

By the same author
TREACHERY IN DRAKENWOOD

·F·A·T·E·M·A·S·T·E·R·



FORTRESS OF THE FIRELORD

by
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PAUL VERNON

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To Joan and Andy for the fare,
and to Penny for the timetable.

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Paul Vernon
December 1985

INTRODUCTION

Your first adventure after leaving your home on the edge of the Northern Waste was to rescue the fair lady Lady Arowen from the clutches of the Evil Necromancer, Zandabar, and Sir Roderick, renegade brother of the Baron of Drakensfeld. As a result Lady Arowen was able to marry the Duke of neighbouring Romark, and the threatened war between her father, the Count of Esgaron, and the Baron of Drakensfeld (who was thought to have kidnapped her) was averted at the last moment.

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 had performed in rescuing the fair Lady Arowen from the dungeon 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 would have needed two wagons to carry all the riches showered upon you by the Count and the Duke, and the Baron rewarded you with all the castles and lands of his rebellious brother Sir Roderick.

The celebrations were coming to an end when the Count and the Baron asked you to go over certain details of your adventure once more.

You recounted the incidents which interested them, and then basked in the light of your recently won glory whilst they discussed other affairs of state. The Count called for some fine wine to be served, and you stared contentedly out of the window, not really listening to their conversation...

'The accursed Firelord!!' boomed the Count suddenly, 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 Firelord's

command before they were two leagues from their goal.'

'And so,' said 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 Firelord's arena during one of the many combats he stages to gratify his blood-lust,' the Count replied.

The Baron paused in thought for a moment, and then continued: 'The Black Arts of the Firelord 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 Firelord'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 looked at you expectantly...

The favour of nobles is fickle, and can be taken away as easily as it is given. You had the sinking feeling that before you could enjoy your newly won riches you would find yourself in the **FORTRESS OF THE FIRELORD...**

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 are 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 references to monsters which you have dealt with already.

Although this adventure can be completed enjoyably as it stands, it should ideally be preceded by **TREACHERY IN DRANKENWOOD**. To play it you will need three six-sided dice, pencil, paper and eraser. If you have gone through the first book successfully, then you may use your doughty hero in this adventure also - go to section 1. Otherwise, the first step is...

CREATING A CHARACTER

In creating a character you should use the *Character Log* provided. 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** will 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.

The nature of this adventure dictates that you will have no weapons or equipment of any sort at the beginning, though you may find some as the adventure progresses.

Initially you will have to depend upon your wits, magical powers and combat abilities.

COMBAT

The combat system in *Unicorn Fatemaster 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 |

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

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 could 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 to go 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 these are now equal to his AGILITY POINTS. The Goblin now has no STRENGTH POINTS left, and falls into a bloody heap at the victorious Dwarf's feet.

MAGIC

You have been schooled in the magical arts, and so 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:

A. Defensive Spells

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.

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.

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.

B. Miscellaneous Spells

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.

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 floor. 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.

C. Attack Spells

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)'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 be regained only 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.

A LAST NOTE ON ADVENTURING

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. Your adventure begins at section 1...

1

You were right!! After choosing a suitable disguise you found yourself accompanying a number of merchant caravans whose routes skirted the Firelord's domain.

Nothing untoward has occurred, and you are beginning to wonder why you ever left home in the first place. At least your saddle-soreness has worn off now, and this, your fourth journey, has been made more enjoyable by the presence of Farak, a swarthy merchant from the south who seems to have an endless store of amusing anecdotes.

For the past few days you have been passing through the area where most of the caravans have disappeared. Now you are almost clear of the region, and it looks as though nothing will happen on this trip either...

Suddenly, a wall of flame springs up at the head of the column, and a horde of hideous Orcs charges screaming from the woods which line the road. You notice that their shields bear the emblem of a fiery hand, but before you can prepare yourself for combat a strange weariness comes over you. In trying to fight this you use up what little strength remains, but the last thing you see before your eyes finally close is the grinning form of Farak, his upraised hand bathed in flame...

If you chose to disguise yourself as a Merchant, then go to section 70.

If you chose to disguise yourself as a Caravan Guard, then go to section 139.

If you chose to disguise yourself as a Scribe, then go to section 208.

If you chose to disguise yourself as a Wagon Driver, then go to section 277.

2

You open the door without too much trouble.

If you went to the north door, then go to section 409.

If you went to the west door, then go to section 295.

If you went to the east door, then go to section 325.

If you went to the south-east door, then go to section 371.

If you went to the south-west door, then go to section 404.

3

In a pouch in one of the saddles you find a dagger. Make a note of this on your *Character Log*.

Throw two dice. If the number is odd, then your search has been disturbed by an Orc. Make a note of this section and to to section 249.

If the number you threw was even, then go to section 428.

If you have returned to this section after defeating the Orc, then you find he is wearing leather armour, carries a short sword and has two gold pieces in his purse. If you wish to take any of these, then make a note of them on your *Character Log* and go to section 428.

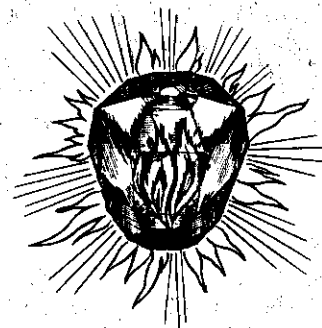
4

The area around this pit is smooth and slippery with years of use - it appears that this is where the tribe throws all its rubbish.

Throw against your **AGILITY**.

If you fail, then go to section 40.

If you succeed, you manage to avoid slipping over the edge of the hole at your feet, at the bottom of which you can see a red pool of lava. Go to section 169.



5

If you have the Firegem in your possession, then go to section 83.

Otherwise, go to section 123.

6



You are standing in a well-furnished room containing a bed, a couch and some chairs. A flagon of wine and a haunch of meat (which you add to your provisions - make a note of them on your *Character Log*) stand on a small table.

If you wish to search the room for valuables, then go to section 128.

If you wish to sleep here, then make a note of this section and go to section 388.

If you wish to leave this room, then go to section 240.

7

Throw against your **AGILITY**. If you are successful you manage to open the trap-door and go through, though the door itself springs shut behind you. Go to section 19.

If you fail, you cannot open the trap-door before you lose your grip on the wall or your **FLYFEET** spell wears off. Take 3 **DAMAGE POINTS** from the fall and go to section 495.

8

If you cast **INVISIBILITY** to sneak past the Orcs, then go to section 79 if you wish to go up the stairs, or to section 114 if you wish to go to the trap-door.

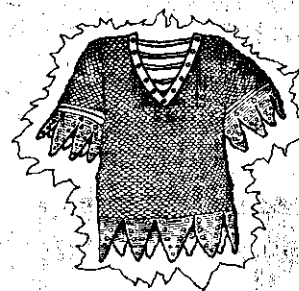
If you cast **INVISIBILITY** to attack the Orcs, then go to section 44 and continue combat.

If you cast **FOOTSTEPS**, this will work only if you are already invisible. If this is so, then the Orcs disappear in pursuit of your spell - go to section 233. Otherwise, go to section 44 and continue combat.

MISCELLANEOUS spells and **REPEL UNDEAD** will have no bearing on this situation, go to section 44 and continue combat.

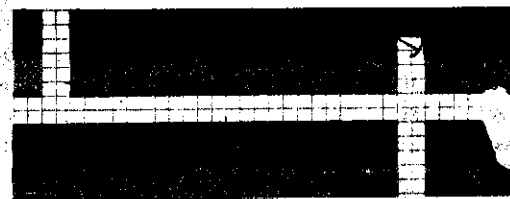
All other spells work as normal. Go to section 44 to determine the results and/or continue combat.

9



The armour is magical, and adds 3 to your **DEFENCE BONUS** (rather than chain-mail's usual 2) when worn. This is unaffected by any loss of **AGILITY POINTS**. Make a note of this on your *Character Log*, then return to the section whose number you last noted.

10



You are standing at a crossroads where four narrow passages meet. Down the passage to the west you can see it is joined by another passage from the north, while the eastern passage seems to enter a cavern of some sorts. You can hear the sound of running water from the south and see that the northern passage ends in a stout wooden door.

If you wish to go north, then make a note of this section and go to section 483.

If you wish to go south, then go to section 354.

If you wish to go east, then go to section 52.

If you wish to go west, then go to section 87.

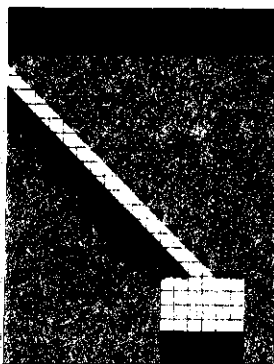
11

Throw against your **AGILITY**.

If you are successful, then go to section 240.

If you fail, then you close the door, but very noisily - go to section 88.

12

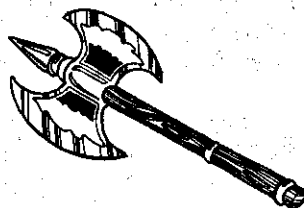


You are standing in a room with stone walls and a straw-covered floor. A passage leaves the room and goes to the north-west.

If you wish to search for secret doors, then go to section 357.

If you wish to sleep here, then make a note of this section and go to section 85.

If you wish to go down the passage to the north-west, then go to section 432.



13

You pick up the decanter and notice the fine workmanship and intricate designs embossed upon it. Pulling out the stopper, you take a sniff at the fine wine it contains...

If you wish to take the decanter and goblets, then make a note of these on your *Character Log*.

Return to section 225.

14

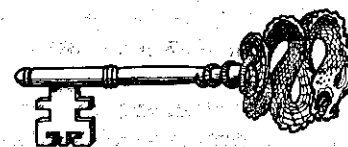
The Orc reaches for his keys and notices they are gone! He draws his sword and glares at you.

If you wish to cast a spell, then write down its name and go to section 499.

If you wish to attack the Orc, then make a note of this section and go to section 249.

If you wish to give him his keys back and say you don't know what came over you, then go to section 49.

If you have returned to this section after defeating the Orc, then you notice he is wearing leather armour, carries a short sword and has two gold pieces in his purse. If you wish to take any of these, then make a note of them on your *Character Log* and go to section 372.



15

If Malgar left the room because you used **FOOTSTEPS** in conjunction with **INVISIBILITY**, then go to section 280.

Otherwise, Malgar's small key fits the lock and you find the casket contains four large gems worth 30 gold pieces each. If you wish to take these, then note them down on your *Character Log* before returning to section 366.

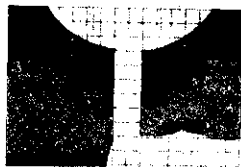
16



You find no secret doors. What you do find are two spy-holes in the eastern wall of the passage which runs from north to south. Through these spy-holes you can see a guardroom containing four well-armed Orcs who have just sounded the alarm!

Go to section 39.

17



You are standing at the southern end of a passage which runs from north to south. To the north you can see that the passage leads to a circular chamber. To the south the passage enters a large, well-lit natural cavern containing the dragon you have already met. The dragon appears to be dozing once more.

Make a note of this section number.

If you wish to go north, then go to section 466.

If you wish to cross the cavern ignoring the dragon, and head for the south-east exit, then go to section 361.

If you wish to cast a spell, then write down its name and go to section 246.

If you wish to draw a weapon and attack the dragon as it sleeps, then go to section 286.

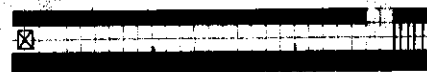
If you wish to attempt to steal some of the dozing dragon's treasure, then go to section 328.

18

Throw against your AGILITY. If you are successful, then go to section 467.

If you fail, then go to section 398.

19



You are standing in a stone passage which runs from east to west. To the east you can see that the passage ends in a staircase going down. There is a trap-door at your feet, but the only way of opening this appears to be by standing upon it.

If you wish to go west, then go to section 55.

If you wish to go east, then go to section 417.

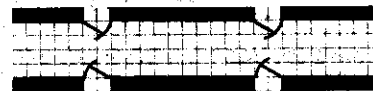
If you wish to try to open the trap-door, then go to section 78.

20

Throw two dice. If the number is even, then they believe you and let you through the gates. Go to section 342.

If the number you throw is odd, then they do not believe your story and attack. Go to section 451 and begin combat at Step 5.

21



You are standing in a passage which runs from east to west. On either side of you are doors in both the northern and southern walls, neither of which are locked. Further west along the passage is a similar pair of doors, while to the east, you can see that the passage ends at a T-junction where it joins another passage which runs from north to south.

If you wish to go through the northern door, then go to section 105.

If you wish to go through the southern door, then make a note of this section and go to section 182.

If you wish to go west, then go to section 244.

If you wish to go east, then go to section 159.

22

You struggle with all your strength but are unable to break free from the weeds' vice-like grip. Slowly, they drag you under the water stifling your last cry ... Go to section 321.

23

Your well-aimed blow strikes Farak perfectly, but unfortunately it is not fatal ...

Go to section 258.

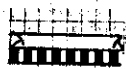
24

You wake up suddenly when a bucket of water is thrown in your face. Looking around, you see that you are in the middle of the arena and that two ferocious-looking wolves are bearing down upon you!! You are too weak to fight or cast any spells ... Go to section 321.

25

The old man spits at you and angrily replaces the stone. You tap on the stone again, but the old man ignores you. Return to the section whose number you last noted.

26



You are standing on a walkway on top of the wall connecting the gatehouse and one of the towers in the southern corners of the courtyard. There is a door at either end of the walkway. On top of the gatehouse you can see the shadowy figures of a number of guards.

If you wish to go through the door into the gatehouse, then go to section 158.

If you wish to go through the door into the tower, then go to section 377.

If you wish to jump off the wall, then go to section 62.

If you wish to cast a FLOAT spell before jumping off the wall, then go to section 95.

27

Your arm is still firmly held, and you are unable to flee. Go to section 482 and continue combat at Step 5.

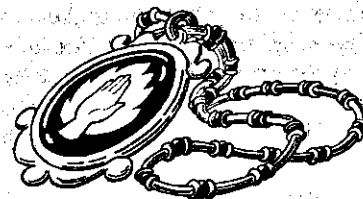
28

As you touch the door, you hear a grating sound, and looking up you see a large block of stone falling towards you!

Throw against your AGILITY.

If you are successful, then go to section 68.

If you fail, then go to section 106.



29

You spend some frantic moments looking for a secret panel or some other means of activating the teleportation mirror, to no avail. To your horror, you realise that the key is probably the amulet which Grogarak has taken!!!

Turning around, you see that the lava is now flooding out from the chamber floor, and has already cut off your way of escape...

You console yourself with the thought that you have destroyed the power of the Firelord forever, even though you won't live to tell the tale...

Go to section 321.

30

Throw against your STRENGTH.

If you are successful, then go to section 409.

If you fail, then go to section 89.

31

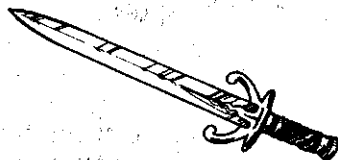
Tending the stables isn't such a bad life so far, at least you are fed regularly. You have not been able to pursue your quest, however. It is proving to be difficult, as the gates into the cliff face from the courtyard are always guarded and at night you are locked in your cell at the base of the tower. All your weapons and armour were taken when you woke up in your cell on the first day - make a note of this on your *Character Log*.

Every day, the gates in the southern wall of the courtyard are opened while food is brought in by slaves under the gaze of Orc overseers, who are not slow to use their snake-like whips on these unfortunates.

If you wish to forget your quest and make a dash through the gate to the outside world, then go to section 66.

If you wish to try to escape from your cell at night and thus pursue your quest, then go to section 101.

If you wish to await events, then go to section 140.



32

The doors are securely locked. If you wish to open the door with a *SESAME* spell, then go to section 110.

If you wish to try a key in the doors, then make a note of this section and go to section 192.

If you wish to ram the doors down, then make a note of this section and go to section 126.

If you wish to return to the centre of the storeroom, then go to section 242.

33

Throw against your *AGILITY*.

If you are successful, then go to section 488.

If you fail, then a number of Orcs enter the room, search it, and find you. Go to section 318.

34

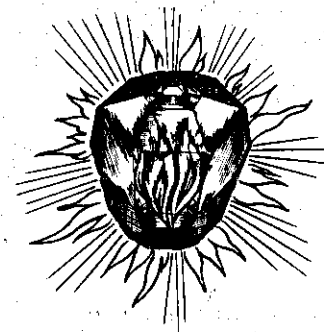


You go into a small chamber which has only one entrance. In a niche in one wall lies a large gem which glows with a strong red light (the *FIREGEM*), whilst a very finely crafted shield stands in one corner. You pick up the Firegem - make a note of this on your *Character Log*.

If you wish to examine the shield, then make a note of this section number and go to section 176.

If you wish to leave the shield and return to the Firesnake, then go to section 211.

If you wish to take the shield before returning to the Firesnake, then go to section 351.



35

Throw against your *STRENGTH*.

If you are successful, the door gives way and you hurtle into the room behind. Go to section 443.

If you fail, then take 2 *DAMAGE POINTS* from the collision and return to the section whose number you last noted.

36

The Orc Champion enters the arena. You recognise him as one of the Firelord's followers who was sharing his box. He is wearing chain-mail and carries a long sword. Turning to face the Firelord in his box he raises his sword and cries, 'We who are about to die salute you.' He turns to face you and rushes to the attack.

Go to section 403 and begin combat.

37

Throw against your STRENGTH.

If you are successful, then go to section 440.

If you fail, then you take 2 DAMAGE POINTS (from the collision).
Go to section 398.

38

Throw against your AGILITY.

If you fail, then go to section 288.

If you succeed, then you manage to steal the key. Make a note of 'gate key' on your *Character Log* and go to section 342.

39



You are standing at a T-junction where a passage running from north to south is joined by one from the west.

To the north you can hear the drumming feet of a large number of Orcs, which sound to be getting closer.

If you wish to flee south down the passage, then go to section 318.

If you wish to flee west down this passage, then go to section 334.

If you wish to turn and fight your pursuers, then go to section 158.



40

You slip and fall down the pit! You find yourself in a huge cavern with a pool of lava directly beneath you, but you are already so hot that you are unlikely to be conscious when you fall into it... Go to section 321.

41

ATTACK spells work, but there are far too many birds here to make any difference - go to section 123.

DEFENSIVE spells have no bearing on this situation due to the dimness of the cavern, though HEALING will work normally - go to section 123.

MISCELLANEOUS spells apart from LIGHT also have no bearing here - go to section 123.

If you cast a LIGHT spell, then go to section 83.

42

If you have already escaped from the slave gang, then go to section 24.

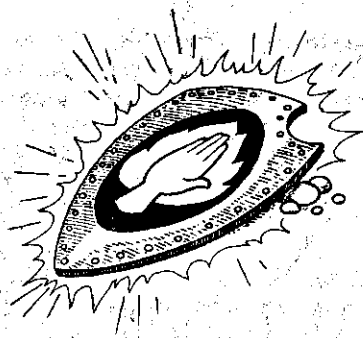
Otherwise, you awake from a horrible nightmare to find yourself in an even worse one! Iron fetters have been attached to your feet and all you possess is a filthy loincloth, everything else having been taken from you. Make a note of this fact on your Character Log.

The Firelord is extending the Orc's quarters, and you are one of the slaves he is using to do it. You have an iron pick (which will deliver 2 DAMAGE POINTS if used in combat) with which you spend all day hacking at the living rock at the heart of the mountain fortress, under the eyes of the ever watchful Orc overseers. Although you have seen only three overseers at once, they are well armoured and have a number of others within call. This makes escape almost impossibly difficult.

In the all too few rest periods, you and the other slaves are given stale bread and water, but there is never enough, and you have to fight for every scrap.

At night you are chained to manacles set into the rock, and sleep is difficult because of the groaning of your ill-used companions... Go to section 129.





43

Throw against your **STRENGTH**.

If you are successful, then go to section 7.

If you fail, you fall whilst climbing the wall. Take 2 **DAMAGE POINTS** from the fall and go to section 495.

44

TWO ORCS, each of which has:

STRENGTH POINTS 8 **AGILITY POINTS** 11

ATTACK BONUS 0 **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 8.

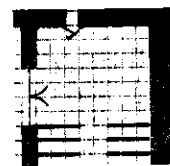
If you wish to flee, then go to section 158.

If you defeat the Orcs, then go to section 197.

If you lose consciousness, then go to section 363.



45



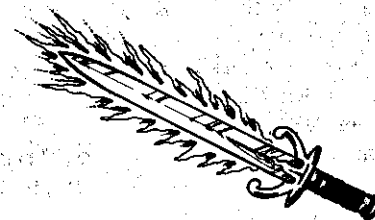
Throw two dice. If the number is odd, your search has been disturbed by an Orc who has been attracted by the tapping noise you have been making. Make a note of this section and go to section 249.

If the number you threw was even, then you find a secret door in the north wall. The door is unlocked.

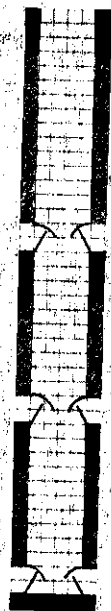
If you have returned to this section after defeating the Orc, then you find that he is wearing leather armour, carries a short sword and has two gold pieces in his pouch. If you wish to take any of these, then make a note of them on your *Character Log*.

If you wish to go through the secret door, then go to section 203.

Otherwise, return to section 428.



46



Whilst you are deciding what to do next, an Orc wanders out of one of the doors in the southern passage. Seeing you, he lets out a surprised yell and sounds the alarm, drawing his sword as he does so. Behind the other doors in the southern passageway you can hear the sound of hurried movement as his call is heeded.

If you wish to flee, then go to section 204.

If you wish to attack the Orc, then go to section 158.

If you wish to cast a spell, then write down its name and go to section 273.

47

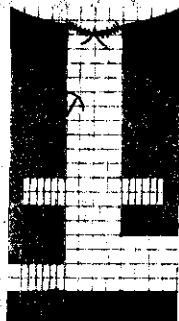
The Firelord laughs heartily and claps his hands. 'So you refuse to fight eh?'

You realise that your opponents have no such reservation about fighting. An iron grille opens behind you, and two ferocious wolves leap to the attack.

Go to section 254 and begin combat at Step 5.



48



You are standing at the bottom of a flight of steps beside a passage running from north to south. Looking north, you can see that the passage ends at a pair of iron gates, before which two Orcs sit on a bench grumbling argumentatively. Opposite you, at the other side of the passage, you can see another staircase also leading upwards. Between you and the Orcs, in the western wall of the passage, is a door. Looking south you can see a T-junction.

If you wish to go up the staircase you are standing upon, then go to section 260.

If you wish to creep across the passage and go up the stairway opposite, then go to section 163.

If you wish to cast a spell at the Orcs, then write down its name and go to section 71.

If you wish to attack the Orcs, then go to section 148.

If you wish to creep down the passage towards the north where the Orcs are sitting, then go to section 191.

If you wish to creep down the passage towards the south, away from the Orcs, then go to section 202.



49

The Orc attacks you anyway. Make a note of this section number, go to section 249 and begin combat at Step 5.

If you return to this section after defeating the Orc, then you find that he is wearing leather armour, carries a short sword and has two gold pieces in his purse. If you wish to take any of these, then make a note of them on your *Character Log* and go to section 372.

50

Your digging awakens the other prisoners, whose cries of surprise soon turn to shrieks of anger as they realise that you are going to escape without giving them the chance to do so. The racket they make soon attracts the guards, who easily overpower you and beat you unconscious...

When you awake, you find that you have been chained to the wall once more. Go to section 135.

51

Your spell expires before you reach the bottom. Go to section 111.

52

You follow the passage and enter the cavern, which has two exits, one to the west and another to the north. In the middle of the cavern is a large snake with a man's head. The snake is bathed in a mysterious orange flame, and to your surprise it begins speaking.

'I suppose the Firelord sent you for his precious baubles. Is this so?'

If you wish to answer yes, then go to section 351.

If you wish to answer no, then go to section 384.

If you wish to attack the snake, then go to section 419 and begin combat.

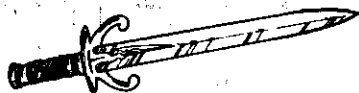
If you wish to cast a spell, then write down its name and go to section 453.

If you wish to flee, then go to section 419 and take the flee option.

53

The door gives way and you rush into the room behind it. At the same time, a huge Orc leaps out of bed and rushes to attack you.

Go to section 403 and begin combat at Step 5.



54

UNARMED GLADIATOR:

STRENGTH POINTS 5 AGILITY POINTS 5

ATTACK BONUS 0 DEFENCE BONUS 0

DAMAGE POINTS 1 POWER POINTS 0

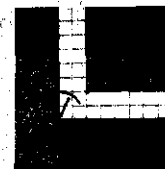
If you wish to cast a spell at the Gladiator, then write down its name and go to section 455.

If you defeat the Gladiator, then go to section 236.

If you lose consciousness, you wake up to find yourself before the Firelord. Go to section 363.



55



You are standing at a junction where a passage from the north meets one running east. To the west, set into the passage wall, you can see a stout wooden door, while to the east the passage goes on for a way before going down some steps. You can see a number of doors along the northern passage.

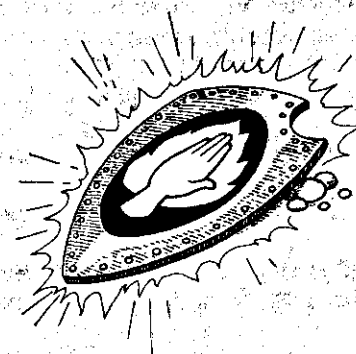
If you wish to go north, then go to section 143.

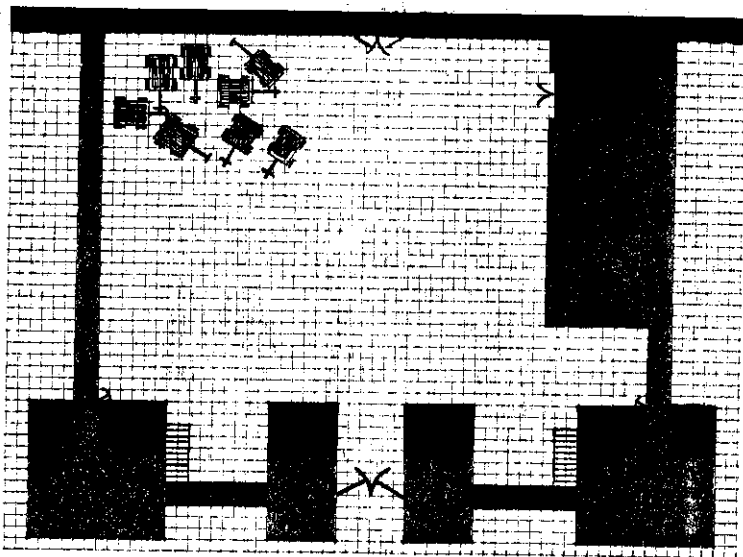
If you wish to search for secret doors whilst going north, then go to section 171.

If you wish to go east, then go to section 78.

If you wish to search for secret doors whilst going east, then go to section 157.

If you wish to go through the western door, then make a note of this section number and go to section 345.





You are standing at the northern end of a courtyard in front of two large iron gates. This is obviously the entrance to the fortress proper.

In the north-west corner of the courtyard you can see a number of wagons parked haphazardly, whilst in the north-east corner is a long, low building, obviously stables. At the southern end of the courtyard you can see a gatehouse standing between two high watch-towers.

If you wish to go to the south end of the courtyard, then go to section 395.

If you wish to go and inspect the wagons, then go to section 422.

If you wish to go to the stables, then go to section 456.

If you wish to cast a **SESAME** spell to open the north gates, then go to section 342.

If you wish to ram the north gates to try to open them, then go to section 158.

If you wish to open the gates with a key, then go to section 91.



57



The mirror in the eastern wall is hinged, and you pull it open to reveal a spiral staircase going down.

If you wish to go down the staircase, then go to section 227.

Otherwise, go to section 366.

58

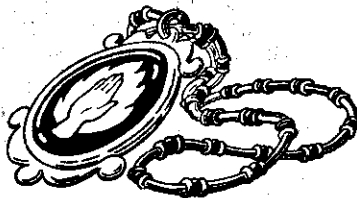
Your spell works perfectly, but to your surprise, you see that the Orc has three similarly armed companions who were sitting beneath the spy-holes and not in sight when you first looked through. One of them pulls a rope hanging from the ceiling and an alarm sounds.

Go to section 39.

59

If you have the Firelord's amulet, then go to section 98.

Otherwise, go to section 131.



60

If you are in the lion's cage when you defeat it, then go to section 172.

If you are in the arena, the crowd cheers uproariously and the Firelord congratulates you on your martial prowess. 'You have fought well, warrior,' he says. 'You will now be taken to somewhat better quarters.'

Ten Orcs enter the arena, disarm you and escort you through an arch and down a passageway to the north.

Go to section 132.

61

You walk down the passage stealthily. Suddenly, a trap-door beneath you opens and you crash headlong into the room below, receiving 2 DAMAGE POINTS from the fall.

Somewhat dazed, you look around you to find yourself surrounded by Orcs. Most of them are dozing, but two are very angry about being so rudely awakened and attack. Go to section 265.

62

Throw against your AGILITY.

If you succeed, you take 2 DAMAGE POINTS from the fall.

If you fail, you take 6 DAMAGE POINTS from the fall.

If you jumped down into the courtyard, then go to section 158.

If you jumped down outside the courtyard, then go to section 134.

63

You follow the passage to the cavern, the floor of which is littered with bones. Suddenly, you hear a clicking sound behind you, and spinning round find yourself face to face with a giant scorpion, tail poised to strike.

Make a note of this section number, go to section 407 and begin combat.

If you have returned here after defeating the scorpion, then go to section 166.

64

You now have Farak's undivided attention, but other than this your spell seems to have had very little effect...

Go to section 258.

65



In front of you you can see a well-appointed room containing a bed with clean sheets and a washbowl. You surmise that it is used by the Gladiators between bouts in the arena, but it is currently unoccupied. There is nothing else of interest in this room.

If you wish to sleep here, then make a note of this section and go to section 85.

Otherwise, go to section 409.

66

Your dash through the gates takes the guards by surprise, but they soon raise the alarm. You have not gone far when you see a large party of Orcs riding you down on horseback.

If you wish to hide from the Orcs, then go to section 186.

If you wish to fight the Orcs, then go to section 219.

67

Throw against your **AGILITY**. If you fail, then make a note of this section. The Orcs find you and attack. Go to section 451 and begin combat at Step 5.

If you succeed, then go to section 242.

If you have returned to this section after defeating the Orcs, you notice that each is wearing chain-mail, carries a long sword and their purses yield 19 gold pieces between them. If you wish to take any of these items, then make a note of them on your *Character Log* and go to section 242.



