you wish to go east, then go to section 337.

If you wish to go south-east, then go to section 269.

If you wish to go south-west, then go to section 289.

If you wish to sleep here, then make a note of this section number and go to section 26.

366

As you walk the river bank you hear an eerie yet beautiful voice singing a mysteriously haunting melody, which gets louder as you continue onwards. You sense that the singer must be some kind of magical being for no earthborn creature could sing so well.

If you wish to leave the Drakenspit Beck and seek out the singer in the forest, then go to section 57.

If you wish to carry on along the river bank then go to section 249.

367

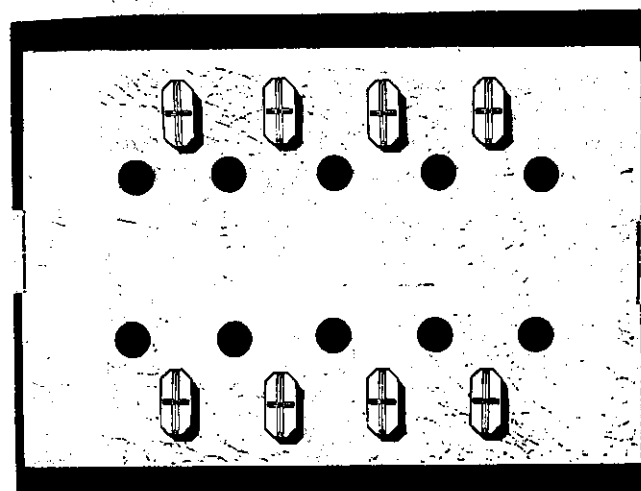
Coming down the passage towards you, you can see three Goblins. They are wearing leather armour and are armed with short swords. They do not appear to have seen you.

If you wish to cast a spell, then write down its name and go to section 111.

If you wish to fight the Goblins, then go to section 63.

If you wish to hide from the Goblins, then go to section 83.

368



You are standing in a dark, damp crypt. Two rows of pillars run from east to west and there is a door in each of the eastern and western walls. There is nothing of value or interest in this room and you feel that you want to leave it as soon as possible.

If you wish to leave through the eastern door, then go to section 72.

If you wish to leave through the western door, then go to section 225.

369

You are standing in a small room with bare stone walls which is split into two sections.

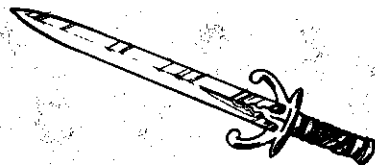
The southern half of the room in which you are standing is a small corridor. It is separated from the northern part of the room by a row of iron bars and an iron-bound door. The room has only one entrance - to the east - and the ceiling is six feet high.

Behind the bars are a bed, a table, and two chairs. A fair-haired young lady is manacled to the northern wall. Sobbing, she tells you that she is the Lady Arowen and pleads with you to help her. She tells you Zandabar opens the door to her cell with an ornate ring he wears, which he mutters some strange words over beforehand.

If you have Zandabar's ring and wish to try to open the door to Lady Arowen's cell, then go to section 404.

If you would like to try a SESAME spell, then go to section 428.

If you wish to leave the room, then go to section 217.



370

You see a huge, ugly black spider emerge from a nearby clump of trees. It pauses a while as though listening intently.

If you wish to attack the giant spider, then go to section 418 and begin combat.

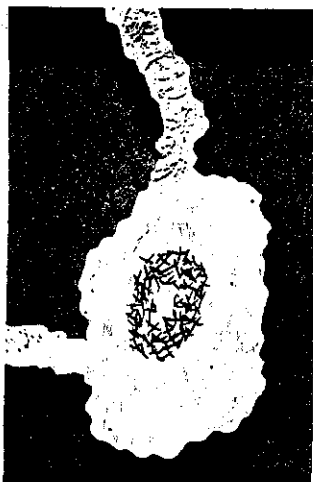
If you wish to flee, then throw two dice. Go to section 466 if the number is even, or section 62 if the number is odd.

If you wish to cast a spell, then write down its name and go to section 110.

If you wish to hide, then throw two dice. If the number you throw is even then go to section 382, if it is odd then go to section 62.



371



You are standing in a small cavern whose walls have been hewn from the living rock. In the middle of the cavern there is a heap of rubbish which seems to have been arranged in the form of a nest. There are two exits from the cavern, one to the west and one to the north. From the west drifts a horrendous stench, as though the room it leads to is full of rotting matter. Happily a slight breath of fresh air blows from the northern passage. From this direction you can also hear the faint sound of running water.

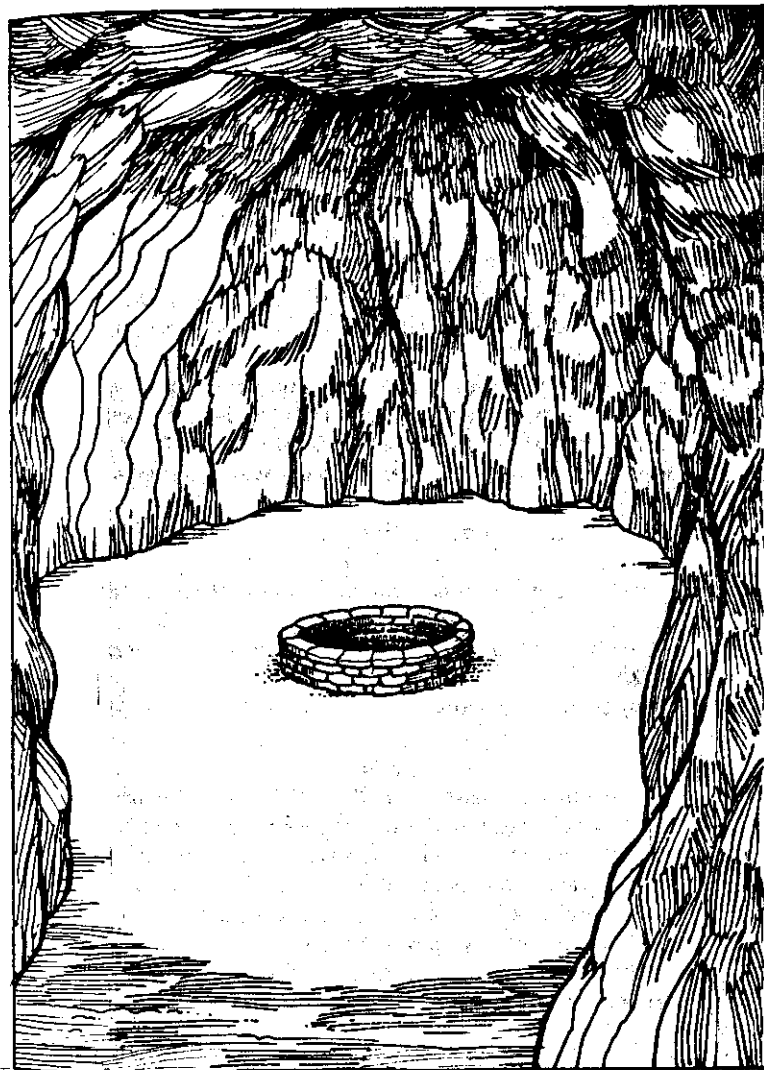
Rummaging around the nest you find the body of an unfortunate adventurer. Most of his equipment is rotted and useless although his scabbard holds a finely wrought sword.

If you wish to take the sword, then make a note of this section number and go to section 91.

If you wish to go west, then go to section 463 and ignore any references to the beetle.

If you wish to go north, then go to section 109.

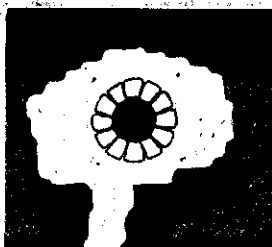
If you wish to sleep here in order to regain some lost **POWER POINTS**, then make a note of this section number and go to section 335.



372

The Captain pursues you hotly. Go to section 312 and commence combat at Step 5.

373



You are standing in a roughly hewn cavern which has a walled well at its centre.

From the well you can hear the sound of running water.

Throw two dice. If the number you throw is odd, then make a note of this section number and go to section 367.

If you wish to drink the water from the well, then go to section 27.

If you wish to climb down the well shaft, then go to section 491.

If you wish to jump down the well shaft, then go to section 359.

If you wish to cast a spell, then write down its name and go to section 123.

If you wish to leave this room, then go to section 197.

374

If you cast a MISCELLANEOUS spell it will have no bearing on this situation. Go to section 422 and continue combat.

If you cast a DEFENSIVE spell only HEALING will work normally as the bear has a keen sense of smell and you will not be able to deceive him. Go to section 422 and continue combat.

If you cast an ATTACK spell (other than REPEL UNDEAD) it will work normally. Go to section 422 to determine the results and continue combat.

375

The Chief is wearing chain-mail armour, but this is too small for you. He also carries a short sword. On a chain around his neck he has a CHIEF'S KEY. Also, on his finger he has a gold ring with 'CHIEF' engraved upon it.

If you wish to take any of these objects, then note them down on your Character Log.

If you take the CHIEF'S RING, then make a note of this section and go to section 176.

Otherwise, go to section 283.

376

No magical spells work here! The area must be under a magical influence of its own. Go to section 318 and continue combat.

377



You find a secret door in the eastern wall. If you wish to go east through the secret door, then go to section 285.

