

Skyfall *Game System*

CHARACTERISTICS

EXPERTISE (E): Initial E is always 12. No limits to the level to which E score can rise or fall.

VITALITY (V): Initial V is always 20. May not rise beyond this and Death occurs if it falls to

zero.
FORTUNE (F): Initial F is $10 + 3H - T$.

Use of the Coins

Examples:

2H Toss 2 coins, count the heads

3T Toss 3 coins, count the tails

4H-T Toss 4 coins, count heads and deduct tails

E+4H Toss 4 coins, count heads and add that number to your E score

10+4H-T Toss 4 coins, count heads and add that number to 10. Deduct number of tails for your answer.

Combat Resolution

- * If SURPRISE is involved, subtract 3T from the defender's E score.
- * Toss E + 4H for yourself, and E + 4H for your opponent. Winner subtracts appropriate Damage points from opponent's V score. You may use FORTUNE.
- * Combat continues until one character's V score reaches 0.
- * FORTUNE: In combat, you may give up to 1 F point to add 1 point to the Damage you inflict. Or you may use 1 F point to reduce Damage suffered.

Provisions

Food: Eat one meal per day to add 4 to your V score.

Healing: 3 draughts. Each adds 8 to your V score. (Cannot be used during combat.)

THE LEGENDS OF SKYFALL

Mine of Torments

The planet of Skyfall is a dangerous place for the humans who live there. Vast areas of this strange planet still lie unexplored, and unknown tribes and fantastic creatures inhabit its depths. The rich and fertile kingdom of Delta is bound by sea to the south, desolate ice-fields to the north and the wastes of the Groaning Desert to the west. On its eastern borders lie the Morn Mountains, rich in gems and precious ores.

You are a young Deltan adventurer seeking your fortune where you can find it. An invitation from your uncle takes you to the mineworkings near Crystal Peak and launches you on a difficult and dangerous mission, in which you must face forces of unimaginable power and magic . . .

In this *Skyfall* series of Advanced Fantasy Gamebooks, you must immerse yourself in the exciting world of your character. If you can reason logically from the information revealed at each new encounter, you will greatly improve your chances of success.

No dice-rolling is needed to play this Gamebook. Instead a unique, quick and convenient game system has been devised, using the heads and tails of coins.

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

About the author

David Tant was among the first people to play *Advanced Dungeons & Dragons* when the game first arrived in the UK (his highest level characters include a master thief, born in 1978, and a patriarch called Hopeless who is a year younger). The adventures in his *Skyfall* books have been developed from those he has run for his group of fantasy game-playing friends over the years. He also acts as a referee at *D & D* competitions, and from Mondays to Fridays he is the sub-manager of a South London bank.

Also available in this series

THE LEGENDS OF SKYFALL

- 1 Monsters of the Marsh
- 2 The Black Pyramid

David Tant



Mine of Torments

Illustrated by

Richard Dunn

Map drawn by

David Angus



Contents

For my parents,
Rose and Bill,
with love

SKYFALL	7
The Skyfall Game System	11
Hints on Play	19
Mind of Torments	23

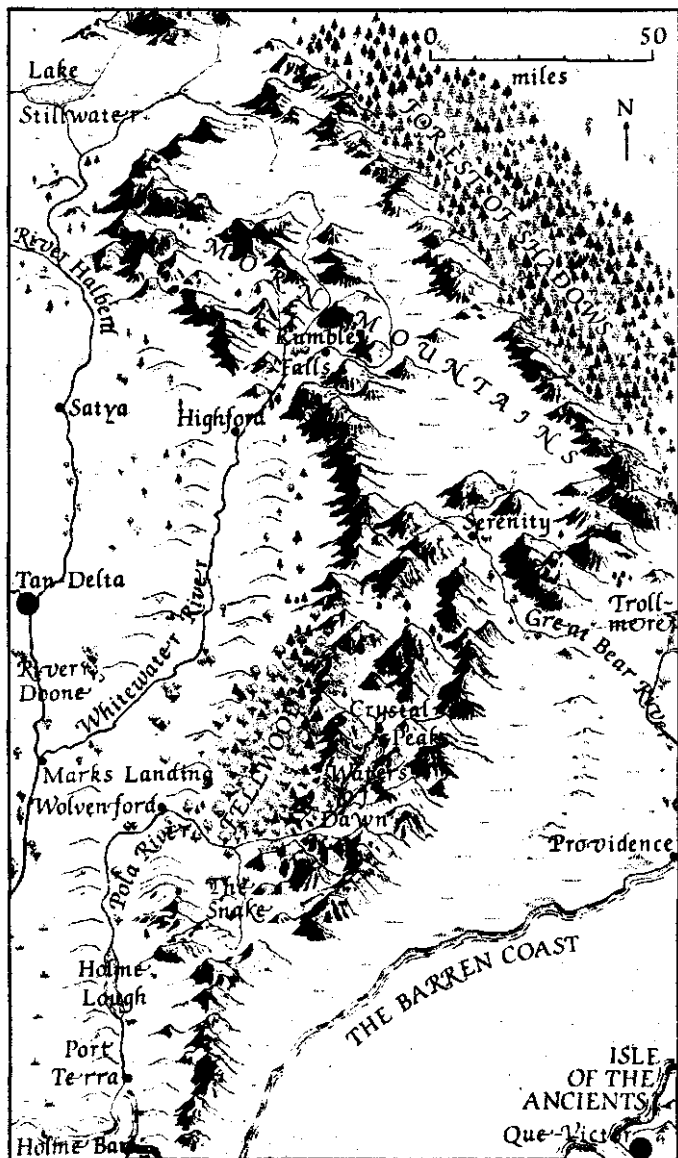
Mine of Torments was first
published in 1985 in Armada
by Fontana Paperbacks,
8 Grafton Street,
London W1X3LA

© David Tant 1985

Printed in Great Britain by
William Collins Sons & Co Ltd Glasgow

Conditions of Sale

This book is sold subject to the condition
that it shall not, by way of trade or otherwise,
be lent, re-sold, hired out or otherwise circulated
without the publisher's prior consent in any form of
binding or cover other than that in which it is
published and without a similar condition
including this condition being imposed
on the subsequent purchaser.



Skyfall

The kingdom of Delta is the setting for all the adventures in this series. It lies in the northern hemisphere of a planet far from our own where refugees from an exhausted and ravaged Terra survived the crash-landing of their colony ship thousands of years ago. They named the planet Skyfall, but although some Terran names survive, no one now remembers their origins.

The humans are not alone on Skyfall, although they have multiplied until they now outnumber the other intelligent races. Some of these live in peace and harmony with men, while others are distinctly antagonistic. Almost all science has been lost over the centuries, but Magic has developed to take its place. And Magic, in Delta, is of three types.

Arcane magic, the most spectacular, is learned at great personal cost by Magicians, Sorcerers, Warlocks and Necromancers who undertake a life-long search for knowledge. Although many settle for a living by entertaining the public with simple illusions and harmless spells, a few survive the perils of meddling with the occult to master spells that make even Kings tremble at their power.

Clerical magic, mainly of the healing and supportive

The Eastern Mountains of the Kingdom of Delta.

type, is practised by priests and bishops of the various religions flourishing amongst the human and non-human inhabitants. The village priest combines the duties of spiritual leader and doctor.

Druidical magic is quite rare and its proponents tend to live in the depths of the forests or similar lonely areas. The Druids have amazing powers over animals and all types of plants, including crops, and are fiercely protective of them.

Although the human colonists brought the flora and fauna of Terra with them, many species could not survive on Skyfall and are now extinct. In some cases, however, local plants and animals have been given Terran names due to some real or imagined similarity to the original. Of the forest trees, only the oak, ash and holly flourish on Skyfall, and are accorded considerable reverence by the Druids as a result. One notable difference between Skyfall and Terra is the absence of a moon. Nights, as a result, are dark and fearsome times when wise folk stay indoors or close to a camp-fire. There are no tides, and winds and weather are stable and predictable.

Delta is a rich and fertile country, bordered by mountains to east and west, the Sea of Storms to the south and, a few hundred miles to the north, by the great icefields. Other settled regions lie mainly across the sea, but there are civilized countries beyond the lands of the Barbarians to the east and some hundreds of miles to the west, across the Great Void Desert. The area between Lake Fraki and the icefields is mainly tundra, roamed by animals and non-human tribes of low intelligence. Much of the wealth of Delta comes

from the valuable minerals found in the Morn Mountains. Precious stones are mined by the shy, secretive Gnomes in the North; the Dwarves have a number of gold mines around Serenity, and the human miners have concentrated around Crystal Peak, where silver can be found. Almost all the ores are taken to the foundries at Rumble Falls, and thence well-guarded wagon trains carry the ingots and gems to the Royal Treasury at Tan-Delta.

There is still a little trade for the ancient Dwarfsmiths at Wolvenford, and old legends tell of lost deposits of still more valuable minerals in the trackless mountain fastnesses South of the Waters of Dawn.

The Skyfall Game System

If you have played *Monsters of The Marsh* or *The Black Pyramid* you will be familiar with the Skyfall coin-tossing game system and can skip this section. If you haven't, read on:

In this adventure book you are the leading character - a brave, seasoned adventurer, in a fantasy world. You will take the decisions; you will fight the evil adversaries and will create your own story, or rather stories, as you can work through this book many times. No two stories will be the same, as even if you make the same decisions each time, luck will play its part.

No special equipment is needed - just a pencil and a coin. Any type of coin will do so long as it has a 'head' and a 'tail'.

Use of the Coin

At numerous points throughout the book you will need a coin to help resolve the outcome of a particular situation. A simple formula will tell you what is to be done. Here are some examples:

2H means 'toss the coin *twice* and count the number of heads'. (0,1 or 2)

3T means 'toss the coin *three* times and count the number of tails'. (0, 1, 2 or 3)

4H-T means 'toss the coin *four* times, count the number of heads and *deduct* the number of tails'.

(The resulting number could be anything from +4 to -4)

Usually the result of coin-tossing will modify another score, for instance:

E+4H means 'toss the coin four times, count the number of heads and add that number to your Expertise score'.

10+4H—T means 'toss the coin four times; count the number of heads and add that number to 10, then subtract the number of tails for your answer' (the result here could be 6, 8, 10, 12 or 14).

A bit of practice will soon make you completely familiar with the system.

Some people are quite expert at tossing a coin and can frequently produce either heads or tails as required. The idea, of course, is to introduce a random element and, particularly when the coin needs to be tossed three or four times, you may find it better to shake the appropriate number of coins in your closed hand, then open your fingers to reveal the result. (This may also save losing the coin or attracting curious glances if you are reading the book in a public place!)

Character Sheet

The Character Sheet is used during the adventure to record changes in your three Characteristic Scores (see

below), additional weapons and other items you may find, how much food and drink you are carrying and so forth. You may use the Character Sheet provided inside the back cover (in which case use a soft pencil so that the page can be used more than once), copy that sheet on to a separate piece of paper or photocopy the Character Sheet.

Your Character Sheet should, at a glance, tell you exactly what your Scores are at any given time, what your character is carrying, what weapons, etc. you can use, how much food and drink you have left and how many potions are available. Make sure you keep it up to date.

You may also need a blank sheet of paper for mapping purposes (squared paper is even better). This will be especially helpful if you have a maze type of area to explore.

Characteristics

You start your adventure with three 'Characteristic Scores' and these scores, perhaps varied from time to time, stay with your character throughout your life.

EXPERTISE (E): this mainly represents your skill in fighting with a sword or another weapon, but can also represent your other 'skills of adventuring' - for instance, how well you climb walls of ropes.

Your initial E is always 12.

VITALITY (V): this mainly represents your physical fitness but can also be regarded as your stamina, determination or will-

power. Points of Damage done by an attacker are deducted from the defender's V total.

Your initial V is always 20.

FORTUNE (F): this mainly represents how fortunate you are in situations where luck can play a part, but can also govern your ability to avoid or withstand magical spells and effects.

Your initial F is 10 + 3H-T (i.e. 7, 9, 11 or 13)

Note that your V score, though it may change during your adventure, may never be greater than this initial value of 20. Your E and F scores may also change during the adventure, but in this case without limitation, dropping as low as 0 or rising well beyond 13. Your E can even drop below 0, but as F is normally used voluntarily, you may not 'overdraw' your Fortune by going below 0. Record all changes in your score, as soon as they occur, on your Character Sheet.

Combat

Inevitably, during your quest, you will have to fight evil creatures which oppose you or stand in your way. The combat procedure is very simple and runs in well-defined steps:

STEP 1: Is SURPRISE indicated in the text? If not, go straight to STEP 2. If so, 3T is subtracted from the defender's E score (the defender is the one being surprised!) for the first round of combat. Then go to STEP 2.

STEP 2: Evaluate $E + 4H$ for yourself, then $E + 4H$ for your opponent. If your result is greater than your opponent's, go to STEP 3. If your opponent's result is greater than yours, go to STEP 4. If the two results are equal, ignore them and start STEP 2 again. (This procedure may occasionally be varied in the text if you are fighting a group of monsters.)

STEP 3: You have hit your opponent; you may either subtract your normal weapon damage from your opponent's V score, then go to STEP 5 or USE FORTUNE (see below) before going to STEP 5.

STEP 4: Your opponent has hit you; subtract the appropriate number of Damage Points (given in the text) from your V score and go to STEP 5 afterwards, though you may USE FORTUNE if you wish (see below).

STEP 5: If you or your opponent is dead, that is the end of the combat, otherwise return to STEP 2 and repeat the procedure. Each series of five steps represents one round of combat. As soon as your opponent's V score reaches 0, you have killed it and combat is over. If your V score reaches 0, your character is dead! Of course, you can always start again with a new one, and use the experience gained so far to make different decisions next time.

Weapon Damage

A dagger does 1 Point of Damage when it hits, and a sword 2 Points. Other weapons, and animals attacking with tooth and claw, will do damage as detailed in the text.

Using Fortune

At various points in the adventure you will be asked if you want to Use Fortune, perhaps to help you out of a nasty situation, and you may always (if you wish) Use Fortune every time STEP 3 or STEP 4 occurs in combat.

Other than in combat, Using Fortune requires you to subtract the stated number of points (perhaps modified by coin-tossing - see the individual instructions) from your current F score to achieve a particular result. In general, the easier the result you want, the smaller will be the loss in F points, whereas to bring about a really lucky turn of events will demand a large F point sacrifice. Specific cases will occur in the text - make your decision at the time.

Fortune in Combat: You can use Fortune every time combat reaches STEP 3 or STEP 4. In STEP 3 you can give up a Fortune point and add 1 to the damage you do, so that you can subtract an extra 1 point from your opponent's V score. You may only add 1 point in any round of combat.

In STEP 4 you can give up FORTUNE points to reduce the wound you have suffered, so that you can subtract 1 less from your own V score than is otherwise indicated, for each FORTUNE point so sacrificed. You may reduce your own wound as much as you like in this way.

Note that using FORTUNE either in combat or otherwise, is normally optional; if you decide not to use FORTUNE, so be it. However, occasionally you may have to Use Fortune to survive Magical effects in a particular situation.

Your F score can be very important - don't waste F points simply to hasten the demise of a weak creature which probably won't harm you anyway, but try to preserve them and build them up for the big occasion! You can gain F points during the adventure - but you will only discover how to do so by playing the game.

Equipment and Provisions

As noted on your Character Sheet, you always start an adventure with your Sword, a Dagger and a light leather backpack containing enough provisions (food and drink) for two days. You are also assumed to have certain mundane items in your possession - fifty feet of rope, some torches, flint, steel and tinderbox - and if any of these become of use to you, that use will be mentioned in the text. You may find other useful items along your journey; when finding one, note it on your Character Sheet if you intend to keep it, otherwise you must assume you forgot to take it along. Similarly, cross off any item which you lose, use up or break. Sometimes you will be given the opportunity to buy or hire the means to carry more supplies and equipment: canoe, pack-mule, etc. Again you will need to note your Character Sheet accordingly.

You may eat and drink at any time when the text gives you this option. If you do so, reduce your Provisions total by 1 and add 4 points to your current V score. You are not allowed to eat two or more meals at the same time to boost a low V score! For simplicity of record keeping, you are assumed to eat one main meal a day which allows this recovery.

Sometimes you will be travelling extended distances,

and the text will tell you how many hours you have taken to cover so many miles. If your journey lasts several days, you may only travel for fourteen hours in every twenty four and must spend the other ten hours resting, sleeping and attending to other personal needs which will include eating your one major meal with its consequent amendment to your Provisions and Vitality figures.

You also have three draughts of a Potion of Healing at the start of your adventure. One draught may be taken at any time (except during combat) and has the effect of adding 8 points to your current V score (though never increasing it to more than 20).

Hints on Play

This adventure book has been structured carefully to reward the thinking player and to penalise the careless. Each time you are presented with multiple choices, the choice you select should be a rational one, based on hints and clues you may have already obtained, common sense and your current V and F scores. If, for example, one choice permits you to divert from your path to fight a fearsome monster, you might be well advised to ignore this choice if your V and F score are currently low (on the other hand, if you are in good health and enjoy good fortune at the moment, the monster might have some rich treasure, including a useful magical item).

Preserve your Characteristic Scores carefully. If your current V score is low, try to find a resting place where you can safely eat and drink before you bump into an enemy. Use a draught of your Potion of Healing if you have to, but you start with only three draughts so they are very precious. Try to retain at least a reasonable F score at all times so that you have enough points to rescue you from an unexpected and dangerous situation. When thinking of using Fortune in Combat, don't forget that one F point is 'worth' much more than one V point; V points can be restored by food and drink or by potions, but restoring F points is not so easy. You

may be lucky enough to obtain them during the adventure but will nevertheless have much less control over them than V points, so guard F carefully and Use Fortune in Combat only in dire necessity.

This is a difficult and dangerous mission; you will be clever and fortunate indeed if you succeed on your first attempt. On your second (and maybe subsequent) attempt, use the experience and knowledge you gained earlier to help you. However, you may NOT use any equipment or items found on an earlier attempt as that will have been lost with your character. You start each adventure with just sword, dagger, backpack, provisions and three draughts of Potion.

If you are interrupted, or lose your place when tossing a coin or referring to your Character Sheet, you may find it pays either to use a bookmark or to keep a note of the paragraphs as you read them.

The description of Skyfall may give you some clues to assist your quest, and the map should also be helpful. Bear in mind, however, that you may be visiting places from which few have returned, so the map may not be accurate in details of little-known areas.

Mine of Torments

Introduction

'The whole project seems to be doomed,' sighs old Uncle Velic as he gloomily regards his stoup of ale. 'Now I think of it, I should have known it was too good to be true from the first.'

You murmur sympathetically as you gaze affectionately across the table in one of Crystal Peak's quieter taverns. For years your uncle has been urging you to spend a few weeks with him in the Morn Mountains, where he has been working his silver mine for almost forty years. Recently he wrote to you of an exciting discovery and urged you to come as soon as possible, but letters take some little time to deliver in Delta, and several weeks passed before you completed the long journey. And by the time you arrive, the situation has changed.

For some years the silver production from the mines around Crystal Peak has been falling. Most of the seams near the surface have been exhausted and, as the Dwarves traditionally avoid the area, the human miners need to dig longer, deeper tunnels at greater expense. As the long haul to the foundries at Rumble Falls also cuts deeply into the profits, the silver miners have found themselves in a declining industry.

The rediscovery of the legendary Mine of the Lost

Dwarves seemed to be the answer to their prayers, for this was a genuine Mithral mine. Mithral - the metal of the Gods - the material from which the Dwarfsmiths of old Wolvenford could fashion armour and weapons of fabulous strength and power. Were it not that such priceless artifacts still exist, in the possession of the rich and powerful, one would have thought it but a legend, for no Mithral has been mined for centuries.

A solitary traveller, lost in the mountains, discovered the overgrown entrance to a mine at the end of a blind canyon and brought some fist-sized rocks with the gleaming blue veins back to Crystal Peak with her. The excitement was tremendous, and plans to develop the discovery proceeded apace.

The mountains around the dark and forbidding tarn known as the Waters of Dawn are impassable for vehicles: only men on foot or with well-trained mules can hope to negotiate the tracks which wind along the narrow ledges of the often precipitous crags and chasms. For this reason the ore-wagons have to take the long road through the mountains northwards from Crystal Peak to Rumble Falls. The new mine, however, lies well to the South, only a few miles from the valley carved by the Pola River on its way down past Fellwood to Wolvenford, where there is still a Dwarven settlement. Carving a new road for the ore-wagons seemed no more than a formality.

Then the troubles started.

The first obstacle to the road came when workers from Wolvenford tried to erect a bridge over the Pola where it skirts the Southern verge of Fellwood. Whole trees,

felled the day before, would disappear overnight; trimmed logs would start sprouting branches and twigs again, and two tree-fellers disappeared completely. Not surprisingly, work almost stopped after this.

The next problem arose in a steep-sided valley leading from the canyon to the upper valley of the Pola. The first solitary travellers passing through experienced little difficulty, but later, larger parties encountered considerable dangers. Storms would arise within scant minutes, with hurricane-force winds and lashing rain or snow; the small stream carrying melt-water from the snowy peaks would develop great waves and come brawling over its banks to snatch at the legs of scrambling men and mules, and sudden avalanches of rocks, earth and mud would engulf the unwary.

Finally, the very mine itself became a place of dread. Even from the first, the miners had thought they saw occasional unexplained flickers of light far-off in the old tunnels, or heard supposedly distant cries where no-one could be found. Then one day a pair of exploring miners failed to return to the surface. A search party found one of them. . . . dead, and with a look of stark terror on his face. Of his companion there was no trace.

Others, of those few still brave enough to enter the mine, reported the eerie sounds increasing, and began to tell of apparitions appearing and beckoning to them. Work in the mine soon ceased altogether.

Velic thumps his empty mug back onto the scarred surface of the table and scowls impatiently at your own half-finished drink. 'So there we are,' he grumbles. 'A fortune in the ground but no-one brave enough to dig it

out and no way to get the ores out of the mountains even if there were.'

(You understand that all the miners protest that they, personally, are perfectly willing to enter the supposedly haunted mine: it is just that one miner alone can do nothing and none of the others will accompany them!)

The old man peers rather owlishly at you. 'You're an adventurer,' he points out accusingly, 'and no stranger to dangerous mysteries from what your father's recent letters tell me. Why don't you tackle this one?'

Perhaps the ale is stronger than you realize for, to your surprise, you hear your voice accept the challenge.

1

The first decision you have to take is... where to start.

Your uncle has mentioned three main areas where the problems occur: the mine itself, the steep-sided valley where the very elements seem hostile, and the site of the abortive attempt at bridge-building.

Reaching any of these will call for a hazardous and gruelling trek through the almost impassable terrain around the Waters of Dawn. The bridge site is about fifty miles from Crystal Peak, although the last thirty miles provide quite easy travelling along the banks of the Pola. The other two are some thirty miles away, quite close to each other, but as that route is entirely through the mountains any one of the three will take two days to reach.

You will not be travelling far from the haunts of men, however, and old Velic will supply a nimble-footed mule for you to ride, with a small tent, bed-roll and enough food for three days for both yourself and your mount. Fresh streams and springs are everywhere in the mountains, so water will not be a problem.

Please amend your Character Sheet appropriately, then

*If you head for the site of the intended bridge over the Pola, turn to **68**.*

*Or if you head for either of the other two locations, turn to **97**.*

2

A few hundred yards further on you come to a strange scene. The trees grow quite close together in this area but, in a small clearing amongst them is a single, quite aged tree with a great tangle of roots holding the trunk clear of the ground.

Somehow a large Timberwolf seems to have got itself caught in the space beneath, and the roots now act as the bars of its cage. The prisoner is sitting, howling dolefully at its plight.

If you decide to leave quickly, in case the howling attracts other wolves, turn to 273.

Should you decide this is a good chance to rid the world of one troublesome wolf, turn to 289.

Having decided against killing rabbits earlier, you may decide this is your day to be kind to dumb animals, and approach to see if you can release it. In this case turn to 305.