68

Your lightning reflexes allow you to leap to safety before the stone block hits the floor. Go to the section whose number you last noted.



69

You rush into the dragon's cavern, the lava oozing down the passage behind you in an ever-increasing flood. Your plight seems hopeless - you will not be able to outrun the lava for much longer...

Suddenly, you realise that you have one chance. Remembering that the dragon addressed you as 'Master' last time you entered this cavern, you command it imperiously to raise a claw so that you can climb up on its back. To your relief, the dragon obeys, and grabbing a casket of jewels from its treasure hoard in passing, you mount the fearsome beast.

'We fly to the north!' you cry excitedly.

With a snort, the dragon beats its mighty wings and carries you up the natural chimney in the north-east section of the cavern roof to safety!

Congratulations!! Go to section 500.

70

You awake to find yourself in a cramped cell. There are no doors in the cell walls, but in the low ceiling is an iron grille hinged on one side with a heavy padlock on the other. This grille is so low that you can't stand upright. You rattle it once or twice to find that it is very firmly closed indeed.

You sit down dejectedly and looking up you see a huge, hideously ugly Orc peering down at you from above the grille.

'So, you're awake at last, Master Merchant? I thought you'd sleep for ever!' he growls. 'Still, I hope we enjoyed our little rest. It's something you won't get much time for as a slave of the Orcs of the Burning Hand. I'm Malgar, the chieftain of the tribe. My last slave lasted two whole months! If you're lucky, you might last as long!'

Laughing to himself he leaves you to your thoughts, but not for long...

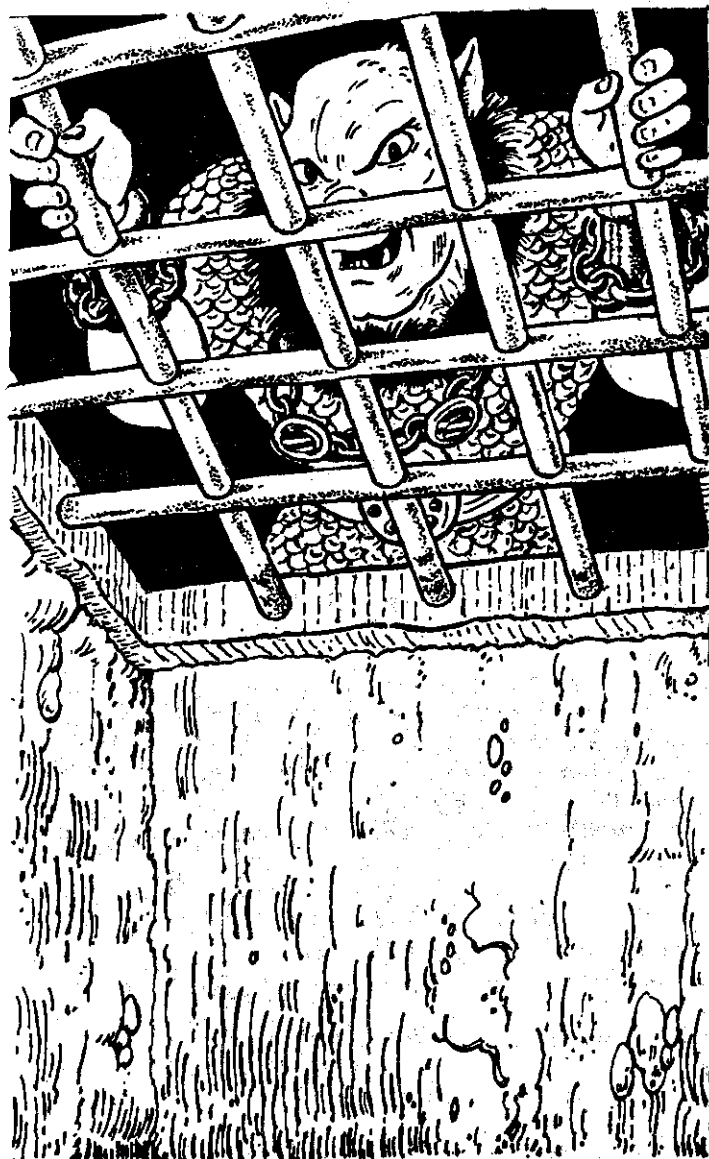
Go to section 276.

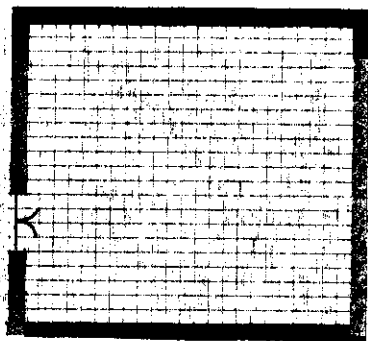
71

All spells except REPEL UNDEAD will work as normal. MISCELLANEOUS spells will have no bearing on this situation, however. Go to section 148 and continue combat.

If you cast FOOTSTEPS, this will only work if you are already invisible. If this is the case, then the Orcs run off under the delusion that they are chasing you - go to section 179.

Otherwise, go to section 148 to determine the result of your spell and/or continue combat.





The door opens easily and you find yourself in a large storeroom crammed with all sorts of goods from the Firelord's caravan raids. All these goods are neatly arranged in rows and piles, and consist of rolls of cloth, jars of spices and dyestuffs, ingots of various metals (not precious), glassware and metalware of fine workmanship.

The only obvious exit is a pair of double doors in the western wall.

If you wish to sleep here, then make a note of this section, throw two dice and go to section 388.

If you wish to search for secret doors, then make a note of this section and go to section 365.

If you wish to search the room for useful items, then go to section 400.

If you wish to go west through the double doors, then go to section 110.

The door is locked.

If you have any keys that you wish to try, then go to section 136.

If you wish to cast a SESAME spell to open the door, then go to section 96.

If you wish to try ramming the door down, then go to section 198.

If you decide against opening the door and wish to do something else, then go to section 46.



74

If Farak sent you in to see the Firesnake then go to section 223. Otherwise, go to section 10.

75



You enter the room and the door closes softly behind you. You find yourself in what is obviously the Firelord's harem! Luckily, Farak's slave-girls are all quietly dozing. You awaken one of them gently, putting your hand over her mouth to prevent her from giving you away. You then tell her of your quest, and instruct her to tell the others.

There are two exits from this room - iron doors in both the northern and eastern walls. The doors are locked, but strangely neither has a keyhole. According to the slave-girls, the Firelord's chambers are through the northern door. To reach them they tell you that you must first cross the 'Pool of Life'. They also tell you that Farak is so powerful that his magic enables him to walk across this pool.

The eastern door leads past the arena and, eventually, to the outside world. The girls plead with you to open the latter door so that they can attempt an escape.

If you wish to help them by doing this, then go to section 477.

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



76

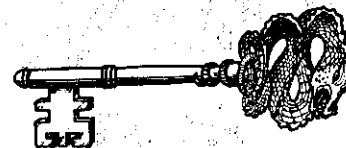
Using your pick, you soon manage to free one of the other prisoners from his manacles, and he helps you free the others. Once everybody's shackles have been removed, you start digging at the spot you found, and you soon have a hole large enough for a man to jump through.

The hole is above an underground river.

The other prisoners thank you tearfully before they jump down the hole. When the last one is safely away, you jump yourself.

If you wish to cast a FLOAT spell as you jump, then go to section 181.

Otherwise, go to section 207.



77

The Firelord stands up angrily and the finger he points at you trembles with rage. 'I see that you must learn obedience,' he bellows. Suddenly, the gates under the Firelord's box are thrust open and ten Orcs rush out towards you. The Firelord orders them to disarm you.

If you wish to cast a spell at the Orcs, then write down its name and go to section 116.

If you wish to cast a spell at the Firelord, then write down its name and go to section 162.

If you wish to fight the Orcs, then go to section 218.

If you wish to submit to the Orcs, then go to section 287.

78

Suddenly, the floor beneath you opens and you fall heavily into the room below. You receive 3 DAMAGE POINTS from the fall.

As soon as you hit the floor you hear a snarling roar to your left, and quickly spin around to see an angry lion leaping at you. Go to section 241 and begin combat at Step 5.

79

If the Orcs in this room are still alive, then throw against your **AGILITY**. If you fail, they hear you and attack immediately. Go to section 44 and begin combat at Step 5.

Otherwise -

You are standing at the bottom of a spiral staircase in the south-east corner of the room. In the south-west corner of the room you can see a trap-door in the floor, and the exit from the tower is in the wall nearest the gatehouse.

If you wish to go to the trap-door, then go to section 114.

If you wish to go up the spiral staircase, then go to section 494.

If you wish to go to the tower exit, then go to section 209.

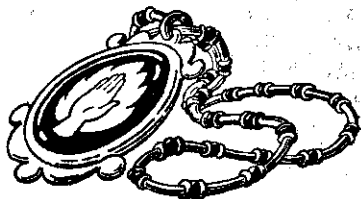
If the Orcs are still alive and you wish to attack them, then go to section 44 and begin combat.

If you wish to cast a spell, then write down its name and go to section 8.

80

If you have the Firegem or the Firelord's amulet, then go to section 360.

Otherwise, the Death Guards attack you. Go to section 285 and begin combat at Step 5.



81

Because your arm is held fast, you are unable to cast the spell properly, though you still lose the required **POWER POINTS**.

Go to section 482 and continue combat at Step 5.

82

As you creep back to the door, you accidentally knock over a sword that was leaning against one of the beds. The Orcs awake with a start and sound the alarm.

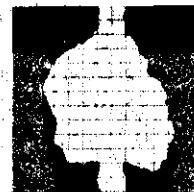
If you wish to fight the Orcs, then go to section 158.

If you wish to cast a spell, then write down its name and go to section 273.

If you wish to run out of the room and flee westwards down the passage, then go to section 435.

If you wish to run out of the room and flee eastwards down the passage, then go to section 46.

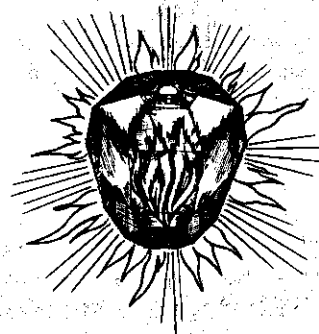
83



The bright light blinds the birds temporarily as you cross the cavern. While traversing it, you see that the cavern's walls are covered with nests, most of them occupied by large birds with long, sharp beaks.

If you are heading south, then go to section 137.

If you are heading north, then go to section 151.



84



You are taken to a small, dark cell behind a grate in the arena walls. The grate is opened and you are roughly pushed through. Laughingly, one of the Orcs locks it behind you.

Through the metal grille you can watch the fights that now take place in the arena. It is dark at the rear of your cell, however, and if you wish you could heal yourself without being seen. The grating into the arena seems to be the only door from this room.

If you wish to cast a spell at the Firelord through the bars, then write down its name and go to section 162.

If you wish to search for secret doors, then go to section 333.

If you wish to await events in the hope that some opportunity will arise, then go to section 108.

85

You have a very restful night's sleep which restores all your lost power points. Unfortunately, you have a rude awakening ... Go to section 89.

86



You are standing in a passage which runs from north to south outside a small door in the western wall. The door is not locked.

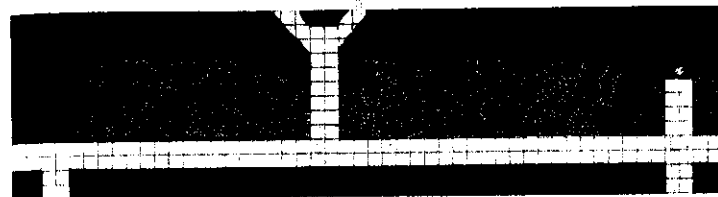
Looking south, you can see that the passage ends in two large iron double doors. Looking north, you can see two further doors in the western wall opposite a large double door in the eastern wall.

If you wish to go west through the open door, then go to section 174.

If you wish to go north, then go to section 423.

If you wish to go south, then go to section 457.

87



You are standing at a T-junction where a narrow passage running east to west is met by a similar passage from the north. You see that the northern passage forks after a short way, while the main passage leads to a crossroads to the east, and a further T-junction to the west.

If you wish to go north, then go to section 127.

If you wish to go east, then go to section 10.

If you wish to go west, then go to section 154.

88

Suddenly, the door flies open to reveal a hideously ugly Orc wearing chain-mail armour and carrying a long sword. He rushes to the attack. Go to section 403 and begin combat.

89

You hear a door creak open and the sound of many iron-shod feet. Before you know it you are surrounded by ten Orcs who quickly overpower you. You are taken before the Firelord - go to section 363.

90

You steal the key successfully - make a note of this 'courtyard key' on your *Character Log*.

The guard leaves your cell without noticing anything and, once all is quiet, you climb up the steps to the door and try the key in the lock ... Go to section 125.

91

If you have a courtyard key amongst your possessions, then go to section 342.

Otherwise, go to section 56.

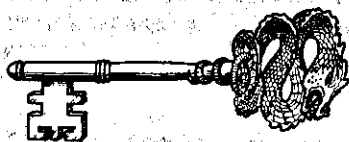
92

The stout door is locked. None of the keys you have will fit, and strangely, you have not been able to find a suitable key in this room either.

If you wish to leave the door, then go to section 366.

If you wish to cast a SESAME spell and go through the door, then go to section 159.

If you wish to try ramming the door down, then go to section 284.



93

As you bend down to examine the Jailer's body ten huge Orcs rush in from the arena and quickly overpower you. They drag you roughly back into the arena before the box occupied by FARAK, the FIRELORD.

If you cast a POWER BOLT at the Jailer, then go to section 231.

Otherwise, go to section 324.

94

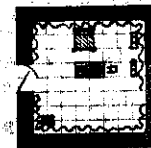
Listening intently at the door, you can hear a number of creatures snoring, and the odd muttered phrase in Orcish. Return to section 179.

95

If you jumped down into the courtyard, go to section 209.

If you jumped down outside the courtyard, then go to section 134.

96



You are standing in a very well-appointed bedchamber (by Orc standards), containing a large four-poster bed, a table and two large chests. Upon the table you can see a jewelled casket, a roasted mutton joint, large loaf and flagon of wine.

The walls of the room are completely covered by embroidered hangings apart from a full-length mirror set into the eastern wall. The floor is stone, and covered by a richly woven carpet, except for the south-west corner where there is a shallow pit covered by an iron grille.

In the bed is a hideously ugly Orc, snoring contentedly to himself.

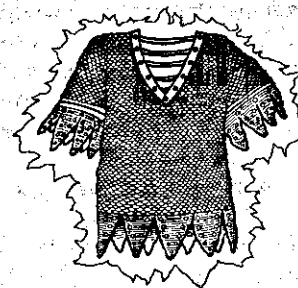
If you wish to attack the Orc whilst he is in bed, your first blow hits automatically. Go to section 461 and continue combat thereafter.

If you wish to cast a spell, then write down its name and go to section 438.

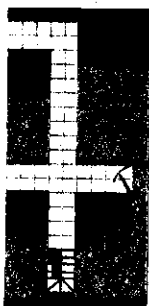
If you wish to examine the jewelled casket, then go to section 280.

If you wish to examine the chests, then make a note of this section number and go to section 337.

If you wish to leave the room, then go to section 323.



97



You are standing at a crossroads, where four narrow, rough-hewn passages meet. To the south you can see a spiral staircase leading upwards, to the east the passage ends in a door, while down the western passage is another crossroads behind which a fiery red glow can be seen. The northern passage goes on for a way then turns westwards.

If you wish to go north, then go to section 429.

If you wish to go south, then go to section 227.

If you wish to go west, then go to section 130.

If you wish to go east, then make a note of this section and go to section 345.

98

As you enter the chamber the crystal begins to pulsate faster and faster and increase in brightness. Suddenly a panoramic view of the area surrounding the Firelord's fortress is projected upon the walls of the chamber. At the same time, flames appear inside the pentagram, and from its centre a huge Fire-demon, over 15 feet tall, arises before you. He regards you malevolently, and says, 'So, I have a new master. Grogarak awaits your bidding, Firelord! Utter your first command!' He then adds wheedlingly, 'Or would you perhaps free Grogarak from his bondage to this world and allow him to return to the Realms of Flame?'

If you wish to claim the Firelord's power as your own, then go to section 379.

If you wish to tell Grogarak that you wish to destroy the Firelord's power for ever, then go to section 414.

99

If the spell you cast was *INVISIBILITY*, then you watch the Orcs search the room unsuccessfully and finally leave.

If you cast any other spell, then make a note of this section number and go to section 487.

If you have returned to this section after defeating the Orcs, then you notice that each is wearing chain-mail armour and carries a long sword. Their purses yield 19 gold pieces between them. If you wish to take any of these items, then make a note of them on your *Character Log*.

If the room is free of Orcs, then go to section 242 and continue your quest.

100

Throw against your *AGILITY*. If you are successful, then go to section 259.

If you fail, then go to section 398.



101

After carefully storing some of your food for a few days, you are now ready to make your escape attempt. You feel much better about it after having found a dagger hidden in a horse's saddle (note this on your *Character Log*) while working in the stables.

Your Orc jailer has just taken you to your cell for the night.

He has turned towards the door and is about to leave before locking you in once more.

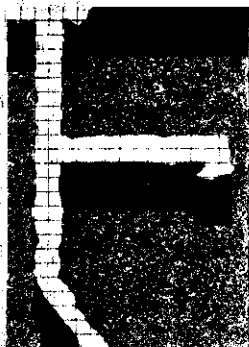
If you wish to attack the Orc, then go to section 288.

If you wish to cast a spell, then write down its name and go to section 322.

If you wish to try stealing the key from the Orc, then go to section 364.

If you wish to wait until the Orc has gone, then go to section 399.

102



You are standing at a T-junction where a passage running north to south is joined by one from the east. The northern and eastern passages both enter caverns, while the southern passage goes on for some way before turning south-east.

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

If you wish to go south, then go to section 127.

If you wish to go east, then go to section 63.



103

Throw against your **AGILITY**.

If you fail, then your grasp falls short of the amulet - go to section 258.

If you are successful, then you manage to snatch the amulet, pushing Farak back into his chamber in the process. This room is the most opulent you have seen in the fortress, as it contains the choicest treasures from the Firelord's many raids. There are two exits - doors in the western and eastern walls.

Go to section 167.

104

Two days further on, you are one of those chosen to smoothe the walls of a chamber which is almost complete. While working on this, one of your blows misses the wall and goes through the floor! Drawing out your pick, you can hear the sound of running water coming from the hole. You quickly block the hole with a stone before any of the guards notices it.

At the end of the day, you are shackled to the wall as usual.

If you wish to cast a **SESAME** spell to release yourself from your shackles and then dig a way out at the spot you found, then go to section 50.

If you wish to free yourself as above, and wish to use your pick to free the other prisoners so that they may escape too, then go to section 76.

If you wish to await events further, then go to section 135.

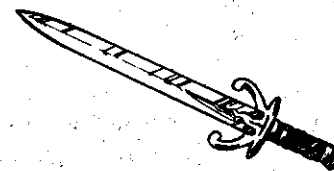
105



From the armour and weaponry stacked around the walls of this room it is obvious that you are standing in the armoury of the Orc tribe. The armour consists of chain-mail, leather and shields, and the weapons are long and short swords and daggers. If you wish to take any of these, then make a note of them on your *Character Log*.

If you wish to sleep here, then make a note of this section and go to section 388.

If you wish to leave this room, then go to section 21.



106

You try leaping to safety before the block hits the floor, but your foot slips and you fall to the ground. You hardly have time to curse your luck before you are crushed by 30 tons of rock ... Go to section 321.

107

If you wish to sleep here, then make a note of this section number and go to section 257.

If you wish to leave by the eastern exit, then go to section 154.

If you wish to leave by the western exit, then go to section 396.

108

The iron grating is removed and you are taken into the arena once more. A grille in another wall opens and a lion leaps out. It roars angrily and springs to the attack.

Go to section 241 and commence combat.

109

Throw two dice.

If you have thrown an odd number, the Orcs don't believe you and attack. Go to section 148 and commence combat at Step 5.

If you threw an even number, they do believe you and go back to their post. Go to section 432.

110



You are standing in a corridor which runs from north to south outside a double door in the eastern wall. Looking south, you can see two smaller doors in the western wall, while to the north you can see one such door also in the western wall.

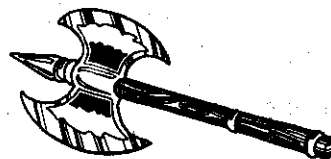
If you wish to go north, then go to section 220.

If you wish to go south, then go to section 423.

If you wish to open the double doors in the eastern wall by casting a SESAME spell, then go to section 72.

If you wish to try a key in these doors, then make a note of this section number and go to section 192.

If you wish to try ramming the double doors, then make a note of this section number and go to section 126.



111

You hit the water at the bottom of the shaft with a loud splash. Fighting your way to the surface, you find that the walls of the shaft are slimy and totally unclimbable. Unfortunately, you are too busy keeping afloat to cast any spells. Eventually, your strength gives out and you sink beneath the surface for the last time ...

Go to section 321.

112

The crowd rise from their seats and cheer you lustily.

If your opponent was an ordinary Gladiator, the Firelord congratulates you and says that in your next bout you will meet his Champion. Go to section 132.

If you have just defeated the Firelord's Champion, then he summons you to his box. Once there, he declares you to be his new Champion (to the rapturous applause of the spectators) and presents you with the former Champion's sword. Make a note of this section number and go to section 478. When you return to this section, go to section 281.

113

Throw against your AGILITY.

If you succeed, then go to section 196.

If you fail, then go to section 232.



114

If the Orcs in this room are still alive, then throw against your **AGILITY**. If you fail, they hear you and attack - go to section 44 and begin combat at Step 5.

Otherwise, you are standing above a trap-door in the south-west corner of this room. In the south-east corner, through an archway, you can see a spiral staircase leading upwards, while the exit from this tower is through a door in the wall nearest the gatehouse.

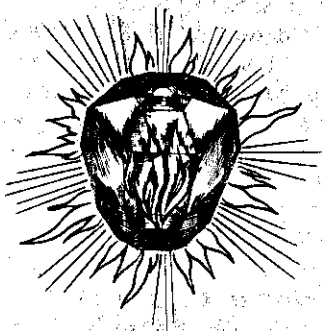
If you wish to go through the trap-door and down the ladder to the level below, then go to section 266.

If you wish to go to the spiral staircase, then go to section 79.

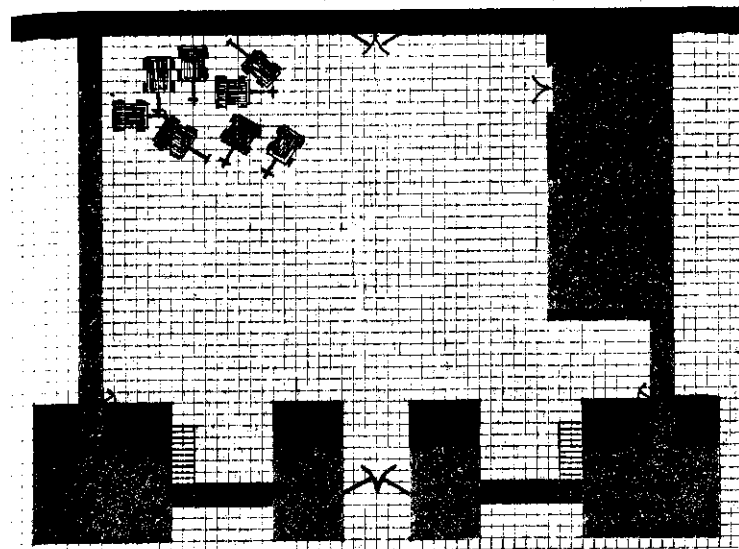
If you wish to go to the tower exit, then go to section 209.

If the Orcs are still alive and you wish to attack them, then go to section 44.

If you wish to cast a spell, then write down its name and go to section 8.



115



You are standing in the north-east corner of a large courtyard outside a pair of double doors leading into a stable. Opposite, in the north-west corner, you can see a number of wagons parked haphazardly, while before the iron gates set into the cliff at the northern end of the courtyard you can see four Orcs on guard duty.

At the southern corners of the courtyard are two stone watch-towers, between which is a large, grim-looking gatehouse.

If you wish to return to the stables, then go to section 428.

If you wish to go and inspect the wagons, then go to section 422.

If you wish to approach the gates to the north, then go to section 358.

If you wish to go to the southern end of the courtyard, then go to section 395.

116

'So, a disguised spell-master come to usurp my power!' booms the Firelord from his box. 'We well know how to deal with such.'

So saying, he casts a spell and flames arise up from the arena floor to engulf you. You lose consciousness ... Go to section 24.

117

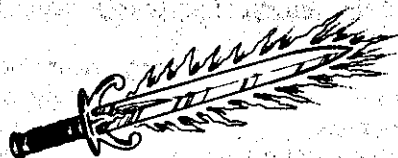


You are standing in a stone passage running from north to south. To the south you can see that the passage ends in a T-junction. In an alcove in the eastern wall is a small iron wheel which, upon inspection, will turn only one way.

If you wish to go south, then go to section 417.

If you wish to turn the wheel and go north, then go to section 473.

If you wish to go north without turning the wheel, then go to section 61.



118

The Orc is a light sleeper. He wakes up and attacks you.

Go to section 249 and begin combat at Step 5.

119

Suddenly, you lose control of all your muscles - they go completely rigid. Seeing this, the Firesnake licks his lips and slithers over to you ... Go to section 321.

120



Make a note of this section number.

You are standing in a short passage which runs from north to south. To the south, the passage ends in an iron door - this is locked, but strangely has no keyhole. To the north, the passage leads to a clear blue pool, which has a large, crimson anemone-like creature at its centre. North of the pool, on the opposite bank, is another passage which leads north.

If you wish to cast a **SESAME** spell to open the door south of you, then go to section 75.

If you wish to try ramming the door down, then go to section 35.

If you wish to swim across the pool, then go to section 146.

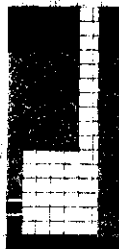
If you wish to cast a spell other than **SESAME**, then write down its name and go to section 184.

121

You knock over a worthless-looking pot and gasp in astonishment as you see that it was a covering for a richly embossed silver flask. The flask contains a heady liquid, and taking a small sip you find that 1 **POWER POINT** has been restored to you. A potion of **POWER RESTORATION**! Each gulp of this potion will restore 6 **POWER POINTS** and the flask contains enough liquid for two gulps. (Your **POWER POINTS** can never exceed your original **POWER SCORE**, however.)

Make a note of this item on your *Character Log* and go to section 242.

122



Going stealthily down the passage, you see that it ends in a small guardroom. In the room you can see an Orc in chain-mail armour, whittling a piece of wood.

If you wish to attack the Orc (with either weapons or spells), then go to section 183.

If you wish to creep back down the passage to the hall, then go to section 216.

123

As you cross the cavern, you find yourself surrounded by a flock of vicious birds which attack you from all sides.

Throw two dice: this is the number of DAMAGE POINTS you receive from their attack.

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

Otherwise, you make it back to the safety of the passage - return to the section whose number you last noted.

124

If you wish to cast a FLYFEET spell, then go to section 305.

Otherwise, throw against your AGILITY.

If you are successful, then you climb the wall with ease. Go to section 305.

If you fail, you take 2 DAMAGE POINTS from your fall. Go to section 398.

125

The door opens easily and you enter the courtyard. Go to section 209.

126

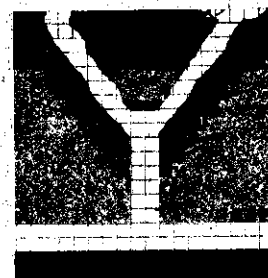
Throw against your STRENGTH. If you are successful, then the door opens. Return to the section whose number you last noted and go to the section indicated by the SESAME spell option (which you no longer have to cast).

If you fail, then you take 2 DAMAGE POINTS from your collision with the door. Throw two dice.

If you have thrown an odd number, then go to section 89.

If you have thrown an even number, then return to the section whose number you last noted.

127



You are standing at the northern end of a narrow passage which runs from north to south. The passage forks here, to north-east and north-west. Both forks run on for a short way before turning northwards once more, while to the south the passage joins another running east to west.

If you wish to take the north-east fork, then go to section 63.

If you wish to take the north-west fork, then go to section 102.

If you wish to go south, then go to section 87.

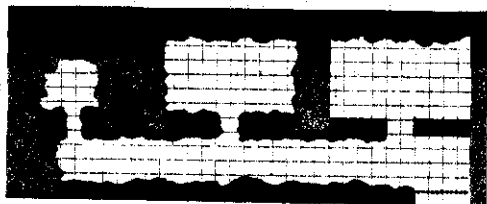
128

If this room is empty because the occupant was tricked by a FOOTSTEPS spell, then go to section 158.

Otherwise, a thorough search of the room reveals two golden goblets, each worth ten gold pieces. If you wish to take the goblets, then make a note of them on your *Character Log* before returning to section 240.



129

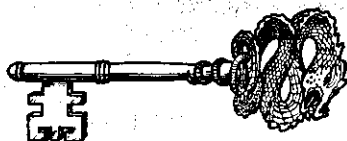


You have now spent three days under these harsh conditions which are now taking their toll. Your **STRENGTH** and **AGILITY POINTS** are half your original scores, as are your **POWER POINTS**. Make a note of this on your *Character Log*. It is only by **HEALING** yourself at the end of each shift that you have been able to stay so healthy, and the fitful nights you have spent have each restored only half your lost **POWER POINTS**.

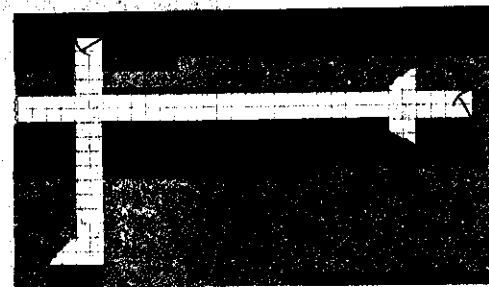
You have just finished work for the third day, and the guards are about to shackle you to the wall for the night.

If you wish to attack the guards and attempt to escape in spite of the difficulty, then go to section 168.

If you wish to await a better opportunity, then go to section 329.



130



You are standing at a crossroads where four narrow, roughly hewn passages meet. You can see doors at the ends of the northern and eastern passages, and to the west you can see a fiery red glow. The southern passage goes on for a way before turning to the west.

If you wish to go north, then make a note of this section number and go to section 483.

If you wish to go south, then go to section 160.

If you wish to go east, then go to section 97.

If you wish to go west, then go to section 274.