If you wish to go north along the passage, then go to section 453.

If you wish to go south along the passage, then go to section 497.

378

You sense a movement behind you, and turning round see two slaver grey wolves leaping to the attack! Throw two dice.

If the number is even, then go to section 22 and begin combat at Step 1.

If the number is odd, then the wolves attack before you can react properly. Go to section 22 and begin combat at Step 5.

379

Whilst you are getting your money out of your purse, the Goblin Chief attacks you. Make a note of this section, go to section 191 and begin combat at Step 5.

If you return to this section after defeating the Chief then go to section 283.

380

Throw one dice and multiply the result by three. This is the amount of damage which the **POWERBOLT**, just thrown at you, has done. If you are still alive you see a small, man-like creature with leathery wings fly from behind a chair. It lets out a piercing shriek and attacks you as you throw the ring away. Go to section 496.

If you are already unconscious, then go to section 61.

381

Throw against your **AGILITY**.

If you fail, you take 6 **DAMAGE POINTS**.

Whether you fail or not, go to section 317.

382

A branch snaps behind you, and spinning round you see a huge black hairy spider about to strike before you can defend yourself. Go to section 418 and begin combat at Step 5.

383

Because of his size Narek catches you easily. Return to section 311 and commence combat at Step 5.

384

As you walk down the passage which bends to the west, you see a huge Beetle crawling towards you. Make a note of this section number.

If you wish to cast a spell, then write down its name and go to section 179.

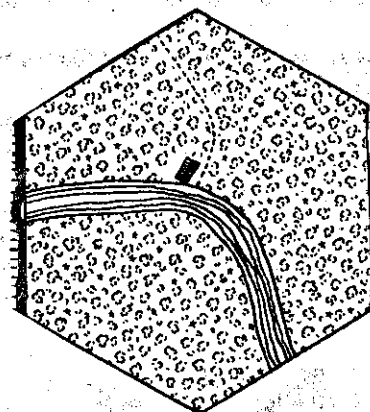
If you wish to flee from the Beetle, then go to section 419.

If you wish to attack the Beetle, then go to section 131.

If you have returned to this section after defeating the Beetle and you wish to go west, then go to section 371.

If you wish to go north after returning here, then go to section 281.

385



You are standing at a small landing stage on the north bank of the Drakenspit Beck. By the landing stage is a tiny wooden hut with a hole in its roof and beside this a wooden rowing boat has been drawn out of the water. To the west you can see the summit of the Drakenstooth, whilst a narrow, weed-choked road leads northwards. The Drakenwood stretches to the horizon in all other directions.

If you left Beckford this morning the sun is now sinking and it is time that you found somewhere to sleep.

If you wish to go north-west along the road, go to section 481.

If you wish to go west along the river bank, then go to section 105.

If you wish to go west in the small boat, then go to section 170.

If you wish to enter the hut, then go to section 218.

If you wish to sleep up a tree, then make a note of this section number and go to section 266.

386

Due to its keen senses the Stoat locates you and the Goblins follow its lead. Go to section 454 and begin combat at Step 5.

387

You stand back as the doors swing open, and to your surprise you see not a passageway, but a precariously balanced pile of boulders behind them. The top boulder topples, dislodging others, and in seconds you have an avalanche of rocks falling towards you!

If you wish to run back down the road to the forest, then go to section 243.

If you wish to cast a spell, then write down its name and go to section 291.

If you wish to climb the cliff to escape the falling rocks, then go to section 399.

388

A stalactite falls on you as you cross the cavern. Take 3 DAMAGE POINTS and go to section 313.

389



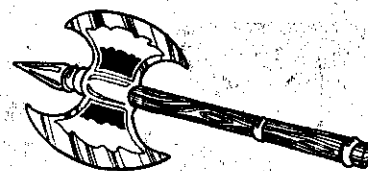
You are standing at the south-west end of a roughly hewn passage which goes from the south-west to north-east. From the north-east comes the sound of many Goblin voices. To the south-west is a heavy wooden door which appears to be locked.

If you wish to go north-east, then go to section 101.

If you wish to cast a SESAME spell to open the door, then go to section 39.

If you wish to hammer the door down, then go to section 235.

If you have a GOBLIN KEY and wish to open the door with this, then go to section 145.



390

By a great effort of will you manage to tear yourself away from the lake and stumble back into the forest. Combating the strange magic has taken its toll, however. Reduce your POWER POINTS by 2 and go to section 294.

391

Throw against your AGILITY but add 4 to the dice roll.

If you are successful even so, then go to section 462.

If you fail, go to section 199 and begin combat at Step 5.

392

Make a saving throw against magic.

If you are successful, then go to section 364.

If you are unsuccessful then throw three dice. This is the amount of damage which Zandabar's POWER BOLT has done to you.

If you are still alive go to section 420 and continue combat.

Otherwise, go to section 61.





You awake in a large damp cavern which has water dripping down the roughly hewn rock walls.

Make a note of your possessions from your *Character Log* on to a separate piece of paper. The only possessions you now have are a loin cloth and pick for hacking rock.

Cross off one day from your *Time Log*.

Only half of your lost **POWER POINTS** have been restored to you.

At the north end of this cavern is a locked door of iron bars. You realise that you are now a slave in the mines of the Goblins.

If this has already happened to you on more than two occasions then go to section 61.

Otherwise, go to section 47.

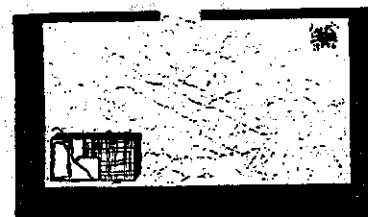
You spend all day questioning the townsfolk without discovering anything of interest, but when you return to your lodgings you find that a party of hunters has arrived for the night. They hunt deer and beaver in the Drakenwood, though wolves and giant spiders can also be found there. An area they especially avoid lies south-east of the Drakenstooth as here a ferocious black bear seems to dog their footsteps and once killed two of their companions. Cross off one day from your *Time Log*.

Next morning if you wish to search again for rumours, then go to section 49.

If you wish to leave Beckford and begin your quest, then return to section 1.

The four Goblins lie dead at your feet. Their armour is too small for you, but if you wish to add any of their short swords to your own weapons, make a note of this on your *Character Log*.

The equipment of one of the Goblins seems better than that of the others, and in his pouch you find 4 Gold Pieces and a large key. If you wish to take these note them down on your *Character Log* also (the key as 'Goblin Key'), and then go to section 441.

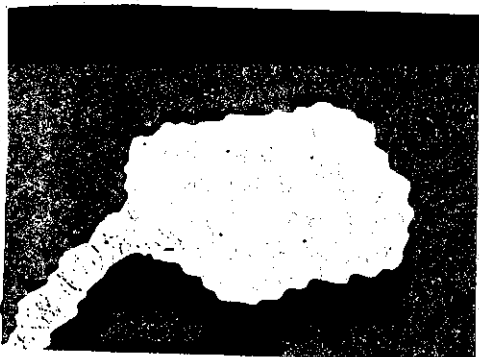


You are standing in a room with a very low ceiling. In one corner is a bed, whilst in the opposite corner is a pile of mining tools. Make a note of this section and go to section 252.

If you have returned to this section and wish to sleep, then make a note of the section number and go to section 335.

If you wish to leave this room, then go to section 309.

397



You are standing in a small cavern which has only one exit to the south-west. There is a small steep shaft in the ceiling of the northern section of this room. This shaft is too long and steep to climb, even with a **FLYFEET** spell.

If you wish to sleep here, then make a note of this section and go to section 335.

If you wish to leave the room and go south-west, then go to section 424.

If you wish to look for secret doors as you go along the south-west passage, then go to section 457.

398

You stumble inside the hut, stub your toe, and let out a loud groan. This disturbs the bats which you can see hanging in the rafters above you, and they swoop down to attack.

Go to section 54 and begin combat at Step 5.

399

You begin climbing the cliff face with ease, the presence of danger seeming to improve your climbing skill. Before the boulders pass harmlessly beneath you, however, you are hit by two arrows and losing your grip fall down to the road. Take 4 **DAMAGE POINTS** and go to section 243.

400

You find no secret doors but your tapping has attracted some unwanted attention. Go to section 444.

401



You are standing beside a door at the bottom of a long spiral staircase. From behind the door comes the sound of heavy snoring.

If you wish to knock on the door, then go to section 127.

If you wish to enter the room without knocking, then go to section 175.

402

You notice a body amongst the weeds, and swim down to investigate. From its clothes you can tell it was a hunter, but obviously he wasn't as skilled as you are. The only thing of value he has is a silver dagger worth 4 Gold Pieces. You take this (note it down on your *Character Log*) and swim safely to the west bank. Go to section 249.

403

Your tiredness completely dominates you and you fall into a deep sleep. Unfortunately your sleep is disturbed by endless nightmares. In the last of these you are overrun by a horde of evil creatures and knocked unconscious ... Go to section 393.



404

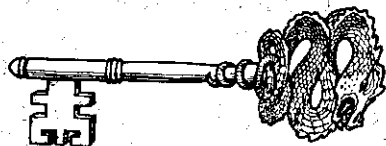
The door to the south swings open and Lady Arowen's manacles magically release her. To your amazement, Zandabar's ring turns into a wisp of smoke before your eyes and disappears. The Lady Arowen runs out of the cell and thanks you. At the same moment, a large stone block falls down over the eastern door and a vent in the ceiling opens. A powerful stream of water gushes from the vent, and before you know it, the level of the water is two feet above the floor!