3

The bottom of the valley is perhaps a hundred feet wide, while the rocky sides slope steeply upwards to the plateau two hundred feet above. From the scree and heaps of boulders it is obvious that rock-slides are no rare event here.

The stream flows swiftly and noisily along the North side of the valley, leaving a reasonably flat strip of ground on its left which would make an easy route for wagons when a few large rocks and boulders were shifted.



A large timberwolf is caught in the space beneath

As you head downstream towards the west, you begin to feel vaguely uneasy. Although the air was still and the sky overcast before, now it seems to get a little darker, and a chill wind begins to blow along the valley from the west.

If you carry on to the west, turn to 58.

Should you change your mind, and make for the eastern end of the valley, turn to 74.

4

The next morning you strike camp and head off in the direction of the bridge-building site. Now you have lost the mule, you realize you will take two more days to reach your destination, but at least you were able to salvage your remaining two days' supply of food.

During the afternoon you descend through the foothills and eventually reach the outskirts of Fellwood, leaving the mountains behind.

Few humans visit this area. Those going to Crystal Peak almost always reach it from the north and those living in and around Wolvenford are mainly poor farmers with no time or inclination for exploring. Little is known about the forest therefore, although it is rumoured to be the home of some few sylvan humanoids such as Wood Elves and Brownies.

To your relief, it proves to be quite a pleasant place. The trees are mostly of a considerable size and spaced quite far apart and, although there are occasional thickets of bushes, the general impression is more of a cultivated wood than a wild forest.

Darkness comes a little early, as the trees shade most

of the sun's light, so you seek a site for the night's camp.

There do not seem to be any dead twigs or branches about, so. ...

If you decide to do without a fire, turn to 33.

If you decide to lop a few branches off the nearest tree, turn to 132.

5

Taking the left-hand valley, you plod on upwards following its course first south-east, then south, and eventually south-west. You make slow going as the snow comes above your knees with each step.

Some three miles from the fork you emerge from the valley on to a ledge which skirts the flank of a mountain with its higher slopes hidden in the clouds. The ledge is only five yards wide and the ground to your right slopes gently downwards towards a cliff-edge perhaps two hundred yards away. What lies beyond the cliff edge is obscured by a cloud of mist.

It is now almost dark, and you decide not to risk crossing the ledge before morning, but to make camp a few yards back down the valley.

If you still have the mule, you will be able to feed it and yourself, bed it down and seek the shelter of your tent. This will give you the normal restoration of Vitality Points as per the Game System.

Should you have lost the mule, you will have no tent, and must consult your Character Sheet to see if you

still have food left. If you do, you may take your meal, but without a fire to heat it will only recover 3 Vitality Points. And, without warmth or shelter during the night, you will lose 2 Vitality Points in any case.

*Please turn to **93** if you have the mule still, or **157** if you are alone.*

6

You decide that now you have finally reached the mine you had better see for yourself just what are the dangers.

The question is, do you wish to enter the mine alone, or would you prefer someone else to come along to show you the way.

*If you prefer no company, turn to **322**.*

*Should you decide there is no point in adding the chance of getting lost to the other dangers, and call for a volunteer guide, turn to **242**.*

7

The stream turns out not to be very deep. Even though you are sitting on the bottom your head is above the surface, and the body of the mule is close at hand.

Disconsolately, you drag it to the far bank, and struggle to remove the saddle and equipment strapped to it.

The Giant Goat could easily have pursued you into

the water, but has remained on the other side of the bridge. You begin to believe that possession of the bridge was its major concern.

By the time you have salvaged your food and equipment the Troll has made a re-appearance, wading upstream towards the bridge. Soon the two are joined in combat: the Troll fares no better than you, but being more stupid keeps trying until it is again killed.

This appears to satisfy the goat which trots across the by-now extremely rickety bridge and disappears after the first two.

Hoping that you will have no more trouble from that direction you follow.

*Please turn to **135**.*

8

At first the mule seems glad to be heading downhill, and its pace quickens noticeably. Then, as it nears the trees it slows, and shows signs of nervousness. When some twenty yards away, it comes to a full stop and stands trembling.

The trees grow close together, and the sheltered ground below has only a thin carpet of snow. You can see no sign of life, but cannot urge the mule forward. Dismounting, you try to coax it on under the trees, but it only trembles the more.

*If you try to pull it on down the slope, turn to **184**.*

*If you decide it may know best, you turn it about, remount and return to take the other fork. Please turn to **88**.*

9

Drawing a weapon, you charge towards the semi-circle of wolves, hoping to frighten them away with this show of aggression.

It doesn't work!

The five wolves lope forward, circling to come in from all sides at once, and you find yourself in a desperate battle.

Please turn to 41.

10

The valley is barely a hundred feet wide at the bottom, with rocky sides rising steeply to a plateau two hundred feet above. From the heaps of rubble it is apparent that rock slides are not uncommon.

A swift stream runs along the northern side of the valley, and as you have entered from the western end this is on your left. You head upstream over reasonably level ground, and can see that this should make quite an easy route for a wagon trail when some of the larger boulders are moved out of the way.

You reach the mid-point quite soon, with no difficulty, and can see that this narrow section is two miles long.

If you carry on towards the eastern end, turn to 26.

Should you, for some reason, decide to retrace your steps and return to the western end, then turn to 3.

11

The Yeti's attention is firmly fixed on its meal, and you manage to reach the stepping stones across the stream without calling attention to yourself. Once away from the fire, however, the cold really begins to bite, and you lose another Vitality Point.

If this kills you turn to **200**.

Possibly because you are shivering so violently, or perhaps because you cannot resist frequent glances over your shoulder, you find the crossing more difficult this time. Calculate $E + 4H$, and you will need a score of 16 or better to succeed. You may sacrifice Fortune Points to amend your score if necessary.

If you get across safely, turn to 27.

If you fail to reach the necessary score and fall in, turn to 43.

12

The rest of the frightened workers on the site are eager to grasp at this explanation. Your popularity disappears in a moment as they seize weapons and makeshift missiles to drive you from the camp. You have just time to grab your equipment as you run from the tent.

In the light from the constantly flickering lightning you see that the edge of the forest is lined with animals, mostly wolves and deer, but with a few bears, badgers and foxes. All sit regarding the camp, quite unmoved by the lightning which is confined to the camp-site itself.



The lighting is confined to the campsite itself

13-14

The only possible line of escape is across the river, and the shouting group of frightened workers are between you and the point where the boats are moored.

You have no choice but to swim, and should turn to 297.

13

Paddling back across the lake is not so easy today, as there is now quite a strong wind.

Calculate $E + 4H$. . . you will need a score of 14 to cross safely, but may use Fortune Points to modify your score if necessary.

If you fail, the makeshift raft will overturn, pitching you into the water, and you will be unable to climb back aboard as it is so unstable. The bitter cold of the lake waters will then bring about your death long before you can swim ashore, and you should turn to 200.

Assuming you cross safely, you can make your way back up through the wood, turning to 149.

14

Reaching the top of the cliff, you clamber over onto an extensive plateau which stretches away to the south for several miles. Although the ground is fairly flat, it is split by several wide, and probably deep fissures, so your momentary hope (that this might be a way to move the ore by avoiding the valley) is soon dashed.

The very cliff edge itself seems unsafe as in several

places the rock has crumbled away into the valley below.

Carefully testing the ground as you go, you make your way to the far end of the valley, which is nearly two miles long. After that it broadens out again, and resumes the same pleasant aspect as before.

Please turn to 30.

15

You urge the mule on across the bridge and are surprised to see the two goats a little further on, looking as though they are waiting for something. Looking back, you are disturbed to see an absolutely enormous goat on the other side of the bridge. It makes no attempt to follow you, and appears to be placidly waiting for something also.

Please turn to 23.

16

You are quite pleased to be moving downhill as the constant plodding through the deep snow had been very tiring. Soon you reach the trees, which grow quite close together, and beneath them only an inch or two of snow carpets the ground.

The valley is over two hundred yards wide here, and it could be difficult to keep a track of your direction were it not for the constant downward slope. You notice that the wood is strangely quiet, and pause for a few minutes, but no sound of bird or animal breaks the stillness.

After about an hour you emerge from the wood to find

yourself in a circular valley almost a mile across. You are on the wooded shore of a dark tarn and the still waters are ringed by tall cliffs to east, south and west.

Apart from the way you have come, the only other possible exit from the valley seems to lie in a narrow defile across the lake to the south.

Some hundred yards to your right you can see the ruins of a log hut.

If you make your way back through the woods, turn to 104.

If you plunge into the lake and try to swim across to the defile, turn to 120.

Should you decide to investigate the ruined hut, turn to 136.

If you decide to build a raft, turn to 168.

17

You draw a weapon and advance to protect your mule from the Yeti, which has Expertise 12, Vitality 14 and can do 2 Points of Damage with its long claws.

Additionally, however, the gaze from its glaring eyes can have a terrifying effect at close quarters. If it manages to hit you there is a danger you will look into the eyes and become paralysed with fear. In order to withstand this you must sacrifice 1 Fortune Point every time it hits you. If you cannot, the adventure will be over for you will know no more.

Should you be conducting this fight in your underwear, having removed your outer garments to dry around the fire, your own Expertise will be reduced by 1 Point for

18-19

the course of this combat, to reflect your greater vulnerability.

If you kill the Yeti, turn to 81.

Otherwise, you will have to turn to 200.

18

Whichever weapon you used to strike the Earth Elemental will have shattered on impact. You must delete it from your Character Sheet as it will now be useless.

It is apparent that you have no weapon with which to fight these powerful beings and trying to force your way past them can only result in your death.

You will have to return to the east, and must turn to 186.

19

As you stand near the cliff edge, with nightfall perhaps four hours away, you have a number of options open to you.

The mining settlement should only be four or five miles away. You should have time to descend the cliff and arrive there before dark if nothing happens to delay you.

If you descend the cliff at the western end of the narrow valley, you should turn to 110.

Should you decide to descend at the eastern end, then turn to 126.

You may decide to stay up here all night. There are a few stunted bushes here and there on the plateau

20-21

which could be used to feed a campfire, and if you settle on this course, turn to 94.

20

So, somehow you have managed to score 60 Points of Damage on a creature with an Expertise considerably higher than your own. How remarkable!

In the light of such good fortune, it seems superfluous to reward your success with further Fortune Points. You may take any Potions and have your end-of-day meal, however, and amend your Character Sheet accordingly.

Well, you have plenty of firewood now. The Timberling seems to have been alone, and you spend a peaceful night by your campfire.

Please turn to 151.

21

By the time you reach the far side of the lake you are cold and cramped from the awkward position you were forced to adopt on the improvised raft. Night is not far off, and as you cannot contemplate a return journey in the dark you will have to find somewhere here to spend the hours of darkness.

You are able to land at the entrance to the narrow defile, and pull the door up on to some rocks to prevent it drifting away. Only a few feet wide, the defile has a stream running down its centre to enter the lake, and to your surprise the stream is warm, with steam rising into the air. The roaring sound is now quite loud.

If you wish to enter the defile and proceed further in the last half-hour or so of daylight, turn to 112.

If you prefer to stay where you are for the night, turn to 181.

22

The settlement is small, but has a well-found, comfortable look about it. There is a stable with a large fenced-in area against the cliff with a number of horses and mules grazing, a combined store and inn, and several log-cabins of various sizes. Smoke curls from the chimneys and a number of the inhabitants raise their hands in greeting.

The mine entrance is easy to spot. The site has been cleared and the entrance enlarged. A high, grass-grown mound in one corner of the valley was obviously where the Dwarves used to dump the excavated rock, and a new one is now growing on the other side of the entrance. No work seems to be going on at present, however, and several carts stand idle.

If you still have your faithful mule, your first consideration will be to see it cared for at the stable, and you then head for the inn.

Please turn to 102.

23

As you top the next ridge and are about to lose sight of the bridge, you see the Troll wading back upstream, having obviously recovered. Night is falling and you prefer to seek a campsite in the next valley rather than watching the outcome. However, you suspect that the Troll will soon be floating downstream again.

Turn to 135.



They raise their hands in greeting

24

You are at the entrance to a steep-sided valley which you hope will prove to be a pass leading south through the mountains. It seems to wind around, but heads in that general direction, rising gradually as it goes. The wind has died down during the night and all is still and quiet now, with the snow lying two feet deep in the valley.

Progress is slow and tiring, and about mid-morning you reach a point where the valley forks.

The right hand fork descends sharply, and your vision is blocked by some tall trees, filling the valley, several hundred yards down. If you go that way, turn to 16.

The left hand one continues rising, and bends to the right after about half-a-mile. Turn to 80 if you prefer this direction.

25

Cautiously you back away from the wolves across the grassy clearing.

The wolves follow, maintaining their formation and coming no closer, as if herding you before them. As the wolves approach, the rabbits lollop away to their holes, but without any great display of panic.

You proceed south for at least a mile, followed all the way by the wolves, and spend those twenty minutes deciding what to do.

If you decide to charge at the wolves after all, in the hope, of frightening them off, turn to 9.

If you stop and stand your ground to see what happens, turn to 89.

Should you carry on south, to see how far they will follow, then turn to 105.

26

You soon reach the eastern end of the narrow valley which is supposed to be so hostile to travellers. In your case you have seen nothing which could have given rise to such tales: it may have been rather dark and forbidding in there, and some threat of rockslides obviously exists, but nothing out of the ordinary.

If you decide to travel through the valley again, wondering if you were just lucky the first time, turn to 3.

Otherwise you will carry on towards the east, in the direction of the settlement around the supposedly haunted mine.

In this latter case, turn to 166.

27

Once across the stream, you face a twelve mile trek back to Crystal Peak, and as much of your route lies through the snows you will do well to manage more than a mile in each hour. You can munch some cold food as you go, if you have not previously eaten today, but as you cannot take a proper rest out in the open, with the temperature well below zero, this will only enable you to regain 2 Vitality Points.

You keep going after dark, as the starlight on the snow makes for quite reasonable visibility, but after an hour

it starts to snow heavily. As a result, even when you come across the occasional stand of trees, you are unable to find any dry kindling for a fire.

Should you still be wearing wet clothing, therefore, you are unable to dry it, and take a further damage point for each hour of your journey.

If this results in your death, turn to 200.

Otherwise, you will stumble back into Crystal Peak the next morning, and tell your sorry tale to Uncle Velic. Turn to 100.

28

You twist round in the saddle and are horrified to see an absolutely colossal goat hurtling down the track towards the bridge. Unfortunately you are in the way and there is no time to take avoiding action.

With a deft flick of its head it deposits you and your mount in the stream. You suffer 4 points of damage but the mule is killed outright.

Please amend your Character Sheet, then turn to 60, unless your Vitality was so low that the butt has killed you also.

If that happened, you must turn to 200.

29

When you finally pull yourself over the top of the cliff, you find yourself at the bottom of a snowfield which slopes gently upwards towards a further cliff some hundred feet above but over two hundred yards away.

The snowfield stretches for hundreds of yards on either

side of you, then further progress is barred once more by sheer cliffs, although it looks as though there may be a gap on each side, level with the top of the sloping snowfield.

You start to plough your way upwards, but after a few minutes there is a low growling, and you see one of the Great White Bears of the region approaching fast from your right.

Hastening your pace as much as possible, you reach the top of the slope to find a ledge some five yards wide, which does indeed connect valleys passing through the cliffs on either side.

Then the Bear is upon you, and you must turn to 72.

30

For over an hour you have slowly and carefully prowled the edge of the cliff, examining the supposedly hostile valley for any sign of the reported phenomena. But absolutely nothing has happened.

What you do next depends upon how and when you arrived here.

If you came straight here from your journey through the mountain snows it will now be dark and you must turn to 78.

If you arrived from the north-west it will be mid-afternoon and you should turn to 19.

If you only recently left the mining settlement and arrived from the east, it will be late morning and you should turn to 46.

31

Huddling close to the fire, you decide what to do now that you have lost your mount. At least you had earlier removed your equipment from its back, so your food is safe; only your movement rate has been halved.

Eventually your clothing dries and you are able to dress warmly again, without further loss of Vitality Points. You can take any Potions, and even eat today's meal if you wish.

Places to shelter are few and far between in these mountains. Indeed, you did not notice anywhere suitable all the way here from Crystal Peak.

If you decide to return to your Uncle and seek a new mount, you will have to spend the night here, but should be able to complete the journey in a day if you set out at first light. Turn to 193 if this is your decision.

Should you decide to carry on in the direction taken by the mule, with the possible chance of catching up with it, turn to 113 if you set off now, or 193 if you wait for the morning.

32

Grimly, you put your head down and battle on towards the western end of the valley against the wind which has risen to gale-force. The light is now quite poor, although it is nowhere near nightfall, and the air of menace is almost tangible.

Suddenly there is a change, and the wind drops. A strange roaring fills the air, and you see several phenomena all happening at once.



A humanoid shape is forming

Some hundred yards ahead the wind is whipping dust and small stones around in the spiralling shape of a whirlwind.

To your right, the waters of the stream have stopped their headlong rush over the rocky stream-bed and are building up into a large wave, rather like a breaker on the ocean shore, but incredibly staying in one place.

Most frightening of all, the rocky ground at the base of the cliff to your left is moving. In one small area a few feet across a vaguely humanoid shape is forming from earth and rock, as if a giant, invisible hand is moulding a clay figure.

Please turn to 90.

33

For some reason you have decided against a fire, and you therefore eat a cold evening meal. The air gets very chill at night, this close to the mountains, and you spend a restless night not helped by the occasional sounds of movement close by.

Nothing actually approaches you, however, and all is still and quiet at dawn the next day. You are soon ready to continue the journey, but something about your surroundings seems different in the early light: it is almost as if one or two of the trees had moved.

*Shrugging your shoulders, you prepare for the road.
Please turn to 151.*

34

For some minutes you harangue the three Elementals which bar your progress towards the west.

Whatever you say, from threats, promises, protestations of innocence, pleas or flattery, you elicit no evident response. The three stand implacably blocking the way.

If you now try sign language, turn to 50.

Should you have a mysterious horn you wish to try, turn to 73.

Otherwise you will either have to return whence you came, turning to 186, or charge to the attack, turning to 154.

35

The night is dark and cold without the benefit of a campfire, and the chill biting through your stout clothing gives you no encouragement to sleep.

Apart from an occasional bout of exercise to keep your circulation going, you watch your surroundings and particularly the valley below, hoping to see some sign of whatever phenomena may have given the place its discouraging reputation. However, there is no sign of life, and the only sound continues to come from the stream waters splashing over the boulders below.

Then, perhaps an hour or two before dawn, when your eyelids are drooping despite all your efforts and discomfort, you become aware that there are some lights below.

Please turn to 182.

36

The Troll is just as ready for a fight as you are, and as it attacks with tooth and claw does not have to waste time drawing a weapon.

It has an Expertise of 11, Vitality 12 and can do 1 Point of Damage with each clawed hand. You should therefore compare your score for E + 4H with TWO such scores for the Troll in each round. If your score is higher than both the Troll's scores you will hit it: if either of its scores beats yours, then you will have missed and it will score 1 Point of Damage on you. However, if BOTH its scores beat yours, it will not harm you with its claws, but will hold you and bite you for 3 Points of Damage from its teeth.

If combat results in your death, turn to 200.

If you manage to kill the Troll, turn to 55.

37

You decide to spend the oncoming night in the partial shelter of the ruined hut, and paddle your weary way back across the lake without incident.

Leaving the makeshift raft on the shore, you find the hut as you left it.

Please turn to 160.

38

Fortunately you were able to keep the Bear well away from your mule, which was not panicked into flight as a result.

You are now able to remount and complete your journey along the ledge to the narrow valley at the far end. Although deep in snow, this valley slopes downwards towards the South West.

Please turn to 70, ignoring the first paragraph.

39

Having searched the cave and found it to be the empty lair of the now dead Yeti, you realize it will provide an ideal temporary stable for the mule.

Once inside it quickly calms down, indicating that the physical presence of the monster must have produced the fear, rather than its scent which still lies heavily in the cave.

You are now able to light the fire in peace and may take the opportunity to take any Potions or eat today's meal if you so wish.

There are still a few hours of daylight left, and when ready to proceed you should turn to 124.

40

The snow-bridge proves quite capable of bearing your weight (although it might have been a different story if you were riding the mule), but is rather slippery underfoot.

If you delete 1 Fortune Point from your Character Sheet you will be able to cross without falling, and should turn to 56.

If you cannot or will not sacrifice the Fortune Point, your feet suddenly shoot from beneath you and you slide off the bridge and down into the depths below. Turn to 200.

41

Each Timberwolf has Expertise 11, Vitality 7 and does 2 Points of Damage with its powerful jaws.

As you are fighting five of them you must conduct each



A slippery crossing

round of combat by comparing your score ($E + 4H$ as per the Combat System) with FIVE scores for your opponents (or less, as you dispose of them). As the combat is fast and furious, you will manage to hit any or all whose scores you exceed, but any who beat your score will hit you.

Once the fight has started there is no chance for flight or surrender: this is to the death, and most probably yours.

Should you manage to survive, and kill all five wolves, turn to 57.

If the wolves kill you, turn to 200.

42

With a tremendous splash you land in the stream. Fortunately it is shallow enough for you to sit up, for the shock of the ice-cold water causes you to gasp mightily for air.

Shivering convulsively you stumble towards the far bank, followed by the faithful mule which picks its way daintily from stone to stone despite the trailing lead rein.

Warmth and shelter from the keen wind are an urgent necessity, and you will certainly need to dry your clothes before proceeding.

Fortunately the cave and bushes offer what you need, and you make for them, trying to still your chattering teeth.

Please turn to 76.

43

Your feet slip from under you and there is a tremendous splash as you land in the stream.

This finally calls the Yeti's attention to you and, as you stagger to your feet it bounds down the slope and into the water. It appears unaffected by the cold.

You, on the other hand, have been seriously affected; the sudden immersion in freezing cold water has caused you 2 Points of Damage.

There is no choice now but to fight the monster, standing in two feet of icy water. You are both at an equal disadvantage, so Expertise is not affected, but at the end of every fourth round of combat you will lose another Vitality Point from the cold.

The Yeti has Expertise 12, Vitality 14 and can do 2 Points of Damage with its long claws. Additionally, if it manages to hit you, you must also sacrifice 1 Fortune Point, otherwise you will meet the awful gaze of its glaring red eyes and be paralysed with fear. If this happens death soon follows as you are powerless to continue the fight.

If you survive to kill the Yeti, turn to 91.

If the Yeti (or the cold) kills you first, turn to 200.

44

You light a torch and, leaving the heap of dead wood for the moment, enter the cave to investigate.

The entrance is some six feet wide and ten feet high and leads into the hillside for a little over fifteen feet before bending around to the left and opening out into

a roughly circular cavern twenty feet across. There is a heavy animal-like smell in here, and a heap of twigs and dead grasses suggests that it is the lair of a temporarily absent creature.

A frantic squealing from the mule outside breaks into your thoughts, and you dash back to the entrance.

If you fell into the stream, and are still soaking wet, the delay in entering the cave before getting warm and dry has cost you 2 Vitality Points.

Please amend your Character Sheet and, if this has brought about your Character's death, turn to 200.

Otherwise, turn to 212.

45

At some time during the night you are awakened by a commotion in the water, close at hand. Sitting up, you see a hideous apparition climbing towards you from the lake. Roughly man-shaped, it glows with phosphorescence and seems to be made of water which nonetheless manages to hold its form more or less upright. It is obviously aware of your presence as it comes straight towards you, holding its arms wide as if for an embrace, and uttering a horrid gurgling cackle which makes your hair stand on end.

If you lit a fire, this will have no effect on the Phantom, but you must remember that you now only have a dagger with which to defend yourself.

If you did not chop up the door, you can draw your sword to defend yourself.

Bearing in mind the damage you can do depends on the weapon employed, turn to 69.

46

You watch the valley below for several hours. It is a pleasant and restful occupation: the water chuckles over the rocks, several birds fly around the area singing and it is a calm, warm day.