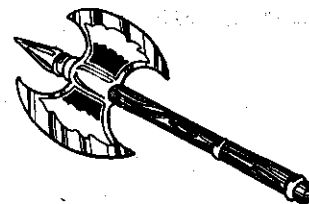
131

If you wish to enter the pentagram, then go to section 161.

If you wish to go across to the throne and seat yourself upon it, then go to section 194.

If you wish to examine the spherical crystal, then go to section 229.

If you decide to leave the chamber and return south down the passage, then go to section 17.



132



Escorted by ten Orcs, you are taken through an archway opposite the Firelord's box. Through the archway is a passage with two doors on either side and one door at the far end. The Orcs disarm you and put your armour and weapons in the room at the end of the passage. You are then taken into one of the rooms on your right. The room is well appointed with a bed, clean sheets and a washbowl. You can tell that it is regularly cleaned from the shine on the red tiled floor. You are thrust into the room and the door is locked behind you.

Your stay in this room is fairly pleasant. You are fed three times a day and the Jailer is friendly. He tells you nothing of use except that everybody in the Firelord's fortress rests during the designated sleep period - apart, of course, from the guards. If you defeat the Firelord's Orc Champion in the arena, he tells you that you will become Champion in his place. The Jailer seems quite jealous of the favours which the Champion enjoys: 'He dines at the Firelord's well-stocked table and is treated by him as a favoured guest!'

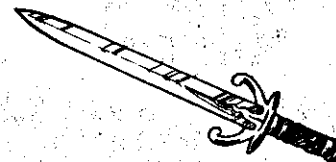
If you wish to await events in the hope of becoming the Firelord's Champion (which should enable you to fulfil your quest more easily), then go to section 178.

If you decide to escape to try to fulfil your quest during the next rest period, then go to section 213.

133

You flee into the arena with the Orcs' cries for help ringing in your ears. You begin to climb the arena wall, but in your agitation you slip and fall to the ground. Getting up, you find yourself surrounded by a large number of Orcs who easily overpower you.

You are taken before the Firelord. Go to section 363.



134

You land outside the walls and are making a dash for the open countryside beyond when you hear an alarm sound behind you. You have not gone far when you see a large party of mounted Orcs streaming through the courtyard gates and galloping towards you.

If you wish to hide from the Orcs, then go to section 186.

If you wish to fight your Orc pursuers, then go to section 219.

135

The next day, the room you are working on is finished. This area is then closed off to you by a row of stout iron bars. During one of the rest periods, one of the other prisoners rams his pick through your skull for the sake of the stale lump of bread you were about to eat ... Go to section 321

136

None of the keys you have seems to fit. Go to section 46.

137



You are standing at the northern end of a narrow passage which runs from north to south. To the south, you can see that the passage is joined by another from the east, while to the north it opens out into a large cavern. The cavern is very dim, as though the walls themselves swallow all light, though you can see the glinting malevolence of hundreds of eyes dotted about the place, and hear the occasional flutter of wings.

Make a note of this section number.

If you wish to go south, then go to section 102.

If you wish to draw a weapon, and enter the cavern, then go to section 5.

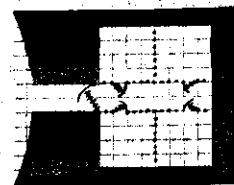
If you wish to cast a spell before entering the cavern, then write down its name and go to section 41.



138

You find that you are unable to make your escape quickly enough
... Go to section 258.

139



You awake to find yourself in a square room with stone walls. The room is divided into four cells by iron bars running from ceiling to floor. The cells are split into two pairs by a passageway, at the end of which is an iron grille. Through the grille you can see the sand floor of what appears to be an arena.

Once a day a seedy-looking character in leather armour feeds you bread and water. He gloatingly tells you that you are soon to fight in the arena.

The cells themselves are filthy and obviously haven't been cleaned since they were built. You get used to the stench much more quickly than you would have thought possible.

Not knowing where you are you decide to wait and try to find out as much as you can before you make a move. Only one of the other cells is occupied. You recognise the man as one of the Caravan Guards. When you try to talk to him, all he gives in answer is a piteous groan that you will both be killed and there is nothing you can do about it.

Two days after waking up in this cell, the Jailer brings each of you a sword and shield with your paltry meal. He opens the door of the Caravan Guard's cell and tells him to take the sword and shield whilst motioning him towards the grate and into the arena. Sobbing, the Guard obeys.

After a moment, you hear the crowd roar and the Jailer returns. The Jailer is wearing leather armour and also carries a shield and sword.

'He didn't last long, let's see if you can do any better,' he cackles.

He opens your cell door and throws in a sword and shield for you, then motions you to go into the arena.

Make a note of the sword and shield on your *Character Log*.

If you wish to attack the Jailer, then go to section 347.

If you wish to do as he says, then go to section 393.

140

A few days later you are dragged out of your cell during the night to get the horses ready. Having done so, you see a large party of Orcs riding silently through the gatehouse into the open country beyond, before being locked back in your cell.

Next morning the Orc raiding party returns with a captured merchant caravan. A scene of chaos ensues in the courtyard as the wagons loaded with the booty from the raid wait to be taken through the cliff gates to be stored in the fortress proper.

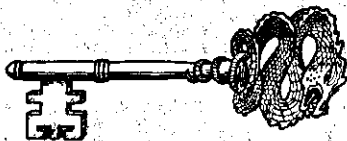
If you wish to hide yourself in a wagon while none of the Orcs is looking, then go to section 433.

If you wish to await events further, then go to section 468.

141

If you wish to try to steal a key from one of the guards (who are ignoring you - your spell is obviously working), go to section 226.

Otherwise, go to section 56.



142

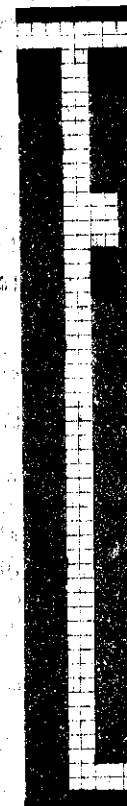
As you approach the door you can hear the sounds of running water coming from the other side. The door itself is locked.

If you wish to try ramming the door down, then go to section 170.

If you wish to cast a SESAME spell to open the door, then go to section 205.

Otherwise, return to the section whose number you last noted.

143



You are standing in a passage which runs from north to south, beside a door in the western wall. To the north the passage passes an alcove in the eastern wall, a door in the western wall, and then carries on for a way before ending at a T-junction. To the south, it joins a passage running eastwards.

The door in the western wall before you does not appear to be locked.

If you wish to go north, then go to section 206.

If you wish to go south, then go to section 55.

If you wish to go through the door before you, then make a note of this section and go to section 182.

144

Concealed in a bolt of cloth, you find a finely wrought long sword which seems to shine with a light of its own. The sword is magical, adding 1 to your **ATTACK BONUS** when used and doing 5 **DAMAGE POINTS** when striking successfully.

Make a note of this item on your *Character Log* and go to section 242.

145



With a blood-curdling shriek, the Firesnake sinks writhing to the floor.

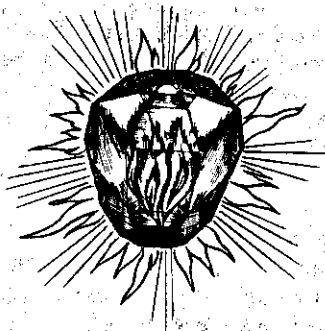
As it dies, you search this cavern and the small chamber attached to it, finding a gem which glows with a strong red light (the Firegem), and a finely crafted shield.

If you wish to examine the shield, then make a note of this section number and go to section 176.

If you wish to take either the shield or the Firegem, then make a note of them on your *Character Log*.

If you wish to sleep here, then make a note of this section number and go to section 257.

When you wish to leave the Firesnake's cavern, then go to section 10.



146

You are about halfway across the pool when the creature at its centre throws out hundreds of fronds and entraps you! The whole pool seems to be full of its crimson filaments!

If you wish to swim back to the side you started from, then go to section 217.

If you wish to dive to the centre of the pool and attack the beast, then go to section 252.



147

If you wish to cast a **SESAME** spell, then make a note of this section number and go to section 201.

If you have the arena keys and wish to try them in this lock, then go to section 270.

If you wish to try ramming the door down, then go to section 340.

148

TWO ORC GUARDS, 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 71.

If you wish to flee, then go to section 133.

If only one Orc is still conscious, then go to section 341.

If you are defeated by the Orcs, then go to section 363.

If you defeat the Orcs, then go to section 381.



The door opens and you enter a small room containing a bed, washstand, table, chair and a small bookcase. The robes of a Master Scribe hang from a hook on the wall.

On the bed is an old man who sits up hurriedly and shrieks, 'No, not the arena! Please, not the arena. I'd be dead in seconds!!'

Seeing that you are not a guard, he regains possession of himself and warily offers you a cup of fine wine borrowed from the fortress stores.

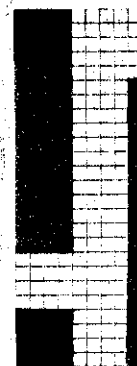
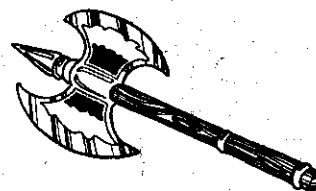
He tells you that he was captured some months ago while travelling south with a merchant caravan and has lived in fear of being sent to the arena ever since.

You tell him of your quest and a gleam of hope comes into his eyes.

He says he has heard that the source of the Firelord's power lies in caverns at the heart of the mountain, the way down being somewhere to the north. He also says that you should beware of the whispering voices as they will lead only to your death. He tells you he found this saying scrawled upon a piece of paper which he hastily destroyed, and does not know its full meaning.

You press him for more information, but he tells you that he knows no more, and begs you to leave before the guards arrive and drag you both off to the arena.

Reluctantly, you do as he asks. Go to section 423.



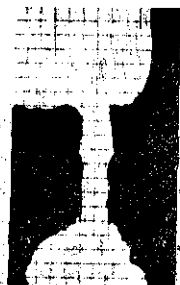
You are standing in a passage which runs from north to south. To the south you can see that the passage is joined by another passage from the west, while to the north the passage ends in a large chamber.

If you wish to go north, then go to section 304.

If you wish to go south, then go to section 368.

If you wish to go south and search for secret doors on your way, then go to section 436.

151



You are standing at the southern end of a narrow passage which runs from north to south. To the north, the passage opens up into a large, well-lit cavern, while it leads to a smaller, darker cavern to the south. In the southern cavern, the walls themselves seem to swallow up the light, though dotted about them you can see the malevolent glint of hundreds of eyes, and also hear the occasional flutter of wings.

Make a note of this section number.

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

If you wish to draw a weapon and enter the southern cavern, then go to section 5.

If you wish to cast a spell before entering the southern cavern, then write down its name and go to section 41.

If you wish to look for secret doors while going north along the passage, then go to section 212.

152

You run and hide under a pile of cloth, and hold your breath nervously. After a few moments, the cloth covering you is roughly thrown aside and you are subjected to a severe beating by a number of Orc guards. Take 4 DAMAGE POINTS, half each from your STRENGTH and AGILITY.

You will not be able to increase your STRENGTH POINTS or AGILITY POINTS, even with spells, while you are a captive. You must cast HEALING spells merely to keep them from dropping any lower! Go to section 104.

153

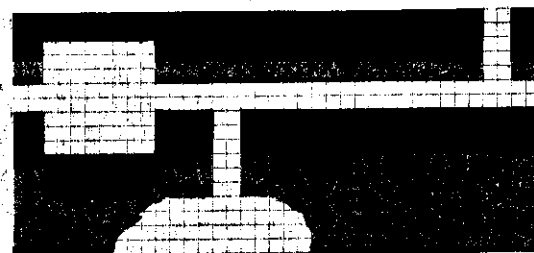
Looking towards the iron grille, you can see a number of unkempt individuals peering out at you from the other side. Obviously your fight with the Orc awakened them.

They tell you that they are slaves of the Firelord, forced to dig out fresh quarters for his Orcish minions until worked literally to death. They plead with you to use the Orc's key to open the padlock which holds the iron grille in place, thus enabling them to escape.

If you wish to do as they ask, then go to section 221.

If you wish to leave them to their fate and return southwards down the passage, then go to section 267.

154



You are standing at a T-junction where a narrow passage running from east to west is joined by one from the south. You can hear the sound of running water from the south, and see that this passage leads to a natural cavern. A square chamber, hewn from the living rock, can be seen along the western passage, whilst the eastern passage leads to another T-junction.

If you wish to go south into the natural cavern, then go to section 188.

If you wish to go east, then go to section 87.

If you wish to go west into the square chamber, then go to section 222.

155

Due to your comfortable stay, all your points' totals (STRENGTH, AGILITY and POWER) are back to your original scores. You also have your sword and chain-mail (which it has been your task to keep clean and serviceable), the food and drink which you have been saving, and two golden goblets each worth ten gold pieces. Make a note of the above items on your *Character Log*.

The door to your room is locked.

If you wish to open it with a *SESAME* spell, then go to section 300.

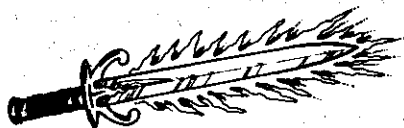
If you wish to try ramming the door down, then make a note of the section number and go to section 126.

If you decide against escape, and wish to await events in the hope of a better opportunity presenting itself, then go to section 189.

156

In addition to wounding the Orc Champion normally, you knock his sword from his hand. You leap at the sword and grasp it firmly, dropping your own on the arena floor. The sword will increase your *ATTACK BONUS* by 1 and causes 5 *DAMAGE POINTS*. The Orc Champion's *ATTACK BONUS* will be lowered by 1, as he will now use your sword.

Return to section 403 and continue combat from Step 1.



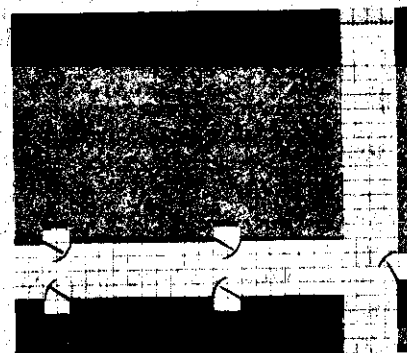
157

You find a loose flag in the floor. This appears to be more of a trap for the unwary rather than a secret door. Go to section 19.

158

An alarm sounds behind you, and before you know it you are surrounded by a horde of angry Orcs. One of them strikes you from behind and you lose consciousness ... Go to section 363.

159



You are standing at a T-junction where a passage running from north to south is joined by one from the west. Looking south, you can see three pairs of doors facing each other across the passage. Looking north you can see that the passage is sealed off at the northern end by an iron grille, while the western passage has two pairs of doors in a similar arrangement to those in the southern passage.

To the east you can see a studded oaken door set into the passage wall.

If you wish to go south, then go to section 46.

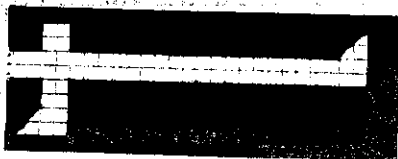
If you wish to go north, then go to section 497.

If you wish to go west, then go to section 21.

If you wish to try opening the door to the east and going on through, then go to section 73.



160



You are standing at a crossroads where four narrow passages meet. To the west, the passage opens out into a cavern of some kind, while the northern passage ends in a stout iron-bound door. The southern passage turns west after a short distance, whilst the eastern passage runs on somewhat further before turning to the north.

If you wish to go north, then make a note of this section number and go to section 142.

If you wish to go south, then go to section 193.

If you wish to go east, then go to section 130.

If you wish to go west, then go to section 359.

161

As you enter the pentagram, flames suddenly leap up from the floor and engulf you...

Go to section 321.

162

You cast the spell, but it has no effect on the Firelord other than to make his robes and pendant glow with an eerie light.

Go to section 116.

163

Throw against your AGILITY.

If you are successful, then go to section 48.

If you are unsuccessful, then go to section 191.

164

Quietly, you slip the catch from the stable door, release the horses from their stalls and herd them towards the exit. You make as much noise as you can and the frightened horses bolt towards the door.

You follow them into the courtyard where a scene of chaos greets you. Guards and other hastily assembled Orcs are beginning to get the horses under control, however.

You run to the gate, and as you do so you trip over the trampled body of an Orc wearing chain-mail. There is a key on his belt.

If you wish to take the key and go to the northern gate, then go to section 238.

If you wish to take the key and go to the southern gate, then go to section 272.

If you wish to leave the key and go to the northern gate, then go to section 307.

If you wish to leave the key and go to the southern gate, then you get to the gatehouse and hide in the shadows while the fuss dies down. Go to section 387.

165

You are awakened by a slamming door and find that Malgar, the Orc chieftain, has returned. He is wearing his chain-mail armour (giving him a DEFENCE BONUS of 3 - make a note of this).

Go to section 461 and begin combat at Step 5.

166



You are standing in a natural cavern which has exits to both the west and south. Rooting through the rubbish which lies strewn upon the cavern floor, you find an intricately carved silver flask.

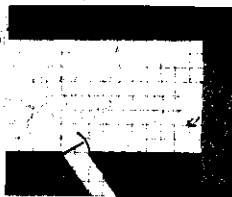
If you wish to take the flask and examine its contents, then make a note of this section number and go to section 313.

If you wish to sleep here, then make a note of this section number and go to section 271.

If you wish to leave the cavern by the western exit, then go to section 102.

If you wish to leave the cavern by the southern exit, then go to section 127.

167



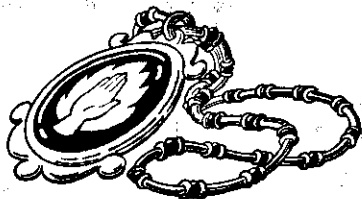
Triumphantly, you hold up the amulet. Farak sees this and, his eyes widening in terror, he lets out a frightened squeal. He rushes over to the south wall suddenly, pulls over a bookcase to reveal a secret passage behind, and flees headlong down it. You are a little taken aback at this, and take some time to react.

If you wish to pursue Farak, then go to section 269.

If you wish to search this room for valuables, then go to section 314.

If you wish to leave through the eastern door, then go to section 465.

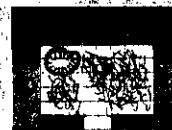
If you wish to leave through the western door, then go to section 235.



168

You fell one of the guards in your unexpected attack, but the others sound the alarm. A further ten Orcs soon appear and easily overpower you. You lose consciousness - go to section 363.

169



The first thing you notice as you enter this room is that it is very warm indeed. A red glow lights the room from a large hole in the north-west corner by which you can see that the rest of it is littered with old clothes, broken pots and pans, worn out armour and other rubbish, none of it usable.

If you wish to sleep here, then make a note of this section and go to section 388.

If you wish to take a look at the hole in the north-west corner, then go to section 4.

If you wish to leave this room, then go to section 244.

170

Throw against your STRENGTH.

If you are successful, the door opens and you stumble on through, go to section 239.

If you fail, you take 2 DAMAGE POINTS from the collision. Return to the section whose number you last noted.

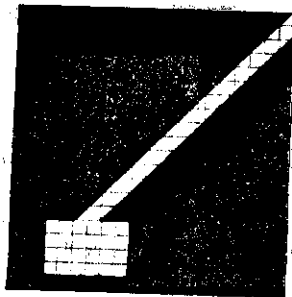
171

You find no secret doors, but your tapping has attracted some unwanted attention.

Go to section 89.



172



You are in a small, stone-walled room with a straw-covered floor. There is a passage to the north-east and this appears to be the only exit.

If you wish to search the room for secret doors, then go to section 495.

If you wish to sleep here, then make a note of this section and go to section 271.

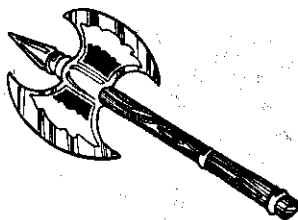
If you wish to go down the passage to the north-east, then go to section 432.

173

Throw against your **STRENGTH**.

If you are successful, then go to section 125.

If you fail, then take 2 **DAMAGE POINTS** as you fall back down the steps. Unfortunately, the noise you make attracts some unwanted attention - go to section 89.



174



You are standing in a small cell which contains a bed, a desk and chair, washstand, small bookcase and lantern. If you wish to take the lantern, then make a note of this on your *Character Log*. There is nothing else of interest in this room.

If you wish to sleep here, then make a note of this section number and go to section 388.

If you wish to leave the room, then go to section 86.

175

Throw against your **AGILITY**.

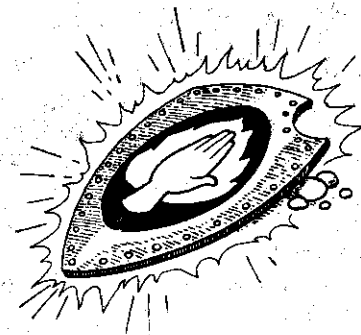
If you are successful, then go to section 298.

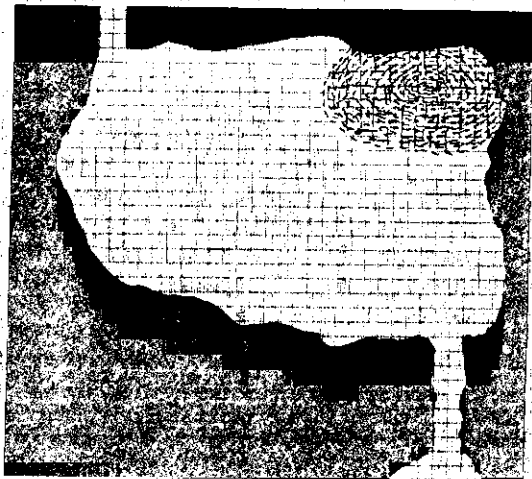
If you fail, then go to section 111.

176

The shield is magical, and gives +2 to your **DEFENCE BONUS** rather than the usual +1.

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





You are standing at the northern end of a passage which runs from north to south. To the south, the passage leads to a small, dim cavern. Before you to the north is a large, well-lit natural cavern with one other exit in its north-west corner. In the ceiling above the north-east corner of the cavern is a huge natural chimney – easily large enough for the cavern's occupant (the largest dragon you have ever heard of) to fly in and out.

At present, the dragon seems to be dozing. It is lying upon a large mound of treasure!!

Make a note of this section number.

If you wish to cross over the cavern to the north-west exit, ignoring the dragon, then go to section 361.

If you wish to cast a spell, then write down its name and go to section 246.

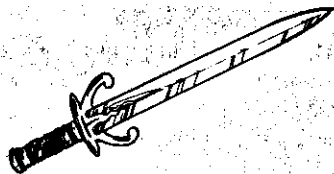
If you wish to draw a weapon and attack the dragon while it sleeps, then go to section 286.

If you wish to try stealing some of the dozing dragon's treasure, then go to section 328.

If you wish to go south, down the passage, then go to section 151.

If you wish to search for secret doors while going south, then go to section 212.





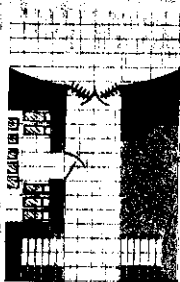
178

After a couple of days, the Jailer opens your door one morning and gives you a sword, shield and a suit of leather armour. You don the leather armour and clasp the sword belt around your waist. Picking up the shield, you ask the Jailer whom you are to fight. He tells you that you will find out when you get to the arena and motions you down the passage towards it. He wishes you good luck in the fight.

If you wish to attack the Jailer, then go to section 347.

If you wish to do as he says and go into the arena, then go to section 247.

179



You are standing at the end of a wide stone passage which runs from north to south. To the north you can see the sandy floor of an arena surrounded by tiers of seats. The seats are all unoccupied.

To the south, in the western wall, you can see a door. Beyond this you can see two flights of steps leading upwards, one on each side of the passage.

If you wish to go north into the arena, then go to section 432.
If you wish to open the door in the western wall, then go to section 113.

If you wish to listen at the door in the western wall, then go to section 94.

If you wish to go up one of the staircases, then go to section 260.

If you wish to go south past the staircases, then go to section 237.

If you wish to go south past the staircases while looking for secret doors, then go to section 224.



180

If you did NOT cast a SLUMBER spell, then one of the Orcs has the chance to sound the alarm - go to section 158.

If the spell you cast was SLUMBER, then each of the two Orcs has 6 AGILITY POINTS. If more than one Orc is still conscious after you have cast your spell, then go to section 158.

If only one Orc is conscious, you must fight him. Make a note of this section number and go to section 249.

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

181

You are swimming in the river and gasping at its penetrating cold. The other prisoners are half swimming, half floundering, in the direction in which the river is flowing.

If you wish to swim down-river with them, then go to section 230.

If you wish to swim up-river, then go to section 253.

182



You find yourself in a dormitory containing about twenty dozing Orcs! Some of them seem to be sleeping fitfully, and you decide to leave this room as quietly as possible...

Throw against your **AGILITY**.

If you are successful, then return to the section whose number you last noted.

If you fail, then go to section 82.

183

You rush into the room, but find to your surprise that the Orc has three similarly armed companions, all of whom draw their swords when they see you!

If you wish to flee, then go to section 251.

Otherwise, make a note of this section number.

If you wish to attack the Orcs, then go to section 451.

If you wish to cast a spell, then write down its name and go to section 487.

If you have returned to this section after defeating the Orcs, then go to section 291.

184

If you cast **POWERBOLT** or **SLUMBER**, then go to section 252.

HEALING will work normally - return to the section whose number you last noted.

If you cast a **FLOAT** spell, then go to section 146.

FLYFEET allows you to climb around the walls avoiding the pool completely - go to section 120 if you wish to climb to the south side, or section 292 if you wish to climb to the north.

If you cast a spell not mentioned above, then it has no bearing on this situation - return to the section whose number you last noted.



185

If you are in the arena, or entered the wolves' cage from the arena, then the wolves follow you. Go to section 254.

If you fell into the cage from the pit, then throw against your **AGILITY**.

If you succeed, you take 3 **DAMAGE POINTS** as you climb out. Go to section 394.

If you fail, you take 3 **DAMAGE POINTS** from the wolves. Go to section 254 and continue combat as the wolves drag you down.

186

Throw against your **AGILITY**.

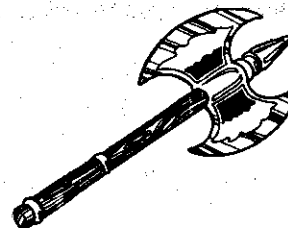
If you fail, then go to section 219.

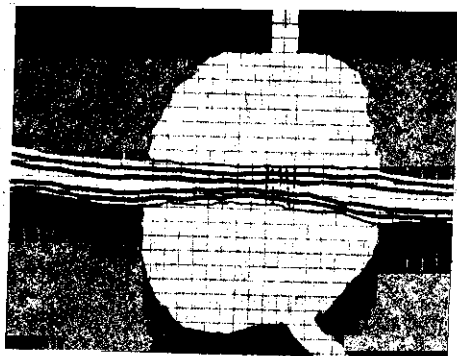
If you succeed, then go to section 255.

187

If you have already entered combat, the guards continue fighting. Go to section 451 and continue combat.

If you have not yet entered combat, then go to section 141.





You are standing on the northern bank of a river as it flows through a natural cavern with stalactites dripping from its roof. The river flows from west to east, and was once bridged at this point. The bridge has long since rotted away, however, and its weed-covered remains lie on the river bottom.

On this side of the river a passage leads out of the cavern to the north, and a similar passage leading south can be seen over on the opposite bank. After a short way, the northern passage joins another running east to west.

If you wish to sleep here, then make a note of this section number and go to section 257.

If you wish to go up the passage to the north, then go to section 154.

If you wish to cast a spell, then make a note of this section number, write down its name, and go to section 299.

If you wish to swim across the river, then go to section 338.

If you wish to try leaping across the river, then go to section 373.



189

After a few days, it appears that your hoped-for opportunity has presented itself. The Firelord, accompanied as always by two guards, appears at your door and commands you to arm yourself with your sword and chain-mail (note these items down on your *Character Log*). 'It is time,' he says 'that you were given some further responsibilities.'

When you are ready, you are blindfolded, led along a number of passages and down a spiral staircase. After a short walk your blindfold is removed.

'Go eastwards down this passage,' says the Firelord, 'and you will encounter a servant of mine. Tell him that you have come for some of my baubles - he will know what I mean - and bring them back to me here.'

If you wish to do as the Firelord says, then go to section 52.

If you think that this may be a trap, and decide to attack the Firelord, then go to section 223.

190

The Gladiator looks at you respectfully and says, 'I hope you catch him, my Lord. I don't want to undergo the grizzly ordeal the remaining Gladiators had to suffer the last time one of them tried to escape.'

If you wish to tell him that you are trying to escape and ask him if he wants to come with you, then go to section 294.

If you wish to tell him that you are trying to destroy the Firelord's power and wish for his help, then go to section 421.

If you decide to leave the room without speaking to him and close the door after you, then go to section 409.

191

You make a noise which attracts the Orcs' attention. With surprising speed, they draw their swords and head towards you. Before you know it you are being attacked.

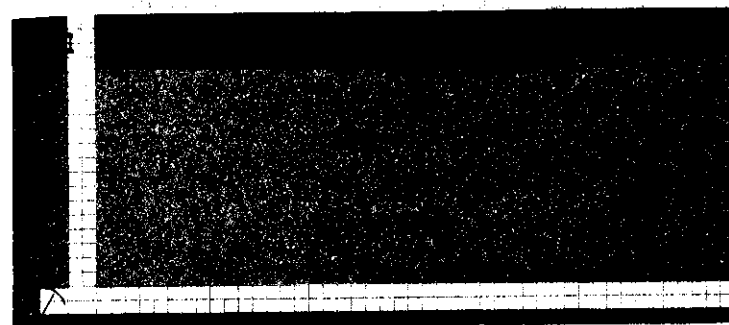
Go to section 148 and begin combat at Step 5.

192

If you have a stores key marked on your *Character Log* then the door opens. Return to the section whose number you last noted and follow the option for casting a *SESAME* spell.

Otherwise, the key does not fit. Return to the section whose number you last noted.

193

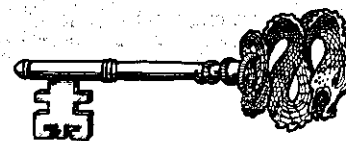


You are standing at a T-junction where a narrow passage running from east to west is joined by one from the north. To the west you can see that the passage ends in a stout wooden door, while some way up the northern passage a ladder, leading upwards, is bolted to the wall.

If you wish to go north, then go to section 480.

If you wish to go west, then make a note of this section number and go to section 345.

If you wish to go east, then go to section 160.