If you wish to stuff the blankets from Lady Arowen's bed into the vent to try to stop the water, then go to section 436.

If you wish to close the cell door, then go to section 464.

If you wish to cast a SESAME spell at the stone block, then go to section 32.

If you wish to search for secret doors then go to section 492.



405

The door is opened by a man in a very finely crafted suit of chain-mail and plumed helmet. You recognise him as the Captain you saw in the forest. Behind him, sitting at a table, is a frightened, fair-haired young woman dressed in a finely cut blue dress. The Captain asks you your business.

If you wish to tell him you have a message from Sir Roderick, who wishes to see him in his room in five minutes, then go to section 449.

If you wish to attack the Captain, then go to section 312.

If you wish to cast a spell, then write down its name and go to section 340.

If you wish to flee, then go to section 372.



406

You hear a noise ahead of you and just manage to hide behind a tree before a large furry animal with three small, warty, man-like creatures riding upon its broad back appears from the undergrowth. You recognise the riders as Goblins, and notice that they wear leather armour and carry short, wickedly sharp swords. The beast they are riding, some kind of Giant Stoat or weasel, sniffs the air for a moment, and then strides purposefully towards you ...

If you wish to climb the tree and hide, then go to section 482.

If you wish to flee, then go to section 50.

If you wish to attack the creatures, then go to section 454.

If you wish to cast a spell, then write down its name and go to section 2.

407

You tell Narek that you are trying to rescue the Lady Arowen. He regards you thoughtfully for a moment and asks you if you are able to cast magical spells. You tell him that you are, and he proposes that you work together for a short while. He is the bodyguard of the Chief of the Goblins and dislikes the Chief intensely. He would just as soon leave the tribe with the Chief's loot! Unfortunately the Chief has a magical ring which protects him from blows from weapons, but he is powerless against the forces of magic.

There is a secret door from the Chief's room which leads to Zandabar's quarters. The Chief keeps the key to this door on a chain hanging round his neck. Narek tells you that he will take you to the Chief and show you the secret door if in return you will kill the Chief and let Narek have the treasure and his magical ring.

If you agree with this proposal, then go to section 479.

If you refuse, then go to section 279.

408

Throw one dice. This is the amount of damage caused by the **POWER BOLT** which has just been thrown at you.

If you are still conscious, you are attacked by a small man-like creature with leathery wings which flies at you from behind a chair. Go to section 496.

Otherwise, if you are unconscious, go to section 61.

409

A vicious Blood Bug has just dropped upon you from the ceiling! Take 6 **DAMAGE POINTS**. For every round of combat before you kill the Blood Bug it will drain your veins and cause you damage equal to its current **STRENGTH POINTS**.

BLOOD-BUG:

STRENGTH POINTS 6

AGILITY POINTS 4

ATTACK BONUS 0

DEFENCE BONUS 0

DAMAGE POINTS Special

POWER POINTS 0

If you wish to flee, then go to section 100.

If you wish to cast a spell, then write down its name and go to section 80.

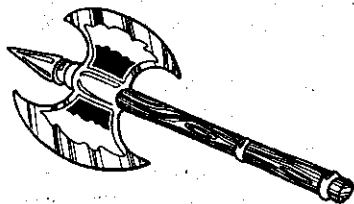
If you defeat the Blood Bug, then go to section 165.

If you lose consciousness, then go to section 321.

410

You have a restful night's sleep and awake to find your **POWER POINTS** restored to their original level. Return to the section whose number you last noted and continue your quest.

Cross off one day from your *Time Log*.



411

**GIANT SCALY RAT:**

STRENGTH POINTS 6

AGILITY POINTS 6

ATTACK BONUS 0

DEFENCE BONUS 0

DAMAGE POINTS 3

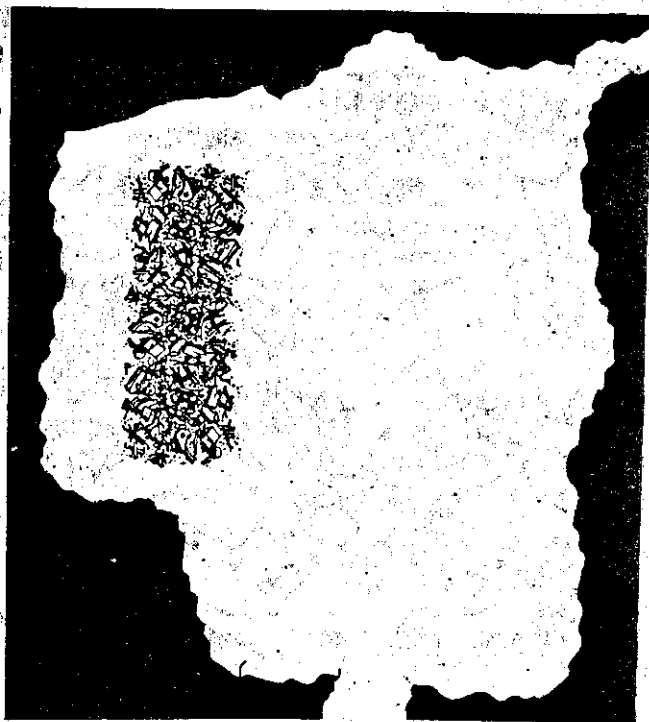
POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 459.

If you wish to flee, then go to section 31.

If you defeat the Rat, then go to section 79.

If you lose consciousness, then go to section 321.



You are standing at the entrance to a large cavern. In the north-east corner of the cavern you can see another exit. There is an alcove in the western wall of the cavern filled with a pile of old bones which is surmounted by a Fire Lizard. The Fire Lizard appears to be sleeping.

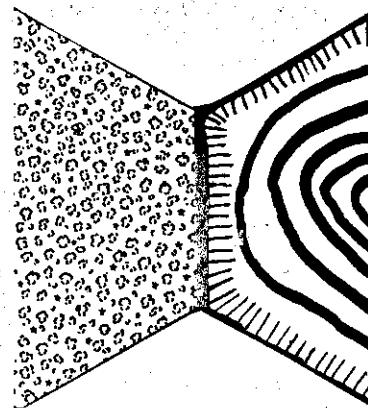
If you wish to go south, then go to section 322.

If you wish to creep across the room to the north-east exit, then go to section 69.

If you wish to examine the pile of bones, then go to section 45.

If you wish to cast a spell, then write down its name and go to section 81.

If you wish to attack the Fire Lizard, then go to section 112.



You are standing at the foot of the Drakenstooth at the bottom of a high cliff. To the south-east you can see the mountain's summit, whilst the Drakenwood stretches away from you in all other directions. The cliff face is too large to search for secret doors if you hope to rescue the Lady Arowen in time, and looks too steep to climb.

Throw two dice, and if you throw an odd number then make a note of this section number and go to section 430.

If you wish to go south, then go to section 153.

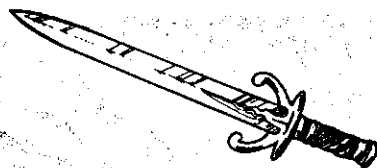
If you wish to go west, then go to section 289.

If you wish to go north, then go to section 365.

If you wish to follow the cliff to the north-east, then go to section 269.

If you wish to follow the cliff to the south-east, then go to section 317.





414

As you follow the tracks you hear an eerie yet beautiful voice singing a mysterious, haunting melody, which gets louder as you continue onwards. You sense that the singer must be some kind of magical being, for no earthborn creature could sing as well.

If you wish to leave the tracks and seek out the singer in the forest, then go to section 57.

If you wish to follow the tracks towards the Drakenstooth, then go to section 297.

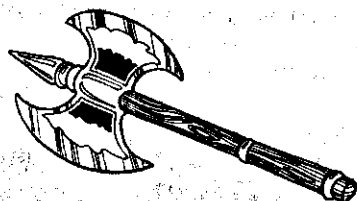
If you wish to follow the tracks to the Romark road, then go to section 38.

415

As you peer into the deep fetid pit your foot slips on a patch of slime, and you tumble down into it. Go to section 463.

416

As you flee the Stone Guardian quickly follows. Go to section 318 and commence combat at Step 5.



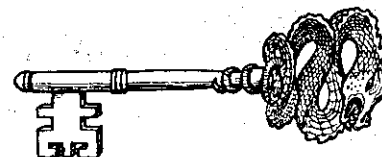
417

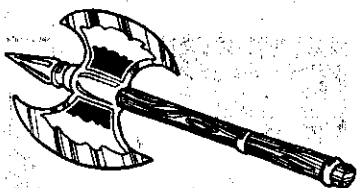


You are standing in a large stable. There are twenty stalls for horses, eight of which are currently occupied. Apart from the horses there is no one else in the room. In the east wall you can see two large wooden doors.

If you wish to go east through these doors, then go to section 453.

If you wish to search for secret doors in the stable, then go to section 36.