Unfortunately absolutely nothing happens. Indeed, after a while you feel that the appearance of some sort of monster is needed just to give the place a bit of life.

Noon passes and you have a brief snack. You have to decide whether to stay up here all night if necessary or to go back down and either make your way to the mining settlement or investigate the valley on the groundfloor, so to speak.

If you go down, turn to 110 if you descend at the western end of the valley, 126 if you go down at the eastern end, or 62 if you climb down straight into the narrow part of the valley itself. (This last possibility is a daunting one. There is a nasty overhang to negotiate and the rockface looks very unstable.)

Should you prefer to stay up here indefinitely, turn to 94. Nothing will happen before nightfall.

47

You decide it would be best to drag the Yeti's body into the cave, out of sight of the fearful mule. This is a

difficult task, however, as the dead creature weighs several hundred pounds. A little at a time you manage to heave the bulk through the snow, but your route forces you closer still to the mule.

Eventually the rearing, struggling mount puts so much strain on the lead rein that it breaks the branch to which you tethered it earlier, and with a bray of triumph the mule gallops off up the slope.

You are unable to catch it and can only watch as it disappears over the brow of the hill above. It suddenly seems colder than before, when your efforts with the Yeti had kept you warm.

If your clothing was soaked in the stream, you must now deduct a further 1 Vitality Point. If this kills you, turn to 200, otherwise turn to 31.

48

lumping the fissure is a test of your adventuring skills. Calculate $E + 4H$; and you need a score of 14 to succeed, but may use Fortune Points to modify your score if necessary.

If successful, turn to 56.

If you cannot achieve the necessary score, you miss your landing on the other side and should turn to 200.

49

Hastily, you urge the mule away from the Giant Goat, aware that you would have no chance of avoiding its horns on the narrow confines of the bridge.

To your relief, it stays on the other side as if waiting for something. You proceed along the track, and soon pass the first two goats, who appear to be waiting for their mighty cousin.

Please turn to 23.

50

As you have always enjoyed playing Charades, you endeavour to communicate with the Elementals by sign language.

There are quite a few thoughts you may wish to express, with varying degrees of force and politeness, but the Elementals do nothing to indicate either interest or comprehension.

After a while, your arms grow tired and you abandon the attempt.

If you fall back on human speech, turn to 34.

If you have been given a horn on your travels, and wish to use it now, turn to 73.

Otherwise, you will have to decide whether to retreat (turning to 186) or try to force a way through, in which case turn to 154.

51

The whirlwind approaches at the speed of a galloping horse, making a whistling noise which wavers up and down the scale. Although missed by several yards you suffer 1 Damage Point from the buffeting of the veering wind and the debris it flings about.

There is also a danger that you may be flung over the cliff edge. If you sacrifice 1 Fortune Point you will be lucky enough to escape this fate.

Turn to 200 if you had no Fortune Points left and were flung to your death.

If you survive, you will see that the whirlwind descends to the valley below, at a point where a recent rock-slide has partially diverted the stream, and there seems to exhaust itself, as the cloud of dust, leaves and twigs settle to the ground.

Please turn to 158.

52

Through the doorway you can see a hideous apparition approaching the ruined hut. Roughly man-shaped, it glows with phosphorescence and seems to be made of water. Although somehow holding its form, it makes a wet, sloshing noise as it moves. Obviously aware of your presence, it makes straight for you, surprisingly swiftly, with its arms held out as for an embrace.

If you try to run for the shelter of the wood, leaving all your equipment behind, turn to 117.

If you draw your sword to defend yourself, turn to 69.

You may hope the fire will deter it, and do nothing to defend yourself. In this case, turn to 85.

Should you have found another weapon in the hut, turn to 101 if you wish to use it.

53

It may have occurred to you that the Bear is in a somewhat precarious position on the sloping snowfield, and that there is a chance to start an avalanche to sweep it away.

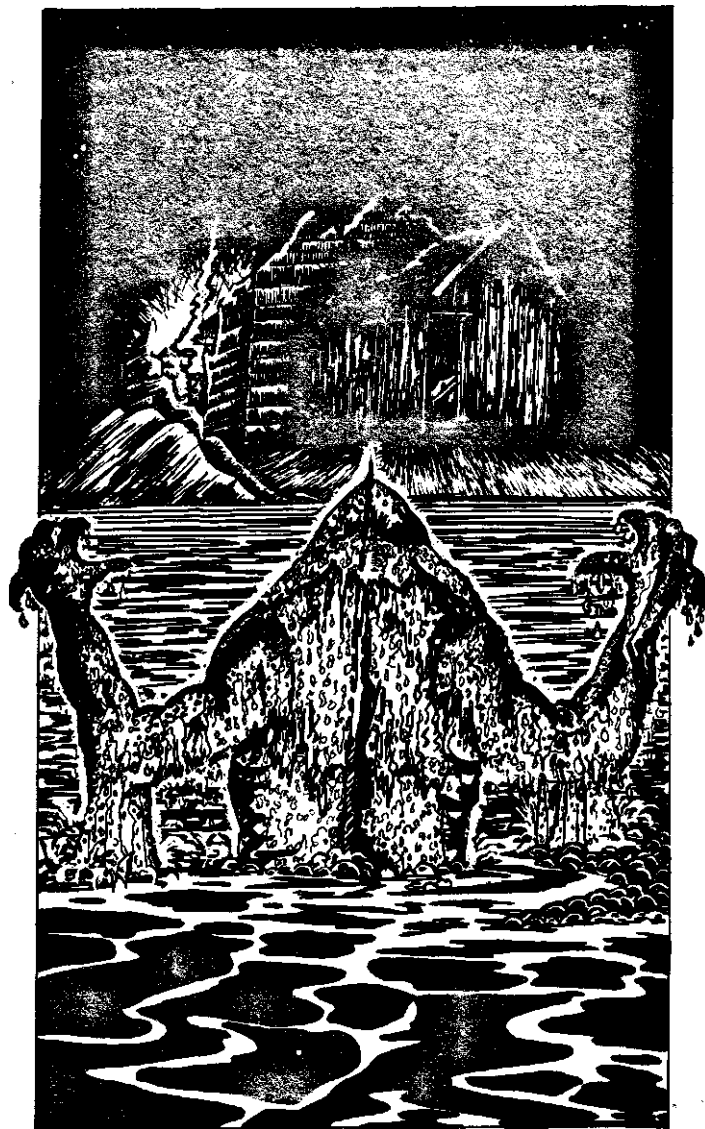
Unfortunately, there do not seem to be any loose boulders around, and the best you can do is try to form a large snowball to roll down the slope.

To do this successfully you must calculate E — 3T and score at least 11; any lower score will mean failure and you cannot sacrifice Fortune Points to improve your score.

There will be time for two attempts before the Bear reaches you, but if you fail in the second attempt you will be weaponless when the fight starts. You will have time to draw a weapon after the first attempt if you do NOT try again.

If you succeed, the Bear will be caught up in a giant snowball and carried over the edge of the cliff below. In this case turn to 141.

Should you fail, turn to 72 to decide the results of the fight, but if you failed twice keep in mind that for the first TWO rounds of combat you will not be able to hit, and your Expertise will be 2 Points lower than normal as you will not have a weapon to parry attacks.



A hideous apparition approaches the ruined hut

54

You resume your journey along the ledge, and in due course reach the narrow valley at the far end. This proves to slope downwards towards the south-west, and you dare to hope your journey may not be too far from its end.

However, it is now getting close to dusk, and you have to face a night's camp in the snow, without the means to build a fire, or the warm bedding which used to be carried by the mule.

The net result will be that you cannot regain any Vitality Points. If you have food, you only regain 3 Points as you have to eat it cold, and the lack of bedding or shelter will cause you to lose those again during the night.

If you have no food, then you will actually lose 3 Vitality Points from the night's cold, and must turn to 200 if this brings about your death.

Turn to 70 if you survive the night.

55

The Mountain Troll eventually collapses, lifeless, into the stream below the bridge, and its body starts to drift away downstream. Aware that, like all Trolls, its regenerative ability will soon make it a threat again, you determine to be well away before it can recover.

You decide this is no time to be thinking of meals or Healing Potions, but may add 2 Fortune Points to your Character Sheet.

If you carry on in the direction you were heading, turn to 15.

Should you decide to turn round to see what caused the noises behind you, turn to 129.

56

As you continue across the glacier you come across another five fissures or crevasses across your path. Although none of these have convenient snow-bridges, they are all narrower than the first.

Calculate $E + 4H - T$ for each, you will need to score at least 11 each time but may again use Fortune Points to modify your score.

If you fail to cross one of them, turn to 200.

Otherwise you reach the far side safely, and should turn to 64.

57

You have succeeded in killing all five wolves and now stand panting amidst the carnage.

You may add 1 Experience Point and 5 Fortune Points to your Character Sheet and take any Potions you wish, adjusting your Character Sheet accordingly.

This combat may have occurred either near the bank of the Pola river on the southern edge of Fellwood, or deep in the wood several miles north of the campsite.

In the first case, turn to 153.

In the second, turn to 169.

58

Ignoring the worsening weather, you press on along the narrow, forbidding valley as large droplets of rain begin to lash into your face.

There is a clattering of rocks not far ahead, and several medium-sized boulders bounce down the slope, missing you by a few yards.

The stream seems to be getting noisier, and is splashing up over the rocks just to your right.

A small stone bounces from above and veers in mid-air as if caught by the wind. You duck hastily and it just misses your head. The area seems to be getting quite dangerous and you consider whether you might be well-advised to turn back.

If you do, turn to 74.

Should you prefer to press on westward, turn to 32.

59

The surface of the glacier is uneven and difficult to walk upon; here and there you come across deep fissures up to six feet wide, which extend the length of the glacier as far as you can see, and there is nothing for it but to leap across them.

You will find there are six of these fissures to be negotiated while crossing the glacier. What is more if you are wearing wet clothing you will have lost another 5 Vitality Points by the time you reach the farther side.

If you wish to turn back to the cave, you will be able to make it by nightfall with the loss of only 1 more Vitality Point.

If you do this, turn to 193 but ignore the first paragraph.

If the mounting loss of Vitality Points kills you, turn to 200.

If you carry on crossing the fissured glacier, turn to 171.

60

The stream turns out to be less than three feet deep, and you have no difficulty in wading to the far bank, dragging the body of the unfortunate mule. For some reason the Giant Goat, which could easily have pursued you, has paused on the approach to the bridge.

For a few moments you are engrossed in removing your equipment from the body of your mount, and just as you finish there is a commotion by the bridge.

Please turn to 79.

61

When the Phantom's Vitality is exhausted, it collapses in a surge of freezing water which pours back into the lake. You may add 4 Fortune Points to your Character Sheet and increase your Expertise by one point for the rest of the adventure.

You may take any Potions you wish now, and resume your interrupted slumbers. The rest of the night passes uneventfully, and when dawn comes the valley seems somehow changed, as if the presence of the Phantom had effected it before. A wind has risen to ruffle the surface of the lake, and one or two birds have appeared.

If you wish to enter the defile, turn to 112.

Should you prefer to return across the lake, bearing in mind that this option is only open to you if the raft was NOT used as firewood last night, turn to 13.

62

Well, you were warned!

Without proper climbing equipment (fifty feet of rope is not much help on a two hundred foot cliff) you are unable to swing yourself in under the overhang, lose your grip and fall quite a long way down to a slope of loose scree and boulders below.

The basic damage you will suffer is 30 Points, but you may be able to reduce this by skill and luck. Calculate $E - 3T$ and deduct the resulting score from the 30 Damage Points. You may then reduce the damage still further by sacrificing Fortune Points - as many as you have may well be needed.

If you have insufficient Fortune Points to reduce the damage below your Vitality score your efforts will be in vain and you should turn to 200.

Should you manage to survive, with a sadly battered body and Character Sheet to match, turn to 3.

63

With a loud shout you leap to your feet and hurl a blazing branch in the direction of the noise which woke you.

To your dismay, the light from the branch reveals your mule, which had been cautiously returning, taking to its heels again.

In a flurry of snow it disappears back up the hill, and you are alone once more.

The rest of the night passes without incident, and at dawn there is no sign of the mule.



The overhang

If you now return to Crystal Peak, turn to 75.

If you carry on in your original direction, turn to 111.

64

Leaving the glacier behind, you enter the steep-sided valley which leads south between the towering mountains.

All is still and quiet in here, with the snow about two feet deep. The valley winds its way generally southward, rising gradually as it goes, and after an hour or two you reach a point where the valley forks.

The right-hand fork descends sharply and you can see some tall trees several hundred yards away. If you go that way turn to 16.

The other fork continues rising and bends to the right after half-a-mile. Turn to 80 if you prefer this direction.

65

The mule makes good time down through the mountains and foothills, and before noon you have entered Fellwood, following the north bank of the Pola River.

All is still and quiet in the forest. Few humans visit the area as it is not part of the normal routes to and from Crystal Peak, and the folk living around Wolvenford are mainly peasant farmers with no time or desire to go

exploring. Little is known of the Fellwood, therefore, although it is rumoured to be the home of some of the sylvan races of humanoids, such as Brownies and Wood-Elves.

You are relieved to find it quite a pleasant place; almost parklike as there are many open glades and travel is easy, with few thickets to bar your path.

Towards evening you begin to see traces of humankind, and soon reach the bridge-building site.

Please turn to 71.

66

You have reached a situation where the use of the Horn of Voices seems appropriate. The question is, how to use it.

If you put the smaller end to your lips and blow hard, turn to 318.

If you try speaking through it instead, turn to 334.

Should you put it to your ear and listen, turn to 350.

67

Having decided to enter the mine, you need to reach the settlement as quickly as possible.

If you are actually in 'Hostile Valley', turn to 74.

If recent events took place at night, you will have to wait for daylight, but once the light is good enough you will need to climb down the cliff.

If you have left your mule at the western end of the valley, having recently arrived from the north-west, you will need to descend there to retrieve it.

In this case turn to 110.

Otherwise, you climb down at the eastern end of 'Hostile Valley' and should turn to 126.

68

Throughout the first day you guide your sure-footed steed around the flanks of the towering mountains, through narrow ravines and up or down dizzy slopes of scree. Towards evening your occasional glimpses of the Waters of Dawn indicate that you are leaving it behind to the north-east, and the path begins to become easier.

Eventually you find yourself descending a track, indeed almost a road by the standards of these parts, towards a bridge spanning a rock-strewn stream which cascades to join the Pola River a mile or so away. To your left a cliff rises sheer into the mists above, and to your right the ground falls away almost as steeply down to the water.

Your attention is caught by movement at the bridge. A small goat, moving in the same direction as yourself, trots out onto the bridge, then pauses for a while.

You can see a much larger goat following the first, and approximately mid-way between you. By the time this reaches the bridge, the first one has crossed and continued on the far side.

The second goat also pauses in mid-crossing, but has moved on by the time you reach the bridge. The noise

of the stream is quite loud, but now you suddenly hear heavy hoofbeats close behind you.

If you turn round to see who or what is following you, turn to 28.

If you press on across the bridge, turn to 172.

If you urge your mount down the bank into the stream which is now close at hand, turn to 103.

69

This Phantom from the lake attacks with its two arms. Its Expertise is 14 and its Vitality 8. You will have to calculate $E + 4H$ once for yourself and twice for the monster in each combat round. If either of its scores exceeds yours, it will hit and you will suffer 2 Points of Damage, partly from the force of the blow and partly from the extreme cold of its touch. Only if your score exceeds both your opponent's will you hit it.

However, if the scores for both its arms exceeds your score in any round, you will be enveloped in its embrace. If this happens the result is extremely serious.

Firstly you suffer 8 Points of Damage from the awful cold of its body.

Secondly you lose 1 Expertise Point for the rest of the adventure.

Finally, you will have to sacrifice 4 Fortune Points to escape drowning, as water flows into your mouth and nostrils.

If you have insufficient Fortune Points, or the accumulating damage kills you, turn to 200.

If you manage to kill the monster, turn to 133 if you are in the hut near the wood, or 61 if you are at the mouth of the defile.

70

The next morning you resume your journey through the deep snow of the narrow valley sloping down towards the south-west.

Some time after mid-day you come down below the snowline and the valley opens out, its sloping sides becoming covered with extensive woods of various conifers. You begin to see signs that other occasional travellers have passed this way, and hope that the mine settlement can not be too far ahead.

A small stream of melt-water runs along the centre of the valley, and you follow its course for some hours, keeping it a few yards to your right. By late afternoon you come to a point where the valley forks: the stream flows off down a valley to the right, while straight ahead this valley continues for perhaps two more miles to end at a massive cliff-face.

You realize that the mysterious valley, which seems to cause so many difficulties, must lie off to your right, but in view of the late hour decide to head straight on to the mine settlement. You can see some columns of smoke from near the cliff which indicate a measure of civilization and should turn to 22.

71

The bridge had been intended to span the Pola River about a mile above the point where its major tributary, the Snake, flows in from the south. A road had been constructed from Wolvenford to this point, along the north bank, and should have crossed the bridge to continue up into the Morn Mountains.

Little work seems to be going on now, and most of the workmen are sitting in and around the tents and covered wagons scattered around the site. The road runs up to the river bank at a point where the river is only a hundred feet wide, with a fortuitously placed island in the centre. The site certainly seems ideal, but the only sign of usefully completed construction work is on the banks of the river, which have been faced with stone to provide a suitable foundation.

A question gains you directions to the person in charge of the project, who has a large tent on the bank some hundred yards upstream from the bridge site.

Please turn to 183.

72

These Great White Bears have considerable strength but are not particularly skilful fighters. This one has Expertize 10 and Vitality 14: if it manages to hit you with a mighty paw, you will take 4 Points of Damage. Fortunately it does not use its teeth to attack.

The fight should be decided in the regular fashion as outlined in the Combat System.



The Great White Bear

73-74

Should you be defeated, turn to 200.

If you are victorious, turn to 141.

73

The three Elementals become very still for a moment, then the whirlwind figure starts rapidly altering its size and the speed with which it whirls the dust about itself.

You put the Horn to your ear and hear a high, whistling voice saying, 'I am Ianto, the Air Elemental. For too many years we have awaited one who would hear us. Know that we have a task for you.'

You may feel there is a certain lack of finesse in the approach, but it seems unwise to complain. After a number of questions and answers through the Horn, the situation becomes clearer.

Please turn to 397.

74

When you turn around and head east, you have no difficulty in reaching the end of the valley quite quickly.

By the time you emerge into the wider valley, with its grassy, tree-dotted slopes, the wind has died down again and the day seems brighter.

You pause at this point, and consider what to do.

If you wish to continue east, towards the mine, turn to 166.

If you decide to try travelling through the narrow,

forbidding valley once more, turn to 3.

The rocky slope beside you looks quite climbable, and you might be able to discover something about the valley by viewing it from above.

Should you wish to try, turn to 150.

75

The twelve hours of daylight available at this time of year are just enough to get you safely back to Crystal Peak before nightfall. Rather dejectedly, you seek out Uncle Velic and explain what has happened.

Please turn to 100.

76

Tying the mule to one bush, you unload your equipment then start gathering armfuls of dead twigs and branches and carry them the few feet to the cave mouth.

Soon you have enough for a substantial blaze, and prepare your flint and steel to produce the necessary spark in your tinderbox.

If you wish to light your fire first, perhaps to dry wet clothing if you fell in the stream, turn to 156.

If you prefer to light a torch first and see what may be in the cave, turn to 44.

77

The new valley, you are relieved to find, descends steadily towards the south-west, and the mule quickens its pace.

After a couple of hours you are below the treeline, and the narrow pass opens out into a broad valley, its

sloping sides largely covered with tall conifers. Your route still slopes steadily downward, and after a further hour you leave the snows behind as the air gradually grows warmer.

A small stream runs along the centre of the valley and for a while you have been following its course, keeping it a few yards to your right. Now the valley forks: one part turns off to the right, and the stream follows it, while the other continues straight on, but appears to end at a cliff-face a couple of miles away.

You can see some small columns of smoke near the end of the valley ahead, and realize you have reached your destination. The time is just after noon.

Carry straight on and turn to 22, if you wish to go to the mine settlement.

Follow the stream to the right if you wish to look for the steep-sided valley which seems to present so much trouble, and turn to 134.

78

You were unable to gather any materials for a fire before darkness fell. There are scrubby bushes here and there on the plateau, but having seen the fissures which are also quite numerous you realize that it would be too dangerous to try for them now.

So you will have to do without a fire. If you still have any food left (on your Character Sheet) you may consume it now, but will only recover 3 Vitality Points instead of the usual 4. (It is quite cold up here

at night, even though you are below the snowline now.)

Please turn to 35.

79

Looking back, you see that the Giant Goat which had paused on the approach to the bridge is no longer alone. The ungainly form of a tall Mountain Troll has emerged from its hiding place beneath the bridge and is obviously disputing the right of the goat to cross.

In a moment, combat is joined and you are only too pleased to leave them to it. You reflect that, had you tried to cross the bridge it could be you engaged with the Troll.

You make your way up the slope towards the next ridge, and soon come across the other two goats, intently watching the fracas at the bridge. The light is beginning to fade and you pass on, as it is time you sought a place to spend the night.

Looking back as you reach the top of the slope, you see that the goat has been victorious; the lifeless body of the Troll is floating downstream on the current.

Please turn to 135.

80

You take the left-hand fork and tramp on upwards through the ever-deepening snow. First you are travelling south-east, then the steep sided valley bends round to the south, and later on south-west.

Eventually, at least three miles after the fork, you emerge from the valley to find yourself on a ledge some

five yards wide. To your right the cliffs have given way to a gently sloping field of deep snow, which stretches downwards perhaps two hundred yards to a sudden drop. What lies beyond the edge you cannot see, as a cloud of mist obscures further vision.

The ledge is several hundred yards long, and appears to lead into another narrow pass at the far side.

You start to plod carefully along the ledge, not wishing to start a snow slide which could carry you away. Then, when you are roughly half-way along, a movement down the slope catches your eye, and you see one of the Great White Bears of the region is making full speed towards you.

It is too fast for you to hope to make the narrow valley at either side, so you will have to face it here.

If you wish to fight it with one of your weapons, turn to 72.

Should you have another plan in mind, you may turn to 53, but if your plan fails you may find yourself fighting the Bear without a weapon in your hand.

81

You manage to kill the Yeti, but have some difficulty in calming the frantic mule. Even the dead body still seems to have a terrifying effect upon it, and if you are not careful it may break free and run off.

The solution seems to lie in putting one of them in the cave out of sight of the other: the question is which. While deciding, you may add 2 Fortune Points to your Character Sheet for the successful combat, then . . .

82-83

If you have already searched the cave, turn to 39.

However, if you lit the fire first, then turn to 119.

82

The main problem revolves around the timber. They had designed a wooden trestle bridge with two spans, the centre being supported on the small island, and the ends braced against the reinforced bank. With the site being surrounded by forest, a number of lumberjacks were brought along and no difficulties were anticipated.

All went well until tree-felling commenced. Then on the very first night, all the trees felled and dragged to the bridge-site disappeared. Some of the workmen insisted they took root again and grew where they lay! (And indeed there did seem to be a thicker concentration of trees than before.)

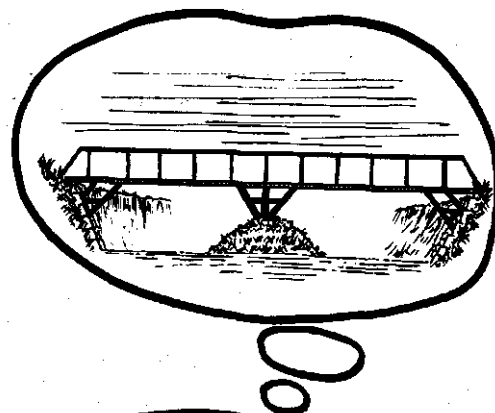
The next day, only a few large trees were felled, and immediately lifted and fixed into place as the main support framework. That night guards were mounted on both sides of the bridge.

Just what happened during the night is still not clear, but certainly an immense flock of bats descended on the site and somehow managed to knock over and extinguish all the lanterns. In the darkness, the positioned tree-trunks vanished.