194

As you do so, the crystal begins to pulsate much more rapidly, and increases considerably in brightness. A panoramic view of the area surrounding the Firelord's fortress is suddenly projected upon the walls of the chamber. At the same time, flames leap forth from the floor inside the pentagram, and from its centre a huge Fire-demon, over 15 feet tall, arises before you. He looks at you malevolently, and says, 'Grogarak answers the Firelord's summons! What does he desire of me?'

If you wish to cast a spell, then write down its name and go to section 346.

If you wish to attack the Fire-demon, then go to section 161.

If you wish to tell Grogarak that you are an enemy of the Firelord bent upon destroying his power, and not his servant, and then command him to begone from this place, then go to section 309.

If you wish to flee back into the dragon's cavern and risk disturbing him, then go to section 286.

195

The Firelord points his thumb at the floor. Your opponent cuts your throat... Go to section 321.

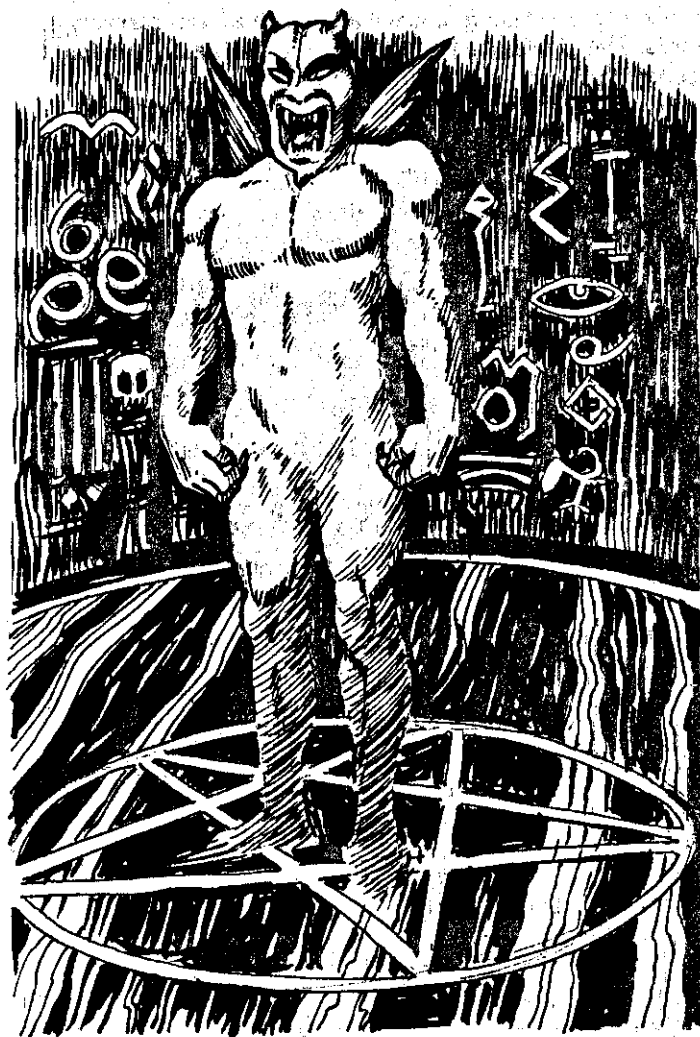
196



You open the door quietly and, peering inside, you can see a room with five beds along each wall, all but two of which are occupied by dozing Orcs.

If you wish to attack them either with a spell or weapons, then go to section 265.

If you wish to close the door quietly and return to the passage, then go to section 302.



197

The Orcs are wearing leather armour and are carrying short swords. They have five and three gold pieces respectively in their pouches. You notice that the dice they were playing with are made of ivory and are worth two gold pieces each. One of these Orcs also has a wine-skin over his shoulder.

Make a note on your *Character Log* of any items you wish to take, then go to section 233.

198

You hurl yourself at the door, but it just rattles noisily on its hinges and remains firmly closed. Take 2 **DAMAGE POINTS** from the collision and go to section 46.

199

Throw against your **STRENGTH**.

If you are successful, then return to section 407 and continue combat.

If you fail, the scorpion's poison sting has had its effect ... Go to section 321.

200

Throw against your **AGILITY**.

If you fail, then go to section 374.

If you are successful, then you manage to close the door without awakening Farak.

If you went out of the eastern door, then go to section 465.

If you went out of the western door, then go to section 235.

201

The spell works perfectly. Go to the section whose number you last noted and take the option given for using arena keys.

202

Throw against your **AGILITY**.

If you are successful, then go to section 237.

If you are unsuccessful, then go to section 191.

203



You are standing in a short passage which runs from north to south and has a door at each end. Neither door has a handle, they are both opened merely by pushing them.

If you wish to sleep here, then make a note of this section and go to section 271.

If you wish to go through the south door, then go to section 428.

If you wish to go through the north door, then go to section 72.

204

If you wish to flee down the north passage, then go to section 318.

If you wish to flee down the south passage, then go to section 367.

If you wish to flee down the west passage, then go to section 435.

205

The door opens to reveal a smooth shaft sloping down steeply. The walls appear to have been covered with grease, while at the end of the passage a fiery glow can be seen. If you wish to go down the shaft, then go to section 239.

Otherwise, return to the section whose number you last noted.





You are standing in a passage which runs from north to south, in front of an alcove in the eastern wall.

Looking north you see a door in the western wall after which the passage goes on for a short way before ending at a T-junction.

To the south you can see a door in the western wall after which the passage goes on for some distance before turning eastwards.

If you wish to go north, then go to section 240.

If you wish to go south, then go to section 143.

If you wish to search the alcove for secret doors, then go to section 275.



207

You land in the water. Throw one dice.

If the number you have thrown is less than your current AGILITY POINTS total, then go to section 181.

Otherwise, you lose 1 AGILITY POINT as you flounder in the water.

If you are still conscious, then return to the beginning of this section and throw again.

If you are unconscious, you drown in the cold water ... go to section 321.

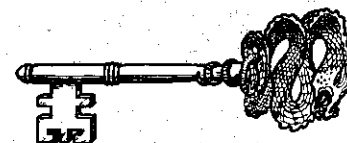
208

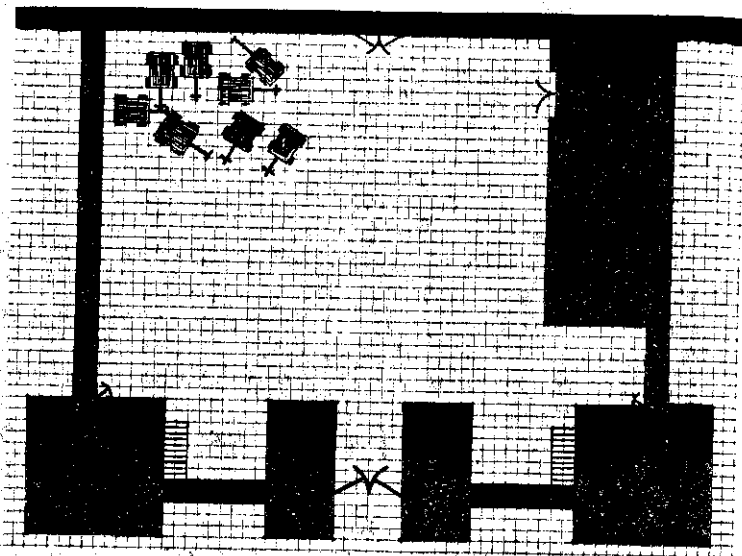
You are awakened by the sound of a door creaking open, to find yourself in a small but fairly clean cell containing a wash stand, lantern, desk and chair, and a small bookcase in addition to the bed you are lying upon.

Into the room walk an Orc in leather armour and an old man wearing the robes of a Master Scribe.

In spite of his respected garb, the Orc treats the old man with ill-concealed contempt.

'Well, here's your new pen-pusher, Sigbert,' he taunts. 'Let's hope he does better than the last one, or at least dies as amusingly in the arena when his time comes!' Go to section 261.





You are standing at the base of a tower in a corner of a courtyard which is dimly lit by torches. The courtyard acts as a barbican to the Firelord's underground fortress. Between the two towers in the southern wall of the courtyard is a gatehouse. In the north-west corner of the courtyard you can see a number of wagons arranged randomly, while in the north-east corner are the stables. In the middle of the cliff face at the northern end of the courtyard is a gateway which leads into the underground fortress of the Firelord.

There are two entrances to the tower you are standing beneath. One is at ground level, and the other at the top of a flight of stairs at the level of the second floor.

If you wish to go up these steps to the door on the second floor which faces the gatehouse, then go to section 278.

If you wish to go through the door on the ground floor in the northern wall of the tower, then go to section 348.

If you wish to go to the gatehouse, then go to section 387.

If you wish to go to the wagons, then go to section 422.

If you wish to go to the stables, then go to section 456.

'Not in here either,' growls one of them. You breathe a sigh of relief as they leave the room. When all is quiet once more, you pull the dead Orc from under the bed, put on his leather armour, take his sword and put him in the bed in your place. Make a note of this on your *Character Log*.

Listening at the door to make sure that no one is about, you insert the key (make a note of 'stores key' on your *Character Log*), open it, and step into the passage. Go to section 86.

'Good,' says the Firesnake. 'Now, go west down the passage, and take the second passage going north which you come to. Take the north-west fork, and carry straight on till you reach the dragon's lair, holding up the Firegem at all times. Cross the dragon's lair, and you'll enter a circular chamber. It is there that you will meet Grogarak.'

If you wish to do as the Firesnake says, then go to section 10.

If you wish to attack the Firesnake, then go to section 419.

If you wish to cast a spell, then write down its name and go to section 453.

You find no secret doors, but your tapping has caused annoyance. A fireball hurtles down the passage towards you, followed by a slow deep voice saying, 'Stop that infernal racket at once!'

Throw two dice - this is the number of **DAMAGE POINTS** you have received from the fireball.

If you are now unconscious, go to section 321.

Otherwise, go to section 177 if you were going north, or section 151 if you were going south.



213

You have no armour or weapons as they were taken from you after your last fight. You do have some food, which you have been saving and have wrapped in a piece of cloth, and the lantern from your room. Note this on your *Character Log*. The door locks automatically behind the Jailer after the third meal of the day. There are always too many guards present to overpower the Jailer. If, however, you decide to try to take the Jailer's keys secretly whilst he gives you your food, then go to section 375.

If you decide to cast a **SESAME** spell to open the door, then go to section 409.

If you decide to break the door down, then go to section 30.

214

If the spell you cast was **SLUMBER** or **POWER BOLT**, then the Orc falls to the ground - go to section 381.

Otherwise, he manages to raise the alarm - go to section 89.

215

Throw against your **AGILITY**. If you succeed, then the Orcs don't hear you - go to section 494.

If you fail, then go to section 158.

216

Throw against your **AGILITY**.

If you are successful, then go to section 304.

If you fail, then the Orc sees you and sounds the alarm.

If you wish to flee, then go to section 251.

If you wish to attack the Orc, then go to section 183.

217

Throw against your **STRENGTH**.

If you are successful, then you manage to break free - go to the section whose number you last noted.

If you fail, the fronds hold you fast and inject a poison which paralyses both your arms and legs. Slowly you are dragged towards the anemone's gaping mouth ... Go to section 321.

218

Laughing contemptuously, the Orcs overpower you. Go to section 287.

219

The Orcs bear down upon you and you are soon overpowered. When you regain consciousness, you find that you have been taken before the Firelord! Go to section 363.

220

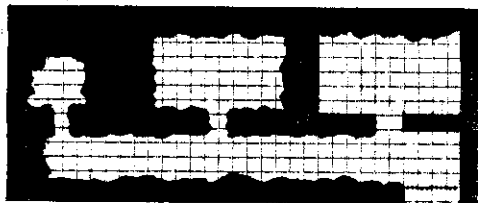


You are standing in a wide passage which runs from north to south, outside a small door in the western wall. The door is open. To the north you can see a T-junction with a passage going off to the west. To the south you can see a pair of double doors in the eastern wall and further on two similar doors set into the western wall.

If you wish to go north, then go to section 256.

If you wish to go south, then go to section 110.

If you wish to go through the door to the west, then go to section 289.



You open the padlock and push back the grille. The pitiful wretches on the other side file past you, thanking you tearfully. One of them opens a secret door behind you in the eastern wall of the passage.

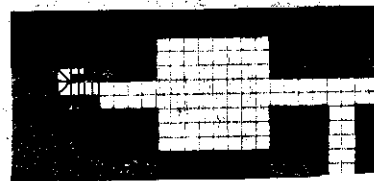
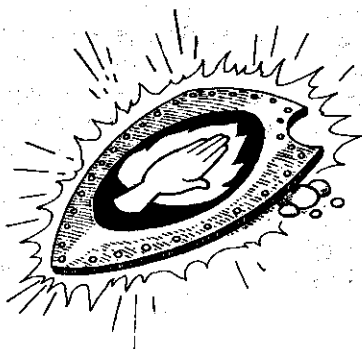
'We saw their chief come from here once,' one of them whispers. 'We should find it a safer way out than through the Orc quarters.'

He disappears down a spiral staircase behind the secret door, followed by the others.

Meanwhile, you look round the former working area of the released slaves, but find nothing of interest. When you return to the iron grille, no trace remains of either the secret door or the slaves.

If you wish to search for the secret door, then go to section 330.

If you wish to go south down the passage, then go to section 159.



You have just entered a square chamber which has exiting passages to both east and west. The eastern passage is joined by one from the south after a little way, whilst the western passage leads to a spiral staircase going up.

Standing in the chamber are two tall men wearing chain-mail armour and carrying shields and long swords. They are wearing great helms so you cannot see their faces.

Make a note of this section number.

If you wish to walk through the chamber ignoring the men completely, then go to section 80.

If you wish to run through the chamber, then go to section 245.

If you wish to attack the men, then go to section 285.

If you wish to cast a spell, then write down its name and go to section 327.

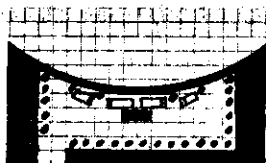
If you have returned to this section after defeating the Death Guards, then go to section 107.

You run straight into the arms of the two guards, who grab you, as Farak sneers, 'So you're the best that the County of Esgaron and Barony of Drakensfeld could find between them!! My position seems secure yet.'

He cackles hysterically. Go to section 258.

You find no secret doors, but your tapping has attracted some attention ... Go to section 89.

225



You are standing in the Firelord's personal box which gives you an excellent view of the arena below. The box is richly decorated with mosaics and gold leaf, and purple drapes hang between the pillars surrounding it. There are four ornate upholstered couches before the balustrade of the box, any of which would make a very comfortable bed. There is also a table upon which stand a golden decanter worth 20 gold pieces and four golden goblets worth seven gold pieces each. In the south-west corner of the box is a passage leading south.

If you wish to sleep here on one of the couches, then go to section 85.

If you wish to examine the wine jug, then go to section 13.

If you wish to climb down into the tiers of seats surrounding the arena, then go to section 305.

If you wish to jump down into the arena proper, then go to section 398.

If you wish to go south down the passage leading from the south-west corner of the box, then go to section 473.

226

Throw against your AGILITY.

If you are successful, then you steal the key. Make a note of 'gate key' on your *Character Log* and go to section 56.

If you are unsuccessful, the guard notices your attempt and he and the others attack you. Go to section 451 and commence combat (remembering your increased DEFENCE BONUS conferred by the INVISIBILITY spell).

227

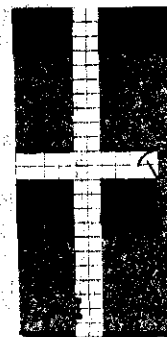


You are standing at the bottom of a spiral staircase. A narrow passage with droplets of water running down its roughly hewn walls leads away from the stairs. This passage leads northwards and is crossed by a similar passage running from east to west a short distance away from you.

If you wish to go up the stairs, then go to section 262.

If you wish to go north along the passage, then go to section 97.

228



You are standing at a crossroads where a narrow passage running north to south meets one running east to west. The passage west goes on for a way before turning north and from both this and the northern passage you can hear the sound of running water. The eastern passage ends at a wooden door studded with iron nails, while down the southern passage you can see a ladder set into the western wall.

If you wish to go north, then go to section 354.

If you wish to go south, then go to section 480.

If you wish to go east, then make a note of this section and go to section 142.

If you wish to go west, then go to section 459.

229

Looking closely at the crystal, you see that it pulsates with an eerie light. Inside the crystal itself, you can see what seem to be shadowy figures drifting around as though involved in some strange dance.

If you wish to touch the crystal, then go to section 194.

If you think that the crystal is the source of the Firelord's power and wish to destroy it with either weapons or spells, then go to section 263.

Otherwise, go to section 131.



230

The river eventually emerges into the open air, and you and the other surviving prisoners struggle gasping to one of the banks. When you tell them that you intend to go back into the Firelord's fortress, they pounce upon you unexpectedly and bind your hands behind your back with a piece of cloth.

'We want to get as far away from here as we can,' they say, 'and we have elected you to lead us.'

As you cannot cast any spells, you have no choice in the matter. That night you see the torches of a band of mounted Orcs circling the area. Obviously your escape has been discovered.

You order the other prisoners to hide and hope for the best ... Go to section 255.

231

The Orcs tell the Firelord that you are a powerful wizard and he is not pleased.

'We have ways of dealing with spell-casters wishing to usurp our power,' he hisses angrily. He nods curtly at the Orcs and one of them strikes you from behind. You lose consciousness ... Go to section 24.

232

You see a room with five beds against each of its walls. All the beds but two are occupied by dozing Orcs. At least they were all dozing until you disturbed two of them by being so noisy. They leap out of bed and attack you immediately. Go to section 265.

233

You are standing alone in the second-storey room of a tower. You can see a spiral staircase leading upwards through an archway in the south-east corner of this room and a trap-door set into the floor of the south-west corner. The tower exit is a door in the wall nearest to the gatehouse.

If you wish to go through the trap-door, then go to section 266.

If you wish to go up the staircase, then go to section 494.

If you wish to go through the tower exit, then go to section 209.

234

The scorpion is very quick on its feet and nimbly blocks your escape. Go to section 407 and commence combat at Step 5.

235



You are standing at the eastern end of a short passage running from east to west, before a stout wooden door. To the west you can see that the passage goes on for a short way before turning south, and at this corner there is a similar door in the northern wall. The door to the east of you is locked.

If you wish to go west, then go to section 332.

If you wish to try ramming the door, then go to section 408.

If you wish to try a key in the door, then go to section 374.

If you wish to cast a SESAME spell to open the door, then go to section 493.

236

The Gladiator falls unconscious at your feet. You pull him back into his room as quietly as possible. There is nothing of interest either on him or in his room.

Throw two dice and add 1 for each round of combat you engaged in with the Gladiator.

If the score is 10 or more, then the Gladiator's cries were heard before you silenced him - go to section 89.

Otherwise, go to section 409.

237



You are standing at a T-junction. To the west, you can see a flight of stairs leading upwards, while passages lead to the east and north.

Looking along the northern passage, which slopes downwards away from you, you can see that it is joined by two opposing flights of steps from the east and west walls some yards down its length. Beyond these, the muffled rumbles of an Orcish conversation can be heard.

If you wish to go north, then go to section 48.

If you wish to go north whilst looking for secret doors, then go to section 191.

If you wish to go east, then go to section 334.

If you wish to go east whilst looking for secret doors, then go to section 376.

If you wish to go west up the steps, then go to section 417.

238

You find that the key fits (make a note of 'gate key' on your *Character Log*) and slip through the gates after opening them quietly. Go to section 342.

239

You find yourself sliding down a steeply sloping passage which glows ominously red at the far end. The walls have been greased so you cannot grip hold of anything to stop yourself. The passage ends high up in a cliff face - go to section 40.

240

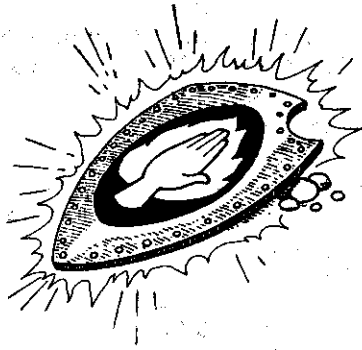


You are standing in a passage which runs from north to south, in front of a door in the western wall. To the north you can see that the passage goes on for a short way before coming to a T-junction where it meets a passage running east to west, while to the south the passage passes an alcove in the eastern wall and then carries on to a further door in the western wall.

If you wish to go north, then go to section 320.

If you wish to go south, then go to section 206.

If you wish to examine the door beside you in the western wall, then go to section 355.



241

LION:

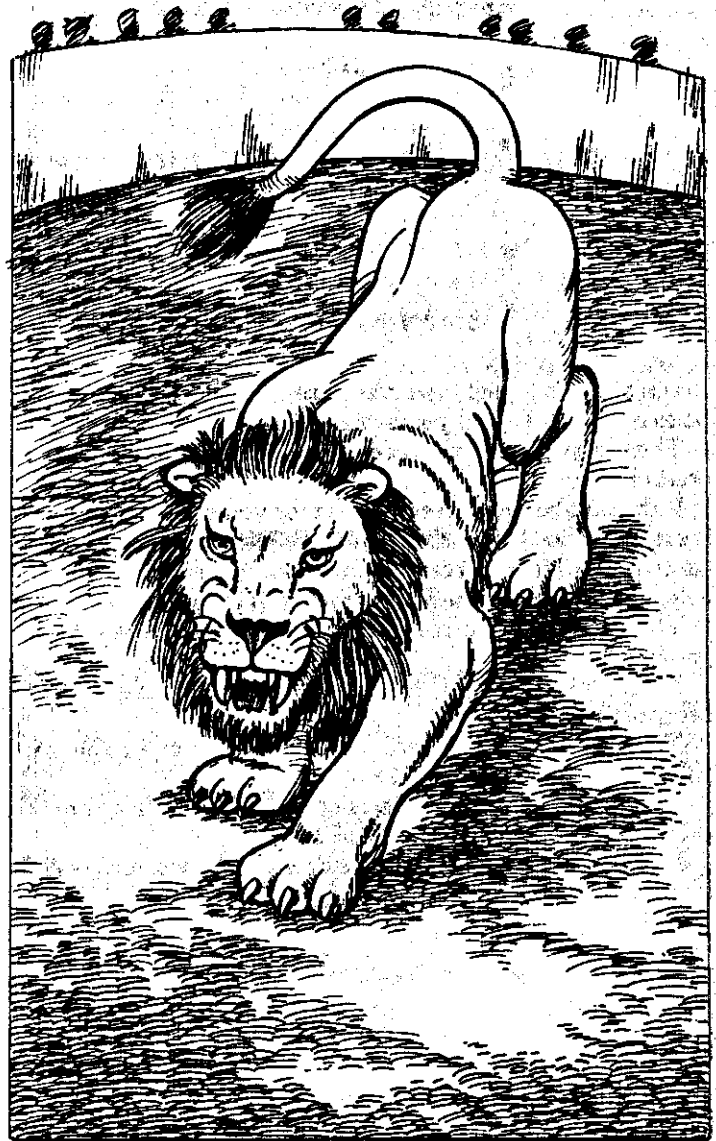
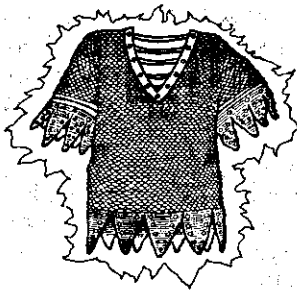
STRENGTH POINTS 8 AGILITY POINTS 6
 ATTACK BONUS 0 DEFENCE BONUS 0
 DAMAGE POINTS 4 POWER POINTS 0

If you wish to flee, then go to section 310.

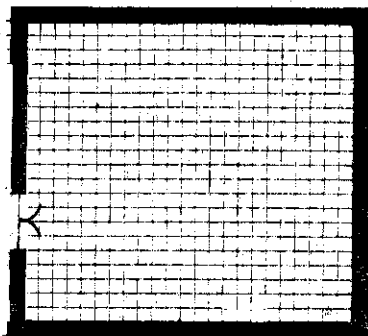
If you wish to cast a spell, then write down its name and go to section 449.

If you defeat the lion, then go to section 60.

If you lose consciousness, then go to section 321.



242



When all seems quiet, you crawl from your hiding place – some bales of cloth – to find yourself in a large storeroom.

Throw two dice. If you have thrown an odd number, then go to section 434.

If the number you threw is even (or you have returned to this room) you find yourself in a large room crammed with goods taken on the Firelord's caravan raids. Half of the room is neat and tidy, while the other half is heaped in disorder.

The entrance to the room is a pair of double doors set into the western wall.

If you wish to search the room for useful items, then go to section 469.

If you wish to sleep here, then make a note of this section number and go to section 388.

If you wish to search for secret doors, then make a note of this section number and go to section 365.

If you wish to go to the double doors in the western wall, then go to section 32.

243

You feign ignorance as the guards begin a cursory search of your room. 'What's this?' one of them asks, and looking in the direction he is pointing, you groan inwardly as you see the foot of the Orc you have killed peeping out from under your bed!

Immediately you leap to your feet...

Make a note of this section number.

If you wish to attack the Orcs, then go to section 451.

If you wish to cast a spell, then write down its name and go to section 487.

If you wish to surrender, then go to section 474.

If you have returned to this section after defeating the Orcs, you find that each is wearing chain-mail and carries a long sword. You find a total of 19 gold pieces in their purses and one has two keys, a stores key and a gate key. If you wish to take any of these items, then make a note of them on your *Character Log*.

Go to section 174.

244



You are standing in a passage which runs from east to west. On either side of you are doors, in both the northern and southern walls of the passage, neither of which is locked. Further east along the passage is a similar pair of doors, while to the west the passage ends in a very large chamber.

If you wish to go through the north door, then go to section 169.

If you wish to go through the south door, then make a note of this section and go to section 182.

If you wish to go east, then go to section 21.

If you wish to go west, then go to section 304.

245

One of the Death Guards hits you as you flee, but neither follows. You take 4 DAMAGE POINTS from the Death Guard's blow.

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

Otherwise, go to section 352.

246

If you cast FLYFEET or INVISIBILITY to cross the cavern, then you find that the dragon is not fooled by them - go to section 328.

If you cast POWER BOLT or SLUMBER at the dragon, then the spell works, but not well enough. Go to section 286.

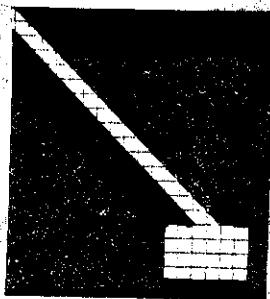
HEALING will work as normal, but no other spells will have any bearing on this situation - return to the section whose number you last noted.

247

If the Firelord has told you that you would next fight his Champion, then go to section 36.

Otherwise, go to section 315.

248



The passage ends at a small room with stone walls. Two wolves are sleeping on the straw-covered floor.

If you wish to return to the arena, then throw against your AGILITY. If you succeed then go to section 432.

If you fail, then the wolves awaken - go to section 316.

If you wish to attack the wolves, then you automatically hit one of them as it sleeps - go to section 254 to determine damage and continue combat.

If you wish to cast a spell at the wolves, then write down its name and go to section 416.

249

ORC GUARD:

STRENGTH POINTS 7 AGILITY POINTS 6

ATTACK BONUS 0 DEFENCE BONUS +1

DAMAGE POINTS 3 POWER POINTS 0

If you wish to flee, then go to section 158.

If you wish to cast a spell, then write down its name and go to section 317.

If you lose consciousness, then go to section 363.

If you defeat the Orc, then go to the section whose number you last noted.

250

You float down the well shaft, but realise that your spell will expire as you hit the water below. About halfway down the shaft, however, you pass an opening in the wall - the entrance to a passage running eastwards.

If you wish to enter the passage, then go to section 359.

If you wish to continue floating down, then go to section 51.

251

As you run away, an alarm sounds behind you.

Go to section 452.

252

The beast's myriad fronds suddenly weave a rigid crimson mesh which rises to the surface of the pool. This will allow you to walk across the pool quite safely using the beast's fronds as stepping-stones.

If you wish to go to the northern bank, then go to section 292.

If you wish to go to the southern bank, then go to section 120.

253



After swimming up-river for a way, you come to a bridge.
 If you wish to climb up on to the bridge, then go to section 354.
 If you wish to carry on swimming up-river, then go to section 338.

If you wish to swim down-river, then go to section 230.

254.

TWO WOLVES, each:

STRENGTH POINTS 6 AGILITY POINTS 5

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 416.

If you wish to flee, then go to section 185.

If you defeat the wolves, then go to section 370.

If you are defeated by the wolves, then go to section 321.

255

The searchers fail to find you and to your relief eventually return to the fortress. When you feel it is safe, you begin your return journey...

After two days of walking, suddenly you hear the voice of the Firelord booming all around you.

'So! You have the effrontery to refuse my hospitality. You will soon find that this is a fatal mistake.' A horrible laughter fills your ears as, suddenly, flames spring up from the ground all around you: You lose consciousness - the latest victim of the Firelord...

Go to section 321.

256



You are standing in a passage which runs from north to south. To the south you can see a number of doors on either side of the passage, while to the north the passage is joined by another passage from the west.

If you wish to go south, then go to section 220.

If you wish to go north, then go to section 368.

If you wish to go north while searching for secret doors, then go to section 436.

257

Throw two dice.

If the number you threw is even, then go to section 271.

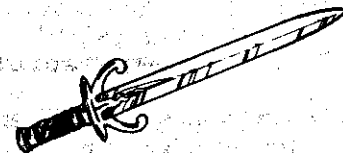
If you have thrown an odd number, your sleep is disturbed by a noise close by. Opening your eyes you see a large scorpion before you poised to strike! Go to section 407 and begin combat.

258

Farak grasps his amulet and clutches it to his chest.

'Those who seek to usurp my power must be punished,' he hisses. He holds the amulet before him ... You are blinded by a brilliant flash of flame and fall unconscious...

Go to section 24.



259

You creep across the arena without attracting any attention and are standing in front of a locked door.

If you wish to creep around the walls to the south door, go to section 467.

If you wish to open the door before you and have a set of arena keys, then go to section 2.

If you wish to open the door before you with a *SESAME* spell, then make a note of this section and go to section 201.

If you wish to break down the door before you, then go to section 37.

260

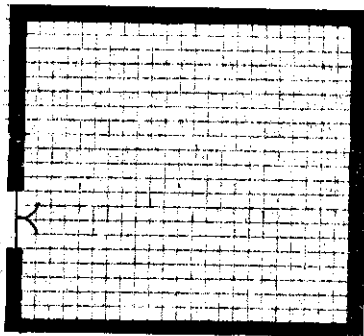
You are standing at the top of a staircase. The stairs lead down to a passage which runs from north to south and is joined by a similar flight of stairs at the opposite side. From this passage you can hear a muffled conversation being conducted in the harsh tongue of the Orcs.