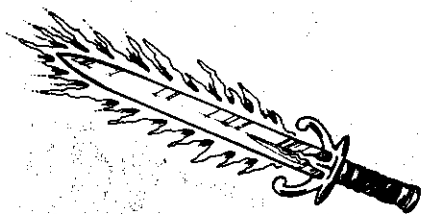


418

GIANT SPIDER:**STRENGTH POINTS 6 AGILITY POINTS 5****ATTACK BONUS 0 DEFENCE BONUS 0****DAMAGE POINTS 3 POWER POINTS 0**Each time the spider hits you, go to section **158**.If you wish to cast a spell, then write down its name and go to section **110**.If you wish to flee, then go to section **466**.If you lose consciousness, then go to section **206**.If you defeat the spider, then go to section **302**.

419

The beetle moves much faster than you do.

Go to section **131** and commence combat at Step 5.



420

ZANDABAR THE NECROMANCER:**STRENGTH POINTS 9****AGILITY POINTS 11****ATTACK BONUS 0****DEFENCE BONUS +2****DAMAGE POINTS Special****POWER POINTS 4**

Each time you fail to hit Zandabar, he will cast a **POWER BOLT** at you without lowering his **POWER POINTS**.

When both Zandabar's **STRENGTH** and **AGILITY POINTS** are less than 6, then go to section 48.

If you wish to cast a spell at Zandabar, then write down its name and go to section 16.

If you wish to flee, then go to section 328.

If you lose consciousness, then go to section 61.

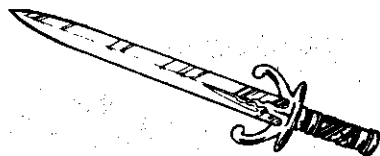
421

Throw against your **AGILITY**, and add 4 to your score if you are wearing chain-mail armour (unless this is magical chain-mail).

If you fail, then go to section 460.

If you succeed, then go to section 44 if you are swimming east, or section 109 if you are swimming west.





422

WEREBEAR:

STRENGTH POINTS 12 AGILITY POINTS 7

ATTACK BONUS +2 DEFENCE BONUS 0

DAMAGE POINTS 4 POWER POINTS 3

The first time you hit this creature, go to section 190.

If you wish to cast a spell, write down its name and go to section 374.

If you wish to flee, then go to section 162.

If you lose consciousness, then go to section 321.

If you defeat the Werebear, then go to section 470.

423

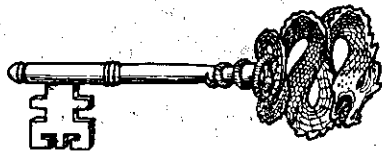
You find a secret door in the south-east section of wall, behind the wall-hanging.

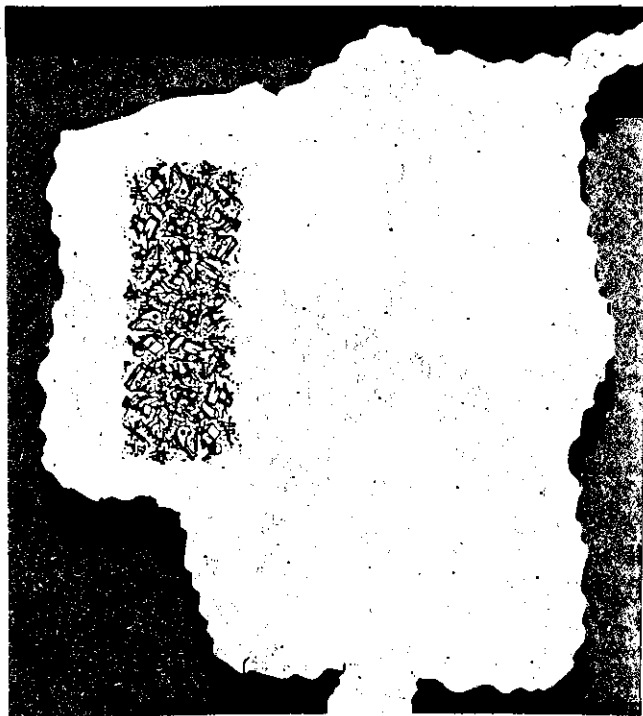
If you wish to open the door with a key, then go to section 195.

If you wish to open the door with a spell, then go to section 275.

If you wish to ram the door down, then go to section 148.

If you wish to ignore the door, then go to the section whose number you last noted.





You are standing at the entrance to a large cavern. In the south wall of the cavern you can see another exit. There is an alcove in the western wall containing a large pile of old bones. On top of this pile is a large Fire Lizard, but luckily it appears to be dozing.

If you wish to go north-east, then go to section 397.

If you wish to creep across the cavern to the southern exit, then go to section 104.

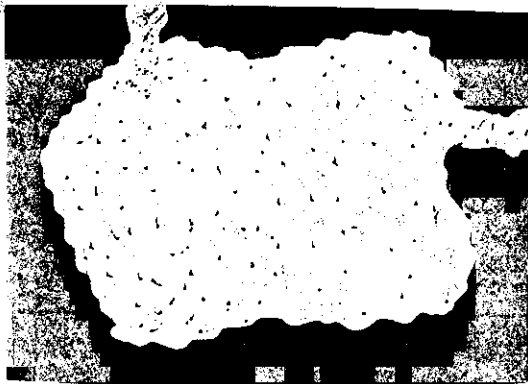
If you wish to examine the pile of bones, then go to section 45.

If you wish to cast a spell, then write down its name and go to section 81.

If you wish to attack the Fire Lizard, then go to section 112.



425



You are standing at the south end of a passage which runs from north to south. In front of you is the entrance to a large cavern. You can see stalactites and stalagmites hanging from the ceiling and rising from the floor. The spaces between the stalagmites are filled by shallow pools of water.

You can see that the cavern has another exit to the north-east.

If you wish to go north along the passage, then go to section 33.

If you wish to cross the cavern to the other exit, then go to section 469.

If you wish to cast a spell then write down its name, make a note of this section and go to section 262.

If you lose consciousness, then go to section 321.

426

If you are INVISIBLE or the wolves haven't yet seen you, then go to section 214.

Otherwise, go to section 22 and begin combat at Step 5.

427

You kill one of the guards easily. Seeing this the other prisoners fall on the remaining guard and rip him to pieces. One of them snatches up the GOBLIN KEY from his belt and the prisoners open the cell door and rush to the store room. You pick up the GOBLIN KEY (make a note of this on your *Character Log*) and go to section 101.

428

The spell does not work. Go to section 369.



429

You are standing in front of a locked door at the end of a passageway which curves away to the north-west.

If you wish to go north-west along the passage, then go to section 253.

If you have a key and wish to try it in the door, then go to section 76.

If you wish to cast a SESAME spell, then go to section 116.

If you wish to ram the door down, then go to section 140.

430

Throw two dice.

If the number is odd, then go to section 358.

If the number is even, then go to section 406.

431

You find nothing of value on Narek's body though he is wearing a suit of man-size chain-mail and has a long sword. If you wish to take either of these, then make a note on your *Character Log*. Return to the last section you made a note of.

432

You find no secret doors, but your tapping has attracted a Minotaur who attacks you immediately. Begin combat at Step 5.

MINOTAUR:

STRENGTH POINTS 11 AGILITY POINTS 8

ATTACK BONUS +1 DEFENCE BONUS 0

DAMAGE POINTS 5 POWER POINTS (3)

If you wish to flee, then go to section 12.

If you wish to cast a spell, then write down its name and go to section 456.

If you defeat the Minotaur, then go to section 480.

If you lose consciousness, then go to section 321.

433

You have to hack your way through the thick vegetation at the forest's edge before you reach the more open forest floor. After trudging northwards for some time you hear an eerie yet beautiful voice singing a mysteriously haunting melody. You sense that this must be some magical being, for no earthborn creature could sing so well.

If you wish to seek out the voice, then go to section 57.

If you wish to work your way around the strange voice, then go to section 294.

If you wish to return to the road, then go to section 342.

434

You raise your head, and shout to the Goblins that you are one of Sir Roderick's retainers whose horse was killed whilst returning to the Drakenstooth. You say that you got lost in the forest, and ask them to direct you.

Throw two dice.

If the number is even, then go to section 174.

If the number is odd, then go to section 222.



435

You see two men crouched behind a wall by the side of the road which overlooks the drop to the forest below. They are wearing chain-mail, carry swords and black shields with the silver dragon's head emblem, and are obviously keeping watch. In the cliff face behind them a wide secret door stands slightly ajar. Luckily the men have not seen you.

If you wish to cast a spell, then write down its name and go to section 439.

If you wish to attack the men, then go to section 199.

If you have a shield like theirs, and wish to pose as a member of the garrison then go to section 247.

If you wish to try and sneak past them through the secret door, then go to section 391.

436

The jet of water is far too powerful to stop with blankets. The water level rises another two feet.

If the level is now four feet, then go to section 404.

If the level is now six feet, then go to section 321.

437

The spells seems to work perfectly. Unfortunately, as you climb across the ceiling one of the stalactites falls to the ground as you clutch it. Take 6 DAMAGE POINTS from the fall.

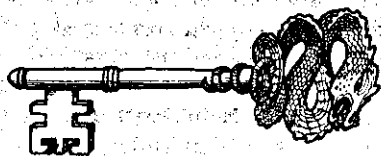
As you pick yourself up from the floor another stalactite falls from the ceiling and hits you, giving you a further 3 DAMAGE POINTS.

If you are dead, then go to section 321.

Otherwise, go to the section whose number you last noted, crossing off one day from your Time Log if you are unconscious.