Please turn to 98.

83

Having stayed close together for several minutes, the three light-sources now go their separate ways.



They had designed a wooden trestel bridge

One moves back into the stream and appears to merge with it, as the glow disappears immediately.

Another drifts towards the cliff below you, and soon passes out of your range of vision below the overhang.

The third gives you a fright, as it rises into the air and comes towards the cliff-top where you stand. As it approaches, you are able to see that the glowing light is in the shape of a spinning vortex.

If you wait to see what it does, turn to 192.

If you take to your heels and run off towards the south (even in a panic you will not be stupid enough to run east or west along a crumbling cliff-top in the dark) then turn to 206.

Should you have come into possession of a horn in your travels you may turn to 66.

84

You manage to scramble out of the reach of the lashing branches. The Timberling tries laboriously to pursue you, stretching its long root-like lower limbs across the ground and feeling for a purchase to drag itself forward. Its progress is slow, however; far slower than walking pace, and you are able to grab your equipment and stumble from the vicinity in the gathering gloom.

When you feel you are far enough away, you snatch a quick cold meal, bed down for the night in a small hollow without a fire, and spend several wakeful hours listening for the sound of your opponent dragging itself along. Fortunately, it seems to have lost your trail.

The combination of cold food, no fire and a sleepless night means you will only be able to recover 3 instead of the normal 4 Vitality Points on this occasion.

After amending your Character Sheet, turn to 151.

85

The phantom-like figure from the lake strides swiftly through the doorway. Although you try to keep the burning brazier between you, this proves to be no deterrent, as it kicks the obstacle aside in a brief cloud of steam before seizing you in an embrace.

The awful cold of its watery body causes you an immediate loss of 8 Damage Points, and you also lose 1 Expertise Point for the remainder of the adventure.

What is more, the freezing water flows into your mouth and nostrils, and you will have to sacrifice 4 Fortune Points to pull free and escape drowning.

Amend your Character Sheet and, if you manage to get free:-

Turn to 69 if you draw your sword to fight.

Turn to 101 if you have found another weapon in the hut and wish to use it.

Or turn to 117 if you prefer to flee towards the wood, leaving your equipment behind.

If you failed to free yourself from the Phantom's embrace, turn to 200.

86

Your sleep is undisturbed for the rest of the night and in the morning you are ready to set out again.

If your mule was killed by the Bear, you will be unable to carry the extra equipment yourself, and will be reduced to the original basic equipment as outlined in the Game System.

Slowly you make your way along the narrow ledge above the snowfield until you reach the pass at the far side, which proves to slope downwards towards the south-west.

Please turn to 70 but ignore the first paragraph.

87

You succeed in killing the Yeti and may add 2 Fortune Points to your Character Sheet.

This gives you time to plan and re-organize. If your clothing became soaked you can now dry it by a fire in the cavemouth, and take any Potions you wish. You may also eat today's meal if you have not already done so.

Without your mule, your movement rate has been halved, and in this snowy terrain you will not be able to carry anything beyond the basic equipment and provisions detailed in the Game System. Returning to Crystal Peak would give you a chance to get a fresh mount and equipment before setting out again, though with rather a dent in your pride and confidence: on the other hand it could be dangerous to press on afoot.

You decide to stay here for the night, and soon after dusk there is a further fall of snow. At first light the next day:-

If you return to Crystal Peak turn to 75.

If you carry on to the south, turn to 111.

88

Taking the left-hand fork, you continue climbing through the steadily deeper snow towards the south-east. Even the mule's pace is somewhat slowed, and you realize you would be lucky to cover a mile in an hour on foot.

The narrow valley bends round to the south, then about a mile further on bends south-west, and continues straight for perhaps two miles to a point where the high cliff on your right suddenly gives way to a vast open space, as you emerge from the valley on to a ledge five yards wide.

There is still a steep cliff on your left, and several hundred yards away you can see the ledge leads to another narrow pass through the mountain.

To your right, however, a wide snowfield slopes gently downwards for two hundred yards, then suddenly drops away out of sight. What lies over the edge is obscured by a cloud of mist.

When you are perhaps half-way along the ledge, you notice movement out of the corner of your eye, and turn to behold one of the Great White Bears of the region heading up the slope towards you at full speed.

You may urge the mule into a run and should then be able to reach the valley beyond before the Bear can catch you, but this would run the risk of starting a snow slide which could carry you and the mule away.

If you try this, turn to 109.

If you dismount to face the Bear, turn to 125.

89

The wolves have herded you away from the scene of your abortive rabbit-hunting, at least a mile towards the south, before you come to a halt. You are determined not to be driven all the way back to the camp-site in this humiliating fashion.

Slowly the wolves come closer until they are within a yard or two. They snarl menacingly.

Then one comes up to you, stretches forward its head as if to nuzzle your hand, and bites you firmly in the thigh for 1 Damage Point.

If this kills you, turn to 200.

Otherwise the choices seem obvious:

You can stand here and get slowly bitten to death. If this appeals to you, turn to 200.

You can put up a fight, turning to 41.

Or you can resume your trek to the south, in which case please turn to 105.

90

You come to a halt and regard the three strange manifestations before you.

You may have realized what they are. If so, memories of old legends will come to mind and you will appreciate your danger.

The way ahead is effectively barred. To retreat back to the eastern end of the valley, turn to 74.

If you stay, perhaps with some idea of fighting or

communicating with these phenomena, now you can identify them, turn to 106.

91

With the Yeti dead, the need for flight has passed, and you wearily make your way back to the cave-mouth. There you can build up a fire to dry your clothing and get properly warm again.

You may add 2 Fortune Points for your victory, take any Potions you wish, and consume today's meal, with its benefits to your Vitality, if you have not done so earlier today.

Nightfall is not far off now, and you decide to spend the night in the shelter of the cave. This is probably just as well, as there is a considerable fall of snow soon after dusk falls.

At dawn the next day:

If you wish to return to Crystal Peak, turn to 75.

Should you prefer to continue your journey to the south, turn to 111.

92

The mule halts abruptly and stands rigid, trembling slightly. With a soft, sighing noise, the snow on either side of you sags downwards, then falls away into a crevasse. The pair of you are on a very delicate snow bridge.

Escaping from this predicament is more a matter of luck than skill. If you can sacrifice 2 Fortune Points

your mount can gain the far side with a convulsive bound.

If you can delete the Fortune Points from your Character Sheet, do so and turn to 203.

If you cannot, the bridge gives way and the pair of you plummet into the depths. Turn to 200.

93

Hardly does it seem that you have drifted off to sleep when you are awakened again by a screaming noise and a commotion in the snow a few yards way. Sitting up in your bed-roll you are horrified to see that the mule has been attacked, and quickly killed, by one of the Great White Bears which are occasionally encountered in the region.

It seems prepared to ignore you and concentrate on the ample meal of mule-flesh, and you feel that, with luck, you could escape without attracting its attention.

If you wish to try turn to 173.

Should you prefer to attack the Bear, perhaps with ideas of avenging the mule, turn to 189.

94

You remain on the cliff-top, at approximately the half way point above the valley, having decided to spend the night here, possibly to keep watching the valley below, or possibly for other reasons. In either case, you can eat your evening meal, amending your Character Sheet accordingly.

If you build a campfire, you will effectively be destroying your night-vision, and as the valley is



The snow falls away into a crevasse

extremely dark, may as well seek a night's sleep.

In this case turn to 195.

Should you intend to keep watching the valley, you will do without a fire, and as it is quite cold up here after dark, quite apart from the lack of sleep, you will only regain 3 Vitality Points instead of the normal 4.

Turn to 35 if you take this option.

95

You lie still, close to the fire in the cave-mouth, and are delighted to see your mule step timidly into the firelight. Making soothing noises, and moving slowly to avoid alarming the animal, you soon have it secure in the cave behind you, enjoying some fodder from the saddlebags.

The rest of the night passes peacefully, and in the morning you break camp and are ready to resume your journey.

Please turn to 127.

96

You manage to drag the mule as far as the edge of the wood, but if anything it increases its efforts to break free. The wood seems to extend for some distance, and you realize you cannot hope to pull the mule all the way through it.

If you tether it to the nearest tree and proceed alone, turn to 16 but ignore the first paragraph.

Should you decide that the mule may, perhaps, know best, you will be able to remount and head

back to the fork to try the other valley, turning to 88.

97

The mountains east of the Waters of Dawn are amongst the highest in the range, with steep cliffs rising sheer from the lake sides. You make slow progress along ravines, across wind-swept slopes and sometimes following tracks which use natural ledges around the mountain flanks. All the time your route leads upwards, and soon you are crunching through ice-crusting snow as you near the tree-line.

Having set out early in the morning, the time is past noon when you reach an unnamed stream a mile from the point where it plunges into the lake over a final spectacular fall of several hundred feet. The water here is too fast-flowing to freeze, and seems to be about two feet deep. At some time long ago a stone bridge had seen built here, and although now ruined the remains provide convenient stepping-stones for man or beast. The stones, however, are covered with a thick rime of ice, and the stream is about thirty feet wide.

The faint track you have been following winds up a snow covered slope on the other side, and you can just make out a narrow cave in the slope nearby, partially screened by some dead bushes.

Please turn to 148.

98

The next day, the affair became even more serious when the first death occurred. One member of a free-felling party left his companions for a few minutes: they heard a cry for help and found him a few

yards away bludgeoned to death. There was no sign of his murderer, and when they returned to the place where they had been felling trees, there was no sign that any work had taken place. All the trees were growing again as before.

After this, when work resumed, the tree cutters had orders to go everywhere in pairs. The net result was that a pair of them disappeared completely, and have not been seen since.

At this point, most of the lumberjacks departed for Wolenford, and the only work successfully completed since is the reinforcing of the riverbanks with stone from a small quarry upstream.

A solution to the problem immediately suggests itself, and you ask why a stone bridge cannot be built instead.

The overseer regards you impatiently for a moment, then explains wearily that a stone bridge still needs a timber framework to support the arches until the keystones are in place and the mortar has set.

A trifle crestfallen, you excuse yourself and go to seek a meal and somewhere to sleep. The workers all eat together and are happy for you to join them. You may make the usual amendment to your Character Sheet for the main meal of the day.

Then turn to 114 to consider your next move.

99

The strange, spiralling, luminous shape slowly approaches and, as it comes within range, you strike at it with your weapon.

The weapon passes clean through it without any apparent effect on either of you. You try again with the same result.

For a while it remains before you, spinning silently and occasionally pulsing brighter and paler. Then it moves rapidly off to the south, away from the cliff-top, and after a minute you lose sight of it.

Please turn to 190.

100

Your uncle has no objection to providing another mule and replacing your other equipment and provisions, but it is obvious that he is trying to hide his disappointment in you. Other people in the village avoid meeting your eye, and you hear whispers and sniggers behind your back.

This all has an effect on your confidence and when you are ready to set out again you will have to deduct 1 Point from the Expertise figure on your Character Sheet.

Please turn back to 1 in case you wish to take a fresh route this time, and do not be surprised if other similar monsters have moved in to replace any you killed before. This has a way of happening in the wilderness.

101

You decide to try the iron mace on the Phantom which has emerged from the lake. Although rather unwieldy, it proves to do 4 Points of Damage if you manage to score a hit.

The Phantom has Expertise 10 and Vitality 8, but you

will have to calculate $E + 4H$ twice for your opponent, against only once for yourself in each round. If either of its scores exceed yours, it will hit you for 2 Points of Damage. Only if your score exceeds both your opponent's will you hit.

However, if both its scores are greater than your's you will be seized in a freezing embrace with dreadful results.

Firstly, you will suffer 8 Points of Damage from the awful cold of its body.

Secondly, you will lose 1 Expertise Point for the rest of the adventure.

Finally, you will have to sacrifice 4 Fortune Points to pull free from its clutches and avoid drowning, as the chill water flows into your mouth and nostrils.

If you have insufficient Fortune Points, or the accumulating damage kills you, turn to 200.

If you survive to kill the monster, turn to 133.

102

The inn is warm and comfortable, with a large fire in the hearth at one end. A limping oldster skips nimbly enough between bar, kitchen and tables, supplying the needs of a number of tough-looking Humans. There is no sign of any members of the non-human races, which is a little unusual, as Dwarves at least can usually be found wherever there is work below ground.

You are readily accepted by the community, and if you have come over the mountains direct from Crystal Peak, they will be eager to hear the story of your



The inn is warm and comfortable

103-104

adventures, as few dare to brave that dangerous route.

Lodgings for the night, and replacements for any lost equipment can be readily purchased as you are not without funds, and you can naturally consume a large meal (with plenty of ale to wash it down) with the usual improvement to your Vitality.

Your new friends will also bring your information up-to-date, if you turn to 118.

103

Your mule is well trained, and keeps its footing despite the sudden change of direction, which comes just in time as an enormous creature rushes past on the track above.

As you splash into the stream, which only reaches the sturdy body of your mount, you look up and see that the creature which almost trampled you was a third goat, and this time an absolutely colossal one.

For the next few moments you concentrate on your mule as it picks its way across the uneven bed of the stream. Then, as you gain the far bank, your attention is diverted by a commotion at the bridge.

Turn to 79.

104

You make your way back up through the woods, following the trail of your earlier footprints which show clearly in the undisturbed carpet of snow. By the time you reach the far side you are quite tired, and it is past noon.

If you left your mule here untethered, it will have

105-106

disappeared. (If you had no mule, then of course the question does not arise.)

Should you have managed to tether the mule to a tree then it will still be here, though by now too weak with terror for you to ride. In this case you will have to lead it for the next hour.

You continue back to the point above, where the valley forked, and this time take the left-hand valley leading south-east.

Turn to 5.

105

In the event the wolves follow you all the way back to the south until you can see the camp of the bridge-builders through the trees.

Then they sit, still in their curving line, and watch you continue.

If you re-enter the camp, turn to 137.

If you try to outmanoeuvre them by heading west or east along the river for a while, before turning north again, turn to 121.

106

You realize that you are facing three of the most mysterious beings known in the legends of Skyfall. These are Elementals, of Earth, Air and Water respectively as you look from left to right.

Some sages claim to have used magical powers to communicate with such creatures, but the legends tell mainly of those who tried to control them, failed, and met a variety of spectacular deaths.

107-108

Nonetheless, all the tales are consistent on some points. Elementals are powerful, capricious and only occasionally visit the Material Plane from their own dimension. But, when they do, they invariably stay for a short while only, and come and go in a group of four. (Indeed, it may be that there are only four Elementals in existence, one of each type.)

So far you have seen no sign of a Fire Elemental!

If you draw a weapon to defend yourself, turn to 138.

Should you try to charge on towards the west at your best speed, turn to 154.

If you try to communicate, turn to 170.

107

The track climbs a slope past the mouth of the cave and after a hundred yards reaches the top of the rising ground above the stream.

At this point you are attacked by a massive figure, covered all over in thick, dirty-white hair, which had been lying in the snow just over the brow of the hill.

Taken by surprise, you lose your seat as the mule rears in panic, and slide off ignominiously over its rump. The mule stampedes back towards the stream, leaving you to face your assailant, which you realize is a Yeti.

Please turn to 123.

108

You urge the mule on across the bridge, and it does its best to obey. Although sure-footed, it has no great turn

109-110

of speed, and the Troll has no difficulty in keeping pace. Before you can get off the bridge it manages to bite you for 3 Points of Damage.

Please amend your Character Sheet and if this results in your death turn to 200.

If still alive, you realize that the long legs of the Troll can carry it along much faster than you can travel on the mule or, indeed, off it.

You really have no other choice now but to fight it, and should turn to 36.

109

You urge the mule into a run along the snow-covered ledge in the hope of outdistancing the approaching Bear.

Providing you can sacrifice 2 Fortune Points, you will be able to reach the entrance to the valley at the far end of the ridge, and should turn to 77.

If you cannot, the mule will lose its footing and the pair of you will slide off the ledge, starting an avalanche which carries you over the cliff-edge below. In this case turn to 200.

110

The cliffs are no more difficult to descend than they were to climb. Calculate $E + 4H - T$ and you will need a score of 12 to reach the bottom safely. If necessary you may use Fortune Points to modify your score.

If you are unable to achieve a score of 12 (presumably if you have run out of Fortune) you

will miss your footing, fall awkwardly and break your neck. In this case turn to 200.

Otherwise you reach the bottom safely, and are now at the western entrance to the narrow valley which has been the scene of various strange phenomena.

If you originally arrived at this point from the north-west, and tethered your mule at the foot of the cliff before climbing, your mule will still be here and you can mount for the trip east through the valley.

Otherwise, you must originally have climbed to the plateau at the far end of the valley, and left your mule back there. In that case you will have to walk east through the valley, and should ignore any mention of a mule within its confines.

In any event, please turn to 10 if you are entering the valley.

If you originally reached the valley from the mining settlement, and now wish to carry on towards the north-west, away from the area, you should turn to 194.

111

The track climbs the hill past the cave where you spent the night, and when you reach the top you find yourself looking down into the valley beyond.

A river of ice fills the bottom of the valley, where a glacier grinds its slow path to the south-west. On this side the valley slopes down, covered with deep snow broken only by occasional stands of fir trees, but on the other a wall of high mountains seems to bar the way. Then you notice there is one break in the wall,

which you hope indicates a pass leading to the south.

Although the wind has dropped and all is still, the quiet of the morning is occasionally broken by deep rumbles and groaning noises as the glacier moves. This becomes quite disconcerting once you move out on to the snow-covered ice, and when the glacier jerks abruptly you have difficulty in staying on your feet.

Soon you come to a deep fissure in the ice, about ten feet wide at its narrowest point. Here the snow has formed a flimsy bridge across the fissure.

You test it with one foot. It looks strong enough to hold your weight. If you wish to cross it, turn to 40.

The only other way to cross the fissure is to jump it. You should be able to clear ten feet easily enough, but the slippery takeoff and landing could make things difficult. If you want to try jumping, turn to 48.

112

The defile follows a tortuous path in a generally southern direction for about two hundred yards. At some time in the past the mountain seems to have suffered a violent convulsion, and in places the stream has had to force its way around or even under enormous slabs of rock fallen from above.

You reach the end of the defile and find yourself looking into a wide area, perhaps a hundred yards across, where a warm thin rain is falling. The noise here is deafening, and comes from an enormous geyser which shoots a fountain of steam hundreds of feet into the air. As the air is so cold up here in the

mountains, the steam quickly turns into a warm rain which falls on the surrounding rock walls and runs back down to form the stream. Higher up the sides, the temperature is low enough for the rocks to have become covered with spectacular icicles.

The rock walls of the geyser's valley seems quite climbable, as they are split and fissured from the extreme temperatures, although they will obviously be dangerously slippery higher up.

*If it is now getting dark, you must return to your landing-place, and should turn to **181**.*

*If you came here early in the morning, turn to **144** if you wish to climb the rock wall, or **197** if you decide against it.*

113

On foot, over mountain tracks often deep in snow, you will be able to carry only the basic food and equipment set out in the Game System. There is, therefore, no question of being able to carry your tent, or any food for the mule, should you chance upon it again.

However, you set off up the slope, and, on reaching the top, find a deep, winding valley between you and the still higher mountains to the south. The bottom of the valley is filled by a river of ice, a glacier slowly grinding its way to the south-west.

The tracks of the mule lead down through the snow, past occasional stands of fir trees, to the uneven surface of the ice, and across the valley you can see a break in the mountain wall, suggesting a pass. The wind seems to be rising, and the sky is becoming



A fountain of steam shoots into the air

obscured by large grey clouds. You hear the howl of a wolf in the distance, and it is answered by another closer to hand.

Please turn to 191.

114

It is obvious that no progress can be made on building a wooden trestle bridge without an assured supply of timber, and no more tree-felling can take place until the reasons behind the recent events can be discovered.

Apart from a few wolves seen and heard in the distance, the Fellwood seems a reasonably safe place unless someone starts damaging the trees. You could, therefore, carry on your investigations in the forest on the next day.

Staying in the camp to see what develops is an alternative, but as no-one appears to be doing anything now you have a feeling nothing much will happen.

Otherwise, you could leave the site for now and follow the planned route to the site of the Mithral mine, perhaps investigating the reported problems of the steep-sided valley on the way.

You have a peaceful night's sleep, and are able to replenish your supplies the next morning.

If you set off into the forest, turn to 130. You will not take a mount this time.

Should you decide to head upstream towards the mine, you will be able to take your mule and the extra supplies it can carry (see 1) or borrow another

if your original mount was lost on the journey here. In this case turn to 209.

115

The strange, spinning vortex of light comes to a halt before you as you try to communicate your thoughts in sign-language.

Your signs may vary from such simple gestures as dropping to your knees and clasping your hands, through various indications of rudeness, which have changed little over the centuries, to a straightforward shaking of your first. Alternatively, if you have a bent for charades you may try to act out an enquiry as to what is going on. Fortunately there is no-one else around to witness this strange capering.

If the light shape is possessed of any form of intelligence it appears unimpressed by your efforts. After remaining in one place for a few moments, pulsing brighter and paler occasionally, it moves rapidly off to the south, and is soon lost to sight.

Please turn to 190.

116

The enormous goat apparently decides that you represent some form of threat for as you approach it charges to meet you.

Unfortunately for you its Expertise and Vitality are both 20! A brief calculation will show that, unless you have managed to increase your Expertise beyond its original 12, even the most fortuitous coin-tossing will never give you a hit. Even if you have increased your Expertise, sooner or later its mighty butt will connect.

When that happens you are thrown through the air and land in the stream. You suffer 3 Points of Damage but your steed, I regret to say, has its neck broken.

Please amend your Character Sheet, then turn to 7, unless the 3 Points of Damage killed you, in which case turn to 200.

117

Running as fast as you can, you head away from the lake into the wood. The phantom has no difficulty in keeping pace, and now and then the awful gurgling laughter spurs you to further efforts.

You had hoped that it might not be able to move far from what you assume to be its natural element, but these hopes are soon dashed. You realize it must roam these woods at night, which would explain the lack of life there.

Eventually you can go no further. You have no weapon to defend yourself, and punching and kicking cause more harm to you than your opponent, as its very touch causes you to lose Vitality Points from the awful cold.

You are drawn into its freezing embrace, water flows into your mouth and nostrils and you should turn to 200.

118

The situation at the mine remains the same. All work has come to a standstill and, despite their protestations and excuses it is obvious that these tough miners are too scared to enter it again.

Most of them claim to have seen something; although

descriptions of just what they did see vary as to size or shape, some points do seem to tally. All the sightings have been in the part of the mine where the mithral had been discovered, and everyone agreed that the 'phantoms' (ghosts, spirits or spectres are other names used) appeared only as glowing, transparent outlines. No one had seen any material creature or being in the mine.

The mine tunnels extend for miles under the mountain, mainly to the west and north-west of the entrance, which is in the west wall of the canyon. Some three miles due west of the entrance the widest tunnel ends at a vast chasm, where the miners believe the Dwarves dumped much of the excavated rock and which they have utilized similarly. The remaining mithral deposits are somewhat over a mile north of that point, and that is where the apparitions and sounds have occurred.

There is also some news about the troublesome pass, (which the locals now call 'Hostile Valley'). It appears from everyone's experience so far that the disturbances are only apparent to travellers heading west along the valley; never, so far, to those coming east.

With this information to ponder over, you repair to your room for a decent night's sleep.

Please turn to 198.

119

While the fight was going on the exercise kept you warm, but now the chill returns in full measure. Steam is rising from your soaking jacket, trousers, cloak and leggings, but they are not yet dry enough to wear.



Waiting behind the tree

120-122

*If you wish to drag the Yeti's body past your mule and into the cave, turn to **47**.*

*Should you lead the mule into the cave instead, turn to **159**.*

*If you decide it would be prudent to search the cave first, you can take a flaming branch from the fire and make your way inside, turning to **204**.*

120

The still waters of the tarn are bitterly cold. After a few strokes you are out of your depth and realize the cold would kill you long before you could reach the far side.

In fact there is a chance that cramp will kill you before you can regain the shore. You will need to sacrifice a Fortune Point to survive.