Before and below you are tiers of seats surrounding a circular arena.

If you wish to go into the arena seating area, then go to section 305.

If you wish to go down the stairs and examine the lower passage, then go to section 48.

261



After a few days, you get used to being a Scribe in the Firelord's service. Your job, under Sigbert's guidance, is to catalogue the loot

taken in the Firelord's caravan raids. This is done in the large storeroom opposite your cell. You are fed regularly and reasonably well, and at the end of each day the same Orc guard locks you in your cell for the night. During your second day, you find a hidden dagger which you hide for later use. Make a note of this on your *Character Log*.

During the daytime there are too many Orcs wandering about to make escape feasible, and you decide that this would be best attempted at night.

If you wish to escape tonight, then go to section 296.

If you wish to await events in the hope of a better opportunity, then go to section 326.

262

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

If you wish to go down the stairs, then go to section 227.

If you wish to go through the door, then go to section 96.

263

Your attack on the crystal is ineffective, but immediately the room darkens and flames arise from the pentagram. A huge Fire-demon, 15 feet tall, arises from the pentagram's centre, its malevolent eyes fixed upon you.

Go to section 346.

264

If you cast your spell while in the arena, then make a note of this section and go to section 462.

Otherwise:

All *ATTACK* spells except *REPEL UNDEAD* work as normal, go to section 403 to determine result and continue combat.

DEFENSIVE spells: *INVISIBILITY* will work as normal, return to section 403 and continue combat.

FOOTSTEPS will work only if you are invisible. If this is the case, then the Orc champion leaves the room in pursuit of your spell - go to section 6. Otherwise, return to section 403 and continue combat.

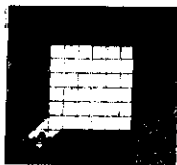
HEALING will work as normal, return to section 403.

MISCELLANEOUS spells have no effect, return to section 403 and continue combat.

265

You kill one Orc easily, but in doing so awaken the others who quickly leap out of bed and overpower you. You are taken before the Firelord - go to section 363.

266



You are standing at the bottom of a ladder in a large storeroom filled with sacks and barrels and racks of weapons. The sacks contain meal, the barrels food and drink of all kinds. The best you come across is some fine wine and dried beef. If you wish to add either of these to your supplies, then make a note of them on your *Character Log*.

The weapons consist of swords, both long and short, and daggers. There are also a few suits of leather armour and one suit of chain-mail.

If you wish to arm yourself, then make a note of what you take on your *Character Log*.

The ladder appears to be the only exit from this room.

If you wish to sleep here to regain some lost **POWER POINTS**, then make a note of this section number and go to section 303.

If you wish to leave the storeroom and climb back up the ladder, then go to section 114.

267

You go southwards down the passage with the frustrated shrieks and curses of the slaves in your ears, until you come to a T-junction.

Go to section 46.

268

MISCELLANEOUS spells have no bearing on this situation. Go to section 407 and continue combat.

HEALING, **INVISIBILITY** and **ATTACK** spells except **REPEL UNDEAD** will work as normal. Go to section 407 to determine the results and/or continue combat.

FOOTSTEPS will only work if you are already invisible. If this is the case, then go to the section whose number you last noted. Otherwise, go to section 407 and continue combat at Step 5.

269

You are running down the passage after Farak when suddenly the floor beneath you gives way and you plunge headlong into an underground river. You fight your way to the surface and are carried along for a way by the current. Go to section 338.

270

The door opens.

If you went to the north door, then go to section 386.

If you went to the south door, then go to section 432.

If you went to one of the western doors, then go to section 489.

If you went to one of the eastern doors, then go to section 65.

271

In spite of your dangerous and uninviting surroundings, you have a restful night's sleep and awake to find your **POWER POINTS** restored to their original total. Make a note of this on your *Character Log* and return to the section whose number you last noted.

272

Make a note of 'gate key' on your *Character Log*.

Unfortunately, the south gates are not the ones which the key fits.

If you wish to cast a **SESAME** spell to open the gates and thus escape the fortress, then go to section 66.

If you wish to hide in the shadows of the gatehouse until the fuss has died down, then go to section 387.

If you wish to make your way to the north gate, then go to section 382.

273

Your spell works, but by the time you have finished casting it you are surrounded by Orcs. They soon overpower you and do not seem pleased at having a spell caster in their midst...

Go to section 363.

274



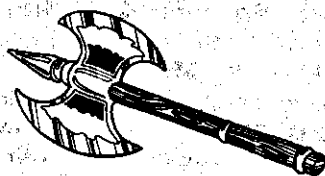
You are standing at the western end of a narrow passage which runs from east to west. The passage ends high up in a cliff face where it opens into a natural cavern. Below you, you can see that the floor of this cavern is a lake of molten lava.

The area near the edge of this drop is smooth and slippery.

Throw against your **AGILITY**.

If you fail, then go to section 40.

Otherwise, return to section 130.



275

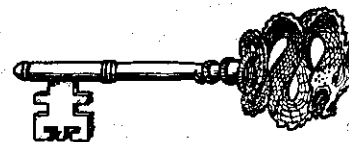


After tapping the walls for a short time, you find a secret door - or rather it finds you! A small flag in the floor is pushed aside and out of the resulting hole pops the head of a grizzled old man with unkempt hair and matted beard. He looks at you and says testily, 'Stop making that racket! Some people are trying to get some sleep!'

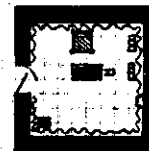
Make a note of this section number and go to section 450.

If you have returned to this section and wish to go north, then go to section 240.

If you wish to go south, then go to section 143.



276



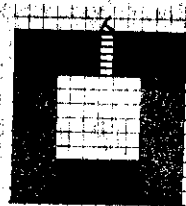
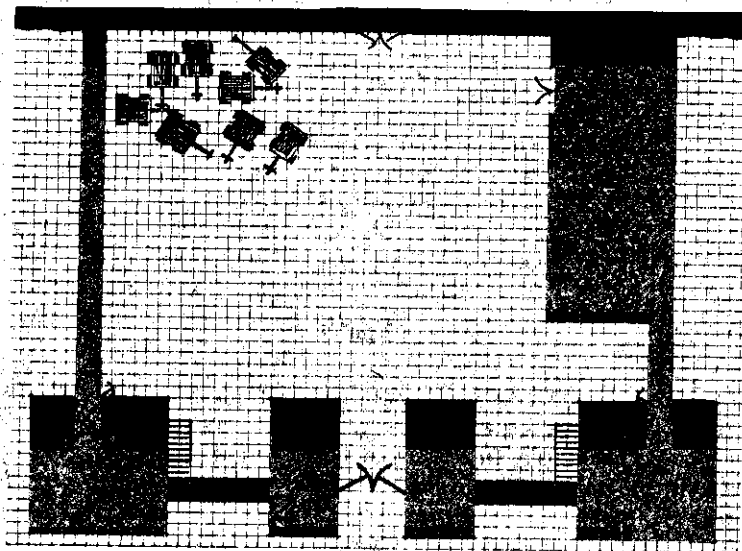
Malgar was right! Apart from tidying his room, which is above your cell, and caring for all his gear (apart from his weapons of course!), you also have to wait on him and his bodyguards when they eat in the great hall, fetch water from the well, and take what appears to be the rubbish of the whole tribe and throw it down the refuse pit. By the time your work is finished, you are exhausted and barely manage to keep your eyes open long enough to see the grille of your cell locked by Malgar last thing at night. Also, living off the scraps Malgar throws you at mealtimes (when he remembers that is) you are hungry for most of your waking hours. During the day you are always surrounded by a number of Orcs when working and come to the conclusion that escape will be possible only at night.

After a day or so, Malgar isn't so watchful, and you find his dagger under a cushion while tidying his room.

If you wish to take this, then make a note of it on your *Character Log* (all your other possessions were taken before you awoke) and go to section 293.

Otherwise, go to section 336.





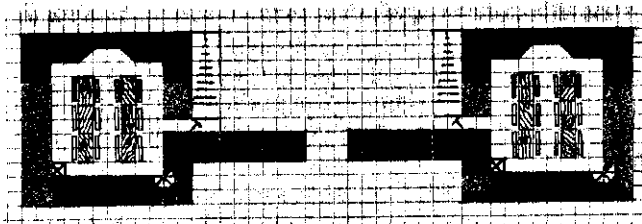
You are awakened by the creaking of an opening door to find yourself in a cold, dank cell. You screw up your eyes to protect them from the light which streams through the doorway. Against the light you can make out the sinister outline of a shadowy figure – a foul-smelling Orc!

The Orc walks down the steps into the cell and drags you up from the rush-strewn floor. He presses his face against yours and the reek of his breath assaults your nostrils as he growls, 'So you're our new stable boy, eh? Time you got to work, me lad.' He drags you up the steps and outside into the light.

The room you were in is in the basement of one of two towers at the southern corners of a walled courtyard. Between the towers in the south wall of the courtyard stands an ominously strong gateway.

You are taken to the northern end of the courtyard towards a further gate set into the cliff. In the north-west corner of the courtyard you can see a number of wagons which you recognise as coming from the caravan you were travelling with. Opposite the wagons in the north-east corner is a long, low building which you are taken to.

This building is the stables and you spend the next few days looking after the horses of the Orcs in the fortress. Go to section 31.



You are standing at the top of a flight of steps, outside a door into one of the towers which stand at the southern corners of the courtyard. The door that you are standing beside is at the second-floor level, and looking through it you can see a large mess hall. Two rows of trestle tables stretch from wall to wall, beside which are benches for a large number of men-at-arms. The tables, benches and rush-strewn floor are all littered with scraps of food, unwashed plates and so on.

There is a fireplace in the middle of the northern wall, in front of which you can see two Orcs playing dice and arguing loudly.

Through an archway in the south-east corner of the room, you can see a spiral staircase leading upwards, while in the south-west corner you can see a trap-door in the floor.

If you wish to creep past the Orcs, then go to section 490.

If you wish to cast a spell, then write down its name and go to section 8.

If you wish to attack the Orcs, then go to section 44.

If you wish to return to the courtyard, then go to section 209.

279

You are standing in front of two large iron gates at the northern end of a walled courtyard. In the north-east corner you can see a long, low stables building. In the north-west corner you can see a number of wagons parked haphazardly.

At the southern corners of the courtyard are two watch-towers, between which is a gatehouse.

Four Orcs in chain-mail are on guard duty outside the northern gates, and gruffly ask you what you think you are doing ... Make a note of this section number.

If you wish to turn round and run quickly back inside, then go to section 158.

If you wish to tell them that you have a message for the commander of the courtyard guards, then go to section 349.

If you wish to attack the Orcs, then go to section 451.

If you wish to cast a spell, then write down its name and go to section 487.

If you have returned to this section after defeating the Orcs, then you find that each is wearing chain-mail and carries a long sword. Their purses yield a total of 19 gold pieces and you find two keys, one for the courtyard and one for the gate. If you wish to take any of these items, then note them down on your *Character Log*.

Go to section 56.

280

As you touch the casket, a cloud of choking gas spurts into your face. At the same time, a voice which seems to come from the casket itself cries, 'Master! Master! Robbers!' and alerts the Orc to your presence.

You cough and splutter for a few moments, which allows him to don his armour before he attacks you.

Go to section 461, but add 3 to Malgar's DEFENCE BONUS (because of the armour). Begin combat at Step 5.

281



Life as the Firelord's Champion isn't so bad. You have a very comfortable room, fine meals in the company of the Firelord and his harem girls, and a new respect from the other Gladiators and their trainers. Unfortunately, your room is still firmly locked at night.

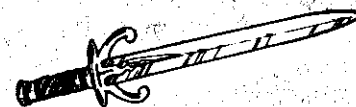
Farak seems rather fond of you, and is asking constantly about your past life and adventures. This keeps you on your toes, as you don't wish to tell him anything which might give away the nature of your quest.

You have refrained from attacking the Firelord so far, as he is always accompanied by two heavily armoured warriors (neither of whom has ever spoken in your hearing), and one of the harem girls has informed you that the amulet that he wears constantly around his neck is proof against magic of all kinds.

Some days have now passed, and soon you must enter the arena once more ...

If you wish to try escaping tonight, then go to section 155.

If you wish to wait, in the hope that a better opportunity will present itself, then go to section 189.



282

Throw against your AGILITY.

If you are successful, then go to section 248.

If you fail, then go to section 316.

283

The last Orc collapses at your feet and you dispatch both of them. Each is wearing leather armour and carrying a short sword and you find a total of 11 gold pieces in their purses. If you wish to take any of these items, then make a note of them on your *Character Log*.

If you wish to ring the alarm bell, then go to section 158.

If you wish to jump down to the ground below, then go to section 62.

If you wish to cast a FLOAT spell before you jump, then go to section 95.

If you wish to go back down the spiral staircase, then go to section 494.

284

Throw against your STRENGTH.

If you are successful, then you go through the broken door and find yourself at a T-junction. - go to section 46.

If you fail, take 2 DAMAGE POINTS from the collision and go to section 92.

285

TWO DEATH GUARDS, each of which has:

STRENGTH POINTS 8 AGILITY POINTS 8

ATTACK BONUS 0 DEFENCE BONUS +3

DAMAGE POINTS 4 POWER POINTS 0

If you wish to flee, then go to section 245.

If you wish to cast a spell, then write down its name and go to section 327.

If you lose consciousness, then go to section 321.

If you defeat the Death Guards, then go to section 430.

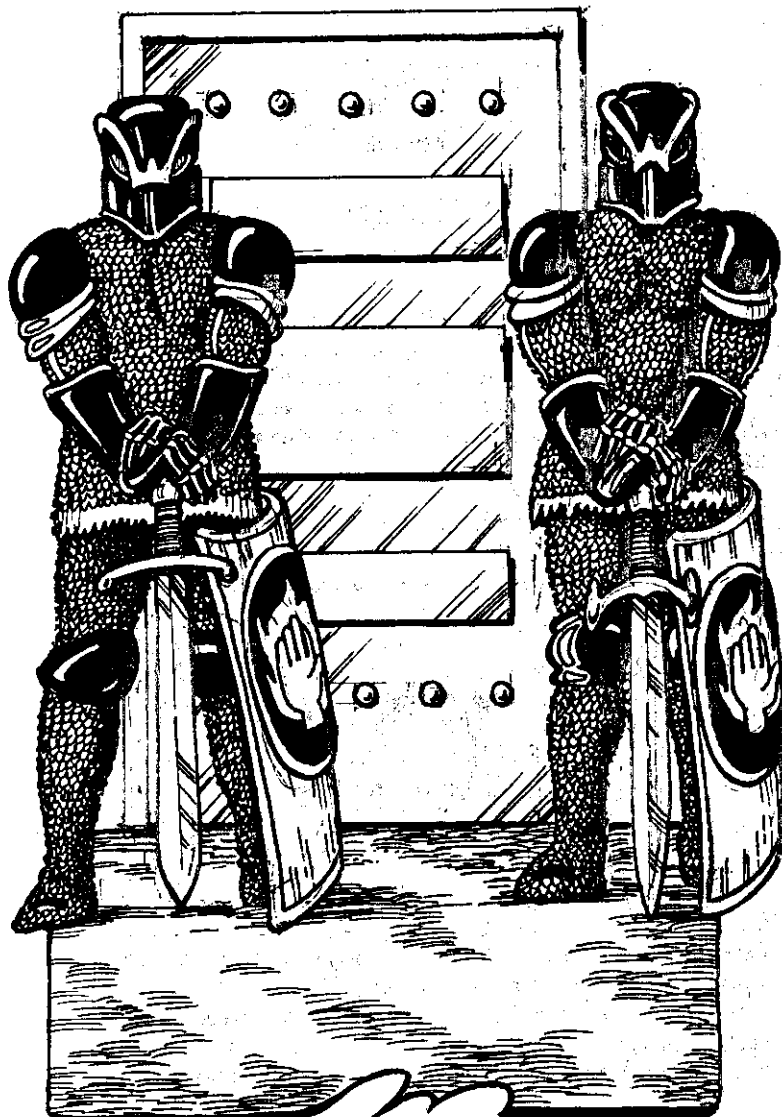
286

The dragon yawns, then breathes out a stream of searing flame. All that remains at the place where you were standing is a charred stain on the floor ... Go to section 321.

287

The Firelord points his thumb upwards. 'He fought well and is quite a strong specimen,' he says. 'Let him be spared to end his days in enlarging the fortress.'

You receive a blow on the head and lose consciousness ... Go to section 42.



288

The Orc lets out a surprised squeal and calls for help. Go to section 89.

289



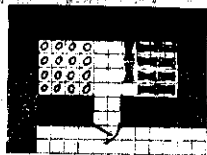
You are standing in a room which contains two desks, cupboards, various manuscripts, ink pots, quills and so forth. The manuscripts are lists of goods stolen from caravans, and contain details of trading with dishonest merchants who buy the stolen merchandise from the Firelord. Some of the merchants are well known and highly respected.

There is nothing else of interest in this room.

If you wish to sleep here, then make a note of this section and go to section 388.

If you wish to leave the room, then go to section 220.

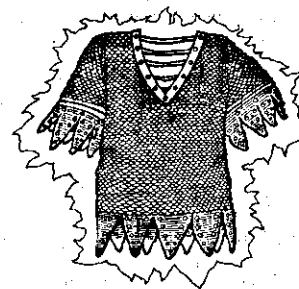
290



You are in a storeroom filled with barrels and sacks containing food and drink of various kinds. Haunches of smoked meat hang from the rafters. If you wish to take any of these provisions, make a note of them on your *Character Log*.

If you wish to sleep here, make a note of this section and go to section 388.

If you wish to leave this room, then go to section 304.



291

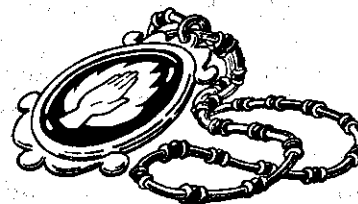
After a furious battle, your opponents are dead at last. Each wears chain-mail armour and carries a long sword, and their purses yield a total of 19 gold pieces between them.

If you wish to take any of these, then make a note of them on your *Character Log*.

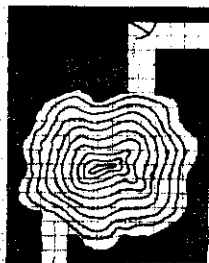
You are standing in a small guardroom. There are two spy-holes in the western wall, above which the words 'Vigilance or Death' are carved into the rock. Through the spy-holes you can see a T-junction where a passage running north to south is joined by one from the west. A length of rope hangs from the ceiling in the south-west corner.

If you wish to pull the rope, then go to section 158.

If you wish to leave this room, then go to section 304.



292



Make a note of this section number.

You are standing at the southern end of a short passage which runs from north to south. To the north the passage turns westwards, and there is a wooden door at the corner facing you. To the south the passage ends in a clear blue pool which has a large crimson anemone-like creature at its centre. On the opposite bank of this pool is another passage going south.

If you wish to go north, then go to section 332.

If you wish to swim across the pool, then go to section 146.

If you wish to cast a spell, then write down its name and go to section 184.

293

If you wish to attempt an escape tonight, then go to section 362. Otherwise, go to section 389.

294

The Gladiator looks at you aghast. 'Do you know what happened to the Gladiators last time one of them tried to escape you fool?' he asks.

'They were all tortured to death by being thrown into the Firelord's "Pool of Torment"!!' So saying, he rushes past you and starts calling for a guard.

If you wish to try and reason with him, then go to section 89.

If you wish to cast a spell, then write down its name and go to section 455.

If you wish to attack the Gladiator, then go to section 54.



295



You follow the passage westwards until it comes to an end at a small, dark cell. The walls of this room are dank, mould-covered stone, and the passage seems to be the only way in and out. You can see nothing of interest.

If you wish to go back to the arena, then go to section 432.

If you wish to sleep here, then make a note of this section number and go to section 271.

If you wish to search for secret doors, then go to section 306.

296

You have been storing a little of your food each day and now with care have enough for two to three days.

You have just finished your day's work. The guard has locked Sigbert in his cell and is taking you to yours. No one else is about.

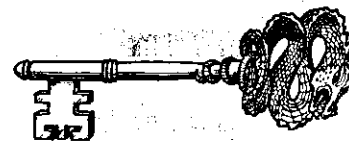
If you wish to attack the Orc guard, then make a note of this section and go to section 249.

If you wish to cast a spell at the Orc, then write down its name and go to section 499.

If you wish to try to steal the Orc guard's key, then go to section 405.

If you wish to wait until the Orc has locked you in before attempting your escape, then go to section 441.

If you have returned to this section after defeating the Orc, then you find that he is wearing leather armour, carries a short sword and has two gold pieces in his purse. Make a note of any items you wish to take on your *Character Log* and go to section 372.



297

You wait until Malgar's familiar snores fill the room. As you have no key to fit the padlock, the only way to open your cell door is by casting a *SESAME* spell. If you wish to do this, then go to section 96.

If you have had second thoughts about your escape and wish to wait for a better opportunity, then go to section 415.

298

You climb down the shaft successfully. About halfway down, you find an opening in the wall, the entrance to a passage running eastwards.

If you wish to enter the passage, then go to section 359.

If you wish to continue climbing down, then go to section 391.

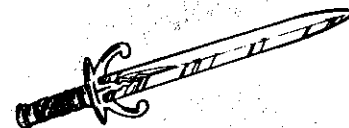
299

If you have cast a *FLYFEET* or *FLOAT* spell to cross the river, then go to section 442.

Other *MISCELLANEOUS* spells, *REPEL UNDEAD* and *DEFENSIVE* spells have no bearing on this situation. Go to the section whose number you last noted.

If you have cast any other *ATTACK* spells, they appear to have worked. If you wish to enter the water now, then go to section 476.

Otherwise, return to the section whose number you last noted.



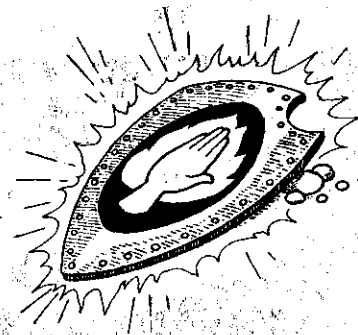
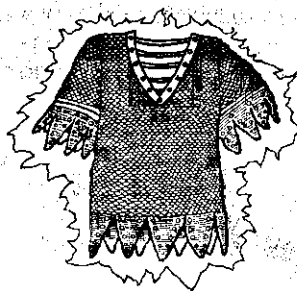


The door opens easily and you find yourself in a passage which runs from north to south. To the north you see that the passage goes on for a short way before meeting another passage running from east to west. You recognise the western branch as going to the room where you had your meals with the Firelord.

To the south, the passage passes an alcove in the eastern wall and a door in the western wall before carrying on towards the arena.

If you wish to go north, then go to section 320.

If you wish to go south, then go to section 206.



301

You run to the mirror and press your hand against it. It is obviously a teleportation device of some kind, but it is impervious to you and must need a key to activate.

If you wish to search for some means of triggering the device, in the hope of using it to escape the ever-increasing lava flow, then go to section 29.

If you wish to flee, then go to section 69.

302

Throw against your **AGILITY**.

If you are successful, then go to section 179.

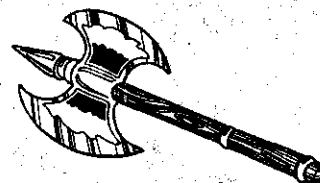
If you fail, then go to section 89.

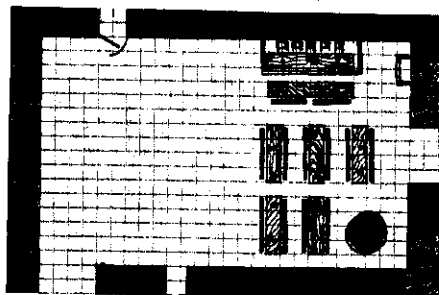
303

Throw two dice.

If you have thrown an even number, then go to section 271.

If you have thrown an odd number, then go to section 85





You are standing in a very large room which is obviously used as a great hall by the Orc tribe. There is a raised dais by the northern wall, on which a finely carved table stands before five throne-like chairs. Trestle tables and benches are arranged below this for the rest of the tribe, and all of these are covered with dirty eating utensils and the remains of numerous meals, while in the north-east corner you can see the dying remains of the cooking fire.

There are four obvious exits from this room: a door in the northern wall, a wide passage going south in the south-west corner, another wide passage going east, and a narrow passage in the south wall. There is also a well in the south-east corner.

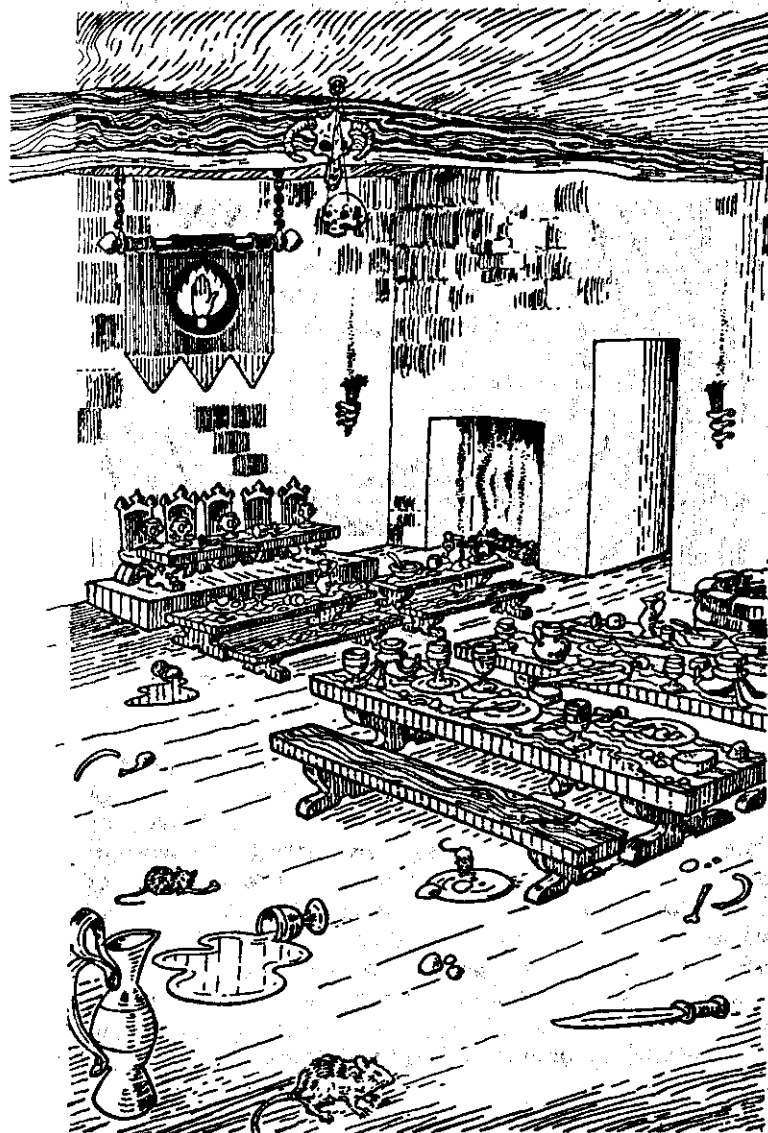
If you wish to go through the north door, then go to section 290.

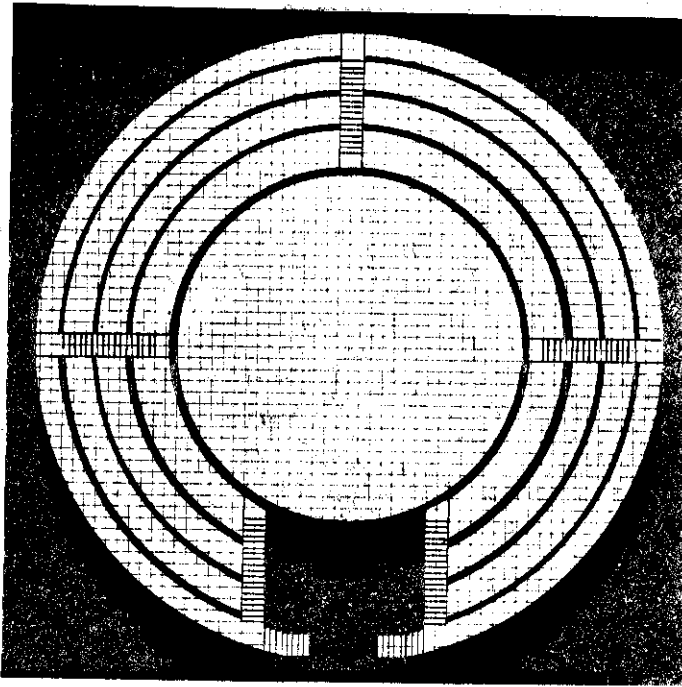
If you wish to go south down the wide passage in the south-west corner, then go to section 150.

If you wish to go down the eastern passage, then go to section 244.

If you wish to go down the narrow passage in the southern wall, then go to section 122.

If you wish to have a look at the well in the south-east corner, then go to section 331.





You are standing amongst the tiers of seats which surround the sand of the arena. This area has obviously been swept since the last games as it is totally devoid of litter.

Rising from these tiers of seats to the south is an ornately decorated box, under which is a gate of latticed ironwork. From behind this gate you can hear a mumbling conversation in the Orcish tongue. There is an exit from the seating area just by the side of this box, and you can see three more doors in the walls of the arena in front of the seats opposite you.

If you wish to jump down into the arena proper, then go to section 432.

If you wish to climb the wall into the Firelord's box, then go to section 225.

If you wish to go through the exit from the seating area, then go to section 260.

After tapping the walls for a few minutes you find a secret door, or rather it finds you! One of the stones at the bottom of the northern wall slowly moves away from you. Out of the resulting gap pops the head of a grizzled old man with matted hair and an unkempt beard. He looks at you and says testily, 'What do you think you're doing? The games don't start until tomorrow and some people are trying to get some sleep!!'

Make a note of this section and go to section 450.

If you have returned to this section, then the old man pushes the stone back into place. If you wish to sleep here, then make a note of this section and go to section 271.

If you wish to leave the cell, then go to section 432.



The gates are locked.

If you wish to cast a **SESAME** spell to open them, then go to section 342.

If you wish to go back to the dead Orc and steal his keys, then go to section 158.

If you wish to hide while the fuss you have caused dies down, then go to section 418.

You are standing at the top of a spiral staircase before a door leading to the west.

If you wish to go through the door, then go to section 497.

If you wish to go down the staircase, then go to section 429.