438

Your hand reaches out to the lake of its own accord, and although you try to fight it, raises the water to your lips ... A beautiful creature robed in light appears on the island and beckons you. All thought of your quest is forgotten as you enter the water, and you wish for nothing other than to end your days by this beautiful lake ... Go to section 321.



439

If you cast **INVISIBILITY** so that you could sneak past the men, then go through the secret door to section 462.

If you cast **INVISIBILITY** for another purpose, or any other spell, then go to section 151.

440

Rogo says he knows where Lady Arowen is being held. He demands a favour from you before he will tell you how to get there.

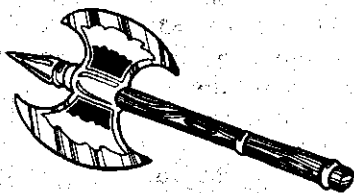
In the Great Hall, where Sir Roderick's men-at-arms are staying, there is a stone fireplace. Above the fireplace hangs a dwarfen axe. Rogo says that he will tell you where the Lady Arowen is when you have brought this axe to him.

If you agree to his proposal, then go to section 476.

If you wish to attack Rogo, then go to section 96.

If you wish to cast a spell at Rogo, then write down its name and go to section 40.

If you already have the axe, then go to section 52.



441



You are standing in front of a stout, wooden door, behind which you can see a passage (wide enough for three men to walk abreast) lead into the cliff face. The ground in front of the door is covered with tracks. Some of these were made by Goblins, but others seem to have been made by very large rodents. A strong and, definitely animal smell drifts towards you from the tunnel.

If you wish to go through the doorway and enter the tunnel, then go to section 489.

If you wish to go north, then go to section 365.

If you wish to follow the cliff to the south-west, then go to section 413.

If you wish to follow the cliff to the north-east, then go to section 461.

442

Whilst walking by the quayside you meet a fisherman who tells you that a solitary Dwarf lives by the Drakenspit Beck somewhere north of the town. He used to come into town by boat to buy provisions every three weeks, but hasn't been seen for nearly three months now. Shopkeepers say that he always used to pay in gold dust, but no one from town was tempted to look for gold because giant snakes and man-eating bindweed have been seen in that part of the Beck. Cross off one day from your *Time Log*.

Next morning, if you wish to search again for rumours then go to section 49.

If you wish to leave Beckford and begin your quest, then go to section 1.

443

You flee into the forest and to your relief find that you can run much faster than the four Goblins guarding the outside of the door.

If you are visible perform one round of combat with them (section 107) beginning at Step 5, and if you survive go to section 365.

If you are INVISIBLE, then go straight to section 365.

444

Suddenly you find yourself surrounded by men-at-arms. They are dressed in the Baron's livery and on their black shields is the silver dragon's head device. Before you can react you are knocked unconscious ... Go to section 393.

445

You find no secret doors, but your tapping has attracted some attention. A ball of fire shoots down the passage towards you!

Throw against your AGILITY. If you fail you take 8 DAMAGE POINTS from the fire - if you succeed you take only 4 DAMAGE POINTS.

If you are unconscious, then go to section 321.

If you are conscious and wish to continue north, then go to section 465.

If you wish to go south, then go to section 322.

446

If you cast a DEFENSIVE spell it works as normal, though FOOTSTEPS will have no effect on the bats unless you are already INVISIBLE. Return to section 54 and recommence combat.

If you cast a MISCELLANEOUS spell, it works as normal.

If you cast FLOAT, then go to section 90, otherwise return to section 54 and recommence combat.

If you cast SLUMBER it fails to work, as these bats are undead creatures.

Other ATTACK spells work as normal. Return to section 54 and recommence combat.

447

TWO GIANT STOATS, each has:

STRENGTH POINTS 8 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS 0

DAMAGE POINTS 4 POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 271.

If you lose consciousness, then go to section 321.

If you defeat the Giant Stoats, then go to section 181.

448

Throw against your STRENGTH.

If you succeed, then the door opens - go to section 265.

If you fail, the door remains firmly closed - go to section 405.

449

Throw two dice.

If you throw an odd number, then the Captain doesn't believe your tale - go to section 265.

If you throw an even number, then he believes you and closes the door. Go to section 141.

450

Surprisingly, as you enter the clearing the deer don't bolt into the forest. In fact they seem quite tame and unconcerned by your presence. It should be quite easy to catch one, and roast venison would make a nice change from the rations you've been nibbling all day. Of the owner of the hut there is no sign.

If you wish to shout a greeting, then go to section 498.

If you wish to catch one of the deer, then go to section 326.

If you wish to try the door of the hut without knocking, then go to section 46.

451

You are awakened by the door in the south wall creaking open, and see three Goblins and a Giant Stoat entering the room.

If you have found the secret door, then go to section 23.

Otherwise, go to section 71.

452

The girl thanks you for rescuing her, but says that she is in fact the daughter of a rich merchant. She only said that she was the Lady Arowen so that you would rescue her from the clutches of the evil Sir Roderick and his men.

Making the best of this setback you return the girl to her father, who gives you 30 Gold Pieces as a reward. You may use this to buy further equipment whilst you are in Beckford if you so wish.

When leaving Beckford, if you wish to follow the Drakenspit Beck northwards, go to section 146.

If you wish to follow the Romark road westwards, then go to section 193.

453



You are standing in a wide passage which runs from north to south. The walls of the passage are of smooth, worked stone. In the west wall of the passage beside you are two large wooden doors.

If you wish to go north, then the passage curves westwards - go to section 462.

If you wish to go south, then go to section 353.

If you wish to go west through the double doors, then go to section 417.

454



GIANT STOAT:

STRENGTH POINTS 10	AGILITY POINTS 9
ATTACK BONUS +1	DEFENCE BONUS 0
DAMAGE POINTS 5	POWER POINTS 0

THREE GOBLINS, each has:

STRENGTH POINTS 4	AGILITY POINTS 5
ATTACK BONUS -1	DEFENCE BONUS +1
DAMAGE POINTS 3	POWER POINTS 0

Both Stoat and Goblins will attack you at once.

If you wish to cast a spell, then write down its name and go to section 2.

If you wish to flee, then go to section 50.

If you defeat your opponents, then go to section 242.

If you lose consciousness, then go to section 290.

If you wish to surrender, then go to section 30.

455

The door opens surprisingly easily. You stumble through and find yourself falling down a steep shaft. Unless you cast a **FLOAT** spell, you will take 5 **DAMAGE POINTS**.

The shaft ends above a fire in a large room. Although you try to avoid it, you fall into the fire and take a further 5 **DAMAGE POINTS**.

If you are unconscious, then go to section 393.

If you are dead, then go to section 321.

If you are still conscious, then go to section 351.

456

Neither **INVISIBILITY** nor **FOOTSTEPS** work against this magical creature. Return to section 432.

MISCELLANEOUS spells work as normal but have no bearing on the situation. Return to section 432.

ATTACK spells, except **REPEL UNDEAD**, work as normal. Return to section 432 to determine the results.

457



You find a secret door in the south-east wall. Unfortunately you also find a Fire Lizard at the other end of the passage. A ball of fire comes hurtling towards you!

Throw against you **AGILITY**. If you succeed you take 3 **DAMAGE POINTS** from the fireball. If you fail you take 6 **DAMAGE POINTS**. If you are now unconscious, then go to section 321.

Otherwise, if you wish to go north-east, then go to section 397.

If you wish to go south-east through the secret door, then go to section 484.

If you wish to go south-west then go to section 68.

458

You are awakened halfway through the night by a movement below you, and looking down you see a large furry animal with three small warty, man-like creatures riding upon its back. You recognise the riders as Goblins, and notice that they are wearing leather armour and carry short, wickedly sharp swords.

Your grip on your own weapons tightens as the beast itself, looking like some sort of Giant Stoat or weasel, begins sniffing around the base of your tree. After a moment the Goblin behind the weasel's head jerks the reins viciously, and beast and riders slip stealthily away through the forest.

Although you try to get back to sleep, you never quite manage it, and next morning only half of any **POWER POINTS** you have lost have been restored. Return to the section you last made a note of, cross one day off your *Time Log*, and continue your quest.

459

Because the passage is so cramped you have no room to cast a spell properly and it fails.

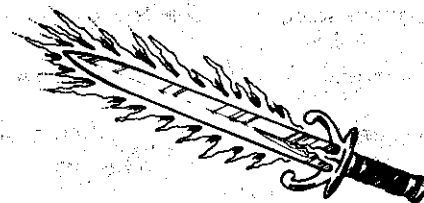
Go to section 411 and begin combat at Step 5.

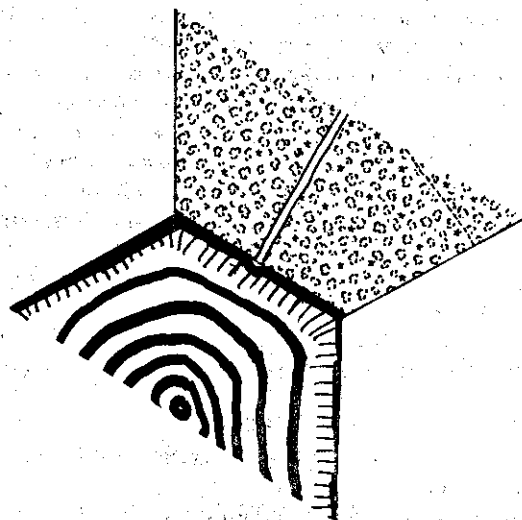
460

Either you are carrying too much weight, or the river is flowing more strongly than you expected. Whatever the reason, you are not swimming very well. In fact you are swallowing rather a lot of water. You lose 4 **STRENGTH POINTS** because of this.