*If you have none left, turn to **200**.*

*Otherwise, amend your Character Sheet and turn to **128**.*

121

You will eventually discover that the wolves follow your movements everywhere. Whether you go east or west, for a few yards or several miles, as soon as you leave the river and head more than a couple of hundred yards into the woods, there are five wolves heading you off.

*Disgruntled, you return to the camp and should turn to **137**.*

122

There is an obvious entrance to a rabbit burrow beneath the roots of a large tree close by. If you conceal

yourself behind the tree, weapon at the ready, you should have a good chance of collecting any rabbit which tries to go in or out.

You settle down to wait.

If you keep your attention firmly on the burrow, turn to 178.

Should you be unable to wait patiently, and relax to regard your surroundings, turn to 162.

123

Having been thrown from your mount, you will be skilled indeed if you can land on your feet to face the Yeti's attack. Calculate $E + 4H$, and you will need a score of 15 to succeed. You may use Fortune Points to amend your score if you wish.

The Yeti has Expertise 12, Vitality 14 and can do 2 Points of Damage with its long claws. However, at close range the terrifying gaze of its glaring red eyes can paralyze an opponent. If it hits you, you must sacrifice 1 Fortune Point each time to avoid being paralyzed . . . if you do not, you will know no more.

If you have managed to retain your feet, you will fight on even terms. Should you have failed, your opponent will have the benefit of Surprise (as per the Game System). And this Surprise (representing your difficulty in regaining your feet under its attacks) will continue unless and until you manage to score a hit, when it will reel back, enabling you to scramble up and fight normally.

Should you manage to kill the creature, turn to 139.

Otherwise, you will have to turn to 200.

124

Back on the mule once again, you climb to the brow of the hill and gaze down into the winding valley beyond.

The bottom of the valley is filled by a river of ice where a glacier, several hundred yards across, grinds its way slowly to the south-west. The valley side slopes gently down towards it, covered with snow broken only by occasional clumps of fir trees.

When you reach the glacier, you find it has been swept free of snow by the biting wind. You find progress slow, as the mule has to pick its way carefully.

Please turn to 155.

125

Rather than risk a gallop along the narrow, snow-covered ledge, you dismount to face the charging Bear, which is making good speed up the slope towards you.

If you draw a weapon to fight it, turn to 72.

Should you have another plan in mind you may turn to 53, but if your plan fails you may find yourself fighting without a weapon in your hand.

126

The cliff is no more difficult to descend than it was to climb. Again you need to calculate $E + 4H - T$ and a score of 12 is needed to reach the bottom without mishap. You may sacrifice Fortune Points to modify your score if necessary.

Should you have insufficient Fortune Points to modify a low score you will slip and fall to your

death on the rocks below and must turn to 200.

Otherwise you reach the bottom safely, and are now at the eastern entrance to the supposedly hostile narrow valley.

If you originally reached this point from the east you will have tethered your mule at the foot of the cliff, and will be pleased to find it is still there. You may or may not have visited the mine settlement yet... if you have not you will be out of, or exceedingly low on food, and should do so now.

Alternatively you may decide to investigate the mine before proceeding further with the valley.

Whatever the reason, if you head east towards the mine and the settlement, turn to 166.

You may, of course, have arrived here after climbing the cliff at the far end of the valley. In that case your mule will be back there but you could abandon it and carry on towards the mine on foot.

However, if you now wish to enter the valley, whether on the back of your mule or not (if the mule is here with you, it can still be left tethered) then turn to 3.

127

Back on the mule, you climb the slope to the brow of the hill above, and find yourself gazing down into a winding valley. The sides are covered with snow and occasional small groups of fir trees, and the bottom of the valley is filled with a river of ice where a glacier grinds its slow way to the south-west.

Across the valley the mountains rise higher still, but there is a gap opposite where a pass seems to lead in the direction you wish to take.

You make your way down to the glacier, which is several hundred yards across, and covered with several inches of snow from last night's fall. The wind mercifully, has died down.

Please turn to 92.

128

Soaking wet and freezing, you stagger ashore. You must build a fire to get warm and dry your clothes, and the only possible place to do this seems to be the ruined hut.

Turn to 136.

129

Turning around, you find that the track leading to the bridge is blocked by yet a third goat, but of truly colossal size. It lowers its head and seems to be considering a charge.

If you advance to meet it, turn to 116.

Should you prefer to continue on your journey in your original direction, turn to 49.

130

Despite its somewhat grim reputation, Fellwood seems almost parklike as you set off north from the campsite in mid-morning. The trees are tall and well-spaced, with grassy glades which make it seem more like a well-tended park than a forest. You cannot help feel that the efforts of the lumberjacks would have quite



A caricature of a face, halfway up the trunk

131-132

spoiled this had they been able to follow the bridge-building plan.

You have to travel for three hours before seeing any signs of animal life, apart from a few birds. Then, when you are perhaps ten miles north of the camp, you begin to see squirrels and an occasional rabbit.

If you fancy the idea of a nice plump rabbit for your main meal later, turn to 122.

Otherwise, you carry on and should turn to 146.

131

The strange luminous manifestation comes to a halt before you as you try, stumblingly, to talk to it.

You may utter quite convincing protestations that you have no wish to annoy/disturb/hurt or in any way interfere with its business, or alternatively you can turn aggressive and accuse it of interfering with you, insisting that it take itself off without further ado.

Whatever you say, it appears to take no notice. For some moments it remains before you, silently spinning and occasionally pulsing dimmer or brighter. Then it moves rapidly off to the south away from the cliff-top, and after a minute is lost to sight.

Please turn to 190.

132

Drawing your sword, you stride over to the tree to get some firewood.

Taking hold of one end of a low branch, you swing your sword, only to find yourself flung to the forest floor as the branch is violently snatched from your grasp.

The tree sways madly to and fro, and the branches batter at you as if suddenly agitated by a hurricane. You take 2 Points of Damage and, looking up are able to make out a caricature of a face, halfway up the trunk. The tree is a living creature!

Amend your Character Sheet for the damage, then if you wish to try to escape, turn to 145.

If the damage kills you turn to 200.

Should you decide to join in combat with your adversary, turn to 196.

133

When the Phantom's Vitality is exhausted, it collapses in a surge of freezing water. You may add 4 Fortune Points to your Character Sheet and increase your Expertise by one point for the rest of the adventure.

During the struggle the brazier had been knocked over, and the rest of the hut looked in danger of burning down around you. Fortunately the wave of water from your vanquished opponent extinguishes this, but your bedding is soaked and you get no more sleep.

You may take any Potions you wish and, at dawn the next day will be ready to set out again.

Please turn to 149 if you wish to leave the valley by the way you entered.

If you decide to try crossing the lake, using the door from the hut as a raft, turn to 165.

134

For the next couple of miles you follow the course of

the stream along the new valley through rather pleasant scenery, with open stretches of grassland alternating with stands of conifers. You meet no one, and apart from a mountain goat high up one valley side see little sign of life.

Then the valley sides draw closer and become steeper, the grass gives way to bare stretches of rock and scree, and the stream becomes noisier as it tumbles over and around the boulders which now litter its course.

By the time you have come three miles from the valley fork, you can guess that you have reached the start of the troublesome stretch. There is just room between the stream and the mountain side on your left for a road, and some attempts seem to have been made to start one. There are deep ruts in the softer patches of ground, and several boulders have been rolled aside.

If you have come straight to this area, following your journey through the mountains, it will now be mid-afternoon. You may decide to head for the mining settlement in the other valley now, before it gets dark, and should turn to 166 if you do.

Should you decide to explore further here, please keep the time of day in mind.

To carry on along the valley, turn to 3.

The mountain-side looks as if it could be climbed: if you wish to try, perhaps to view the valley from above, turn to 150.

135

You find a good campsite in the next valley, beside a much smaller stream which needs no bridge. Here you

are able to eat a meal, enjoy a peaceful night's sleep and take a Potion if you so wish.

No more is seen or heard of the assorted goats.

Please amend your Character Sheet then turn to:-

65 *if you still have the mule.*

4 *if you are now on foot.*

136

The hut looks quite old, with moss growing over the log walls. Fire has partially destroyed it, and the west wall and part of the roof are now missing. The doorway is in the south wall, with a stout door hanging askew by one hinge. The remains of a table, bed and some chairs are strewn about the floor and a rusty old brazier lies amongst the blackened remains of the burned wall.

*If you decide to try to free the door to use as a raft for crossing the lake, turn to **142**.*

*You may decide to camp here for the night and tidy the place up to make yourself comfortable, using the various broken pieces of wood to make a fire in the brazier. If so turn to **160**. (If you have recently been swimming in the lake you must take this option.)*

*Should you decide this is too dreary a place to stay, you set off back through the wood and should turn to **104**.*

137

Once you have returned to the camp, you will find you will be unable to leave it again to head north without being intercepted by the wolves. First one will appear then the others, always herding you back towards the river.

*If at any time you lose patience and attack them, turn to **9**.*

None of the men in camp have any interest in helping you fight them. Their reaction is that if you leave the wolves alone they will return the compliment, and who wants to go into the forest anyway.

With Fellwood now barred to you, you may decide to make for the mine instead.

*If so, turn to **209**.*

138

If mounted on a mule, you dismount now as you have never received proper cavalry training.

Drawing a weapon, you stand ready to defend yourself against attack from any or all of the Elementals, although decidedly pessimistic about the outcome.

To your considerable relief, the Elementals make no hostile move: they merely stand in place as if barring the way.

*If you try to communicate with them turn to **170**.*

*Should you decide to try to break through them towards the western end of the valley, turn to **154**.*

*If you accept that there is no way through, you will eventually have to turn and make your way back to the eastern end, and should turn to **186**.*

139

You have managed to kill the Yeti and may add 2 Fortune Points to your Character Sheet. Should you wish to take a Potion, you may do so now.

Fortunately, the well-trained mule has stopped back at the stream. You are soon able to secure it and continue your journey, though it will give the dead body a wide berth.

Please turn to 124.

140

You deny knowing anyone called Gruff, and attempt to mollify your ill-humoured new acquaintance by complimenting him on his strategic guile in hiding beneath the bridge.

He will have none of this, and claims that the two goats who crossed earlier, both apparently named Gruff, had assured him that the next traveller would serve as his evening meal and, if it's all the same to you, he would like to get started.

With this, he bites you, and you suffer 3 Points of Damage. Please amend your Character Sheet.

Although you might have preferred to pursue the interesting new information that goats and trolls share a common language, the impatient hunger of the Mountain Troll suggests you may be eaten alive in mid-conversation if you persist.

You appear to have three choices :-

You can stay here and fight, turning to 36.

You can try to escape after the first two goats, turning to 108.

Or you can try to turn the mule and escape back the way you came. In this case, turn to 164.

141

The Great White Bear is finally overcome, and slumps to the ground. You may add 2 Fortune Points to your Character Sheet.

This combat may have occurred under a number of circumstances, which will govern the next paragraph.

If you dismounted from the mule on the ledge above the snowfield, turn to 38.

If you were on the ledge, but had previously lost the mule, turn to 54.

If your campsite in the pass was attacked at night, turn to 86.

142

The door has been strongly made of thick timbers, and requires a considerable effort to free and drag down to the water. A piece from a broken chair looks suitable for a paddle, and at length you are able to propel your makeshift raft out on to the dark water.

You dare not try for too much speed in case of upset, and have to crouch uncomfortably as standing would make the raft unstable and sitting would soon leave you soaking wet from the water swilling to and fro across the door. Despite the lack of wind, it is bitterly cold in the valley and wet clothing would present a serious hazard.

As you gradually draw closer to the defile, you become aware of a low roaring sound and the beginnings of a current in the water. The current is against you, so if the noise comes from a waterfall at least it is flowing



A mist hangs above the defile

143-144

into the lake. You also notice that there seems to be a mist hanging above the defile.

Your progress becomes slower and the afternoon is now well advanced.

If you continue across the lake, turn to 21.

If you decide to return to the ruined hut for a night's rest and the warmth of a fire, turn to 37.

143

Sheltering in the cave-mouth you have escaped the Yeti's notice, and it now has its back to you as it feeds from its kill.

If you have previously lit a fire, it seems the Yeti is not intelligent enough to deduce anything from the merry blaze, or from any wet clothing you may have draped around it. Perhaps fortunately for you, should you be in a state of undress at the moment, sufficient heat reaches you from the fire to prevent your losing further Vitality Points to the cold.

Eventually, the Yeti seems to have finished eating. Rearing to its full height it turns and heads for the cave. This is its lair, and you will have to fight it after all.

You snatch up a weapon to defend yourself, and should turn to 167.

144

Climbing the wall is not too difficult. Calculate $E + 4H-T$: you will need a score of 13 to succeed and may use Fortune Points to amend your score if necessary.

Should you fail, possibly through a lack of Fortune Points, then the alternatives are simple:

If you still have the door to use as a raft you can paddle back across the lake and must turn to 13.

If you burned the door during the night, you will have to stay here until you starve to death, and should turn to 200.

Assuming you manage to climb the rocks successfully, your troubles are not yet over. After a few hundred feet you reach the area where the condensation has frozen on the rock, and you find you are climbing over a very icy surface. In order to reach the top, you will have to sacrifice 4 Fortune Points.

If you cannot do this, you will lose your grip on the ice-covered rocks and fall to your death in the valley below. In this case please turn to 200.

Should you succeed in gaining the top, you will find yourself on a wide snowfield which slopes gently upwards. A low growling makes you realize you are not alone.

Turn to 29.

145

You will be able to escape from this combat for the loss of only 2 more Damage Points. Amend your Character Sheet accordingly and . . .

If this brings you down to, or below zero Vitality, turn to 200.

Otherwise turn to 84.

146

Somehow you cannot bring yourself to kill an innocent young rabbit. The wood looks too pleasant a place to bring bloodshed and death to it.

You reflect that, nonetheless, deaths are supposed to have occurred here recently, and wonder if there may be bandits about. If so, simple tree-fellers would not seem a very profitable target for them.

You carry on to the north for another hour or so and see from the sun that it must be about noon. Just as you are considering taking a rest, you hear a wolf howling a little way ahead.

Somehow you sense an air of distress: this is not the sound wolves usually make when baying at the moon or following the track of their prey.

If you decide to skirt the area ahead, turn to 257.

Should you prefer to carry on and see what is causing the sounds of distress, turn to 2.

147

Having survived the fall, you now have to scramble back out of the deep cleft in the rock. Still, at least the glowing light seems to have made no attempt to follow.

Calculate $E + 4H - T$. You will need a score of 14 to get back to the surface of the plateau, but for once you may NOT use Fortune Points to modify your score. Instead, if you fail to achieve a score of 14 you will slide back to the bottom and suffer a further 1 Point of Damage. You will have to continue trying this until you succeed or

148-149

die from the additional damage. (Climbing in the pitch dark can be quite difficult.)

If you regain the surface of the plateau, turn to 163.

Should you die, scrabbling around in the cleft below, turn to 200.

148

Dismounting from the mule, you carefully lead it out on to the icy causeway. A fall into the freezing waters of the stream would not, in itself, be dangerous, but wet clothes or skin in these temperatures would be an invitation to the shivering death which can claim unfortunate travellers in these mountains.

This is a relatively minor test of your adventurer's skills: calculate $E + 4H$ as shown in the Game System ... if you score 14 or better turn to 180.

You may use Fortune Points to increase your E score if necessary: however, if you still finish with a score of less than 14, turn to 42.

149

The destruction of the Phantom seems to have brought a noticeable change to the valley. A wind blows across the lake, ruffling the waters and setting the fir trees swaying, and a few birds have appeared. You can only suppose that the birds and animals must somehow have sensed the presence of the Phantom, and avoided the area until now.

If you left your mule at the other side of the wood, tethered to a tree, it will still be there, but will unfortunately have died during the night either from

150-151

fear or the cold. Your extra supplies and equipment would be too much for you to carry on foot, but you may ensure you have two days' food (amending your Character Sheet) before continuing.

If you left the mule untethered, there will now be no sign of it, or your supplies.

You return to the point where the valley forks, and now take the route which climbs towards the south-east.

Please turn to 80.

150

The cliffs are about two hundred feet high, but by no means sheer. Numerous rockfalls have obviously occurred over the years, and you are perhaps in more danger of turning your ankle over on a loose rock than falling from a height to suffer more serious injury.

You tether the mule to an old tree-stump and commence climbing.

Calculate $E + 4H - T$; you need a score of 12 to climb safely to the top, but may use Fortune Points to modify your score if necessary.

Should you be unable to achieve this, you will somehow have managed to break your neck (perhaps overconfidence) and must turn to 200.

Otherwise, you reach the top and can turn to 14.

151

An hour or so after dawn you set out to walk the last few miles along the North Bank of the Pola River. You

152-153

see no signs of life although you do hear a few wolf howls in the distance around noon.

Mid-way through the afternoon you begin to see signs of humankind, and soon come across the site of the intended bridge.

Please turn to 71.

152

The small whirlwind approaches quite rapidly - faster than a galloping horse in fact.

If you stand where you are to see what happens, turn to 51.

If you run back towards the point where you originally climbed up the cliff, turn to 174.

Should you have come into possession of a horn in your travels, you may turn to 66 if you wish to try using it.

153

It is now late afternoon, and you decide to return to camp for the night, rather than heading back north into the Fellwood.

After a while, as you reach the camp-site, you notice that heavy storm clouds are building to the north and starting to drift your way. You congratulate yourself on having chosen a night under canvas rather than the dubious shelter of a forest tree.

You are in good time for the evening meal and may make the usual improvement to the Vitality score on your Character Sheet. As you eat, you relate the day's events to an admiring throng.

Please turn to 329.



The whirlwind approaches

154

Determined not to be deflected from your goal, you charge bravely at the three manifestations of the Elementals.

They close in against you, and you are immediately in serious trouble.

First the Air Elemental spins you several feet into the air, then slams you back to the ground for the loss of 2 Vitality Points.

No sooner have you landed than the Earth Elemental hits you with a fist of rock and knocks you into the stream. The blow costs you 2 more Vitality Points.

The Water Elemental now picks you up in its wave-like shape, water pours into your mouth and nostrils causing you to choke and lose 2 more Vitality Points and you are thrown back on to the rocky bank of the stream.

*You must turn to **200** if the total of 6 Damage Points brought about your death. If you were riding the mule when you charged, its lifeless body now lies nearby.*

If you tried to strike either the Air or Water Elemental with any weapon, it will have passed straight through with no apparent effect.

*If you struck the Earth Elemental, turn to **18**.*

*Should you have kept your weapon sheathed, and now attempt to retreat, turn to **186**. You may take the mule with you, if still alive.*

155

There are a number of deep fissures in the ice of the glacier, but you are able to cross safely to the far side, thanks mainly to your sure-footed mount.

The gap you saw from the hill above does indeed prove to lead to a pass, which leads in a generally southern direction, sloping gradually upwards as it winds between sheer cliffs. There are no caves to be seen, and as night falls you have to make a cold camp, huddled against one wall of the pass.

You may eat today's meal, if you have not done so previously, but the lack of heat and general discomfort will only allow you to recover 3 Vitality Points instead of the usual 4. You may also take any Potions you wish.

Shortly after dark, it starts snowing, and this lasts for several hours. In the morning it lies about two feet deep on the floor of the pass, but at least the wind has dropped. You resume your journey and soon reach a point where the pass splits in two.

*The right-hand fork takes you down a valley which descends quite sharply to a wood of tall fir trees which blocks further vision several hundred yards away. If you ride down that one, turn to **8**.*

*The valley to the left continues rising, at first leading south-east, then heading round to the right after half-a-mile. Turn to **88** if you go that way.*

156

You set light to a pile of the dead twigs and branches and soon have a merry blaze. The cave entrance

provides shelter from the icy wind, and you can remove your outer clothing and prop it around the fire on some of the branches, if it got wet in the stream.

A sudden squealing from the mule brings you spinning around.

Please turn to 212.

157

Some time in the middle of the night you are suddenly jerked into wakefulness by a smashing blow, which causes you 4 Damage Points.

Looming over you is a vast, pale bulk, which you can only vaguely see outlined against the snow. You struggle to escape from your bedding, scrabbling for a weapon, but take another blow for 4 more Damage Points as you do.

You have been attacked by a Great White Bear, and if the 8 Damage Points so far inflicted have caused your death you must turn to 200.

If you have managed to survive so far, you can now fight the Bear on even terms, and should turn to 72.

158

You have something to eat and drink, then continue your watch until mid-morning, but nothing further of note occurs, and you decide to quit your vantage point.

If you descend at the eastern end of the valley, turn to 126.

For the western end, turn to 110.

Descending anywhere else along the two mile length of

the hostile valley itself does not look a very good idea. The rock-face is much steeper, landslides and rockfalls have obviously occurred frequently, and there is a nasty overhang to negotiate.

Nonetheless, if you are in a mood for folly (just what WAS in your waterskin!) and decide to attempt it, turn to 62.

159

Taking a firm grip on the lead rein, you untie it from the bush and lead the rearing mule into the cave.

Once inside, past the fire at the entrance, it soon quietens. The cave entrance leads in some fifteen feet, then bends to the left and opens into a cavern twenty feet across. There is a strong smell of Yeti in there, and a heap of old grass and twigs which you suppose served as a bed for the creature. Fortunately the mule seems undisturbed by the smell; only the sight affected it.

Returning to your equipment you take some fodder in to the mule, then huddle by the fire until your clothes have all dried. You may use the time to take any Potions you wish, and eat today's meal.

When ready to proceed, turn to 124.

160

You soon have a roaring fire in the brazier, and if you need to dry your clothes may do so without difficulty.

Having settled down to await nightfall, you may take today's meal (always supposing you have food left) and any Potions you wish, adjusting your Character Sheet accordingly.

161-162

In clearing away the debris, you notice a gleam of metal amongst the cinders which had been beneath the overturned brazier.

If you take hold and pull to free the metal object, turn to 176.

If you leave well alone, turn to 208.

161

Carefully and quietly you make your way from the scene, leaving behind the warmth of the fire but fortunately not alerting the Yeti. You have had to leave almost all your equipment behind, however, and have no choice but to try to make your way back to Crystal Peak.

You do have your weapon, and if you decide to try to surprise the creature after all, while it is still feeding, turn to 207.

If you prefer to go back to your Uncle and seek fresh supplies and another mule, you must first negotiate the stream again.

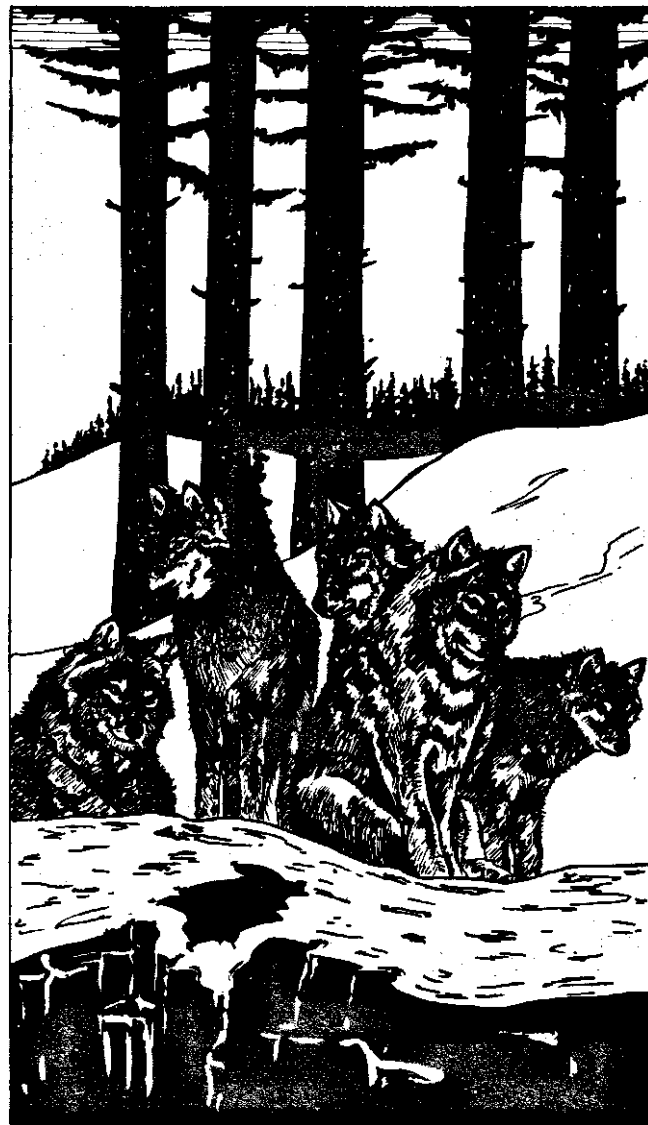
To cross safely you must calculate $E + 4H$, but this time you will need a score of 15 or better to succeed, as the stepping stones seem to have become even more slippery, and you keep glancing over your shoulder at the feeding monster. You may use Fortune Points to modify your score.