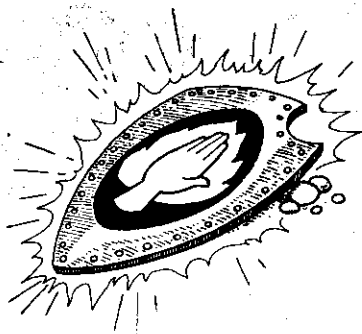
309

'Let's not be too hasty about this, manchild,' booms Grogarak. 'I AM the source of the Firelord's power, and I can tell you, I am heartily sick of being at his beck and call. Nothing would please me more than to leave this dung-heap you call a world forever! The key to the Firelord's power over me, however, is an amulet in the shape of an upraised hand bathed in flames, which he has with him at all times. While this is in anyone's possession, I have no choice but to do their bidding, but if you were to bring it to ME, I would smash the Firelord's power forever.'

If you believe him and wish to fetch the amulet, then go to section 17.

If you wish to cast a spell, then write down its name and go to section 346.

If you wish to attack the Demon, then go to section 161.



310

You cannot flee fast enough and the lion catches up with you. Return to section 241 and commence combat at Step 5.

311

Throw against your AGILITY.

If you fail, then you drop a sword, which clangs noisily on the floor - go to section 232.

If you succeed, then you manage to take the short sword and leather armour without disturbing the Orcs. Make a note of them on your *Character Log* and go to section 411.

312

If you have a gate key amongst your possessions, then the gates open. Go to section 279.

Otherwise, go to section 158.



313

The flask contains a potion of Power Restoration. Each gulp will bring your POWER POINTS back up to the level of your original POWER SCORE. There is enough of the potion in the flask for two gulps. Make a note of this on your *Character Log* and return to the section whose number you last noted.

314

There is so much of value in this room that you find it difficult to decide where to start. All the finest pieces from Farak's many caravan raids over the years seem to have ended up here.

Your musings about what you will do with this new-found wealth come to an abrupt end when Orcs begin streaming into the room from all three entrances. Go to section 318.

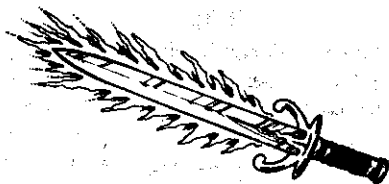
315

As you stand in the passage facing the entrance to the arena, the Jailer opens another door on your right and equips another Gladiator with similar weapons to those you are carrying. Both of you are ushered into the arena and, as you enter, the crowd rises and cheers you loudly.

Your opponent turns to you and says, 'Don't worry. I'll make sure you have a quick death,' and laughs quietly.

Both of you go before the Firelord's box, raise your swords and say, 'We who are about to die salute you.'

Your opponent attacks you ... Go to section 380.



316

You hear a sudden movement nearby. Before you know it you are attacked by two ferocious wolves. Go to section 254 and begin combat at Step 5.

317

The Orc guard takes advantage of the short lapse in combat to call for help. Luckily, he doesn't notice what you are doing, and unless you have already cast a spell in his presence, he will not know you for a spell-caster. Something disturbs you before you can complete the spell ... Go to section 158.

318

You find yourself in a dead end with a horde of angry Orcs bearing down upon you.

If you wish to surrender, then go to section 363.

If you wish to fight the Orcs, then go to section 158.

If you wish to cast a spell, then write down its name and go to section 273.

319

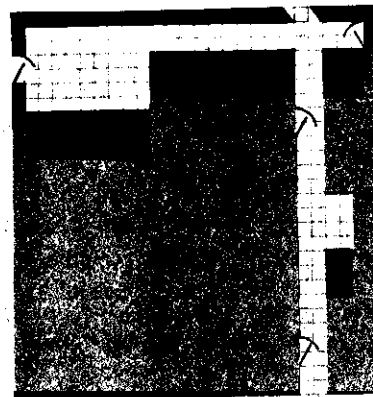
Throw against your AGILITY.

If you are successful, then go to section 424.

If you fail, then go to section 391.



320



You are standing at a T-junction where a passage from the south meets a similar passage running from east to west. To the south you can see that the passage passes two doors in the western wall and an alcove in the eastern wall. The eastern passage ends in a stout iron-bound door, while the western passage leads to a well-appointed dining room decorated with murals and furnished with couches and low tables.

If you wish to go south, then go to section 240.

If you wish to go east, then make a note of this section and go to section 483.

If you wish to go west, then go to section 339.

321

Your adventure ends here. Throw away all notes you may have written and maps you have drawn. If you wish to try again, then create a new character and go to section 1.

322

If the spell you cast as **POWER BOLT** or **SLUMBER**, then go to section 499.

Otherwise, go to section 288.

323

You get through the door in the western wall of Malgar's room successfully. You are standing at a T-junction where a passage running from north to south is joined by one from the west. To the north you can see that this corridor ends in a barred grille, whilst the southern and western passages each have a number of doors along either side.

Go to section 46.

324

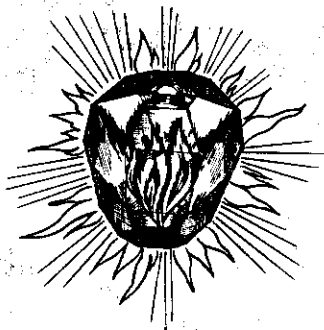
The Orcs take you before the Firelord's box and tell him of the Jailer's death. The Firelord is not pleased.

'At least you show spirit,' he says. 'Now we will see how you perform against a real fighter. You will fight our Champion.'

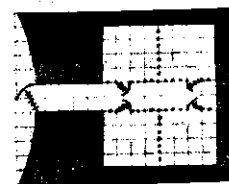
The Orcs leave the arena and a sword, shield and suit of leather armour are tossed on to the sand before you.

If you wish to cast a spell at the Firelord before the Champion arrives, then go to section 162.

If you wish to don the armour and pick up the sword and shield, awaiting events while the Champion arrives, then make a note of this on your *Character Log* and go to section 36.



325



You are standing in a cold, dank room with only one visible exit, a passage leading west. The room is split into four cells divided into two pairs by the passage which runs from east to west. The floors of the cells are covered with rotting rushes, and each contains a bed and slop bucket, being totally bare otherwise. The doors to the south are open, and none of the cells is presently occupied.

If you wish to sleep here to regain some **POWER POINTS**, then write down the number of this section and go to section 271.

If you wish to go west down the passage, then go to section 432.

If you wish to search for secret doors, then go to section 445.

326

Your work follows the same routine for a few days. Then, one night whilst you are dozing in your cell, you hear a lot of activity in the corridor outside. Many armed creatures are obviously hurrying about to the barked orders of their officers.

Early next morning, a raiding party returns with another captured caravan and the whole of that day is spent in supervising slaves and stowing the newly won loot in the storeroom. Everything is in a state of confusion, and you feel that you would have a good chance of hiding in the storeroom without being missed ...

If you wish to hide in the storeroom, then go to section 242.

If you wish to go back to your cell and try a more normal escape tonight, then go to section 296.

If you wish to await events further, then go to section 468.

327

Only the spells **POWER BOLT**, **REPEL UNDEAD** and **HEALING** have any bearing on this situation, as the Death Guards are armoured Zombies!! If either of them is still able to fight after your spell is cast, they will do so with berserk fury - add 2 to their **ATTACK BONUS**.

Go to section **285** to determine the spell's effect and/or renew combat.

328

As you enter the cavern, the dragon awakes and says, 'I charge a small fee for people disturbing my rest by crossing the cavern. At least 20 gold pieces or something of similar value.'

If you have items to the value of 20 gold pieces and wish to give them to the dragon, then write down their loss on your *Character Log* and go to section **17** if you wish to go to the north-west exit, or section **177** if you wish to go to the south-east exit.

If you can't or won't pay, then go to section **286** if you wish to defy the dragon, or to the section you last noted if you don't wish to disturb him further.

329

After two further days in these terrible conditions your patience is rewarded. On the third day, instead of being ordered to dig into rock once more, you are escorted under guard to an outside courtyard at the entrance of the fortress. Once your eyes have got used to the light, which is painfully bright after your days in the bowels of the mountain, you spend the rest of the day carrying the booty from a recent caravan raid into a large storeroom just inside the mountain fortress proper.

If you wish to hide yourself in the storeroom while none of the guards is looking, then go to section **353**.

If you wish to await events further, then go to section **104**.

330

Throw against your **AGILITY**.

If you are successful, then you find the secret door. Go to section **383**.

Otherwise, you fail to find the door and return south down the passage. Go to section **46**.

331

The well shaft looks to be very deep, but the stone sides seem climbable.

If you wish to jump down the well shaft, then go to section **111**.

If you wish to climb down the shaft, then go to section **175**.

If you wish to cast a **FLOAT** spell as you jump down the well shaft, then go to section **250**.

If you wish to cast a **FLYFEET** spell before climbing down the well shaft, then go to section **298**.

Otherwise, go to section **304**.

332



You are standing at a corner where two short passages meet, one from the south and the other from the east.

To the south you can see that the passage ends at a clear blue pool, while to the east the passage ends at a stout wooden door studded with iron nails. A similar door is directly to the north of you, and this one appears to be unlocked.

If you wish to go south, then go to section **292**.

If you wish to go east, then go to section **235**.

If you wish to go through the door to the north, then go to section **369**.

333

You find no secret doors in this cell. Your tapping, however, has attracted attention. You hear a voice say, 'Who are you?'

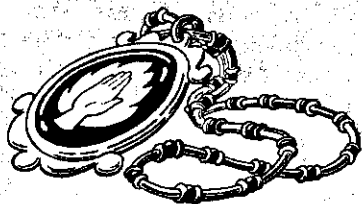
Looking down you see that one of the stones at the bottom of the wall has been pulled out and in the gap you can see the wizened face of an old man framed by his unkempt hair and matted beard.

'Ah! A Gladiator about to meet a lion,' says the old man. He tells you that if you defeat the lion you will be taken to better quarters and upon your next visit to the arena will fight with warriors such as yourself. If you are very successful you will be matched against the Firelord's Orc Champion, and if you defeat HIM, you will become Champion in his place.

When you ask him about the possibility of escape, he tells you that no one has ever escaped from the Firelord's clutches, but that rumour has it that the way out can be found through the caverns said to lie beneath the fortress itself. It is also said that the source of the Firelord's power lies somewhere in these caverns, which are inhabited by many dangerous foes. This is why no one has yet escaped.

Suddenly, cheers are heard from the arena and the old man hurriedly says he must go. He pulls his head back and replaces the loose stone.

Go to section 108.



334

Suddenly, a trap-door opens beneath you and you fall headlong into the room below.

You receive 2 DAMAGE POINTS from the fall and find yourself facing two ferocious wolves - go to section 254 and begin combat at Step 5.



335

You are standing at the top of a spiral staircase looking on to a tower roof guarded by two Orcs. The staircase is the only entrance and exit, and you can see an alarm bell mounted on the northern wall of the crenellated tower.

If you wish to attack the Orcs, then go to section 158.

If you wish to cast a spell, then write down its name and go to section 180.

If you wish to return quietly down the stairs, then go to section 215.

336

It appears that unless some unforeseen opportunity arises, the longer you stay here, the worse your situation will get.

If you wish to delay for a day or so anyway, in the hope that something turns up, then go to section 415.

If you wish to try escaping tonight, then go to section 362.

337

Throw two dice.

If you have thrown an even number, then go to section 406.

If you have thrown an odd number, then the chest that you have opened contains various items of clothing which you would expect to fit the room's occupant.

If you wish to examine the other chest, then go to section 406.

Otherwise, return to the section whose number you last noted.

338

You are swimming in a section of the river as it flows through a large natural cavern. Suddenly, the weeds below you rise up from the river bottom and wrap themselves tightly around your arms and legs!

Throw against your STRENGTH.

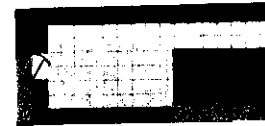
If you fail, then go to section 22.

If you are successful, then you manage to break free and reach the nearest bank.

Throw two dice. If the number is even, then go to section 188.

If it is odd, then go to section 459.

339



You are standing in a well-appointed dining room, liberally provided with small tables and couches for the diners. There is an intricate mosaic upon the floor, and pleasant murals have been painted on the walls. A passage leads away from this room to the east, going on for some distance before being joined by a similar passage from the south and ending at a stout iron-bound door. In the western wall is an iron door, flanked by two warriors in chain-mail armour carrying shields and long swords. The warriors wear helmets which cover their faces, and neither seems to be taking any notice of you.

Make a note of this section number.

If you wish to go east, then go to section 320.

If you wish to examine the door in the western wall, then go to section 385.

If you wish to cast a spell, then write down its name and go to section 327.

If you wish to attack the men, then go to section 285 and begin combat.

If you have returned to this section after defeating the men, then go to section 420.

340

Throw against your STRENGTH.

If you are successful, then go to section 270.

If you fail, you receive 2 DAMAGE POINTS from the collision as the door fails to open. Go to section 89.

341

The remaining Orc turns on his heels and runs away from you. He is running too fast for you to catch him.

If you wish to cast a spell, then write down its name and go to section 214.

Otherwise, the Orc raises the alarm - go to section 89.

342



You are now standing at the southern end of a wide passage which runs from north to south. The southern end of the passage ends in two large iron doors which have a bell at one side of them. Looking north, you can see three small doors in the western wall, opposite which in the eastern wall is a pair of large double doors.

If you wish to go north, then go to section 86.

If you wish to open the southern gates by casting a **SESAME** spell, then go to section 279.

If you wish to open the southern gates with a key, then go to section 312.

If you wish to open the southern gates by ramming them, then go to section 158.

343

Malgar sinks to the ground and remains motionless. He is carrying a very finely wrought sword and you notice that his chain-mail armour is equally well made. He has a key in his pouch, but this is obviously too small for the door.

If you wish to take the sword, then make a note of this section and go to section 478.

If you wish to take the armour, then make a note of this section and go to section 9.

Otherwise, go to section 366.

344



The room that you have just run into is a dormitory containing ten beds. Unfortunately, each of the beds is occupied by an Orc, none of whom seems to be pleased at being so rudely awakened. Meanwhile, the pursuing Orcs are almost upon you.

If you wish to surrender, then go to section 363.

If you wish to fight the Orcs, then go to section 158.

If you wish to cast a spell, then write down its name and go to section 273.

345

As you approach the door you can hear the faint sound of laughter from the other side. The door itself appears to be unlocked.

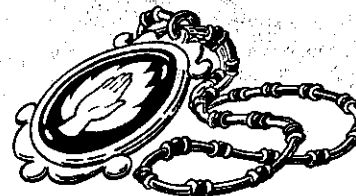
If you wish to open the door, then go to section 378.

Otherwise, return to the section whose number you last noted.

346

The Demon stares at you coldly. 'So worm, you dare to contest your insignificant power with that of the mighty Grogarak?'

You find yourself drawn towards the Demon's eyes against your will, and your legs carry you towards it of their own accord ... Go to section 161.



347

JAILER:

STRENGTH POINTS 7 AGILITY POINTS 7

ATTACK BONUS 0 DEFENCE BONUS +2

DAMAGE POINTS 3 POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 439.

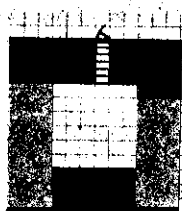
If you wish to flee, then go to section 485.

If you lose consciousness, then go to section 24.

If you defeat the Jailer, then go to section 93.

If you wish to say that you will do as he wishes after all, then go to section 393.

348



The door is not locked. Opening it quietly, you see a flight of steps leading down to a dank, dismal cell. At the moment, the cell is unoccupied, but graffiti carved on the wall show the names of many unfortunates who have been held here in the past. You climb back up the steps to the courtyard - go to section 209.

349

Throw two dice.

If you threw an even number, then the guards believe you and send you to the southern end of the courtyard. Go to section 395 and ignore the throw against AGILITY, succeeding automatically.

If you have thrown an odd number, the guards don't believe your tale and attack. Go to section 451 and begin combat at Step 5.

350

The well shaft seems to be very deep, but its stone sides look climbable.

If you wish to jump down the well shaft, then go to section 111.

If you wish to climb down the well shaft, then go to section 175.

If you wish to cast a FLOAT spell as you jump down the well shaft, then go to section 250.

If you wish to cast a FLYFEET spell before climbing down the well shaft, then go to section 298.

If you wish to try some other escape route, then go to section 458.

351

'Good, a thief!' says the Firesnake. 'Farak hasn't sent me a snack in such a long time!'

Having said this, the Firesnake stares at you, an evil green glint in his eyes. Go to section 492.

352

If the last section you noted is 339, then go to section 320.

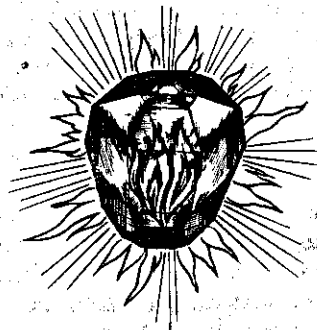
If the last section you noted is 222, then go to section 360.

353

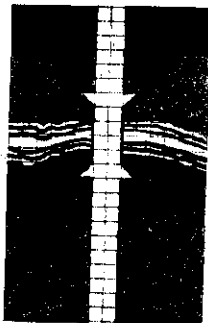
Throw against your AGILITY.

If you are successful, then go to section 242.

If you fail, then go to section 152.



354



You are standing on a stone bridge over an underground river which flows from west to east. Passages lead on from the bridge to both north and south.

If you wish to go north, then go to section 10.

If you wish to go south, then go to section 228.

355

The door is firmly locked, but you can hear somebody snoring behind it.

If you wish to try a key, then go to section 392.

If you wish to cast a *SESAME* spell, then go to section 425.

If you wish to try ramming the door down, then go to section 460.

If you decide to leave the door alone, then go to section 240.

356

Your adversary follows you hotly.

Return to the section you last noted and recommence combat at Step 5.

357

You find no secret doors, but you do detect a trap-door in the roof which looks as though it could be pushed open.

If you wish to climb up to the trap-door, then go to section 427 (or section 394 if you wish to cast a *FLYFEET* spell).

If you wish to go down the passage, then go to section 432.



358

You are hiding in the shadows near the northern gate of the courtyard which leads into the fortress proper. Four guards are chatting idly nearby, Orcs wearing chain-mail armour and carrying long swords.

In the north-east corner you can see a long low stables building, while to the north-west you can see a number of wagons parked haphazardly. At the southern end of the courtyard you can see a gatehouse flanked by two high watchtowers. There is a rope hanging from a hole in the wall near the guards by the northern gate.

If you wish to go to the stables, then go to section 456.

If you wish to go to the wagons, then go to section 422.

If you wish to go to the southern end of the courtyard, then go to section 395.

If you wish to attack the guards, then make a note of this section and go to section 451.

If you wish to approach the guards and tell them that the guard captain has sent you for some good wine from the inner stores, then go to section 20.

If you wish to cast a spell, then make a note of this section, write down the spell's name and go to section 487.

If you have returned to this section after defeating the guards, you find that each is wearing chain-mail and carries a long sword. Their purses yield a total of 19 gold pieces. You also find a key. If you wish to take any of these items, then make a note of them on your *Character Log*, putting the key down as 'gate key'.

The guards at the southern end of the courtyard must have thought that these guards were fighting amongst themselves, as they have not come to investigate.

If you wish to open the large iron gates, then go to section 342.

Otherwise, go to section 56.

359



You are standing at the western end of a passage which runs from east to west. To the west, you can see that the passage enters a well shaft about halfway between the top and bottom.

If you wish to go east, then go to section 160.

If you wish to jump down the well, then go to section 111 (if you wish to cast a FLOAT spell before jumping, then go to section 51).

If you wish to climb up the well, then go to section 319.

If you wish to cast FLYFEET before climbing up the well, then go to section 424.

If you wish to climb down the well, then go to section 391 (if you wish to cast FLYFEET before doing so, then go to section 51).

360

You leave the chamber safely. If you wish to take the eastern exit, then go to section 154.

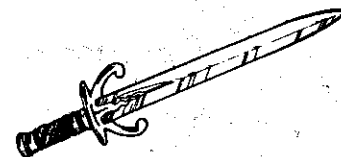
If you wish to take the western exit, then go to section 396.

361

If you have the Firelord's amulet, then go to section 397.

If you have the Firegem but do not have the amulet, then go to section 431.

If you have neither of the above items, then go to section 328.



362

Deduct 2 from each of your STRENGTH, AGILITY and POWER POINTS. This is how exhausted you get after a day at work as Malgar's personal slave!

The roof of your cell is open, and Malgar (who has not yet disarmed himself for the night) is motioning you to jump down into it.

If you wish to cast a spell, then write down its name and go to section 438. If Malgar is still conscious after your spell is cast, remember to add 3 to his DEFENCE BONUS because of his armour.

If you wish to attack Malgar, then go to section 461, but add 3 to Malgar's DEFENCE BONUS because of his armour.

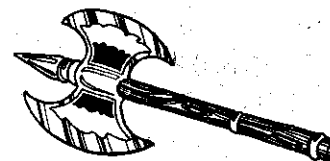
If you wish to do as Malgar says, and make your escape while he sleeps, then go to section 297.

363

If anyone who has seen you using spells is still alive, then you are taken before the Firelord. Go to section 231.

If you have already fought in the arena, then you are taken to the Firelord. Go to section 287.

If you have not yet fought in the arena, when you are taken before the Firelord he says he would like to see how you perform. He raises his hands and casts a spell at you. You lose consciousness - go to section 139.



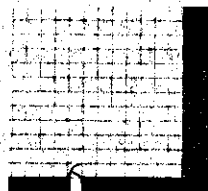
364

Throw against your AGILITY.

If you are successful, then go to section 90.

If you fail, then go to section 288.

365



Throw two dice.

If you have thrown an odd number, then your search is disturbed by an Orc guard who comes into the room and attacks you. Make a note of this section number and go to section 249.

If you have returned to this section after defeating the Orc, you find he is wearing leather armour, carries a short sword and has two gold pieces in his purse. If you wish to take any of these then make a note of them on your *Character Log*.

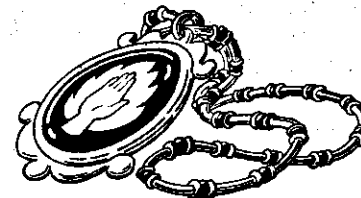
If you have thrown an even number or have returned to this section after defeating the Orc, then you find a secret door in the south wall.

If you wish to go through the secret door to the south, then go to section 203.

Otherwise, return to the section whose number you last noted.

366

You are now the only occupant of this room, and sit down on the four-poster bed to examine it properly. The walls are covered with embroidered hangings, apart from a full-length mirror set into the eastern wall, whilst the stone floor is similarly covered by a richly woven carpet - obviously the spoils from one of the Firelord's raids. An uncarpeted area in the south-west corner proves to be a shallow pit covered by a padlocked iron grille.



Upon the table stand a large joint of roast mutton and a flagon of wine (which you take for later use - note this on your *Character Log*), together with a jewelled casket. Two large chests stand against the southern wall, and the only exit from this room seems to be a stout door in the western wall.

If you wish to sleep here, then make a note of this section and go to section 475.

If you wish to examine the casket, then go to section 15.

If you wish to search for secret doors, then go to section 57.

If you wish to examine the chests, then make a note of this section and go to section 337.

If you wish to go to the door in the western wall, then go to section 92.

367

Go to section 318.

368

If you have seen the words 'Vigilance or Death' carved anywhere, then go to section 401.

Otherwise, go to section 470.



369

As you go through the door you are attacked by three skeletons!!
Begin combat at Step 5 below:

THREE SKELETONS, each of which has:

STRENGTH POINTS 5 AGILITY POINTS 4

ATTACK BONUS 0 DEFENCE BONUS 0

DAMAGE POINTS 2 POWER POINTS 0

As these are mindless undead creatures, you realise that flight would be useless.

If you wish to cast a spell, then write down its name and go to section 402.

If you defeat the skeletons, then go to section 437.

If you lose consciousness, then go to section 321.

370

If you are in the wolves' cage, then go to section 12.

If you are in the arena, the crowd cheers uproariously. The Firelord congratulates you and says that he must see how you fare against the king of beasts. You are taken to a cell in the arena walls by ten Orcs and thrust roughly inside.

Go to section 84.

371

Before you is a long, stone-walled passage going to the south-east. As you walk along it for a short distance, the faint odour of animals which you can detect becomes increasingly strong.

If you wish to carry on down the passage, then go to section 282.

If you wish to return to the arena, then go to section 432.

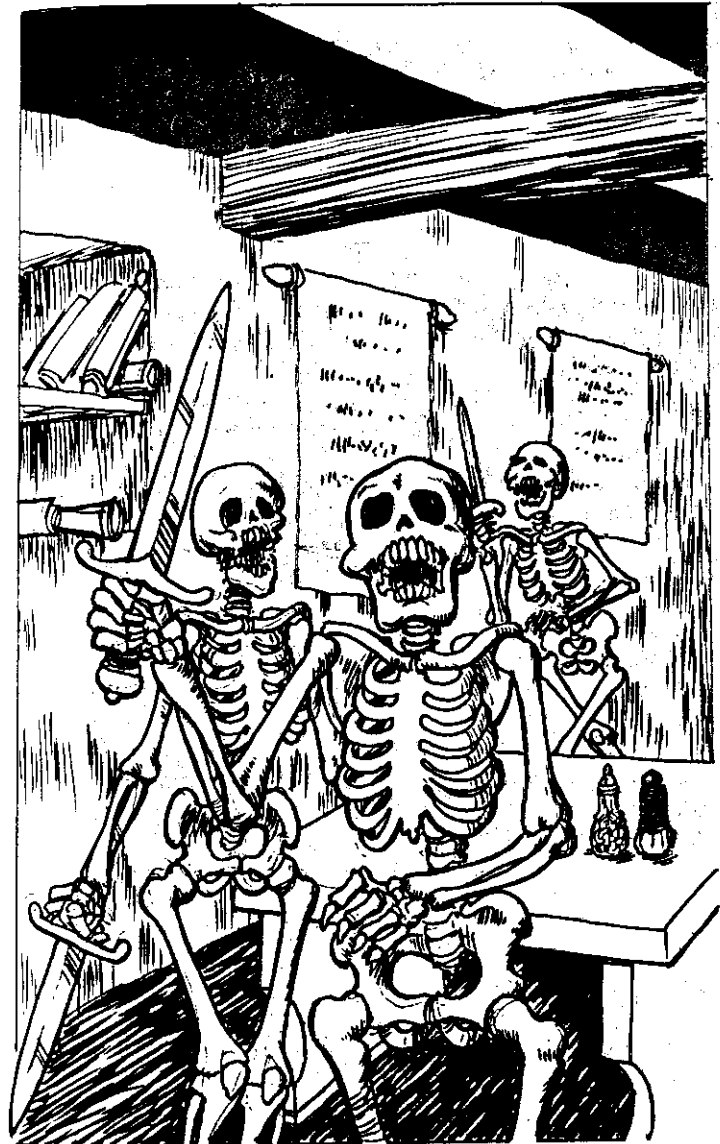
372

You drag the guard's body into your room and hide it under the bed. You then get into bed and feign sleep.

After a while you hear a key turn in the lock and four Orc guards in chain-mail armour enter the room.

Throw two dice. If you have thrown an odd number, then go to section 210.

If you have thrown an even number, then go to section 243.



373

Throw two dice and add the DEFENCE BONUS of any non-magical armour you are wearing or carrying. For example, if your armour consists of magical chain-mail and shield, disregard the chain-mail but add 1 to the dice for the DEFENCE BONUS of the shield.

If this figure is less than your current AGILITY POINTS, then go to section 442.

Otherwise, go to section 338.

374

The door is firmly closed, but the noise you have made attracts the attention of the occupant. The door flies open and you see Farak, the Firelord, his amulet hanging from a chain around his neck, before you.

If you wish to attack Farak, then go to section 23.

If you wish to cast a spell, then write down its name and go to section 64.

If you wish to try grabbing the amulet from around his neck, then go to section 103.

If you wish to flee, then go to section 138.

375

Throw against your AGILITY.

If you are successful, then go to section 444.

If you fail, then go to section 479.

376

You find a trap-door in the floor, but this appears to be more of a trap for the unwary than a secret door.

Go to section 394.

377

Throw against your AGILITY.

If you fail, then go to section 232.

If you succeed, then go to section 411.



378

As you pull the door open, the floor slides out from under you to reveal a very deep pit!

Throw against your **AGILITY**.

If you are successful, then go to section 447.

If you fail, then go to section 413.

379

'Well, come on then,' says Grogarak as you hesitate. A malicious gleam then comes into his eyes. 'Or perhaps you are unaware of the Word of Power which binds me to the bauble you hold?'

If you wish to tell him to be silent while you ponder on a fitting task for him, then go to section 346.

If you wish to order him to divulge the Word of Power, then go to section 484.

If you wish to tell him that you have decided to release him after all, then go to section 414.

380

Make a note of this section number.

GLADIATOR:

STRENGTHPOINTS 9 AGILITYPOINTS 9

ATTACK BONUS 0 DEFENCE BONUS +2

DAMAGE POINTS 3 POWER POINTS 0

If you wish to cast a spell, then write down its name and go to section 462.

If you wish to flee, then go to section 356.

If you defeat the Gladiator, then go to section 472.

If you are defeated, then go to section 426.

381

The two Orcs lie motionless at your feet. Quickly you make sure that they are both dead. Each Orc is wearing chain-mail armour and carries a long sword, and they have four gold pieces between them.

If you wish to take any of these items, then make a note of them on your *Character Log*. From now on you can ignore any references to the two Orcs and will automatically succeed when asked to throw against your **STRENGTH** or your **AGILITY** while you are in the arena area. Go to section 179.



382

Throw against your **AGILITY**.

If you fail, then go to section 158.

If you succeed, then go to section 238.

383



You open the secret door and see a spiral staircase leading downwards behind it.

If you wish to go down the staircase, then go to section 429.

If you wish to ignore the door and go south down the passage, then go to section 159.

384

'Pity,' says the Firesnake. 'I'm getting rather peckish. I suppose he sent you to visit Grogarak? Right, go down the northern passage and bring me the Firegem.'

If you wish to do as the Firesnake says, then go to section 34.

If you wish to cast a spell, then write down its name and go to section 453.

If you wish to attack the Firesnake, then go to section 419 and begin combat.

If you wish to flee, then go to section 419 and take the flee option.

385

As you approach the door, the men attack. Go to section 285 and begin combat at Step 5.

386

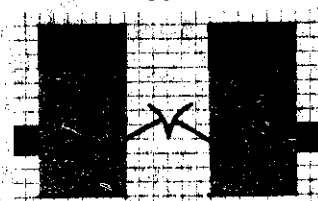


Before you is a small room where the armour and weapons of the Gladiators are kept - short swords, shields and leather armour line the walls.