If your **STRENGTH POINTS** have reached 0, then go to section 321.

Otherwise, go to section 421.





You are standing at the edge of the forest at the bottom of a steep cliff face. To the south-west you can see the Drakenstooth, whilst the Drakenwood stretches to the horizon in all other directions.

A well-made road leads to the Drakenstooth from the north-east, and zig-zags up the cliff face, turning twice, before ending at two large doors with intricately carved surrounds. Obviously, this is the main entrance.

Above you, at the top of the middle section of road, you can see two armoured men on look-out. Although you can see them quite clearly, they would not be visible to anyone walking on the road.

If you wish to cast a spell, write down its name and go to section 10.

If you wish to climb the cliff to the men, then go to section 58.

If you wish to walk up the road trying to keep out of sight of the men, then go to section 154.

If you wish to go north-east, then go to section 337.

If you wish to go south-east, then go to section 481.

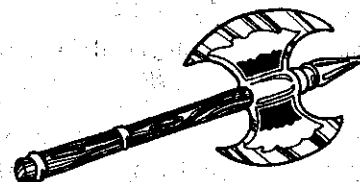
If you wish to go north-west, then go to section 365.



You are standing at the western end of a wide passage which runs from east to west. To the west is an open double door, through which light can be seen.

If you wish to go east, then the passage curves southwards to section 453.

If you wish to go west, then go to section 435.



463



You land on a pile of noxious rubbish and stumble, falling in a heap. You hear a scurrying noise to the south-east, and looking over see a huge beetle-like creature appear from an opening in the wall. The Beetle attacks you. Make a note of this section number and go to section 131.

If you have defeated the Beetle then:

If you wish to climb the walls, then go to section 227.

If you wish to enter the cave from which the beetle appeared, then go to section 371.

If you wish to cast a FLYFEET spell to climb out of the pit, then go to section 277.

If you wish to search the rubbish pile, then make a note of this section number and go to section 75.

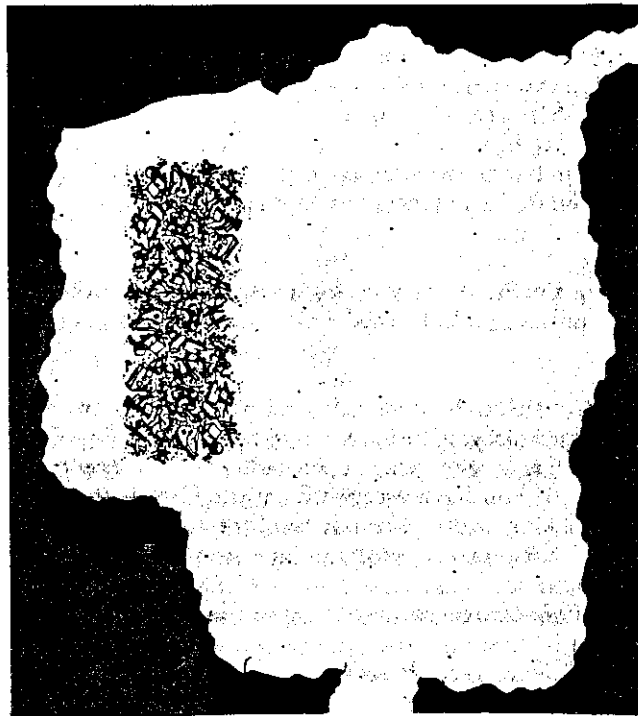
464

The door is strangely stiff. Even when it is completely closed, the water continues to pour in. The water level rises another two feet.

If the water level is now four feet, then go to section 404.

If the water level is now six feet, then go to section 321.

465



You are standing at the southern entrance to a large cavern. In the north-east wall you can see another exit. There is an alcove in the western wall in which you can see a pile of old bones.

If you wish to run across the cavern to the north-east exit, then go to section 493.

If you wish to go and examine the bones in the alcove, then go to section 45.

If you wish to go south, back down the passage, then go to section 322.

466

You run headlong into the forest as fast as you can. You look round for a moment to see if the spider is following you, and suddenly feel your feet lifted off the ground! You have run into a thick, sticky web, and your struggling only binds you tighter. You can't move to use your weapons or even to cast a spell, but find yourself hopelessly trapped.

Throw two dice.

If the number is even, then go to section 254.

If the number is odd then go to section 206.

467

The Giant Beetle lies dead at your feet. Return to the section whose number you last noted.

468

After going through seemingly endless passages and up and down a number of staircases, you find yourself in front of a stone door. You push the door open and find yourself in the Drakenwood. You have escaped from the Drakenstooth!

After walking south through the forest for half a day, you come to the Romark road. You turn east in the direction of Beckford.

If your *Time Log* records seven days or less, then go to section 500.

If your *Time Log* records eight or more days, then go to section 121.

469

A stalactite falls upon you as you cross the cavern. Take 3 DAMAGE POINTS and return to section 425.

470

The bear lies in a bloody heap before you, and strangely has not resumed its human form. The deer have all disappeared into the forest. You search the body and the hut but find nothing of value.

If you wish, you may spend the night in the hut. If you decide to do this your POWER POINTS will be equal to your POWER SCORE next morning, but you must cross off one day from your *Time Log*.

Go to section 9, ignoring the first and last options.

471

The key does not fit the lock but it does trigger a trap. A jet of acid spurts out at you! Throw two dice and take this amount of damage.

If you are unconscious, then go to section 321.

Otherwise, go to section 283.

472

The Dwarf goes berserk and attacks you. Add 2 to Rogo's ATTACK BONUS, go to section 96, and begin combat at Step 5.

473

If you have a key with an ornately carved, coiled serpent as the handle then go to section 192.

Otherwise, go to section 405.

474

Throw against your AGILITY. If you fail you slip from a branch and fall to the ground. Take 2 DAMAGE POINTS, go to section 22 and begin combat at Step 5.

If you are successful you climb the tree and watch for a while as the snarling wolves vainly try to jump high enough to reach you. After half an hour of this they give up the attempt and disappear into the forest in search of easier prey. You climb down the tree and return to the section you last made a note of.

475

Cross one day off your *Time Log*. You awake to find only half your used POWER POINTS have been restored. Go to section 47.

476

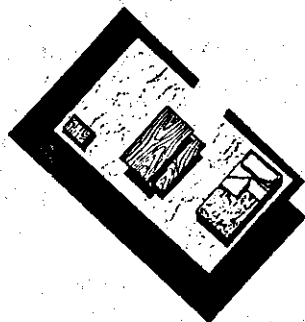
Rogo says that there are so many men in the Hall that you would have to be INVISIBLE to steal the axe from under their noses.

To get to the Hall you go east down the passage until you come to a door. Go through the door to a stables, and through the eastern doors of the stables into a wide corridor. Turn right and follow the corridor towards the south. The Great Hall is at the end of the corridor.

If you wish to sleep here before retrieving the axe, then make a note of this section and go to section 335.

If you wish to leave the room, then go to section 309.

477



The Captain's room is richly and tastefully decorated. There is a large chest in one corner, and a finely carved table in the centre of the room. Upon the table is a lump of raw meat.

If you wish to search the Captain's body, then go to section 361.

If you wish to leave the room and go north-west, then go to section 497.

If you wish to leave the room and go south-east, then go to section 169.

If you wish to tell the girl that she is now free, then go to section 136.

If you wish to open the chest, then go to section 208.

If you wish to ask the girl what the lump of raw meat is for, then go to section 329.

If you wish to ask the girl if she is the Lady Arowen, then go to section 292.

478

You climb a nearby tree and settle yourself down for the night. Throw two dice.

If the number is odd, then go to section number 410.

If it is even, then go to section 102.

479

Narek takes you to the Chief's room and points out the Chief dozing on a couch in the corner. He says you must kill the Chief with magic.

If you have 1 or more POWER POINTS, then go to section 287. Otherwise, go to section 239.

480

After a fast-moving combat down several passages; the Minotaur is finally dead at your feet. The only thing of value it carries is a large, two-headed axe.

If you wish to take the axe, then make a note of this section and go to section 41.

Otherwise, go to section 349.

481

You are deep in the heart of the forest on a narrow road running south-east to north-west which seems little used as its edges are choked with vegetation. To the west and south-west you can see the Drakenstooth rising majestically from the Drakenwood. If you left Beckford this morning the sun is now sinking and it is time that you found somewhere to sleep.

Make a note of this section number and go to section 286.

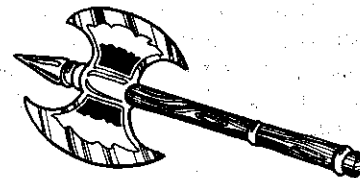
If you wish to go south-east, then go to section 385.

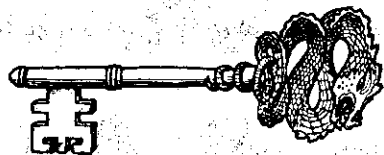
If you wish to go south-west, then go to section 125.