If you succeed, turn to 27.

Otherwise, you fall in and must turn to 43.

162

There are several rabbits now hopping about on the grass



The five wolves regard you silently

within fifty yards of the burrow, but none seems particularly inclined to go back in and none has come out since you started watching. On the other hand, they do not seem particularly concerned by your presence.

You catch sight of movement on one side, out of the corner of your eye, and turn to see a large grey Timberwolf has emerged from behind a tree some sixty yards away. It sits down, yawns, and regards you silently. Looking around, you see three others spaced around in a semi-circle to the north, and as you watch a fifth joins them.

The thought of grilled rabbit has suddenly lost its appeal, and you wonder what to do. The wolves have so far made no move to attack, and you have to decide whether to retreat or try to frighten them away.

If you draw a weapon and charge towards them, turn to 9.

If you try to get away, turn to 25.

163

You finally manage to scramble back over the rim of the fissure into which you tumbled in the darkness, and stand once more on the plateau.

Thinking back, you reckon you must have run over a hundred yards before the fall. There is now no sign of the spinning vortex of light from which you were trying to escape, but you cannot tell which side of the fissure you are now on, or where the cliff-top may be.

You have only just suffered one consequence of blundering about this plateau in the dark: you decide

to risk no more and sit down where you are to await the dawn.

Please turn to 179.

164

With some difficulty you manage to turn the mule on the bridge. You need both hands for this and, while you are so engaged the Mountain Troll seizes its opportunity to bite you for 3 Points of Damage. Please amend your Character Sheet.

If this results in your death, turn to 200.

Facing back the way you came, you find your escape is blocked in that direction. A truly enormous Goat now stands on the approach to the bridge, and there is clearly no way past its sweeping horns.

Nonetheless, if you wish to try to force a way past, turn to 116.

If you prefer to turn about once more and try to escape in the other direction, turn to 177.

Should you decide to stay where you are, and fight the Troll after all, turn to 36.

165

The valley seems a more cheerful place today, as if the presence of the Phantom had affected it before. A wind has risen and chases small waves across the surface of the lake, while the branches of the trees are tossing

gently to scatter their load of snow down onto the ground below.

You have decided to use the door as a raft, and a piece of one of the broken chairs will serve as a paddle.

Crossing the lake on such an unstable craft will need considerable skill. Calculate E + 4H, and you require a score of 14 to succeed. You may use Fortune Points to modify your score if necessary.

If you decide against crossing the lake after all, possibly after testing the craft and deciding your skill is not up to it, the only other way out of the valley is back through the wood and you should turn to 149.

Should you cross the lake safely, you will hear a roaring sound as you approach the far side, and will notice a cloud of mist or fog hangs over the defile. There is not much room to land, but you are able to drag the door up onto some rocks at the mouth of the defile, from which a stream of warm water flows into the lake.

There is just room between the stream and the cliff wall to enter the defile, and you should turn to 112.

166

You retrace your route to the valley fork, and turn down the blind canyon to the right.

By the time you reach the settlement evening is drawing in.

Turn to 22.

167

You stand at bay in the cave-mouth to meet the Yeti's attack, rather disappointed that it seems quite unafraid of the fire. (Possibly it has never seen one before.)

The creature has Expertise 12, Vitality 14 and can do 2 Points of Damage with its long claws. In addition, its glaring red eyes have a terrifying effect at close range. If it manages to hit you, in addition to the 2 Points of Damage lost you will have to sacrifice 1 Fortune Point. If not, you will be paralyzed with fear, and the adventure will be over as the Yeti will quickly destroy a paralyzed opponent.

What is more, if you took your outer clothing off to dry earlier, it will still be spread around the fire as you have not dared to emerge from the cave to re-clothe yourself. You will, therefore, have to conduct the combat in your underclothes and, in this case, your Expertise is reduced by 1 Point for this combat to reflect your greater vulnerability.

If, despite all, you manage to kill the Yeti, turn to 87.

Should you fail, please turn to 200.

168

You look around for some suitable logs, intending to bind them together with your rope to fashion a raft. Surprisingly there seem to be no dead trees or fallen branches, only the usual small twigs lying amongst the snow.

The only suitable source of wood appears to be the hut itself.

If you move to investigate, turn to 136.

If you decide to swim instead, turn to 120.

Should you prefer to make your way back through the wood, turn to 104.

169

The sound and fury of your titanic struggle against the wolves seem to have frightened all the smaller animals away. Even the birds have deserted the skies, and you tramp on northwards through the calm silence of early afternoon.

You notice that the light is rapidly failing, and dark storm clouds are blowing rapidly your way from the north despite the lack of wind here on the ground. It looks as though you are in for a wetting, but you decide against sheltering under a tree in case that attracts the lightning.

Please turn to 313.

170

You try to communicate with the three Elementals confronting you.

If you try Human speech — turn to 34.

You may attempt to use sign language, in which case turn to 50.

Should you have come into possession of a horn and want to try using that, turn to 73.

171

Leaping the fissures would normally present little problem, but with ice underfoot there is a chance of missing your footing and sliding in.

You must sacrifice 1 Fortune Point for each of the six fissures, in order to reach the other side safely, and if you have wet clothing must also delete 6 Vitality Points, as already mentioned.

If instead you decide to give up for the night and return to the cave, turn to 193, but ignore the first paragraph.

If you reach the far side safely, turn to 187.

172

You urge your mule on to the bridge, and the sound of skidding hooves behind you indicates that your pursuer has pulled up short.

Just as you are about to turn around to investigate, you are distracted by a tall, ungainly and hideously ugly form which rises into sight on your left. It is a Mountain Troll, which must have been hiding beneath the bridge.

For a moment you stare at each other in mutual amazement, then it opens its fang-filled mouth.

Your name Gruff?' it asks aggressively.

If you deny this, and seek to engage it in conversation, turn to 140.

Should you draw a weapon and try to get in the first



A Mountain Troll has been hiding beneath the bridge

blow, turn to 36.

If you try to escape back the way you came, turn to 164.

If you attempt a getaway in the direction you were heading, turn to 108.

173

As you stealthily crawl from your bedding the Bear is crouching over the body of its kill. If you sacrifice 1 Fortune Point you will be able to gather your equipment together and sneak off onto the ledge which leads towards the South West.

You may then turn to 205.

If you have no Fortune Points left, or are not prepared to cross one off your Character Sheet, the crunch of snow beneath your boots will alert the Bear, and it will spin round to face you.

In that case you will have to fight, and should turn to 72.

174

Having no wish to risk being blown from the top of a two-hundred foot cliff, you take to your heels as the whirlwind approaches, taking care not to get too close to the edge.

You hear a whistling noise behind you, which wavers higher and lower for a while, then fades away. When you stop and turn round, the spinning vortex has disappeared, and a small cloud of dust is settling by the cliff edge near where you spent the night.

More slowly, you retrace your steps.

Turn to 158.

175

With the Yeti concentrating on its meal, you feel this presents a good opportunity to make your getaway.

If you are fully clothed, but still soaked from a fall in the stream, turn to 11.

If you are in your underclothes, with your outer garments spread out to dry, turn to 199.

Should you have originally crossed the stream safely and still be both clothed and dry, turn to 161.

176

You find yourself holding a heavy mace, with a two foot long handle and broad, flanged head, all apparently forged from iron. It does not feel particularly well balanced, and seems more suitable for a strong but unskilled fighter. Engraved along the handle are the letters F.E.D.U.S.A.R.

If you decide to keep it you may add it to your Character Sheet but must bear its added encumbrance in mind in certain future sections of the book.

If you decide not to keep it you throw it outside with the rest of the rubbish.

Please turn to 208.

177

Again you tug at the reins to turn the mule about. It is becoming frightened now, and the manoeuvre takes even longer. By the time you are once more facing in your original direction of travel, the Troll has not only bitten you again, but has also clawed you with both hands, for a total of 5 Damage Points.

If this has killed you, turn to 200.

Should you decide at this point that it would be best to fight back at the Troll, then turn to 36.

Otherwise, you attempt to escape from the bridge, and should turn to 108.

178

Although there are several rabbits enjoying themselves on the grass in front of the tree, none seems to show any inclination to return to the burrow, and no more come out to join them.

Nonetheless, you keep still and quiet and wait patiently for your opportunity. Eventually, round about midday, the sunshine has become quite warm and a plump young doe decides to seek the shade of the burrow.

She appears not to notice you and, when she is close enough you leap from hiding and kill her with one quick blow.

Please turn to 185.

179

You stay where you are, by the edge of the deep fissure in the plateau, until dawn. In the early light, you are able to make out the cliff-top above the valley some hundred yards away, on the other side of the gaping fissure. You had obviously climbed up the far side in the darkness after all.

The fissure is a few hundred yards long, but you are

able to walk along to a point where it narrows enough for you to safely jump across, and are soon back on top of the cliff above the valley.

As you look round, you notice that an eddy of wind is picking up dust and small objects near the edge of another fissure some half-mile away to the south. It moves rapidly closer and begins to look like a small whirlwind. Indeed, the shape is much like the spinning vortex of light you saw last night.

The odd thing is that the air is otherwise still, there being no wind this morning.

Please turn to 152.

180

The slippery stepping stones across the stream are successfully negotiated.

If you decide to take a rest and build a fire from the dead bushes, in the cave you have seen, turn to 76.

Should you prefer to push on along the track, you remount the mule and should turn to 107.

181

Once darkness falls it seems to get even colder, perched where you are on the rocks beside the still waters of the lake. There is nothing growing here, so the only potential source of fuel for a fire is the stout door which you used as a raft to get here.

You can use your sword as an axe to cut the door into suitable pieces, which will give you enough for a small fire to cook your food and keep you reasonably warm.

However, this would so ruin the cutting edge of your sword as to make it useless for the rest of the adventure. It would also deprive you of the means to return across the lake, as you are sure the cold water would kill you if you tried to swim.

However, if you do NOT have a fire, your evening meal will only restore 2 Vitality Points instead of 4, eaten cold, and you can then expect to lose 4 Vitality Points during the night from the bitter cold.

Whichever you decide, please amend your Character Sheet accordingly, then turn to 45, unless the cold kills you, in which case you must turn to 200.

182

The lights below are difficult to make out. The sources seem quite large, perhaps the size of a brazier or small forge rather than a torch or lantern, but quite dim. You have occasionally seen Will-o-the-Wisps in the Dunmarsh near your home and these look rather similar, though larger.

There are three of them. The first one, you are quite sure, emerged from the stream itself and the second one came from somewhere out of your range of vision almost directly below. The third one has come quite swiftly along the valley from somewhere towards the western end, and the three met by the edge of the stream, a little to the left of (and two hundred feet below) where you watch.

For perhaps five minutes the three patches of light stay close together. They seem not to move, although there is a noticeable, and occasionally quite

rapid change in their brightness, as they sometimes become quite luminous and then almost fade away.

Then they split up, and you should turn to 83.

183

The overseer in charge of the bridge building is seated at a table in his tent, when you enter. A half-empty bottle of spirits stands before him, and the bleary eye he turns towards you suggests it may have been full not long ago.

You introduce yourself and explain your mission. Though sneeringly doubtful of your ability, he has no objection to relating the recent problems on and around the site. He takes frequent breaks for liquid refreshment but makes no effort to share his bottle with you.

Please turn to 82.

184

Determined to see what lies in or beyond the wood, you take the mule's reins and try to pull it on down the slope and under the trees.

It tries desperately to pull free.

Calculate $E + 4H$: if you score 15 or better you will be able to pull the mule into the edge of the wood. (In this instance you cannot use Fortune to modify your score as this is a straight test of strength and luck does not come into it.)

If you succeed, turn to 96.



The three lights in the valley

*If you fail, you can either leave the mule and enter the wood alone (turning to **16** but ignoring the first paragraph) or give up the idea, turn the mule about, remount and return to the fork, turning to **88**.*

185

As you pick up your dead prey, you hear a snarl and the patter of running feet. Spinning round you see three large Timberwolves running towards you at top speed.

*If you stand to defend yourself, turn to **201**.*

*If you try to climb the tree, turn to **225**.*

*If you throw the dead rabbit at them and run, turn to **241**.*

186

You decide that there is little likelihood of reaching the western end of the valley against opposition from three Elementals, so turn about and head back east.

After a while, you glance back, and see that the physical manifestations of the Elementals are beginning to dissolve. The earth and rocks are sinking back into the slope at the front of the cliffs, the standing wave in the stream is now no more than an eddy in the water, and the whirlwind is just a strong breeze blowing across the rocks.

*You carry on towards the east and should turn to **74**, ignoring the first paragraph.*

187

It is getting quite dark now, and you gain what shelter you can at the foot of the cliffs at the entrance to the pass you saw earlier.

If you have not eaten previously today you can do so now, but with no fire to heat the food you can only recover 2 Fortune Points instead of the usual 4.

After an hour or so it starts to snow heavily, and you eventually fall into a fitful sleep.

*If your clothing became soaked in the stream crossing, you will die during the night without gaining consciousness, and should turn to **200**.*

*Otherwise you wake in the morning, brush the snow from your body and equipment, and turn to **24**.*

188

From just inside the cave-mouth you watch as the Yeti leaps upon its quarry. The mule makes a final valiant effort and manages to break the stout branch to which you attached the lead-rein, but it is too late; the Yeti stands before it and the mule abruptly stills as if there were some hypnotic quality in the gaze from beneath the fringe of dirty, white hair.

A flurry of blows sends the poor mule to the snow covered ground, and the victor crouches to commence feeding.

*If you stay where you are, turn to **143**.*

*If you take the opportunity to try to sneak away, turn to **175**.*

*Should you decide to try an attack now it is otherwise engaged, with the hope of gaining surprise, turn to **207**.*

189

The Bear is crouched over the body of its kill, as you stealthily crawl from your bedding. If you sacrifice 1 Fortune Point you will be able to draw a weapon and attack with the benefit of Surprise (see Combat System).

If you have no Fortune Points left, or are not prepared to cross one off your Character Sheet, the crunch of snow beneath your boots will alert the Bear at the last minute and it will spin round to face you.

Turn to 72 to decide the combat, bearing in mind whether or not you have Surprise,

190

The rest of the night passes peacefully, and at dawn you survey your surroundings. It is a still, calm day, and everything looks normal apart from an eddy of wind which is whipping up the dust and dirt in a spiral near the edge of a fissure half-a-mile away to the south. It moves rapidly closer and begins to look like a small whirlwind. Something about the spinning vortex reminds you of the strange light you encountered during the night.

Turn to 152.

191

You follow the mule's tracks down to the glacier.

Once on the ice the tracks disappear, as the persistent wind has scoured the surface clear of fallen snow. Indeed the wind is really biting cold out here and if you are still wearing wet clothing you lose another Vitality Point.

If this kills you, turn to 200.

There is no sign of the mule on the glacier, and from the look of the sky it will be dark in another hour, probably with a further snowfall due around the same time. If you carry on with wet clothing you will be unlikely to survive until morning and should consider whether or not to return to the cave back over the hill. The snow is quite deep around the trees here, and the chances of finding dry kindling for a fire are remote.

Even if your clothing is dry, you may feel it best to return to shelter until tomorrow.

If you go back to the cave, turn to 193, but ignore the first paragraph.

Should you carry on across the glacier, turn to 59.

192

At first it looks as though the spinning vortex of light will pass a few feet to one side. Then, when it reaches the cliff-top it is as though it becomes aware of your presence, for it comes to a halt.

Then it slowly approaches.

If you now flee to the south, turn to 206.

Should you draw a weapon ready to defend yourself, turn to 99.

You may decide to try to communicate with it. If you try speech, turn to 131, while to attempt sign language, turn to 115.

193

Although there are still several hours of daylight left,

you decide to spend the night in your present location.

First you drag the Yeti's body, with considerable difficulty, into a gap between two boulders, then scrape snow over it until it is hidden from sight. Then you secure a sufficient amount of firewood to last the night, and, if you have not already consumed today's meal, do so before seeking your blankets for a night's sleep, while any wet clothing can be propped to dry around the fire.

Fresh snow starts falling soon after dark.

Some hours later a noise awakens you. Something is moving just beyond the light of your fire.

If you seek to frighten it off with shouts and, perhaps, the hurling of blazing branches, turn to 63.

Should you instead stay put and wait to see what happens, turn to 95.

194

You leave the hostile valley behind and walk steadily on along the broader valley beyond, which bends round towards the north-west and descends towards the valley of the Pola river.

It will take you two days to reach the camp of the bridge workers, which is a mile upstream of the point where the turbulent waters of the Snake river flow into the Pola from the south.

Roughly at the half-way point, where the valley you have been following opens out into the larger one carved by the river, you come across a small quarry.

If you have been here before, and know the story the

owner has to tell, turn to 319.

Otherwise, turn to 367.

195

Your night's rest is not disturbed by any outside source, and you wake at dawn the next morning. As you survey your surroundings you notice an eddy of wind is picking up dust and small objects near a fissure some half-a-mile to the south, and blowing them around in a spiral. It looks like a small whirlwind, and you realize it is rapidly heading your way.

The odd thing is that the air is still this morning, with no other sign of wind.

Turn to 152.

196

You realize you have chanced upon a Timberling, one of the rarest creatures upon Skyfall. Legends of Timberlings give widely differing views on their intelligence and friendliness, but you have not met this one under the best circumstances.

Having decided to fight it, you find it has an Expertise of 16, Vitality 60 and does 2 Points of Damage with its flailing branches if it hits you.

A sword is perhaps not an ideal tool with which to chop down a tree that fights back, and if you wish to break off the combat at any stage you will be able to escape beyond its reach for the loss of only 2 more Points of Damage.

If you do escape, amend your Character Sheet, then turn to 84.

Should you continue with the combat and survive long enough to kill the Timbering, turn to 20.

If it kills you, turn to 200.

197

You decide that climbing out of the valley of the geyser via the high cliffs surrounding it may be too dangerous.

The only other way out, however, is back across the lake and through the wood, the way you arrived. To go that way you will need the raft again.

If the raft is still available, turn to 13.

Should you have used the raft as a source of fuel during the night, that option is no longer open to you. Either you must climb the cliff (turning to 144) or stay here until you starve to death, in which case you must turn to 200.

198

Much refreshed from your night's sleep, you breakfast at the inn on the next morning. Bearing in mind the promise to your Uncle Velic, you really only have two choices:

If you decide to investigate the mine, turn to 6.

Otherwise, you make for 'Hostile Valley'. If your mule has survived your previous adventure you can set out on its familiar back once more: if not, you will be able to hire a replacement from the stable.

Your first two miles retrace the route down the blind canyon to the point where the stream from the melted snow flows down the valley to your left.

When you reach that point, you turn to follow the stream, keeping it on your right, and should turn to 134.

199

Moving stealthily and keeping the fire between yourself and the Yeti, you back off along the slope until you are far enough away to crawl down to the river.

Whether or not you fall in again is really immaterial; you are cold, damp and quite inadequately clothed to cover the 12 miles back in sub-zero temperatures. Once darkness falls it starts to snow, you soon get lost and some time before dawn you will fall into the long, last sleep.

Turn to 200.

200

This book contains a considerable number of ways for your character to get killed, and I regret to say you have just found one of them.

Never mind, one of the virtues of this type of adventure is that it is open-ended. When you are ready to start again with a new character you only have to renew your Character Sheet, settle your Fortune Score (as indicated in the Game System) and you are ready for paragraph 1 once more, though with the added advantage of your experience from previous attempts.

Good luck!

201

The three wolves slow their headlong rush, apparently on seeing that you are prepared to defend yourself.



'What do you want here?' she asks

Nonetheless they come on, and it would seem they regard you as a likelier source of food than the rabbits, which are now moving towards their holes.

They spread out a little, apparently tensing for a quick rush across the final few yards.

Then you are suddenly knocked off your feet, and suffer 4 Points of Damage, as two more wolves attack from behind, having sneaked up unnoticed.

Amend your Character Sheet and if the Damage kills you turn to 200.

Otherwise you will now find yourself in a whirling tangle with five wolves, and must turn to 41.

202

You turn, to find a tall, elderly woman with long grey hair has noiselessly emerged from the trees behind you. A fierce-eyed hawk perches on one shoulder, and the wolf bounds eagerly up to her to have its ears fondled.

'We have watched you since you left the river this morning,' she continues. 'You do not seem like the others who would despoil our home. Why do you associate with them and what do you want here?'

If you tell her you want to arrange for a lot of trees to be cut down to build the bridge, turn to 306.

If you explain the underlying need for a bridge, omitting the mention of timber for its construction, turn to 338.

203

You manage to avoid the other fissures which split the

surface of the glacier, and reach the far side.

The gap you saw earlier proves to be the entrance to a pass, which slopes gradually upwards as it winds its way between sheer cliffs, leading in a generally Southern direction. The snow is about two feet deep on the floor of the pass, and the air is quite still. After a while, you come to a point where the pass splits in two.

The valley to the left continues climbing towards the south-east, then heads to the right, going out of sight after half-a-mile. Turn to 88 if you take this left hand fork.

The other leads south west, but descends quite sharply, and after several hundred yards your view is blocked as the valley is filled with tall fir trees. If you ride on towards the wood, turn to 8.

204

The entrance opens out after a few feet to reveal a cavern some twenty feet across, with a heap of dead grass and twigs obviously used as a bed. There is a strong animal-like smell in there, and this was fairly obviously the Yeti's lair.

Suddenly you hear the receding sound of hoof-beats and realize that the mule has broken loose. You hasten back to the cave-mouth in time to see your mount top the slope and disappear over the brow of the hill in the direction you had been heading.

Now that you are alone, the cold seems to intensify, and you must deduct 1 Vitality Point from your Character Sheet if your garments were soaked in the stream.

If this kills you, turn to 200, otherwise turn to 31.

205

Moving out on to the ledge above the sloping snowfield, you soon leave behind the horrid crunching sounds of the Bear's midnight feast.

The ledge is several hundred yards long, but you successfully negotiate it in the darkness and reach the narrow valley at the far end. This is also deep in snow, but you are pleased to find it slopes downwards.

After staggering on for another few hundred yards you decide you should be safe from pursuit, and settle down for the rest of the night.

Please turn to 70.

206

You run off to the south through the darkness in an attempt to escape from the spinning vortex of light.

Mention has been made before of the fissures which split the surface of this plateau, and you come across one quite quickly. (Unfortunately, you don't actually come *across* it as it is a little too wide and you fall into it instead!)

This may quite possibly bring an end to the adventure as you fall quite a long way and end up wedged awkwardly at the bottom of the cleft. Climbing out is going to be difficult, even if you survive the fall.

The basic damage from the fall is 20 Points. However, you may first reduce this considerably by your skill in landing (!). Calculate E - 3T and deduct the resulting figure from 20. This will be the amount of Damage

Points lost from your Vitality, although you can reduce the damage still further by the sacrifice of Fortune Points on a one-for-one basis.

If you survive the fall, turn to 147.

If you don't, turn to 200.

207

Breaking from cover, you launch an attack on the Yeti from behind. Your opponent has Expertise 12, Vitality 14 and can do 2 Points of Damage with its long claws, but for the first TWO rounds of combat you will have the benefit of SURPRISE as outlined in the Game System, for you will be attacking from behind.