If you wish, you may take one shield, one suit of leather armour and up to two swords. Make a note of these on your *Character Log*.

There is nothing else of interest here - go to section 409.

387



You are standing in the shadows of the gatehouse beside the only visible exit to the outside world, two strong iron gates.

Walking along the battlements above you are the shadowy figures of Orcs on guard duty. The gates are locked, and there appears to be no entrance into the gatehouse at ground level.

If you wish to go to one of the towers flanking the gatehouse, then go to section 209.

If you wish to ram the gate, then go to section 158.

If you wish to cast a **SESAME** spell to open the gate and thus escape the fortress, then go to section 66.

If you wish to go to the stables in the north-east corner of the courtyard, then go to section 456.

If you wish to go to the wagons parked haphazardly in the north-west corner of the courtyard, then go to section 422.

388

Throw two dice.

If the number you have thrown is even, then go to section 85.

If the number you have thrown is odd, then go to section 271.

389

The next morning, Malgar orders two guards to hold you fast as soon as you emerge from your cell pit. Another enters the pit and soon unearths the dagger from its hiding place.

'You'll have to be cured of your thievish ways I see!' growls Malgar.

You are hit from behind and lose consciousness. Go to section 139.

390

If you wish to cast FOOTSTEPS to confuse your pursuers, then go to section 488.

Otherwise, go to section 33.

391

You lose your grip on the slimy walls and fall. Go to section 111.

392

None of your keys seems to fit this lock, but after a moment, the door flies open to reveal a gigantic Orc in chain-mail armour wielding a long sword. The Orc attacks immediately.

Go to section 403 and begin combat at Step 5.

393

You are standing in an arena and hear the door to your cell shut firmly behind you. The arena audience, mainly composed of Orcs, claps and cheers loudly as you enter.

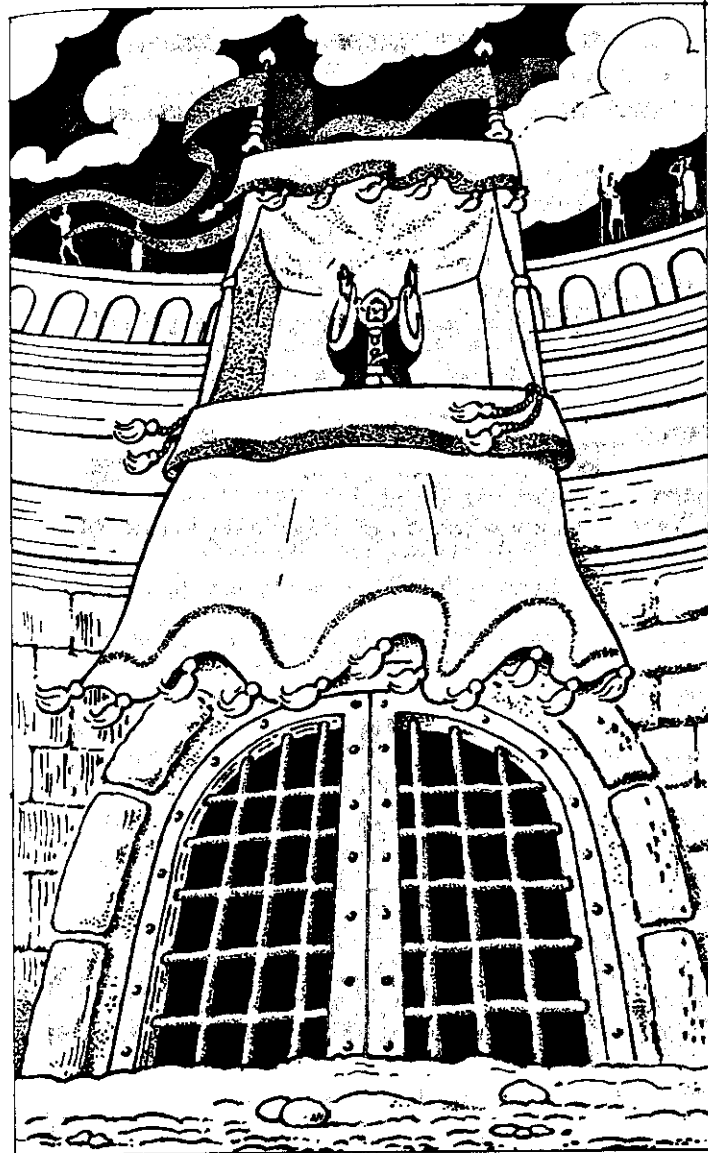
On one side of the arena is a box in which sits Farak, the Firelord. He is wearing long, flowing, scarlet robes and has a jewelled amulet in the shape of a flaming hand enclosed in a circle around his neck. A number of his cronies also occupy the box, one of whom is the biggest and most ugly Orc you have ever seen.

'Welcome to my arena, warrior,' says the Firelord. 'If you fight well, you will be rewarded and taken to more comfortable quarters. If you do NOT fight well, of course, you will die.'

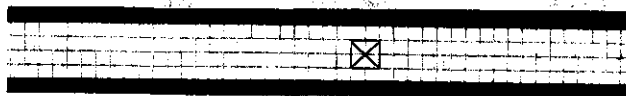
If you wish to refuse to fight for the Firelord's sport, then go to section 47.

If you wish to cast a spell at Farak, then write down its name and go to section 162.

If you wish to await events in the hope that you can make the best of things, then an iron grille opens behind you and two ferocious wolves bound into the arena and leap to the attack - go to section 254 and begin combat.



394



You are now standing in a passage that runs from east to west, beside a trap-door in the floor of the passage. The only way of opening this seems to be by standing on it and falling through!!

If you wish to go east, then go to section 410.

If you wish to go west, then go to section 237.

If you wish to try to open the trap-door, then go to section 334.

395

Throw against your AGILITY.

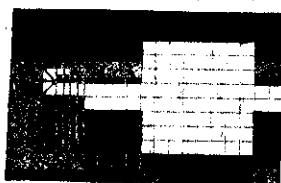
If you fail, then go to section 158.

If you succeed, then you get to the southern end of the courtyard without being seen.

When there, if you wish to go to one of the towers, then go to section 209.

If you wish to go to the gatehouse instead, then go to section 387.

396



You are standing at the bottom of a spiral staircase. To the east a short passage leads away from the staircase and into a square chamber fashioned from the living rock.

If you wish to go up the staircase, then go to section 465.

If you wish to go east into the square chamber, then go to section 222.

397

The dragon awakes and says, 'Pass Master. I trust that you will keep me as well provided with treasure as Farak did!'

If you wish to go to the north-west exit, then go to section 17.

If you wish to go to the south-west exit, then go to section 177.

398

If you have already killed the Orcs guarding the southern entrance to the arena, then go to section 432. You will succeed in any throws against AGILITY or STRENGTH automatically whilst you remain in the arena area.

Otherwise, you hear a noise from the southern entrance to the arena and looking around you can see two Orcs regarding you calmly. One of them shouts to you, 'What do you think you're doing?'

If you wish to cast a spell at the Orcs, then write down its name and go to section 71.

If you wish to tell them that you are preparing the arena for tomorrow's games, then go to section 109.

If you wish to attack the Orcs, then go to section 148.

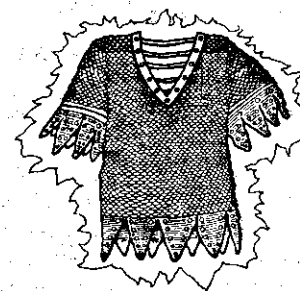
399

The guard leaves and closes the door, which locks behind him. When all is quiet, you climb up the steps to the door of your cell.

If you wish to cast a SESAME spell to open the door, then go to section 125.

If you wish to break the door open, then go to section 173.

If you have had second thoughts about escaping and wish to await events, then go to section 140.



400

Throw two dice.

If you have thrown an odd number, then your search is disturbed by an Orc, who enters the room and attacks you. Make a note of this section number and go to section 249.

If you have returned to this section after defeating the Orc, you find that he is wearing a suit of leather armour, carries a short sword and has two gold pieces in his purse. Make a note of any items you wish to take on your *Character Log*.

If you threw an even number or have returned to this section after defeating the Orc, then you find a lantern with oil to power it, but nothing else of interest. All valuables must be held elsewhere. Go to section 72.

401



You are standing at a T-junction where a passage running from north to south is met by another passage from the west.

If you wish to go west, then go to section 410.

If you wish to go north, then go to section 150.

If you wish to go south, then go to section 256.

402

Only the spells **POWER BOLT**, **REPEL UNDEAD** and **HEALING** will have any bearing on this situation.

Go to section 369 to determine the results and/or continue combat.

403

Make a note of this section number.

ORC CHAMPION:

STRENGTH POINTS 10 AGILITY POINTS 11

ATTACK BONUS +2 DEFENCE BONUS +3

DAMAGE POINTS 5 POWER POINTS 0

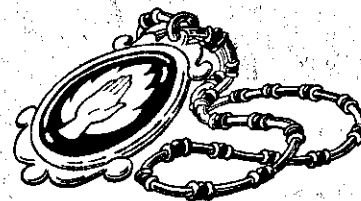
The first time you throw 10 or above when trying to hit the Orc Champion, go to section 156.

If you wish to cast a spell, then write down its name and go to section 264.

If you wish to flee, then go to section 356.

If you lose consciousness, then go to section 426.

If you defeat the Champion in the arena, then go to section 472. If you defeat him elsewhere, then go to section 498.



404

Before you a long stone passage leads to the south-west. You can smell the faint odour of an animal of some kind, which gets stronger as you progress down the passage.

If you wish to carry on along the passage, then go to section 463.

If you wish to return to the arena, then go to section 432.

405

Throw against your **AGILITY**.

If you succeed, then you get the keys. Make a note of 'stores keys' on your *Character Log* and go to section 14.

If you fail, then the Orc notices your attempted theft and attacks. Make a note of this section and go to section 249.

If you have returned to this section after defeating the Orc, then you find that he is wearing leather armour, has a short sword and two gold pieces. Make a note of any items you wish to take on your *Character Log*, then go to section 372.

406

As you reach out to touch the chest, it changes shape before your eyes! It seems to be made of a jelly-like substance, which quickly forms two arms. One grabs you by the hand (luckily your weapon is in the other) while the other one hits you.

Go to section 482 and begin combat at Step 5.



407

GIANT SCORPION:

STRENGTH POINTS 6 AGILITY POINTS 7

ATTACK BONUS 0 DEFENCE BONUS +1

DAMAGE POINTS 2 POWER POINTS 0

Each time you are hit successfully by the giant scorpion go to section 199.

If you wish to flee, then go to section 234.

If you wish to cast a spell, then write down its name and go to section 268.

If you lose consciousness, then go to section 321.

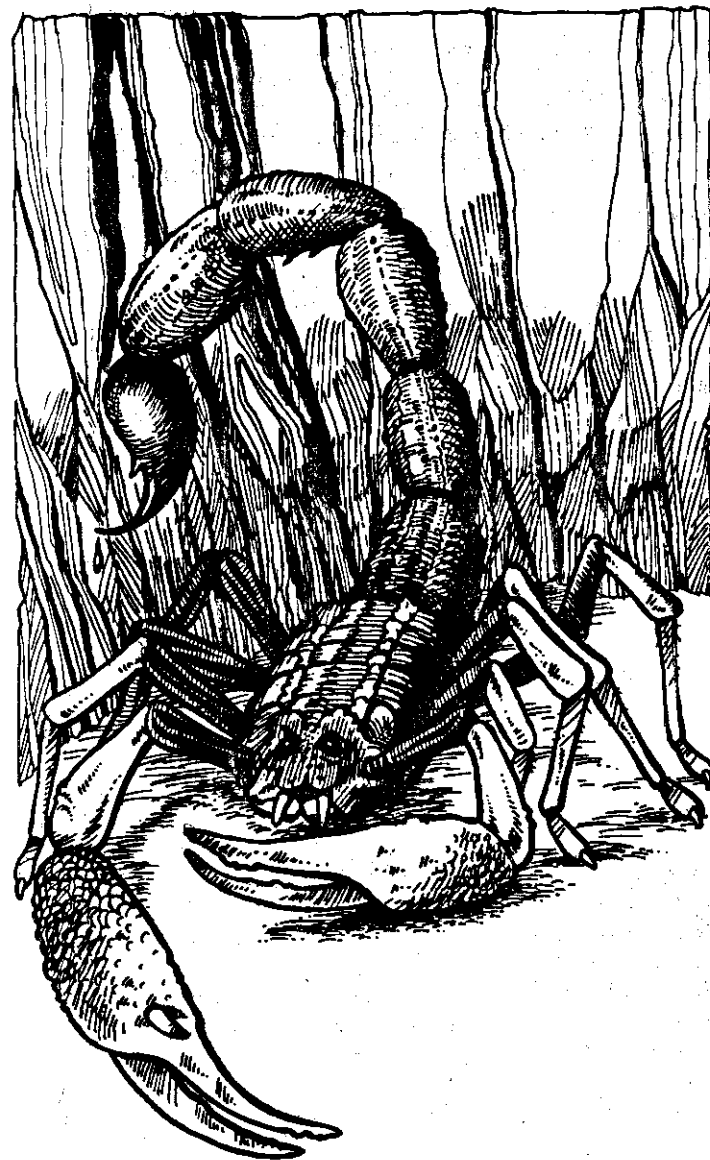
If you defeat the scorpion, then return to the section whose number you last noted.

408

Throw against your STRENGTH.

If you are successful, then go to section 454.

If you fail, then take 2 DAMAGE POINTS from the collision and go to section 374.



409

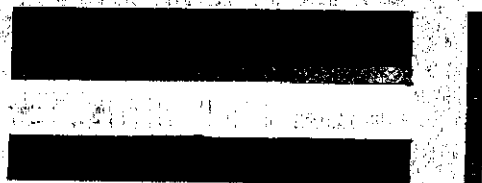


You are now standing in a passage running from north to south with a door at each end. Also, there are two doors in the eastern wall of the passage and two doors in the western wall.

If you wish to open one of the doors, then go to section 147.

If you wish to search for secret doors, then go to section 224.

410



You are standing in a passage which runs from east to west. To the east you can see that it ends in a T-junction where it joins another passage running from north to south. To the west, the passage runs on for a way before bearing north.

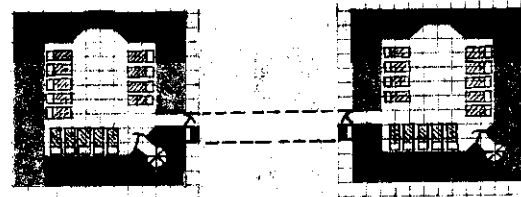
If you wish to go west, then go to section 334.

If you wish to go west whilst searching for secret doors, then go to section 376.

If you wish to go east, then go to section 368.

If you wish to go east while searching for secret doors, then go to section 436.

411



You are standing in a dormitory occupied by a large number of dozing Orcs. Their suits of leather armour and short swords hang in racks above their beds.

There are two exits from this room, one to the spiral staircase and another through a door in the middle of the wall nearest the gatehouse.

If you wish to try to steal the armour and weapons of one of the Orcs, then go to section 311.

If you wish to go to the staircase, then go to section 446.

If you wish to go through the door towards the gatehouse, then go to section 481.

412



You run down the passage to find yourself in a guardroom faced by four surprised Orcs. One of them has sufficient wit to sound the alarm. This attracts the attention of the Orc band who are pursuing you. Go to section 318.

413

You try to grasp the edge of the pit as you fall, but your fingers slip and leave you holding thin air ... The last thing you see is the forest of spikes at the bottom of the pit rushing towards you ... Go to section 321.

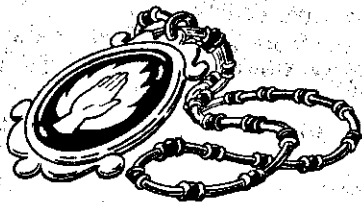
414

'Good,' booms Grogarak, a malicious smile coming from his lips. 'I've waited for this moment for a long time! Bring the amulet to me now!'

If you wish to take the amulet to him, then go to section 161.

If you wish to throw the amulet to him without entering the pentagram, then go to section 448.

If you wish to refuse to let him have the amulet, then go to section 346.



415

A couple of days later you are pouring wine for Malgar and his drinking companions. Your hand trembles because of your fatigue and you spill the wine over Malgar's favourite cloak.

'You clumsy oaf!' he bellows furiously, striking you while two guards pin your arms.

'I'm sick of seeing your ugly face round here! Guards!! Let's see how he performs in the arena!'

One of the guards hits you from behind ...

Go to section 139.

416

If you cast the spell in the arena then make a note of the section and go to section 462. If you return to this section, then go to section 254 and continue combat.

Otherwise -

All ATTACK spells except REPEL UNDEAD work as normal. Go to section 254 and continue combat at Step 1 if either wolf is still alive.

DEFENSIVE spells: INVISIBILITY will only increase your DEFENCE BONUS by 1 due to the wolves' keen senses.

FOOTSTEPS will work only if you are already invisible. If this is the case, then the wolves run off in pursuit of your spell - go to section 12. Otherwise, the spell has no effect - go to section 254.

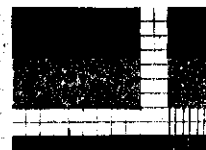
HEALING will work as normal, return to section 254.

MISCELLANEOUS spells: FLOAT and LIGHT will have no effect, go to section 254.

Casting a SESAME spell will open both the cage door to the arena and the trap-door in the roof. The wolves will follow you. Return to section 254 and continue combat.

FLYFEET - you are able to climb the wall but take 3 DAMAGE POINTS. If you fell into the cage from the roof, or have opened the trap-door with a SESAME spell, then you will be able to escape - go to section 394. Otherwise, the spell wears off before you can find and open the trap-door. Return to section 254 and continue combat at Step 5.

417



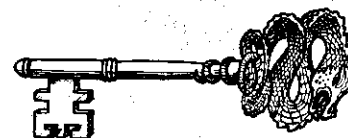
You are standing at the top of a flight of stairs which lead downwards towards the east. The passages at the top of these stairs lead both to the north and to the west.

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

If you wish to go north, then go to section 117.

If you wish to go west, then go to section 78.

If you wish to go west while looking for secret doors, then go to section 157.



418

Throw against your **AGILITY**.

If you fail, then go to section 158.

If you succeed, then you hide successfully while the horses are rounded up and taken back to the stables. Go to section 358.

419

FIRESNAKE:

STRENGTH POINTS 8 **AGILITY POINTS 8**

ATTACK BONUS 0 **DEFENCE BONUS +3**

DAMAGE POINTS 1* **POWER POINTS (5)**

***Special**

The Firesnake will not actually attack you, but for each round of non-magical combat you will receive 1 **DAMAGE POINT** from the flames which engulf it.

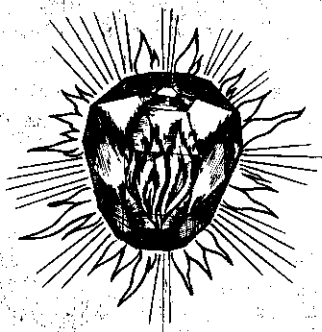
In addition, for each round you fail to hit it or one of your spells fails to work you must go to section 492.

If you wish to cast a spell, then write down its name and go to section 453.

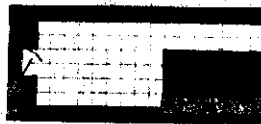
If you wish to flee, then save against magic. If you are successful, then go to section 74. Otherwise, go to section 119.

If you lose consciousness, then go to section 321.

If you defeat the Firesnake, then go to section 145.



420



You are standing in a richly appointed dining room liberally provided with couches and tables for the diners. There is an intricate mosaic pattern on the floor and pleasant murals cover the walls. Looking around you find two gold platters (worth ten gold pieces each) which you decide to take - make a note of them on your *Character Log*.

There are two exits from this room. A passage leading to the east and an iron door in the western wall. This door is locked but strangely has no keyhole.

If you wish to go east, then go to section 320.

If you wish to try ramming this door down, then make a note of this section and go to section 35.

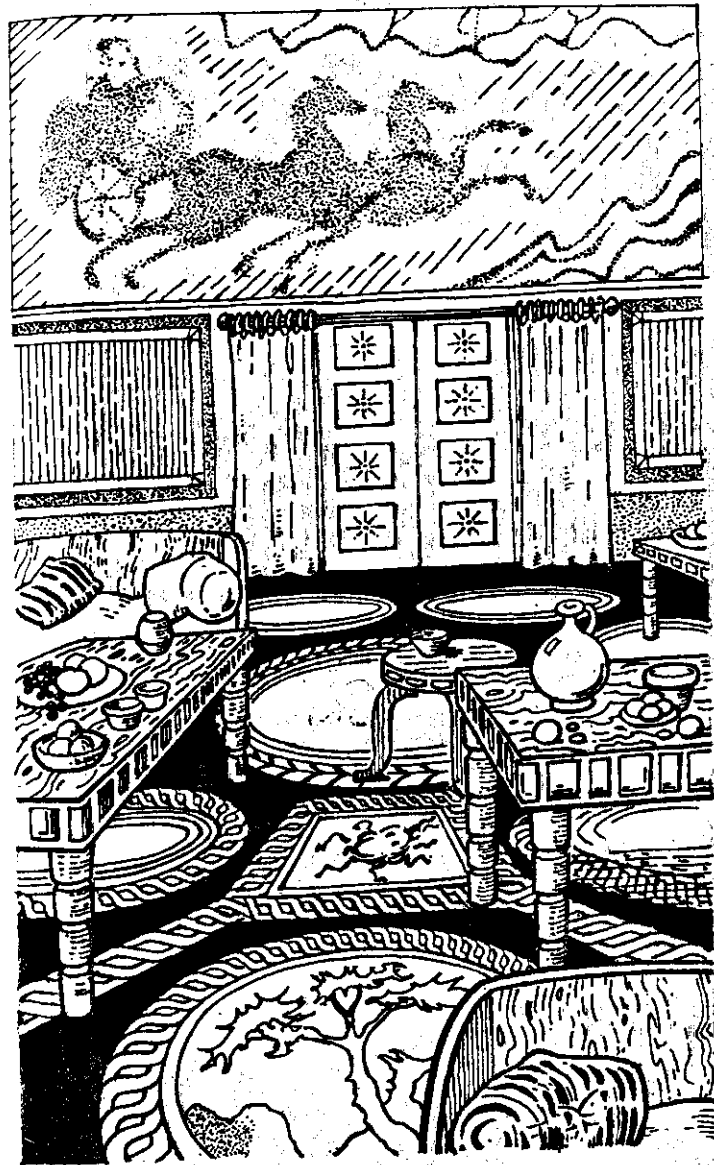
If you wish to open this door with a *SESAME* spell, then go to section 75.

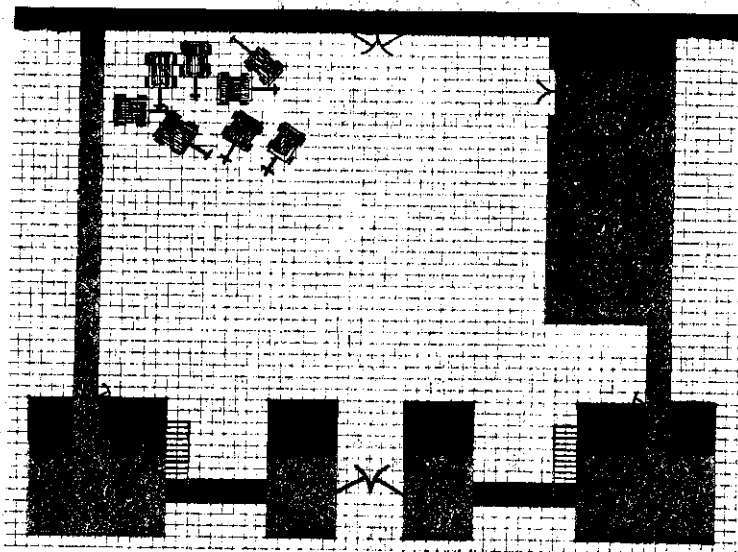
421

The young man looks at you respectfully for a moment and then says he wishes you every success. 'The Firelord has cast his terrible shadow over Drakensfeld and Esgaron for too long. In my village there is a legend that the source of his power lies in a fire grotto at the heart of the mountain, though whether this is true or just an old wives' tale I do not know.'

You ask him if he would like to accompany you on your quest, but sadly he shakes his head. 'I am to fight in the arena tomorrow and the whole of the fortress would be searched if I went missing, which may imperil your quest. You may need more than one day to destroy the Firelord's power so I had better stay.'

The young man wishes you well as you close the door behind you - go to section 409.





Throw against your **AGILITY**.

If you fail, then go to section 158.

If you succeed, then you reach the wagons without being noticed. You see that the wagons are all empty, all the goods they carried having been taken to be stored inside the fortress. On the opposite side of the courtyard in the north-east corner you can clearly see the stables building, while set into the cliff at the north end of the courtyard is a pair of strong iron gates. Beside the gates four Orcs are chatting idly while on guard duty.

If you wish to approach the gates in the cliff, then go to section 358.

If you wish to go to the stables, then go to section 456.

If you wish to go to the southern end of the courtyard, then go to section 395.



423

You are standing in a passage which runs from north to south outside a door in the western wall.

Looking south you can see a similar door in the western wall and two strong iron doors at the end of the passage.

Looking north you can see a pair of double doors set into the eastern wall and a further single door set into the western wall.

If you wish to go north, then go to section 110.

If you wish to go south, then go to section 86.

If you wish to cast a **SESAME** spell at the door in the western wall, then go to section 149.

If you wish to try a key, then make a note of this section and go to section 192.

If you wish to ram down the door in the western wall, then make a note of this section and go to section 126.

424

You ascend the walls of the well successfully and climb out into a large hall. Go to section 304.

425

The door opens to reveal a well-appointed room occupied by a dozing Orc, looking fearsome even in sleep.

If you wish to cast a spell, then write down its name and go to section 264.

If you wish to attack the Orc, then your first blow hits automatically. Go to section 403, remove the **DAMAGE POINTS** you have just dealt to the Orc and continue combat.

If you wish to close the door quietly, then go to section 11.

426

If you were defeated in your opponent's sleeping chamber, then go to section 363.

Otherwise, you come round to find the cheers of the crowd in your ears and your opponent's sword at your throat.

The Firelord, standing in his box, is holding his hand straight out before him, deciding whether you will live or die.

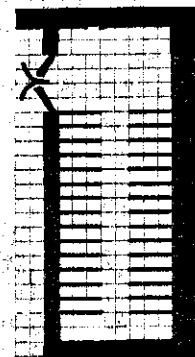
Throw two dice. If the number you throw is even, then go to section 195. If the number you throw is odd, then go to section 287.

427

Throw against your **AGILITY**. If you fail, take 1 **DAMAGE POINT** and go to section 357.

If you are successful, then you manage to open the trap-door and climb through. The trap-door closes behind you. Go to section 394.

428



The door opens easily and you quickly pull it closed behind you. You find yourself in a large room with two rows of horse stalls running along the eastern and western walls. Most of the stalls are occupied, and some of the horses snort gently as you enter.

There are two large double doors in the northern end of the western wall which lead out into a large courtyard, and near the doors at the northern end of the room are stored the horses' saddles and harnesses. At the southern end of the stables is a pile of hay and fodder.

If you wish to go through the western doors into the courtyard, then go to section 115.

If you wish to search the horse stalls, then go to section 496.

If you wish to search the saddles, then go to section 3.

If you wish to search for secret doors, then go to section 45.

If you wish to sleep in the straw at the southern end of the room and so regain some lost power points, then make a note of this section number and go to section 271.

If you wish to release the horses and drive them into the courtyard so that you can slip past the guards under cover of the disturbance they make, then go to section 164.

429



You are standing at the bottom of a spiral staircase. A narrow roughly hewn passage with droplets of water running down the walls leads away from the stairs. The passage goes east for a short way before turning south.

If you wish to go up the staircase, then go to section 308.

If you wish to follow the passage eastwards, then go to section 97.

430

The Death Guards lie sprawled upon the floor. Removing one of their helms, you see that they were Zombies!!

Each of the Zombies wears chain-mail armour and carries a shield and long sword, though neither has any treasure. If you wish to take any of their weapons or armour note them down on your *Character Log*.

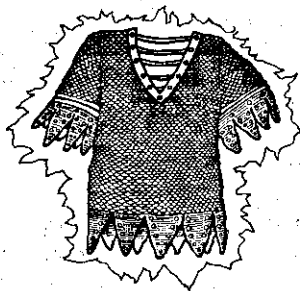
Return to the section whose number you last noted.

431

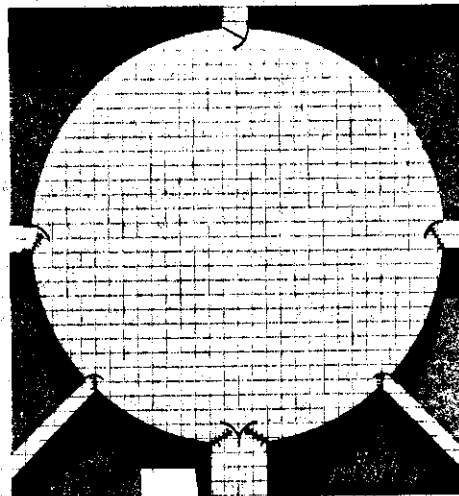
The dragon awakes, and says, 'Pass, servant of Farak!'

If you wish to go to the south-east exit, then go to section 177.

If you wish to go to the north-west exit, then go to section 17.



432



You are standing in an arena, rough sand beneath your feet. Tiers of seats surround the main area, separated from the arena floor by a high wall, and you can see a large, richly decorated box to the south. There are doors in the arena wall, to the north, east, west, south-east, south-west and south. From the south door you can hear muffled voices speaking in the harsh tongue of the Orcs.

If you wish to go to the south door, then go to section 18.

If you wish to go to one of the other doors, then go to section 100.

If you wish to climb the arena walls to the seating area, then go to section 124.

433

Throw against your **AGILITY**.

If you fail, you are found by an Orc guard - go to section 288.

If you succeed, then you manage to hide and remain undetected while the wagon is moved through the double gates in the grim, forboding cliff face ... Go to section 242.

434

The door in the western wall opens and in walk four Orcs in chain-mail searching the room!

If you wish to hide from the Orcs, then go to section 67.

If you wish to attack the Orcs, then make a note of this section and go to section 451.

If you wish to cast a spell, then write down its name and go to section 99.

If you return to this section after defeating the Orcs, you find that each wears chain-mail armour and carries a long sword. Between them, their purses yield 19 gold pieces. They also have a stores key and a gate key in their possession. If you wish to take any of these items, then make a note of them on your *Character Log*.