If you wish to go west, then go to section 221.

If you wish to go north-west, then go to section 337.

If you wish to sleep here, then make a note of this section number and go to section 122.





482

Throw against your **AGILITY**.

If you are unsuccessful take 2 **DAMAGE POINTS** from the fall and go to section 386.

If you are successful, throw two dice. If the number is odd, then go to section 78.

If it is even then go to section 126.

483

Although you can no longer see the two men, they must have seen you coming as they have prepared a surprise! An avalanche of boulders is rolling down the road towards you!

If you wish to run down the road to the forest, then go to section 243.

If you wish to cast a spell, then write down its name and go to section 291.

If you wish to climb the cliff face to escape the falling rocks, then go to section 399.

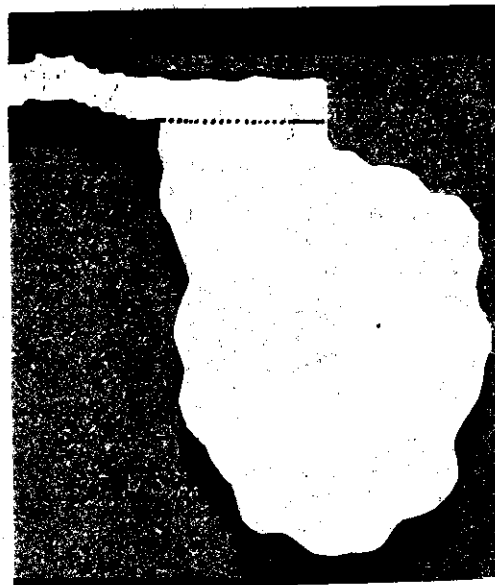
484

You are standing at the bottom of a spiral staircase. In front of you is a door in the north-west wall.

If you wish to go up the stairs, then go to section 72.

If you wish to go through the door, then it closes behind you without a trace - go to section 85.

485



You are standing at the end of a passage which runs from east to west. The floor of the passage is beaten earth and the walls are roughly hewn stone. To the west you can see a door in the northern wall. To the south, behind a locked door of iron bars you can see two Goblins brandishing whips. Behind the Goblins you can see shadowy figures hacking with picks at the living rock. The Goblins are not slow to use the whips to encourage these poor wretches to work harder.

If you wish to go west, then go to section 245.

If you have a **GOBLIN KEY** and wish to use this to open the door, then go to section 171.

If you wish to cast a **SLUMBER** spell, then go to section 219.

486

TWO RIVER VIPERS, each of which has:

STRENGTH POINTS 5 AGILITY POINTS 4

ATTACK BONUS 0 DEFENCE BONUS 0

DAMAGE POINTS 2 POWER POINTS 0

Both will fight you at the same time.

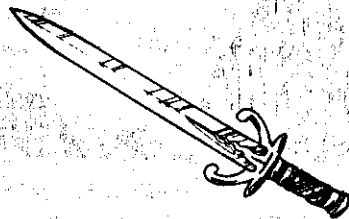
If you wish to cast a spell, then write down its name and go to section 82.

If you wish to flee to the landing stage, then go to section 130.

If you defeat the creatures, then go to section 178.

If you lose consciousness, then go to section 321.

If you wish to flee to the bank opposite the landing stage, then go to section 274.



487

The men-at-arms lie dead at your feet. Searching the bodies you find one usable long sword, suit of chain-mail, shield and dagger. If you wish to add any of these items to your own equipment, then make a note of this on your *Character Log*. You also find 13 Gold Pieces.

Nearby you find a large secret door in the cliff face.

If you wish to enter the secret door, then go to section 462.

If you wish to go down the road to the forest, then go to section 74.

If you wish to climb the road to the top, then go to section 14.

488

The men-at-arms do not believe you. Go to section 444.

489



You are standing in a wide passage with roughly hewn rock walls and a packed earth floor which runs from east to west. You can see sunlight streaming through the open door at the western end of the passage, while to the east you can see a large double door set into the northern wall. A small passage branches off to the south, at the end of which is a small room. In the room you can see three Goblins playing dice on a rough table. They are absorbed by their game and have not spotted you.

If you wish to go west towards the outside door, then go to section 441.

If you wish to go east, then go to section 53.

If you wish to go east looking for secret doors, then go to section 15.

If you wish to go south and attack the Goblins, then make a note of this section number and go to section 63.

If you wish to go south and cast a spell at the Goblins then write down its name, make a note of this section number and go to section 111.

If you wish to go south and tell the Goblins you are one of Sir Roderick's men with a message for their Chief, then go to section 159.

If you have attacked and defeated the Goblins, then go to section 133.

490

Throw two dice.

If you throw an even number, then go to section 198.

If you throw an odd number, then go to section 246.

491

Throw against your AGILITY.

If you are successful, then go to section 281.

If you are unsuccessful, then go to section 359.

492

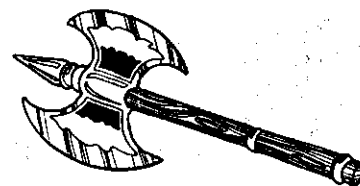


You find a secret door at the top of the south wall. Speedily you open it, climb through with the Lady Arowen, and shut the door behind you.

If you wish to sleep here, then make a note of this section and go to section 335.

If you wish to wait awhile and open the secret door again, then go to section 56.

If you wish to go south down the passage, then go to section 88.



493

Throw against your AGILITY.

If you succeed then you take 3 DAMAGE POINTS from the fireball which has just whizzed past you.

If you fail, then you take 6 DAMAGE POINTS.

If you are now unconscious, then go to section 321.

If you are still conscious then you can see a wide-awake Fire Lizard on top of the pile of bones in the western alcove. It is about 20 feet long and has a hard, shiny hide of red scales.

If you wish to flee, then go to section 177.

If you wish to cast a spell, then write down its name and go to section 81.

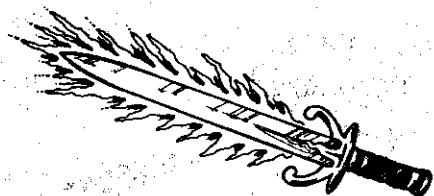
If you wish to fight the Fire Lizard, then go to section 112.

494

If the bats are dead then make a note on your *Character Log* of anything you wish to take and go to section 385.

Otherwise, go to section 398.





495

Quietly you open the door, but whilst making one last check that the passage is empty, your hand is gripped by powerful jaws and you are jerked into the room. Picking yourself up from the floor you see that you are in a stable occupied by two Giant Stoats, both of which are looking at you greedily. One of them has accidentally closed the door by leaning on it, so there is nowhere to flee and you must fight them Go to section 447.

496

DEMON SERVANT:

STRENGTH POINTS 7 AGILITY POINTS 7

ATTACK BONUS 0 DEFENCE BONUS +2

DAMAGE POINTS 2 POWER POINTS (3)

Whenever the Demon Servant hits you, then go to section 60.

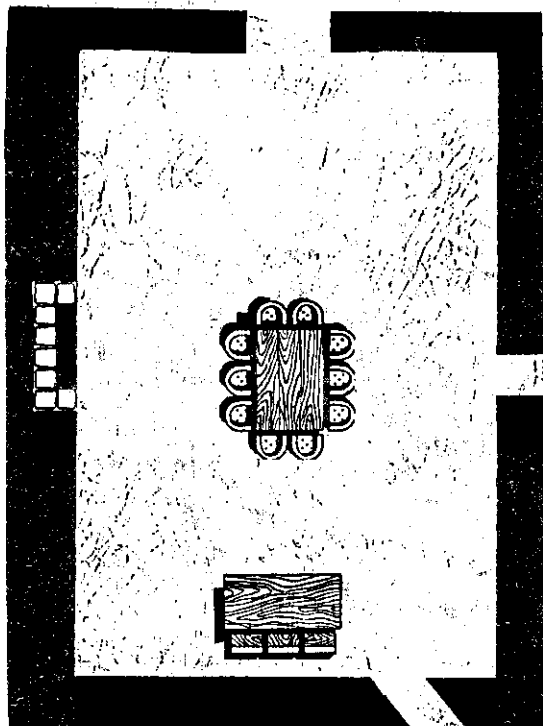
If you wish to flee, then go to section 328.

If you cast a spell, then write down its name and go to section 92.

If you defeat the Demon Servant, then go to section 120.

If you lose consciousness, then go to section 61.





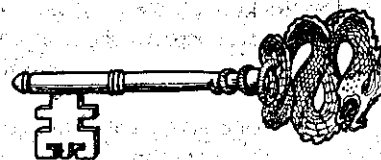
You are standing at the end of a passageway looking into a large Hall full of Sir Roderick's men-at-arms. There are three entrances to the Hall, from the north, east, and south-east. At the western end of the Hall is a large fireplace above which hangs a dwarfen axe.

If you wish to walk into the room saying you come with a message for Sir Roderick, then go to section 20.

If you wish to say that you are a new member of the garrison just recruited, then go to section 488.

If you wish to try sneaking stealthily through the Hall, then go to section 444.

If you wish to cast a spell, then write down its name and go to section 64.



You hear a shout behind you, and turn round to see a grizzled old man with a wooden staff walking towards you from the edge of the clearing. His expression is grim as he asks you if you are a hunter but softens a little when you deny this.