After this, the creature will manage to turn to face you, and a new factor comes into play. So horrifying is the gaze of its glaring red eyes at close quarters that there is a danger you may become paralysed with fear. (This is what happened to the unfortunate mule.)

In order to avoid this, you must sacrifice 1 Fortune Point every time the Yeti succeeds in hitting you. If you cannot do this, the adventure will be over for you will know no more.

Should you engage in combat in your underclothing, having previously spread your outer garments around the fire to dry, your Expertise will be reduced by 1 Point for the duration of this fight, to reflect your greater vulnerability.

If you kill the Yeti, turn to 87.

Otherwise, turn to 200.

208

As darkness falls you spread your bedroll near the glowing brazier and, having ensured you have enough firewood to last the night, are soon fast asleep.

When you awake, it is still dark outside and you have no idea how long you have slept. You can hear some sort of disturbance in the water close to the shore and this is probably what woke you.

Then a bubbling, mirthless cackle makes your hair stand on end, and you struggle to your feet aware that something is approaching the hut.

Please turn to 52.

209

As the Pola is too deep and swift to cross without a boat, between here and the lake known as the Waters of Dawn, you and your mule are ferried across to the Southern bank in the morning.

From there you head eastwards, keeping the Pola on your left until, around noon, you reach a quarry you have been told to look out for. Your route turns south-east here, along a wide valley with a small stream which flows into the Pola.

Turn to 367.

210

You start off on the long trek south back to the camp at the bridge site. After a mile or so you decide to check, just to see if you are being followed.

Turn to 258.

211

You head east along the main entrance passage, back towards the entrance itself. As you go, the light from the entrance gets gradually brighter, until you come to a point, five hundred yards inside the mountain, where smaller tunnels come in from left and right.

Turn to 227.

212

The mule is kicking and plunging in fear at the end of its lead rein, which you fastened to one of the bushes. The reason for this is close at hand, scuttling swiftly down the snow-covered slope from the heights above.

At first you think it might be a bear, until you notice that it never falls on all fours, but keeps erect like a man. Covered in long, thick hair of dirty white it is about eight feet tall, and well equipped with long claws on its human-like hands.

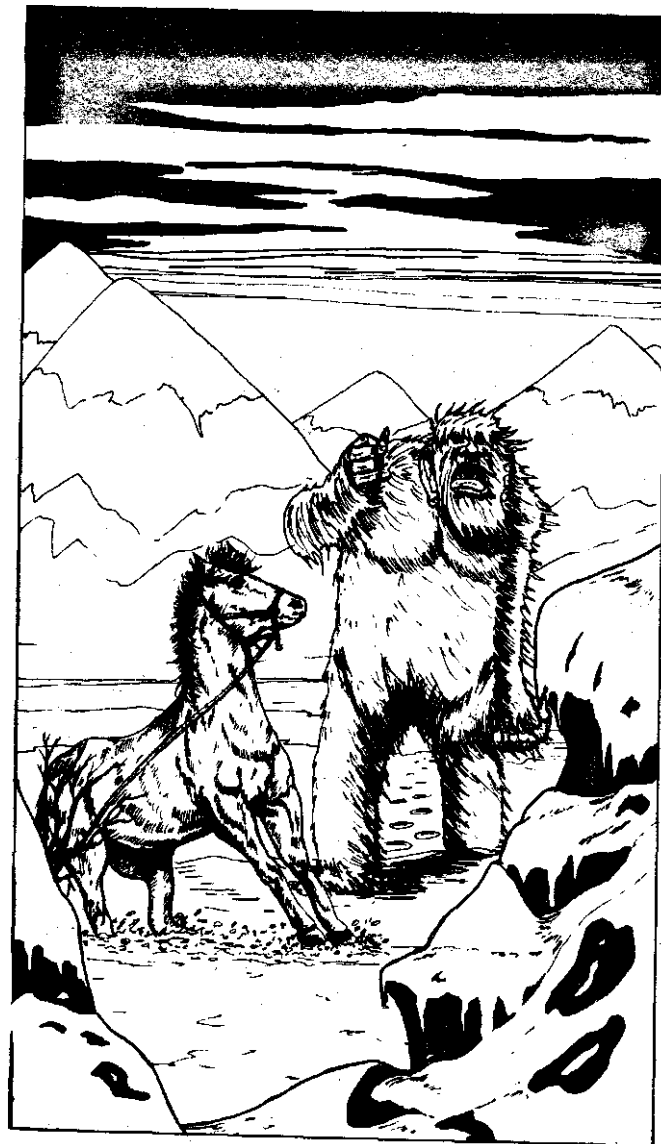
You realize you have come across one of the legendary Yeti, and it has obviously selected your mule as its prey. For the moment it seems that you have not been noticed in the cave-mouth; with so much hair over its eyes, it probably has poor vision.

If you stay where you are and leave the mule to its fate, turn to 188.

Should you decide to try to fight off the intruder, then turn to 17.

213

You head back south as fast as possible along the eight-foot-high tunnel, to a point a thousand yards



The mule is plunging in fear

214-216

away where it joins the main entrance passage.

Turn to 314.

214

Blowing into the Horn produces a loud, vulgar noise, but has no apparent effect upon your ghostly opponent.

You suffer 5 Points of Damage from its chill, reaching hand, which appears to plunge deep into your body.

If this kills you, turn to 200.

Should you now wish to try talking into the Horn, turn to 230.

If you wish to do anything else, turn back to 261, and choose again.

215

You take out the Horn again and, placing it to your ear, are aware of the Air Elemental urging you towards the Pit.

'Down there,' it urges you, 'and remember, have the Horn ready.'

You may pause to take a Potion if you wish (and still have one on your Character Sheet) then move over to stare down the pit.

Turn to 231.

216

If you have been particularly fortunate, you may have acquired more than one magical item on your travels.

217-219

The Urn will not seem appropriate in this situation, but if you wish to employ:

The Mace of Fedusar turn to 248.

The Horn of Voices turn to 264.

217

Once into its branches the tree is quite easy to climb, and you are soon seated in a fork twenty feet above the ground. The wolves stand regarding you for a while, then one leaves and the other four spread out around the tree and settle down to wait.

You may think (if you can believe that wild animals are intelligent enough) that it has gone to fetch reinforcements. If you accept this, you may wish to drop from the tree and fight the remaining four, having at least reduced the odds a little.

If you do this, turn to 369.

Should you prefer to stay where you are and await events, turn to 362.

218

You soon leave the door behind in the darkness and after nine hundred yards arrive, with a stiffening back, at a point where the tunnel forks left and right.

The left hand one only extends five hundred yards to a very solid brick wall, while the right hand one leads you into the main entrance passage a thousand yards away.

Turn to 371.

219

You decide to keep your tactics a secret, and have made

no mention of any unusual items you may have gathered on your travels.

No-one is prepared to accompany you, so turn to 322.

220

Jem is very doubtful about the wisdom of breaking through this wall, as he has always believed those experienced miners who claimed there was water behind it.

However, you are a forceful character and will be able to convince him, with a little luck.

If you sacrifice 1 Fortune Point he will agree to help.

Should you have no Fortune Points available, or change your mind about the plan, you can carry on towards the Mithral after all, and should turn to 220.

Jem will only be prepared to break down the wall if you stand and help, pulling loose bricks away and taking a turn with the mattock. If you had ideas of encouraging him from behind the metal door, you may as well forget them - Jem is not as stupid as that!

Please turn to 304.

221

A rustling sound by the opening attracts your attention. Dust and small pieces of gravel are being stirred up by a wind whisking them around in a spiral.

If you have already successfully established friendly relations with the beings of 'Hostile Valley' you should turn to 223.

If you have not yet managed this, turn to 237.

222

You leap for the lowest branch as the charging wolves are almost upon you. Calculate E + 4H-T and you will need a score of 13 to catch hold. Fortune Points may be sacrificed to modify your score if you wish.

If successful, you have to hope the branch will bear your weight - if you sacrifice 2 Fortune Points it will, otherwise it will break.

Should you be unfortunate enough to fall from the tree again, turn to 385.

Otherwise you swing your feet up before the leading creature can reach them, and should turn to 217.

223

You realize the Air Elemental has joined you, and quickly use the Horn of Voices for a last check on your plans.

A reddish gold glow starts to shine up from the pit in the floor, illuminating billowing clouds of vapour, and the two Vretch rise into view.

They swiftly advance towards you and if young Jem the miner has accompanied you this far he will take to his heels now as the Air Elemental expands to a sizable whirlwind.

The Vretch breathe their dreaded incandescent vapours at you, but these are caught by the wind and blown against the wall to your right, where the rock melts and flows like liquid mud.

If you are going to use your normal weapons to fight the Vretch, turn to 294.

If you have the Mace of Fedusar and wish to use that, then turn to 248.

224

As you flee along the gallery, and the larger passage beyond, you will be pursued by the whirlwind and pelted by rocks.

You take 4 more Points of Damage and there is no sign of the barrage halting.

If the damage has killed you, turn to 200.

If you continue to flee, turn to 295.

Should you decide to stand and fight, turn to 256.

If you return to the room with the pit, and climb back down to the room below, the whirlwind will immediately stop hurling the rocks, and you will be able to descend without further damage.

In this case, turn to 288.

225

Hastily you snatch a glance at the tree. The lowest branch is a few feet above your head and you would need to be both skilful and lucky to pull yourself to safety before the wolves reached you.

If you wish to try, turn to 222.

Otherwise, your alternatives are to run (turning to 241) or fight (201).

226

You try to explain your mission to this strange, old woman, mentioning the problems with the bridge, the deaths in the forest and the need to build the road to develop the Mithral mine.

She laughs shortly. 'You will never get the Mithral, it is too well guarded. Now begone from Fellwood and take the other despoilers with you.'

At a gesture from the woman, four more wolves emerge from the surrounding trees and join the first. Forming a semi-circle they edge towards you, snarling.

As if to reinforce the order, the Timberling uses its long roots to drag itself slowly across the ground in your direction, waving its branches in a menacing fashion.

You realize that the odds are stacked too heavily against you here and, turning on your heel, march off towards the south.

Turn to 210.

227

You have come to a point where four tunnels meet.

One is the main passage into the mine, eight feet high and twelve feet wide. Looking east, you can see the entrance five hundred yards away.

The other tunnels run off to north and south and are rather smaller, perhaps four feet high and eight feet wide.

If you go east to the entrance, turn to 379.

To go west, deeper into the mine, turn to 236.

If north, turn to 268.

And if south, then 284.

228

You and Jem continue along the new passage, now heading north, until you have travelled a thousand yards from the main entrance passage. This brings you to a point where several tunnels meet.

To your right, one of the smaller tunnels runs a few yards east, then stops at a metal door, set in a metal frame and secured by large clips on one side, Jem says the tunnel continues on the other side and he thinks it must be to stop flood water. Fortunately they haven't seen any signs of flooding on top of their other problems.

Another low tunnel leads north-east, and that ends after fifty yards, this time at a brick wall. You are told that the miners suspect there may be water beyond, so no one has dared to break through.

The other tunnel continues the long one you have just travelled, but bends to the north-west, fern says it leads to the galleries where the Mithral-bearing ores are dug.

If you continue towards the Mithral, turn to 303.

Should you determine to break down the mysterious wall, turn to 220.

229

You have arrived at a point where several tunnels meet. Working around them clockwise you see: -

One small tunnel is only four feet high and eight feet

wide. It leads east only a few yards and is then blocked by a metal door set in a metal frame. The door is hinged on the left, and dogged shut by three large clips on the right.

If you undog the clips to open the door, turn to 245.

The next tunnel is eight feet high, twelve wide and leads south.

If you go that way turn to 213.

The next one has also been enlarged for Human use, and leads north-west.

Turn to 261 if you take that direction.

The last is one of the smaller tunnels and only goes fifty yards to a solid-looking brick wall which bars further progress.

230

You speak a number of words into the Horn on the general theme that the Spectre should go somewhere else and allow you and your friends to get at the Mithral. It appears unmoved. Whether or not it hears or understands you is not apparent, but it is certainly not obeying.

One hand reaches out and seems to plunge deep into your body. You suffer 5 Damage Points from a dreadful chill.

If this kills you, turn to 200.

Should you now wish to try blowing the Horn, turn to 214.

If you wish to do anything else, turn back to 261 and choose again.

231

The weird glow from the pit still illuminates the vapours billowing up from below, and there is an unpleasant sulphurous smell. Still, although you would not wish to breathe the fumes any longer than necessary, they do not seem to have caused you any harm yet.

The top of the pit has a jagged irregular shape, six to eight feet across, which proves to be the top of a shaft leading down some twenty feet through the rock to a chamber below. Although this chamber is brightly lit by a flickering light, which looks like a fire, you can see no flames directly beneath.

You tie your rope to one of the soundest wooden roof-supports, and start to climb down.

Turn to 282.

232

On this side of the opening you have created there is a large room or chamber, perhaps twenty feet high and fifty feet square. There is a pit in the centre of the floor and all round the walls are spaced small upright skeletons, most still wearing rags and tatters of clothing. You assume these must be the remains of the lost Dwarves who used to work the mine, centuries ago.

There is something odd about their appearance and at first you think they have all had their feet cut off. Then you realize your mistake, and the hair starts to rise on your neck: they are actually sunk into the rock up to their ankles.

Something down here can melt rock at will, and has



All round the walls are small, upright skeletons

chosen a particularly horrible way to imprison the Dwarves. It is hardly surprising that their spirits have continued to haunt the place of their death.

Turn to page 221.

233

As the twigs and smaller branches wrap themselves about your body and pluck you from your perch, the elderly woman speaks for the first and last time.

'The law of Fellwood is simple' she cries. 'Those that kill, die!'

She gestures, the branch swings you through the air, and the last sight you see is a jagged rock, sticking up through the grass, which your head is rapidly approaching.

Turn to 200.

234

This disused passage goes south for five hundred yards before it forks.

You try both forks: one leads five hundred yards west and the other a similar distance south-east. Both end abruptly, and appear to have been dug to search for something, presumably the Mithral, without success.

You decide to return to the cross-roads.

Turn to 250.

235

Everyone knows that normal weapons have no effect on ghosts, phantoms or any of the other non-material manifestations of the Undead. You, however, may

have come across one or two items, in your recent travels, which you think may have an effect on such beings.

Whatever these may be, your listeners are impressed by what you say, and one is sufficiently emboldened to agree to come along.

Turn to 312.

236

You walk deeper into the mine, heading west, and after another five hundred yards come to a point where one more of the smaller tunnels branches off to your right.

Turn to 243.

237

There is something odd about this eddy of wind: it stays in one place, getting no larger or smaller, just stirring the dust and small fragments round and around. You go over and pass your hand through the area, but feel nothing but a small breeze. The movement of your hand produces no effect, even when you flap it vigorously to and fro.

If Jem is still with you, a strangled cry from him will alert you. Should you be alone, a brightening of the light will have the same effect.

Turning around, you see a flickering red-gold light shining up from the pit in the centre of the floor and, amidst clouds of evil-smelling fumes, two hideous shapes are rising into view.

If Jem has been with you until now, he leaves rapidly at this point.

Turn to 253.

238

If you have been particularly fortunate in your travels, you may have amassed a number of items supposedly possessing magical attributes. The trouble is, if you try the wrong one your Spectral opponent (who is transparently trying to kill you) will automatically be able to hit you.

Take a careful note of this paragraph number, then, if you use:-

THE URN OF MUNGO, turn to 254.

THE MACE OF FEDUSAR, turn to 270.

THE HORN OF VOICES, turn to 286.

239

It is difficult to say whether these creatures from the pit have understood your words or not. In any event, they go on attacking and you take 4 Points of Damage.

There is, however, an immediate effect on the whirlwind. This ceases to divert the terrible breath of your opponents, and in a moment you are bathed in incandescence.

Turn to 200.

240

Trying to ignore the buffeting of the whirlwind, you haul up the rope with its precious load of Mithral.

As you do, a larger lump of rock hits the back of your head and you pitch forward down the shaft.

You never regain consciousness, and must turn to 200.

241

You hurl the dead rabbit at the nearest wolf and run back the way you have come, hoping the smell of fresh blood may stop or delay the pursuit.

Unfortunately you have not gone far before you see two of the wolves closing in on you, one from each side. Presumably the third one must have been strong (or lucky) enough to get the prize.

You decide that two wolves should not be too much of a handful for a seasoned adventurer, and draw a weapon to fight.

Turn to 353.

242

You declare your intention to enter the mine to investigate the ghostly problems, and ask who would like to go along as a guide.

There is a marked lack of volunteers. All those in earshot examine the sky, whistle tunelessly, shuffle their feet and remember a multitude of urgent tasks which must be attended to without further delay.



There was a marked lack of volunteers

You try to appeal to their finer feelings by offering money, but this also fails.

If you are prepared to explain how you hope to deal with any phantoms encountered, turn to 235.

Should you prefer not to reveal this, turn to 219.

243

You are standing in the main entrance passage to the mine, at a point where a much smaller tunnel turns off it to the north.

Looking east, you can just make out a glimmer of light from the entrance, a thousand yards away, if you shield your lantern for a moment.

If you head towards the entrance, turn to 211.

If you go north along the low-roofed passage, turn to 380.

Should you wish to carry on deeper into the mine, turn to 259.

244

The sound of Jem's screams continues for a minute or so, growing fainter towards the end, then abruptly stops.

You stay where you are for about ten minutes, then cautiously and quietly return to the point where you left him at the junction of the tunnels.

He is no longer there, but your torch lies burning on the floor.

You advance a few yards down each passage but there is no sign of him.

If you call him, turn to 363.

If you make your way back to the entrance, turn to 260.

Should you carry on alone down the side passage, which leads to the Mithral, turn to 394.

245

You undog the clips and are able to swing the door open towards the west. The low-roofed passage continues on the other side.

Looking west from the door you can see, a few yards away, a junction where several passages meet, while if you look east the passage continues as far as you can see straight ahead.

If you move west turn to 229, and if you go east turn to 218.

In either case you close the door after you, forcing the clips (which are on both east and west sides of the door) back in place.

246

When the last of the Spectres has been disposed of, you stand regarding the wall.

None of the galleries on this side of the main passage, leading east, has shown evidence of particularly rich

deposits; those have all been to the west and north. This gallery seems to end at a bare rock-face, but you decide to look a little deeper, and fetch a pick and shovel from the main passage.

Turn to 278.

247

Divesting yourself of all your other equipment, you cram as many of the Mithral chains and smaller pieces of metal into your pack as it will hold, and tie some of the larger pieces to the end of the rope.

You then climb back up.

There is a chance that you have been too greedy, and the weight of the Mithral may cause you to lose your grip on the rope.

If you can sacrifice 1 Fortune Point you will successfully reach the top and should turn to 263.

Should you be unable to do this you will fall awkwardly and break your leg. In this case turn to 301.

248

You try swinging the mighty Mace of Fedusar against the creatures from the pit, and find it extremely effective.

If you manage to hit either of them with the mace, they

will be instantly and utterly destroyed.

*With this in mind, turn to **294** to conduct the fight.*

249

Somehow you have managed to kill all four of the wolves. You may add 4 Fortune Points to your Character Sheet and also increase your Expertise by 1 point.

Should you wish to take a Potion now you may do so as the clearing is deserted apart from you and the slain bodies.

When you have adjusted your Character Sheet as necessary, you decide what to do next.

*If you wait here to see what develops, turn to **265**.*

*Should you prefer to push on towards the north, turn to **169**.*

*You may decide to return to the relative safety of the camp by the bridge site, in which case turn to **281**.*

250

With an aching back from walking bent double over long distances, you stagger thankfully back to the main passage.

*Turn to **371**.*

251

The pair of you pass the recent mound of rubble and enter the enlarged entrance to the mine. Jem explains that, as the original tunnels had been dug long ago by the Dwarves, much work had been required to raise the ceilings sufficiently for Humans to pass to and fro. Many of the tunnels appeared not to lead to anywhere of interest or value and these had been left alone. Most were therefore still only four feet high, and a Human would need to negotiate them in an uncomfortable crouch.

Jem stops at the first junction in the main passage, after five hundred yards, where smaller tunnels lead off on both sides. He points down to the left hand one and says 'We ain't changed the pit-props in most of them old Dwarf tunnels, an' they's not proper safe no more. One bloke got 'isself killed down there when roof fell in.'

*He leads the way on towards the west, and you should turn to **267**.*

252

You examine the metal door, which looks quite old, and bears many coats of paint, no doubt to preserve it against corrosion.

The door frame is also metal, and set deep in the rock walls, ceilings and floor so that the door itself is framed by six inches of metal all round.

The hinges are on the north side, and three large clips an the south side hold it tightly closed.

If you wish to undo the clips and open the door, turn to 245.

If you prefer to go back the way you came, turn to 218.

253

The two creatures emerge from the pit and stand on the brink, facing you. Each has much the same size and shape as a Dwarf, but whereas all Dwarves, even the females, like to wear long beards and moustaches, these are devoid of all hair.

They also have long curved talons, bright, pupil-less eyes and wisps of vapour trailing from mouths and nostrils.

You become aware that the small eddy of wind is swiftly growing. There is now a sizeable whirlwind spinning just to your left, and advancing nearer these strange creatures. You feel the strength of the wind buffeting at you, but brace your feet to meet their advance.

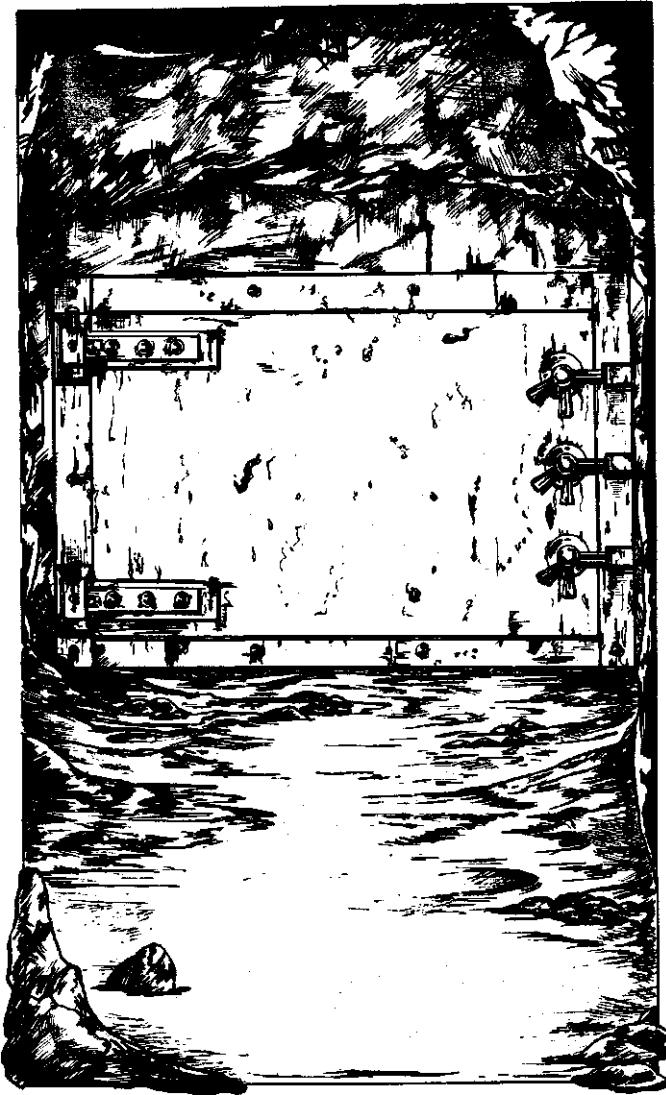
Turn to 269.

254

You pull out the Urn, remove the lid and cry 'In the name of Mungo!'

The effect is immediate, as the yellow outline of the Spectral Dwarf is sucked into the Urn, and you gleefully clap the lid back on.

Turn to 398.