Go to section 242.

435



You are fleeing westwards down a stone passage. Behind you, the sounds of pursuit are getting nearer.

There are four doors in the walls of this passage, two to the south and two to the north.

If you wish to hide by rushing through one of the southern doors, then go to section 344.

If you wish to hide by rushing through one of the northern doors, then go to section 390.

If you wish to carry on fleeing westwards, then go to section 452.

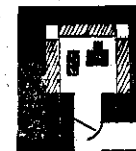
If you wish to turn and attack your pursuers, then go to section 158.

436

If you have seen the words 'Vigilance or Death' carved anywhere, then you find no secret doors - go to section 401.

Otherwise, go to section 16.

437



As the last skeleton hits the floor, you notice that this room is a library, with one exit to the south.

There are two tables in the room. On one is a scroll describing how to summon a Fire-demon from the Realms of Flame and bind it to service using an amulet in the shape of an upraised hand bathed in fire. The tract finishes by saying the Fire-demon will obey anyone who has the amulet in his possession so long as he knows the Word of Power needed to activate it.

On the other table are two flasks, one of silver and one black iron.

If you wish to leave the room, then go to section 332.

Otherwise, make a note of this section number.

If you wish to sleep here, then go to section 388.

If you wish to examine the contents of the black flask, then go to section 313.

If you wish to examine the contents of the silver flask, then go to section 471.

438

ATTACK spells (except REPEL UNDEAD) and HEALING will work as normal. Go to section 461 to determine the results.

MISCELLANEOUS spells have no effect on this situation. Go to section 461 and continue combat.

If you cast INVISIBILITY to escape Malgar, then go to section 323, if you cast it for another purpose, then go to section 461 and continue combat.

FOOTSTEPS will only work if you are already invisible. If this is the case, then go to section 366.

Otherwise, go to section 461 and continue combat.

439

MISCELLANEOUS spells, FOOTSTEPS and REPEL UNDEAD will have no effect on this situation. Go to section 347 and continue combat.

Other DEFENSIVE or ATTACK spells work as normal. Return to section 347 to determine their effect and/or continue combat.

440

Throw two dice.

If the score is even, then go to section 2.

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

441

You hear the Orc's footsteps receding down the passage, then the whole area is silent.

If you wish to cast a SESAME spell to open the door, then go to section 86.

If you wish to try ramming the door down, then make a note of this section number and go to section 126.

If you return from section 126, then go to section 86.

If you decide to await events, then go to section 326.

442

You cross the river easily.

If you were going to the north bank, then go to section 188.

If you were going to the south bank, then go to section 459.

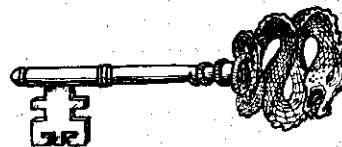
443

Suddenly, you find yourself in a room full of hysterical slave-girls. Their screaming attracts the attention of a horde of Orcs, who burst in from both entrances. Go to section 318.

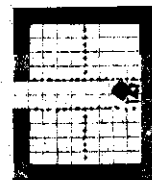
444

You manage to get the keys without the Jailer noticing. He leaves and the door locks behind him. Make a note of 'arena keys' on your *Character Log*.

Patiently, you wait for a full hour before all is quiet, then gently you unlock the door ... Go to section 409.



445



In the passage which runs between the two pairs of cells, you find a loose flag in the stone floor. You remove it to reveal an iron ladder fixed to the west side of a shaft going down.

If you wish to go down the ladder, then go to section 480.

Otherwise, go to section 325.

446

Throw against your AGILITY.

If you fail, then you accidentally kick a metal bucket as you head for the staircase - go to section 232.

If you succeed, then go to section 494.

447

Your quick reactions enable you to grab the edge of the pit before you fall. You pause for a moment, praising your luck, as one of your weapons falls into the blackness (make a note of this on your *Character Log*).

You manage to climb out of the pit without dropping anything else. Return to the section whose number you last noted.

Grogarak catches the amulet. 'A wise decision little friend,' he laughs demonically. 'But wait,' he gloats, fondling the amulet, 'Farak still lives!'

Grogarak points to one of the pentagram's corners, which immediately bursts into flames. Fire slowly consumes the lines of the pentagram leaving no trace of the design in its wake.

'Farak!' he booms, pointing before him. 'Obey my summons.'

Farak magically appears at the spot designated, his face pale with terror, as Grogarak grabs him in one of his gigantic claws.

'I am returning to the Realms of Flame,' says the Demon silkily, 'and have decided to take you with me so you can repay the many services I have done you over the years!'

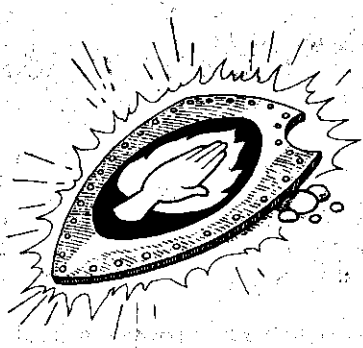
Grogarak's hideous laughter and Farak's cries of horror merge into a demonic cacophony as the throne falls away from the wall, the crystal shatters, and the views on the walls disappear.

Where the throne used to stand you can see a shimmering image of a merchant's parlour as though through a mirror.

Grogarak and his screaming captive sink slowly into the floor, which cracks as flames engulf them. Through the cracks molten lava appears in an ever increasing stream.

If you wish to flee, then go to section 69.

If you wish to examine the mirror where the throne used to be, then go to section 301.



449

If you cast your spell in the arena, then make a note of this section and go to section 462.

Otherwise -

ATTACK spells: all except **REPEL UNDEAD** will work as normal, return to section 241 to determine results and continue combat.

DEFENSIVE spells: **INVISIBILITY** will add only 1 to your **DEFENCE BONUS** due to the lion's keen senses. Return to section 241 and continue combat.

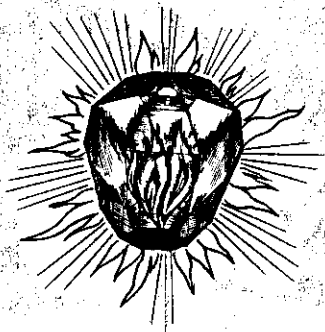
FOOTSTEPS will work only if you are already invisible. If this is the case, then the lion runs off in pursuit of your magical noises - go to section 172. Otherwise, return to section 241 and continue combat.

HEALING will work as normal, return to section 241 and continue combat.

MISCELLANEOUS spells: **FLOAT** and **LIGHT** will have no effect on the situation, return to section 241 and continue combat.

SESAME will open both the door to the arena and a trap-door in the ceiling if they are not open already. Return to section 241 and continue combat.

FLYFEET will enable you to climb the wall, but you will take 4 **DAMAGE POINTS** as you do so. If you fell into this room through the trap-door, or the trap-door has been opened by a **SESAME** spell, then go to section 19. Otherwise, the spell wears off before you can find and open the trap-door. Return to section 241 and continue combat at Step 5.



450

You give your name to the old man, and tell him that you are trying to destroy the source of the Firelord's power. When you have finished your tale, he looks at you thoughtfully for a moment and then asks you if you have any food.

If you have food and wish to give some to the old man, then go to section 486.

If you have no food, or don't wish to part with any, then go to section 25.

451

FOUR ORC GUARDS each of which has:

STRENGTH POINTS 9 **AGILITY POINTS** 8

ATTACK BONUS 0 **DEFENCE BONUS** +2

DAMAGE POINTS 4 **POWER POINTS** 0

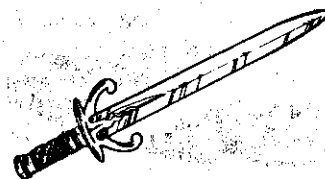
If you wish to cast a spell, then write down its name and go to section 487.

If you wish to flee, then go to section 158.

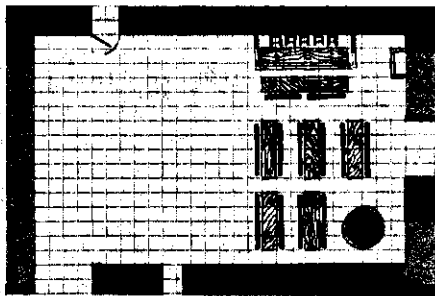
If you wish to surrender, then go to section 474.

If you defeat the Orcs, then return to the section whose number you last noted.

If you lose consciousness, then go to section 363.



452



You run into a huge cavern, obviously used as a great hall by the Orc tribe, though you don't have time to study the details. You do notice that there are five exits from the hall, but the sounds of a horde of pursuing Orcs come from the eastern exit and you discount this immediately. The remaining four avenues of escape are a narrow door in the northern wall, a narrow passage in the southern wall, a well in the south-east corner, and a wide passage (running south) in the south-west corner.

If you wish to go through the narrow door in the northern wall, then go to section 390.

If you wish to go down the narrow passage in the southern wall, then go to section 412.

If you wish to inspect the well, then go to section 350.

If you wish to flee down the passage in the south-west corner, then go to section 39.

If you wish to turn and attack your pursuers, then go to section 158.

If you wish to cast a spell, then write down its name and go to section 273.



453

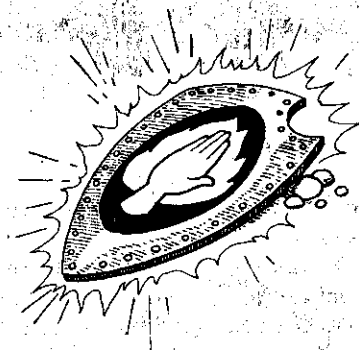
The Firesnake has (5) POWER POINTS. If he saves against your spell, then go to section 492.

Only the spells POWER BOLT, SLUMBER and HEALING will have any bearing upon this situation. If you have cast any of these spells, then go to section 419 to determine their results.

Otherwise, return to section 419 and continue combat.

454

You break the door open and rush headlong into the best furnished bedchamber you have ever seen. The most valuable treasures from the Firelord's many raids seem to be gathered here. By the side of the opulent four-poster bed is a table, upon which lies Farak's amulet - an upraised hand bathed in flame. Unfortunately, Farak is in the bed and you have just awakened him ... Go to section 258.



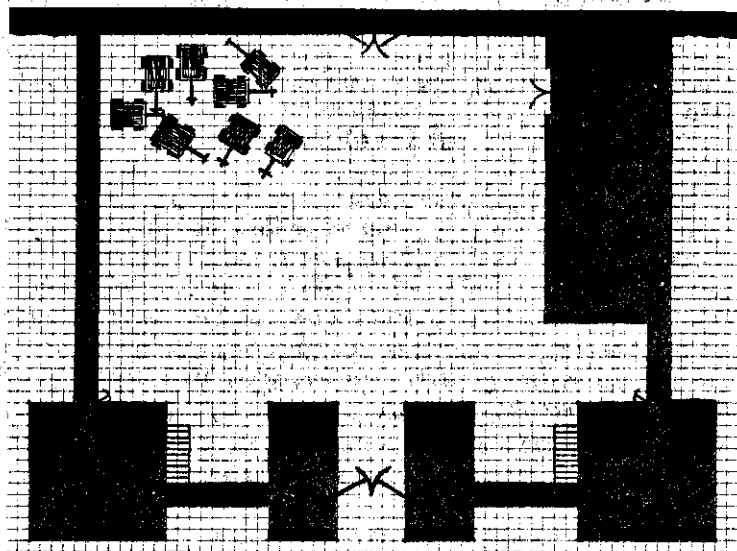
455

MISCELLANEOUS spells have no effect, go to section 54 and continue combat.

DEFENSIVE spells work as normal but the Gladiator's cries are answered ... Go to section 89.

ATTACK spells except for REPEL UNDEAD work as normal. Go to section 54 and continue combat.

If the Gladiator is still conscious he will attack you with redoubled fury, add 1 to both his DAMAGE POINTS and his ATTACK BONUS.



Throw against your **AGILITY**.

If you fail, then go to section 158.

If you succeed, then you reach the stables without being noticed. The doors are locked with a large padlock. On the opposite side of the courtyard, you can clearly see a group of wagons parked haphazardly in the north-west corner, while at the northern end of the courtyard two strong iron gates are set into the cliff face. Beside the gates, four Orcs are chatting idly while on guard duty.

If you wish to approach the gates in the cliff, then go to section 358.

If you wish to go to the wagon park, then go to section 422.

If you wish to go to the south end of the courtyard, then go to section 395.

If you wish to open the stable doors with a **SESAME** spell, then go to section 428.

If you wish to try opening the doors some other way, then go to section 464.

You are standing at the southern end of a passage which runs from north to south, in front of two large iron doors. Before the doors is a dozing Orc, and above his head you notice an alarm bell easily within his reach. On his belt he carries a large key.

To the north you can see a number of small doors in the western wall and a set of large double doors in the eastern wall.

If you wish to go north, then go to section 86.

Otherwise, make a note of this section number.

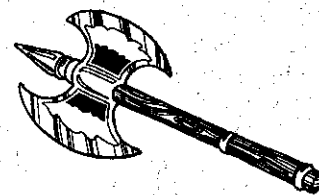
If you wish to cast a spell at the Orc, then write down its name and go to section 491.

If you wish to attack the Orc, then go to section 249.

If you wish to try stealing his key without waking him up, then go to section 38.

If you have returned to this section after defeating the Orc, you notice he is wearing leather armour, carries a short sword and has two gold pieces in his pouch in addition to the key on his belt. If you wish to take any of these items, then make a note of them on your *Character Log*.

Go to section 342.



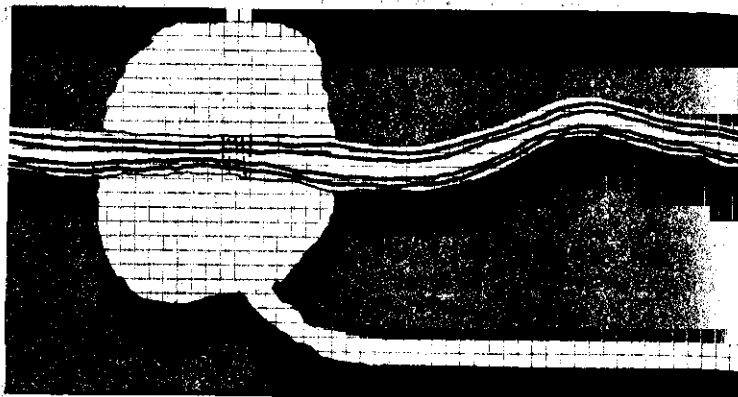
To your horror you realise that you have left it too late!! The pursuing Orcs are almost upon you and flight now would be futile.

If you wish to surrender, then go to section 363.

If you wish to fight the pursuing Orcs, then go to section 158.

If you wish to cast a spell, then write down its name and go to section 273.

459



You are standing on the south side of a river in a natural cavern which has stalactites dripping from its roof. The river runs through the middle of this cavern, flowing from west to east, and used to be bridged at this point. The bridge has long since rotted away, however, and its weed-covered remains lie on the river bottom.

A passage leads out of the cavern on this side of the river. It runs south for a short way before turning east. A similar passage can be seen on the opposite bank.

If you wish to go south down the passage, then go to section 228.

If you wish to sleep here to regain some lost **POWER POINTS**, then make a note of this section number and go to section 257.

If you wish to cast a spell, then make a note of this section, write down its name and go to section 299.

If you wish to swim across the river, then go to section 338.

If you wish to try leaping across the river, then go to section 373.

460

Throw against your **STRENGTH**.

If you are successful, then the door flies open - go to section 53.

If you fail, then take 2 **DAMAGE POINTS** due to your painful collision with the door and go to section 88.

461

MALGAR, the Orc chieftain:

STRENGTH POINTS 10 **AGILITY POINTS** 9

ATTACK BONUS +2 **DEFENCE BONUS** 0

DAMAGE POINTS 5 **POWER POINTS** 0

If you wish to cast a spell, then write down its name and go to section 438.

If you wish to flee, then go to section 323.

If you defeat Malgar, then go to section 343.

If you lose consciousness, then go to section 363.

462

If the spell was not **HEALING**, then go to section 116.

If you cast a **HEALING** spell, then throw against your **AGILITY**.

If you succeed, then the spell works as normal, return to the section whose number you last noted.

Otherwise, go to section 116.

463

You follow the passage and find that it ends at a small room with stone walls and a straw covered floor.

Suddenly, you hear a loud roar to your left, and turning you see a lion about to attack you. Go to section 241 and begin combat at Step 5.

464

If you have a courtyard key in your possession and wish to try this, then go to section 428.

If you wish to ram the door down, then go to section 158.

If you wish to do something other than the above, then go to section 456 (WITHOUT having to throw against your **AGILITY**) and choose another option.



465



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

The door is locked.

If you wish to go down the stairs, then go to section 396.

If you wish to try a key in the door, then go to section 374.

If you wish to try ramming the door down, then go to section 408.

If you wish to cast a SESAME spell to open the door, then go to section 493.

466



You are standing at the northern end of a passage which runs from north to south. To the south the passage leads to the dragon's cavern, while before you to the north is a circular chamber. The walls and floor of this chamber are of polished black marble. The walls are decorated with cabalistic symbols and a large copper pentagram is inlaid into the centre of the floor. Against the eastern wall three stone steps lead up to a golden throne set up on a raised dais. Between the dais and the pentagram a spherical, smoky white crystal stands upon a golden tripod.

If you wish to enter this chamber, then go to section 59.
If you wish to go south down the passage, then go to section 17.

467

You are standing by the southern exit of the arena. It consists of two gates of latticed iron strips. Crouching by the side of the gates and peering through the grille, you can see two Orcs sitting on a bench chatting together.

If you wish to go to one of the other doors, then go to section 100.

If you wish to try to open the gates without the Orcs noticing, then go to section 191.

If you wish to cast a spell at the Orcs, then write down its name and go to section 71.

468

Before the end of the day, the captain of the Orcs guarding the main gate of the courtyard comes toward you flanked by two of his subordinates. At his signal, they pounce upon you and bind you tightly with ropes before you can react to this unexpected move.

'You've not been very good at this job, have you milad?' the captain says gloatingly. 'I hope that you perform better in the arena!'

He and his guards guffaw uproariously as you are struck from behind and lose consciousness ... Go to section 139.

469

Throw one dice.

If you threw a 1 or a 2, then go to section 121.

If you threw a 3 or a 4, then go to section 89.

If you threw a 5 or a 6, then go to section 144.

470



You are standing at a T-junction where a passage running from north to south is met by another passage from the west.

In the eastern wall of the north-south passage are two spy-holes from which the western passage can be observed. Looking carefully through one of these spy-holes, you can see a small guardroom at the other side, in which an Orc in chain-mail sits whittling a piece of wood.

If you wish to go north, then go to section 150.

If you wish to go south, then go to section 256.

If you wish to go west, then go to section 410.

If you wish to cast a spell at the Orc, then write down its name and go to section 58.

471

The liquid in this flask is sweet and refreshing. Almost immediately, however, your vision blurs and you sink to the ground unconscious ... Go to section 363.

472

You have your sword at your opponent's throat and look up at the Firelord's box to see his decision. You notice that the Firelord's cronies all seem very happy at your success.

The Firelord points his thumb to the ground. 'Kill the dog, he has lost me a fortune in bets,' booms the Firelord.

If you wish to refuse, then go to section 77.

If you wish to kill your opponent as the Firelord commands, then go to section 112.

473



You are standing at the north end of a passage that runs from north to south. In front of you is a comfortable box having a fine view of the arena below. In the western wall of the passage is an alcove containing a small iron wheel set into the wall. Examining this wheel, you find that it turns only one way.

If you wish to enter the box, then go to section 225.

If you wish to turn the wheel before going south down the passage, then go to section 117.

If you wish to go south down the passage without turning the wheel, then go to section 61.



474

You are hit on the head and lose consciousness.
Go to section 363.

475

If you have killed Malgar, go to section 271.
Otherwise, go to section 165.

476

Go to section 338.

477

Because of their method of construction, neither of these doors can be forced from within the room itself, and you will have to cast a **SESAME** spell to open each door.

If you wish to tell the girls you will have to sleep before you are able to free them, then make a note of this section and go to section 271.

The girls plead with you once more to release them, and you open the eastern door so that they can escape (deduct 2 **POWER POINTS** from your *Character Log*).

If you wish to follow the girls out of the eastern door, then go to section 420.

If you wish to cast a further **SESAME** spell and go out of the northern door (deducting a further 2 **POWER POINTS**), then go to section 120.

478

The sword is magical! When you use it, it will add 1 to your **ATTACK BONUS**. Also its wounds have a value of 5 **DAMAGE POINTS**, rather than the usual 4 with a long sword. Make a note of this sword on your *Character Log*. (The addition to your **ATTACK BONUS** is not affected by loss of **STRENGTH POINTS**.)

Return to the section whose number you last noted.



479

You seem to get the keys without the Jailer noticing. You sit on your bed feeling very pleased with yourself and wait for things to quieten down...

After a few minutes you hear the sound of many iron-shod feet, the door opens and the Jailer enters followed by ten Orcs. Angrily he points at you and tells them that you have stolen his keys. The Orcs quickly overpower you and take you before the Firelord - go to section 363.

480



You are standing in a narrow passage which runs from north to south at the bottom of a rusty iron ladder set into the western wall. Droplets of water can be seen running down the passage's rough hewn rock walls. At the top of the ladder is a trap-door. To the north and south the passage meets similar passages running east to west, at a T-junction to the south and a crossroads to the north.

If you wish to go north, then go to section 228.

If you wish to go south, then go to section 193.

If you wish to climb the ladder and go through the trap-door above it, then go to section 325.

481

Throw against your **AGILITY**.

If you fail, then you make a noise which disturbs two of the Orcs, both of whom leap to the attack - go to section 232.

If you succeed, then go to section 26.

482

GUARDIAN CHEST:

STRENGTHPOINTS 6 AGILITYPOINTS 6

ATTACK BONUS 0 DEFENCEBONUS 0

DAMAGEPOINTS 3 POWERPOINTS 0

If you wish to flee, then go to section 27.

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

If you are defeated by the chest, then go to section 321.

If you defeat the chest and if Malgar is dead, return to the section whose number you last noted.

Otherwise, your battle with the chest has attracted Malgar's attention and given him time to don his armour. Go to section 461 but add 3 to Malgar's DEFENCE BONUS (for the armour). Begin combat at Step 5.

483

As you approach the door, you hear that there is someone singing a quiet lullaby behind it.

If you wish to try the door, then go to section 28.

Otherwise, return to the section whose number you last noted.

484

The Demon stares at you contemptuously. 'Think you that I would bind myself willingly, worm?' he booms. He raises his head, and his hideous laughter echoes from the walls of the chamber. You find yourself drawn towards the Demon's eyes against your will, your legs carrying you to him of their own accord ... Go to section 161.

485

The only place to flee is the arena. Go to section 393.

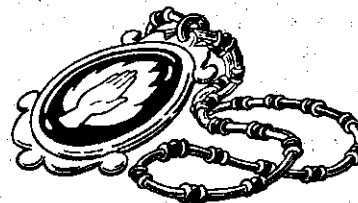
486

Greedily, the old man grabs the food you offer. He is obviously extremely hungry, and you find that all your food has gone before he is satisfied. Make a note of this on your *Character Log*.

When he is finished, he tells you he is a former servant of the Firelord who tried to usurp his power for himself. Unfortunately, he was caught and has spent the past six years in this dungeon.

'The source of the Firelord's power,' he tells you, 'is to be found in the caverns beneath the fortress, but to control it you will need the magical amulet that the Firelord wears around his neck at all times.'

The old man thanks you for the food and pushes back the stone-go to the section whose number you last noted.



487

HEALING and all ATTACK spells except REPEL UNDEAD will work as normal - go to section 451 to determine the result.

MISCELLANEOUS spells will have no bearing on this situation, go to section 451 and continue combat.

If you are at the iron gates and cast INVISIBILITY to creep past the guards, then go to section 187.

If you cast a FOOTSTEPS spell, this will work only if you are already invisible. If this is so, then the Orcs assume that you have run off and ignore you - go to section 141.

Otherwise, go to section 451 and continue combat.

488

You run into a room, closing the door behind you, and hide. Immediately, you hear the pursuing Orcs tramp past the door, and breathe a sigh of relief ... After waiting for some time all seems quiet and stealthily you emerge from your hiding place.

If you fled from the great hall, then go to section 290.

If you fled down the passage and through the first door you came to, then go to section 105.

If you fled down the passage and through the second door you came to, then go to section 169.

489



In front of you is a well-appointed room containing a bed, very clean sheets and a washbowl. The red-tiled floor is spotlessly clean. You surmise that it is the dwelling of a fighter in the arena. On the bed sits a well-muscled young man who looks up and says, 'What? Time for the arena already?'

If you wish to pose as a Jailer and tell him that you were just checking he was there as one of the fighters has escaped, then go to section 190.

If you wish to tell him that you are trying to escape and ask him if he wants to come with you, then go to section 294.

If you wish to tell him that you intend to try to destroy the Firelord's power and ask if he will aid you, then go to section 421.

490

Throw against your AGILITY.

If you fail, then the Orcs notice you and attack - go to section 44 and begin combat at Step 5.

If you succeed and wish to go to the staircase, then go to section 79.

If you succeed and wish to go to the trap-door, then go to section 114.

491

The Orc has 7 STRENGTH POINTS and 6 AGILITY POINTS. If he is still conscious after you have cast your spell, he wakes up angrily - go to section 288.

If the Orc is unconscious, you finish him off before he wakes up. Go to the section whose number you last noted.

492

You must save against magic.

If you are successful, then go to section 419 and continue combat.

If you fail, then go to section 119.

493



The door opens smoothly to reveal the most opulently furnished bedchamber you have ever seen, containing the most valuable treasures from the Firelord's many raids. An intricately carved four-poster bed in which you can see Farak deep in slumber dominates the room. On a table by his bedside you can see his amulet - an upraised hand bathed in flame.

There are two doors to this chamber, one in the eastern wall and one in the west.

If you wish to attack Farak, then go to section 23.

If you wish to cast a spell, then write down its name and go to section 64.

If you wish to creep across the room and grab the amulet, then go to section 167.

If you wish to close the door quietly and go back the way you came, then go to section 200.

494



You are standing halfway up a spiral staircase in front of a studded oaken door. The door isn't locked, and from behind it comes the sound of snoring.

If you wish to go up the stairs, then go to section 335.

If you wish to go down the stairs, then go to section 79.

If you wish to open the door, then go to section 377.

495

You find no secret doors, but do detect a trap-door in the roof.

If you wish to climb the wall to the trap-door, then go to section 43 (or if you wish to cast a FLYFEET spell, go to section 7).

If you wish to go down the passage, then go to section 432.

496

You find nothing of interest in the horse stalls.

Throw two dice.

If the score is odd, then go to section 428.

If the score is even, then an Orc guard disturbs your search and you must fight him. Make a note of this section number and go to section 249.

If you have returned to this section after defeating the Orc, then you notice he is wearing leather armour, carries a short sword and has two gold pieces in his purse. If you wish to take any of these items, then make a note of them on your *Character Log*.

Go to section 428.

497



You are standing at the northern end of a passage which runs from north to south. The passage ends in a large iron grille, securely padlocked. Before the grille sits a dozing Orc, and you notice he has a large key hanging from his belt.

If you wish to retrace your steps southwards down the passage, then go to section 159.

Otherwise, make a note of this section number.

If you wish to cast a spell at the Orc, then write down its name and go to section 491.

If you wish to attack the Orc, then go to section 249 and commence combat.

If you wish to try stealing the Orc's key without awakening him, then go to section 118.

If you have returned to this section after defeating the Orc, then you find that he is wearing leather armour, carries a long sword, has two gold pieces in his purse and, of course, the key at his belt. If you wish to take any of these items, then make a note of them on your *Character Log*.

Go to section 153.



498

The Orc Champion stumbles back into his room and sinks to the ground as you follow. He is wearing chain-mail armour, has a very fine long sword, and has 12 gold pieces in his purse. If you wish to take any of the above items, then make a note of them on your *Character Log*.

If you wish to take the sword, then make a note of this section and go to section 478.

If you have finished with the Orc and his possessions, then go to section 6.

499

The Orc guard has 8 STRENGTH POINTS and 7 AGILITY POINTS. If he is still conscious after your spell is cast, then go to section 288.

Otherwise, you finish him off.

He is wearing a suit of leather armour and carries a short sword and two gold pieces.

If you wish to take any of these items, then make a note of them on your *Character Log*.

If you disguised yourself as a Wagon Driver before being captured, then go to section 209.

If you disguised yourself as a Scribe, then go to section 372.

500

Sipping at your wine, you look down the length of the banqueting hall at the multitude of boisterous guests. The Baron of Drakensfeld and the Count of Esgaron are holding a feast to celebrate the demise of the Firelord, and naturally, you are the guest of honour.

The Count, also sitting at the high table, pokes his elbow into your ribs, and you turn to address him once more. He arrived only this afternoon and has yet to hear your tale.

'Come on! Come on!' he says impatiently. 'What happened then?'

'Well, my Lord, we escaped from the mountain and the dragon flew north as I had commanded. Looking back, I could see smoke and ashes were billowing from the exit we had used, and that lava was beginning to flow out of the main entrance to the fortress - I fear that none inside could have escaped. Luckily, the dragon failed to notice this - otherwise it is unlikely I would have the pleasure of conversing with you now!

'After a short time we came upon a road, which I ordered the dragon to follow until I spied a merchant caravan travelling north. I commanded the dragon to set me down on the road some miles further on, so as not to frighten the horses, and then told him to return to the fortress and await me there. I trust that he had a warm reception!

'When the caravan approached, I begged the use of a horse. Luckily I knew one of the merchants, having travelled with him some weeks previously, and he lent me the horse which carried me here. I told him that I had been waylaid by brigands, thinking the Baron and yourself should be the first to learn that the Firelord was no longer with us.'

'And a good job too,' says the Count raising his goblet.

At this point, the Baron rises from his chair and calls for silence.

'I hereby confirm our young hero in his fiefs of Redmarsh and Winderby, formerly held by my treacherous brother Sir Roderick. May they bring happiness and contentment.'

The crowd cheers uproariously.

EPILOGUE

When the applause has died down, the Baron taps you on the shoulder and leans over to speak...

'Talking of brigands,' he says, 'I hear that some rapacious cut-throats have installed themselves in your castle and have begun ravaging the surrounding countryside. I WAS going to send some men-at-arms to root out these villains, but have urgent need for them elsewhere. Now that you yourself are back, of course, I'm sure that we shall soon hear no more of these MARAUDERS AT REDMARSH!!'

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| STRENGTH POINTS | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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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