The old man tells you that he is a hermit, although he sometimes goes into Beckford to sell the herbs he gathers in the Drakenwood. He knows nothing of men-at-arms or the Drakenstooth, but tells you that he sometimes has trouble with wolves from the north, giant spiders from the west, and hunters from the south. As you are not a hunter, he offers you hospitality until the following morning.

If you wish to accept the offer, then go to section 258.

If you think that the old man knows more than he is telling you, and wish to threaten him, then go to section 114.

If you wish to bribe the old man for more information, and have coins or goods to the value of 2 Gold Pieces or more, then go to section 210.

If you wish to decline the old man's offer politely, then go to section 9.

As you make your way across the hall you trip over something which attracts the Goblins' attention. Go to section 351.



When you arrive at the Beckford town gate and tell the sergeant on duty that you wish to accompany the Lady Arowen to the castle, he sends for the Seneschal immediately. Whilst you await his arrival, the sergeant falls over himself trying to be polite and friendly - a far cry from your last visit to the town!

The news of Lady Arowen's rescue spreads like wildfire, and when the Seneschal escorts you the castle the route is lined with cheering crowds. Messengers are despatched immediately to take the joyous tidings to the Count, Duke and Baron, and that evening the town of Beckford holds a sumptuous banquet in your honour.

The Lady Arowen is extremely grateful to you for rescuing her from Zandabar's dismal dungeon and the clutches of the hateful Sir Roderick, and insists that you be guest of honour at her wedding, where she will make sure that you are well rewarded.

It seems that your quest for fame and riches has ended almost as soon as it began ...

EPILOGUE

The marriage of the Lady Arowen to the Duke of Romark was a splendid occasion for all concerned, and especially for you as the guest of honour. The feasting went on for days (and included many dishes you had never before seen or heard of) and the entertainments were unforgettable. The latter included jousts, performing animals, minstrels, tumblers, jesters, and ribalds of all kinds. One of the minstrels even sang a ballad concerning the brave deeds you performed in rescuing the fair Lady Arowen from the clutches of the fiendish Necromancer, Zandabar, and the wicked Sir Roderick!

The most enjoyable aspect of the festivities was the respect and admiration in which you were held by the other guests.

As to your rewards, you will need two wagons to carry all the riches given to you by the Count and Duke, and the Baron rewarded you with all the castles and lands of his rebellious brother, Sir Roderick.

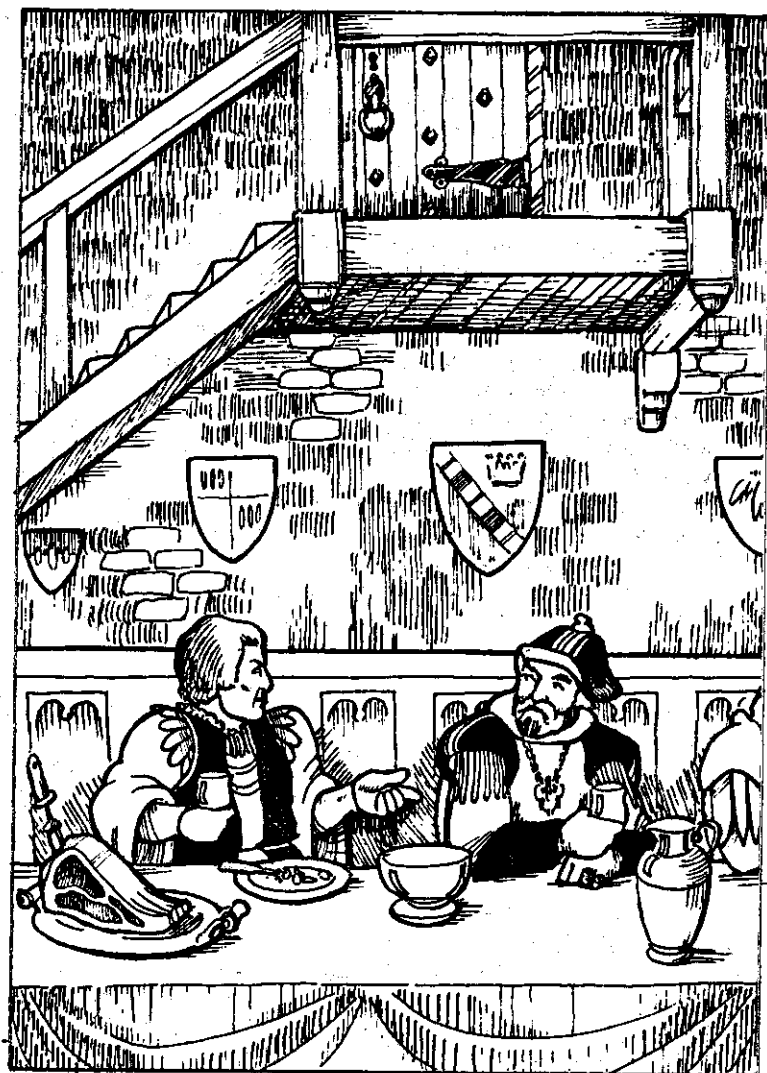
The celebrations are now coming to an end, and the Count and Baron have asked you to go over certain details of your adventure once more.

You recount the incidents which interest them, and then bask in your recently won glory whilst they discuss other affairs of state. The Count calls for some fine wine to be served, and you stare contentedly out of the window, not really listening to their conversation ...

'The accursed Fire-Lord!' booms the Count, in answer to some question of the Baron. 'Aye, still his ravages go unchecked, but how to put an end to them? Of the army I sent to invest his fortress not more than a quarter returned, claiming that the very ground around them burst into flames at the Fire-Lord's command before they were two leagues from their goal.'

'And so,' says the Baron, 'his minions are still free to waylay merchant caravans passing through our lands.'

'Aye, only last month one of my captains was captured to die in



the gore of the Fire-Lord's arena during one of the many combats he stages to gratify his blood-lust,' the Count replies.

The Baron pauses in thought for a moment, and then continues:

'The black arts of the Fire-Lord are too powerful for the swords of warriors to overcome, but perhaps one lone adventurer, also skilled in the realms of magic, could succeed where armies have failed? It seems that the only means of entrance into the Fire-Lord's citadel is to be captured by his minions, but once there perhaps some way could be found to destroy the source of his power? Now where would we find the hero to attempt this ...?'

Both Count and Baron are looking at you expectantly ...

The favour of nobles is fickle, and can be taken away as easily as it is given. You have the sinking feeling that before you can enjoy your newly won riches you will find yourself IN THE FORTRESS OF THE FIRE-LORD...

NAME:~

STRENGTH SCORE
STRENGTH POINTS
ATTACK BONUS

AGILITY SCORE
AGILITY POINTS
DEFENCE BONUS

POWER SCORE
POWER POINTS

WEAPON 1

DAMAGE POINTS

WEAPON 2

DAMAGE POINTS

WEAPON 3

DAMAGE POINTS

ARMOUR

DEFENCE BONUS

SHIELD

TOTAL DEFENCE BONUS

EQUIPMENT

TREASURE

LANTERN

TIME LOG

Day

1 2 3 4 5 6 7 8 9 10

NAME:~

STRENGTH SCORE
STRENGTH POINTS
ATTACK BONUS

AGILITY SCORE
AGILITY POINTS
DEFENCE BONUS

POWER SCORE
POWER POINTS

WEAPON 1

DAMAGE POINTS

WEAPON 2

DAMAGE POINTS

WEAPON 3

DAMAGE POINTS

ARMOUR

DEFENCE BONUS

SHIELD

TOTAL DEFENCE BONUS

EQUIPMENT

TREASURE


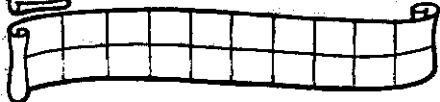
LANTERN


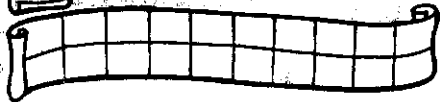
TIME LOG


Day

1 2 3 4 5 6 7 8 9 10

NAME: _____

STRENGTH SCORE 
STRENGTH POINTS 
ATTACK BONUS

AGILITY SCORE 
AGILITY POINTS 
DEFENCE BONUS

POWER SCORE 
POWER POINTS 

WEAPON 1
WEAPON 2
WEAPON 3

DAMAGE POINTS 
DAMAGE POINTS 
DAMAGE POINTS 

ARMOUR

DEFENCE BONUS 

SHIELD 

TOTAL DEFENCE BONUS

EQUIPMENT
LANTERN



TREASURE



TIME LOG


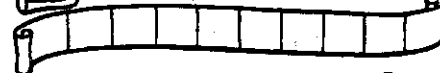
Day

1 2 3 4 5 6 7 8 9 10

NAME: _____

STRENGTH SCORE 
STRENGTH POINTS 
ATTACK BONUS


AGILITY SCORE 
AGILITY POINTS 
DEFENCE BONUS

POWER SCORE 
POWER POINTS 

WEAPON 1
WEAPON 2
WEAPON 3

DAMAGE POINTS 
DAMAGE POINTS 
DAMAGE POINTS 

ARMOUR

DEFENCE BONUS 

SHIELD 

TOTAL DEFENCE BONUS

EQUIPMENT
LANTERN

TREASURE

TIME LOG

Day

1 2 3 4 5 6 7 8 9 10