The metal door looks quite old

255

You may pause at this point to take a Potion, if you wish (and if you still have one left) and notice that the whirlwind is getting a little smaller and has moved over to the edge of the pit, where it seems to be dithering to and fro.

The impression you gain is that it is trying to descend into the luridly lit hole in the floor, but is being blown back by the heated air rising into the room.

Indeed, it is getting quite warm in here.

If you decide to leave at this point, turn to 271.

Should you decide to see what, if anything, lies in the pit, turn to 287.

256

You stand where you are and try to fight the whirlwind which is now hurling even larger lumps of rock at you.

If you use normal weapons, turn to 309.

Should you have gained any magical items in your travels, and wish to try one in this situation, then turn to 325.

257

You carry on towards the north, as fast as possible, and the howling of the wolf gradually dies away in the distance.

Once it is out of earshot you stop and rest for a while. It is now past midday and you have to decide whether to carry on or turn back to the camp by the bridge site.

You have food enough for two full days and the nights do not seem too cold for camping out in the Fellwood,

so you could carry on until mid-day tomorrow before turning back.

If this is what you decide, turn to 321.

Should you prefer to turn back now, turn to 337.

258

You head reluctantly south for a mile or so, then pause and check to see if you are being followed.

As if in confirmation, five large Timberwolves step from behind trees not far away. They are spaced in a semi-circle to the north, and appear intent on herding you before them.

If you stay where you are to see what happens, turn to 89.

If you carry on to the south, to see if they follow, then turn to 105.

Should you decide to charge at the wolves, to try to kill or frighten them away, turn to 9.

259

The last glimmer of light from the entrance fades behind you as you continue along the main passage.

You have to walk for nearly a mile until you reach the next side passage, which turns off to the right. Again it has a much lower roof than the one you are in.

Turn to 291.

260

You start retracing your steps towards the mine entrance, but come to a halt after two hundred yards when you find Jem.

His body lies against the wall of the passage, the mattock gripped in both hands as if ready to strike, and a look of abject terror on his face.

You examine him carefully. There is not a mark on him, but his body is abnormally cold.

Should you feel like continuing on your own, you return once more to the junction where you originally left Jem, turn right and proceed in the direction of the Mithral deposits.

In this case turn to 220.

If you prefer to get out of the mine while you can, turn to 379.

261

You take the passage leading to the north-west and follow it for roughly seven hundred yards. It then turns North, and you soon reach a stretch where several galleries lead off on both sides. There are a number of tools and small-wheeled carts lying around, and you realize you have reached the area where the Mithral was being mined.

As if by way of further confirmation, a spectral form comes drifting out of the second gallery on the right. It

is about three feet high, nearly as wide, humanoid in appearance and a ghastly pale yellow in colour, though transparent so that you can see the wall behind. It looks like a Dwarf, in tattered miner's clothing, and is reaching out its hand towards you.

If you flee back the way you came, turn to 277.

If you stand to fight it with your normal weapon, turn to 293.

Should you have come by any supposedly magical items in your travels, which you think would be suitable in this encounter, turn to 238.

262

As the hatch opens, a great, burgeoning plume of flame comes bursting forth. If you have been warned what to expect by the other Elementals, you will realize that this is Magarth, the Fire Elemental, and will have the Horn of Voices ready.

'Hold, Magarth!' you cry through the Horn. 'I am here to rescue you. Ianto the Air Elemental waits above.'

The great flame, which had looked about to consume everything in the room, halts its spreading blaze and stands before you for a moment, flickering slightly at the edges.

Then, in a great gout of flame it flows up the shaft, leaving your rope rather singed but still basically sound.

You gather as much of the Mithral as you can carry and follow more leisurely.

Turn to 389.

263

When you clamber back into the room above, the whirlwind is still beside the pit. It now dashes from side to side of the room and seems to be growing in size again.

The dirt and gravel being swirled around are now joined by bigger fragments, and a stone strikes you on the temple for 1 Point of Damage.

If you flee through the opening to the gallery beyond, turn to 224.

You may prefer to try to fight the whirlwind and should turn to 256 in this case.

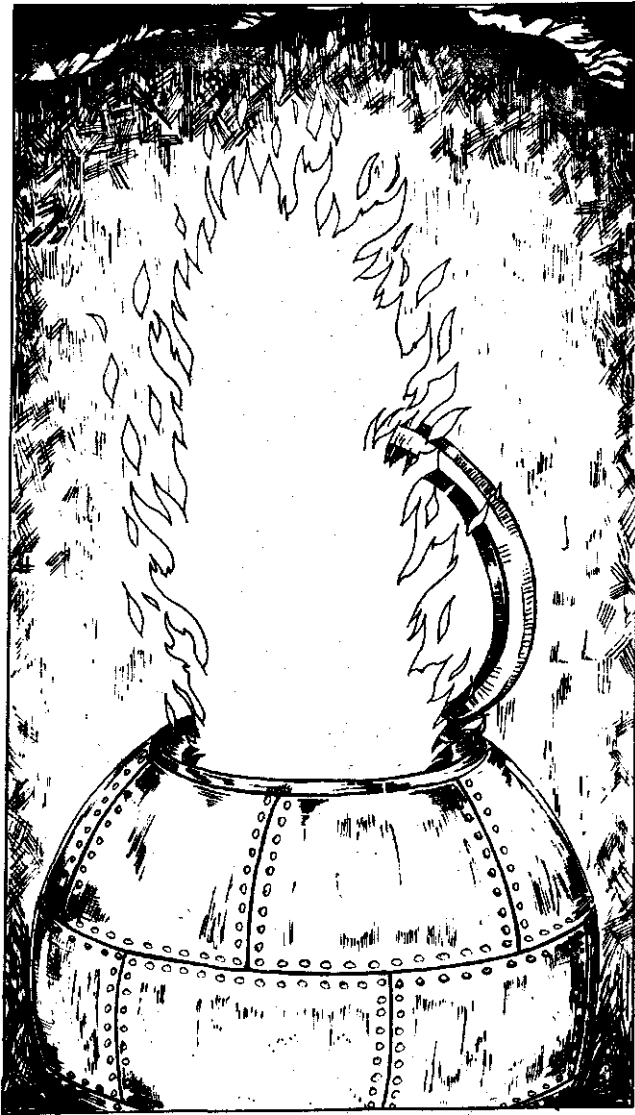
If you ignore the buffeting and pull up the rope with the larger Mithral sections, turn to 240.

And if you climb back down the rope, turn to 288.

Of course, if the 1 Point of Damage was sufficient to kill you, then you must turn to 200.

264

Having made up your mind to employ the Horn of



A great, burgeoning plume of flame bursts forth

Voices on these creatures from the Pit, you must now decide how to use it.

If you point it at one and blow hard, turn to 280.

If you try speaking through it, turn to 296.

265

You stay where you are in the clearing with the dead wolves. All the other woodland creatures have now disappeared, even the birds.

Although it is still early afternoon the skies begin to darken, and you notice heavy stormclouds are building to the north and heading your way.

If you decide to return to camp after all, to try to avoid a soaking, turn to 281, but ignore the first paragraph.

You may decide to stay here in the clearing until the storm has passed, but avoid getting too close to the trees in case they attract the lightning.

In this case turn to 313.

266

Once again you head west, ever deeper into the mine, and after a further thousand yards reach the first point where you have a choice of human-size tunnels.

You heave a sigh of relief, as this indicates you must be approaching the site of the Mithral deposits.

Turn to 314.

267

You have been told that this main passage, which is roughly eight feet high and twelve feet wide, runs due west for three miles to end where a mighty chasm splits the mountain.

So far as the miners can tell, this is bottomless. They believe the Dwarves used to tip most of the rubble from their excavations into it, and have followed suit themselves, but have never heard anything hit bottom. Jem tells you he dropped a torch down there once, and the light just got smaller and fainter until it could no longer be seen. He doesn't want to go near it again, however, since one of the miners has a theory that the phantoms in the mine have come up from the Underworld via the chasm, perhaps angered by the rocks thrown down.

You cannot see that a falling rock would be a particular annoyance to a non-material form of life, but make no comment.

Turn to 283.

268

You proceed uncomfortably along the low-roofed passage for five hundred yards. It then turns half-left towards the north-west and after nearly seven hundred yards more emerges into a natural chamber in the rock.

Turn to 332.

269

As the creatures from the pit approach you, both open their mouths wide and breathe a cloud of vapour in your direction. Before it can reach you, this is whirled

away by the wind, and blown against the wall to your right.

You see the rock melt and run in streams down to the floor: the whirlwind has saved your life.

If you now fight these creatures with your normal weapons, of sword or dagger, turn to 294.

If you have come into possession of one or more supposedly magical items you would like to try, then turn to 216.

Should you decide this is no place for you, and wish to flee, then turn to 285.

270

You try to strike the Spectre with the Mace of Fedusar.

This will actually inflict damage on your opponent, but only 1 Point at a time. If you wish to continue fighting with it, remember that the Spectre has Expertise 12, Vitality 20 and does 5 Points of Damage if it hits you.

If you are killed in the combat, turn to 200.

Should you survive long enough to exhaust all 20 of the Spectre's Vitality Points, it will vanish with a scream of despair and you should turn to 398.

If you wish to try anything else, turn back to 261 and choose again.

271

You decide that you have probably disposed of all the dangers in the pit, and now wish to return to the miner's settlement.

Clambering back out through the hole into the gallery, you make your way back to the larger passage, then south and south-east back towards the point where four passages come together. The whirlwind stays by the pit for a while then comes rushing after you.

Several times it passes you along the wider passage leading south-east and stands in front as if trying to bar your way.

Each time you wish to ignore it you are able to press onwards through the buffeting wind without suffering any damage.

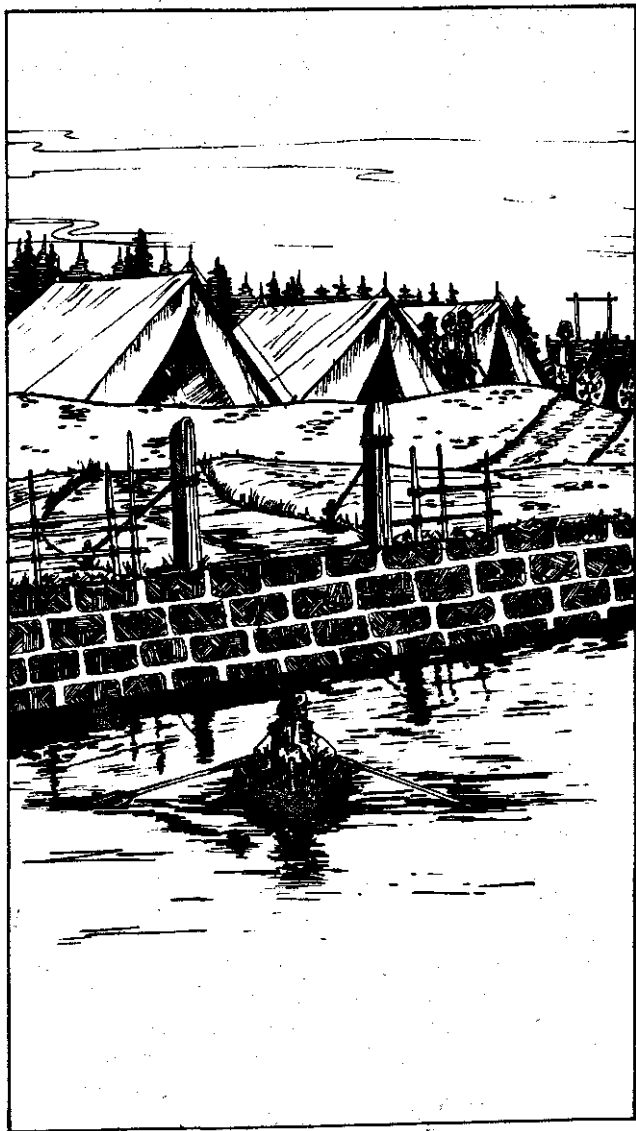
If you decide to stop and return to the pit, turn to 279.

Should you press on to the four-way junction of the passages, you will eventually leave the whirlwind behind and should turn to 229.

272

You hail some idling workmen on the far bank, where you can see the tents and wagons of the encampment, and one of the construction boats is grudgingly rowed across to collect you and your mount.

If you explain that the other problems have been



A boat is grudgingly rowed across

273-275

solved, spirits will improve enormously, and you are shown to the tent of the overseer for the project.

Turn to 183.

273

You cross the small clearing, intending to Continue towards the north as quickly as possible in case the noise from the imprisoned wolf attracts unwelcome attention.

As you go, the wolf whimpers pleadingly, reminding you of the shaggy old dog who shared so many of your childhood adventures. It lifts one paw, as if begging for assistance.

If you harden your heart and carry on to the north, turn to 257.

Should you change your mind, and go to see if you can release the prisoner, turn to 305.

274

You manage to escape the flailing branches of the Timberling, and back off across the clearing.

Please ensure you bring your Character Sheet up-to-date with the loss of Vitality Points, and if this takes your Vitality to 0 or below, then turn to 200.

If alive, you may take a Potion at this point, if you wish.

Then turn to 377.

275

Leaving the side passage behind, you walk on

eastwards along the main passage.

When you reach the next side passage, which is again low-roofed and turns off to your left, you have gone nearly a mile, and can just begin to see the first glimmer of light from the entrance, which is still a thousand yards away.

Turn to 243.

276

Once they hear of Jem's sad fate you will be quite unable to persuade anyone else from the settlement to enter the mine until all the forces within have been overcome.

You now have two choices.

If it has become apparent to you that you have no means to combat those forces, you will have to try elsewhere to see if you can obtain them, and this will mean leaving the settlement in search of them. Nonetheless, you may as well spend another night in the comfort of the inn, and set out tomorrow.

Adjust your Character Sheet for the meal and night's rest, then turn to 198.

You may feel you already have what you need and wish to try again. You can either go straight back in now or spend one or more days getting back to full strength first (eating and resting in the camp and taking Potions if you still have any).

When ready to enter the mine again, turn to 386.

277

You run back down the passage, south-east, to the

point where several tunnels meet. The Spectral Dwarf starts to follow but is much slower, and you soon leave it behind.

Turn to 229.

278

No more than a few lusty blows with the pick are necessary to knock a hole in the end wall. Far from being solid rock, it is merely a thin screen no more than two or three inches thick. Soon you have a large enough opening to step through.

Looking at it from the other side you become curious as to how it was put in place. It seems to have been spread or sprayed in place like a liquid, and to add to this impression there are droplets of solidified rock on the walls and floor around it.

Then you realize what the rock screen concealed, and recoil in horror.

Turn to 232.

279

You decide to go back, since this curious whirlwind seems to have some purpose and was, after all, responsible for saving your life.

Arriving back at the pit in the floor of the chamber where the Dwarven skeletons still mount vigil, you walk to the edge.

Turn to 287.

280

You point the Horn at one of your opponents and blow

281-282

strongly into the narrow end.

A loud and rather vulgar noise emerges, without any apparent effect, and the second creature bites you unopposed, doing 2 Points of Damage.

Please amend your Character Sheet then:

*If you wish to try speaking through the Horn, turn to **296**.*

*If you prefer to do anything else, turn back to **269** and choose again.*

281

Afraid that the fifth wolf may be returning with reinforcements before long, you set off on the trek back to the camp-site.

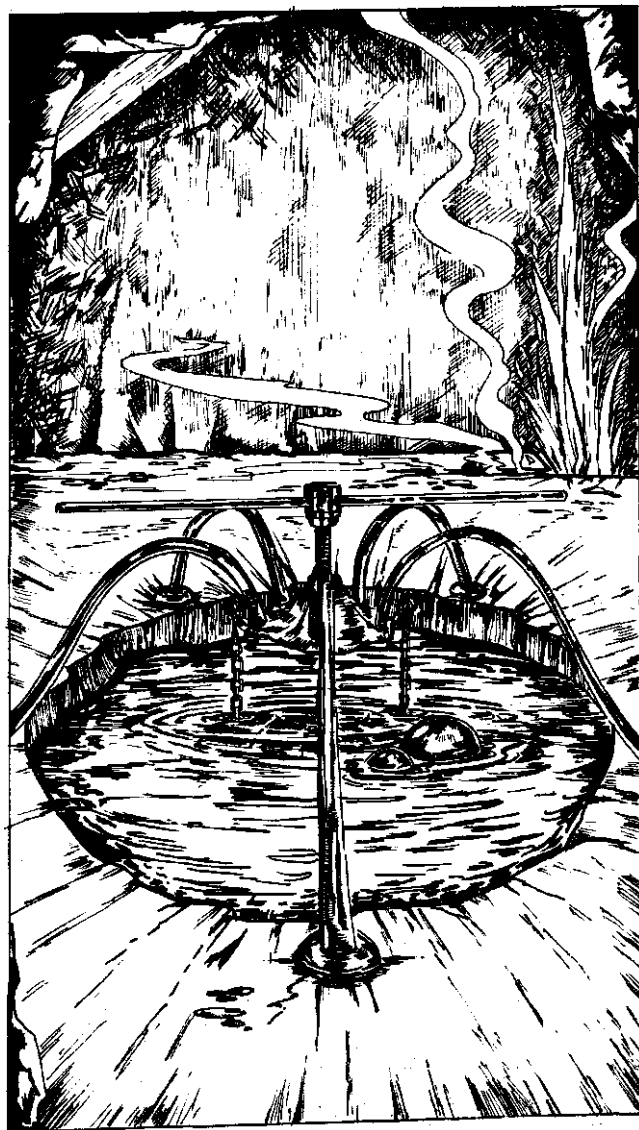
There is no sign of animal life in the Fellwood now; even the birds have disappeared. The sky starts to darken, and massive thunderclouds are building in the north.

These seem to follow you back towards the camp, which you reach in time for the evening meal. You may make the usual improvement to your Vitality score, and relate the day's events to your companions, who are suitably impressed at your feat.

*Turn to **329**.*

282

The chamber below is irregularly shaped and obviously of natural origin. In one corner is a cleft in the rock floor, and it is from this that the leaping flames and the unpleasant vapours issue.



A device of strangely glowing metal rods and chains

The shaft through which you have descended is on the far side of the chamber from the flames.

In between there is what appears to be a pond full of water, in the middle of the floor. A device of strangely glowing metal rods and chains extends over this pond and seems designed to hold a large globe of similar metal suspended below the surface.

As you watch, a bubble breaks the surface.

You realize, with a thrill, that the whole contraption has been made from the priceless Mithral.

If you use the rods and chains to lift the globe from the water, turn to 391.

If you dismantle the device and take as much of the Mithral as you can carry, the globe will bob up to the surface and remain floating on the pond, and you should turn to 247.

283

You pass several more of the low side-tunnels, and Jem tells you that some lead to sizeable chambers in the rock. He points down a tunnel to the right, about a mile and a half from the entrance.

"Ere's another great 'ole down there," he tells you, 'an' a place where a stream flows in. We reckon as 'ow them Dwarves dug into it without meaning to, an' some of 'em got drowned. Now the stream flows along the passage an' down the 'ole and don't do no 'arm.'

He adds that up near where they found the Mithral are some stout metal doors, apparently intended to keep out other underground streams.

After a while you reach another cross roads, over two miles from the entrance.

Jem indicates the tunnel running off to the north. 'Splits in two down there,' he remarks, 'an' both is blocked by strong metal doors.'

Turn to 299.

284

This low tunnel leads south for five hundred yards. Two even smaller ones turn off within that distance, but each comes to a dead end after a hundred yards.

The larger one ends at a rockfall, and there are some broken tools lying around. The roof looks very unsafe and two of the pitprops are making a creaking noise. Dust sifts down from above your head.

If you turn and head back to the main tunnel turn to 316.

If you investigate the rockfall in an attempt to discover what lies beyond, turn to 396.

285

You turn to flee from your fearsome opponents, and start scrambling back through the opening into the gallery beyond.

Unfortunately for you, the wind suddenly subsides, and when another blast of the incandescent breath comes from one of the creatures, you are melted along with the rock.

Turn to 200.

286

You pull out the Horn of Voices, and raise it to your lips.

If you blow through it, turn to 214.

If you speak into it, turn to 230.

287

Standing beside the spiralling wind-shape which proved so invaluable in your recent battle, you peer down the pit, wrinkling your nose against the pungent smell of sulphur from the fumes which still billow upwards.

The pit is not as deep as you thought. Instead, it appears to be a jagged shaft, six to eight feet across, leading down twenty feet through the rock to another chamber below. From the flickering light and the rising heat you assume there is a large fire down there, but the floor below the shaft looks clear.

If you are prepared to descend, you can tie your rope to one of the stronger looking pit-props which support the roof.

Turn to 282 if you are prepared to go down.

If not, you leave this room and should turn to 271.

288

The attentions of the whirlwind above force you to clamber back down the rope.

You can wait down there as long as you like: every time you climb back up the results will be the same except that the whirlwind will be bigger and more dangerous.

You decide to re-assemble the Mithral device and fish the globe out of the water. This takes some time, but eventually you are able to lift it from the pond.

Turn to 391.

289

You approach the tree with its oddly-caged prisoner and draw a weapon to despatch the wolf. As you lunge forwards a branch of the tree swings down and knocks the weapon away.

Amazed, you retreat a few steps and are able to see that the folds and crevices of the trunk are resolving themselves into a caricature of a face. Several branches are now swinging protectively in front of the wolf, and the roots which caged it are now bending aside.

You may have met a Timberling in the Fellwood before: if not, then you have now! They are among the rarest creatures on Skyfall, and stories differ widely as to their intelligence and friendliness. This one looks decidedly hostile, and the one thing the stories agree upon is their strength and endurance.

The Wolf now steps from its cage, sits beneath the protective branches, and grins at you.

If the thought of being tricked by a tree infuriates you beyond reason, and you wish to attack it, turn to 361.

Should you prefer to back away, then turn to 377.

290

The roots are smooth, hard, as thick as your wrist and appear to extend well down into the earth below. The

291-292

widest gap between them is no more than six inches, and you feel that the wolf probably needs more like eighteen to slip through.

You brace a foot on one side, take hold of the other with your hands, and pull as hard as you can.

To your surprise, both roots bend outwards as soon as you put the initial pressure on them, the wolf springs nimbly through, then sits grinning at something behind you.

'That was well done' remarks a voice.

Turn to 202.

291

You have come to a point where a low-roofed side tunnel comes into the main entrance passage from the north.

If you wish to investigate this smaller tunnel, turn to 307.

If you prefer to head east down the main passage leading towards the entrance, turn to 275.

Should you wish to go west, deeper into the mine, turn to 339.

292

As if alerted by the sound of your approach, the spectral figure turns and drifts towards you.

A pale, ghastly yellow in colour, it is about three feet high, nearly as wide and humanoid in appearance. You can clearly see through it to the wall and the body of poor Jem, who seems to have died of fright. His face has



The spectral figure drifts towards you

a look of abject fear and his mattock is held defensively in both hands.

The Spectre, which looks like a Dwarf in tattered miner's clothing, reaches towards you as it drifts closer.

If you strike at it with one of your normal weapons, turn to 324.

Should you have gained some supposedly magical items on your recent travels, which you think will assist you now, turn to 340.

293

The fight with the Spectral Dwarf is conducted in the normal fashion as per the Combat System, except that you will find the weapons you employ do no damage. .. they pass clean through your opponent's form. It has Expertise 12 and, effectively, a Vitality score of 20, although it is already dead.

It will take you two rounds of combat to establish this, and during that time it can hit you if its score on E + 4H exceeded your's. At any time that happens you will feel a chill which bites right through to your bones, and will suffer 5 Points of Damage.

Should this kill you, turn to 200.

After the first two rounds of combat you can try to escape back towards the entrance. The Spectre is expecting this, and you will need to sacrifice 4 Fortune Points to get clear.

If you do this, amend you Character Sheet and turn to 277.

Should you have a possibly magical item which you did not try at first, but wish to use now, turn to 238.

If you have nothing else to try, and were unable to escape, the uneven combat will continue until your death, and you must turn to 200.

294

These creatures have a curious physical makeup, which may have already been explained to you in certain circumstances. Suffice it to say, while they are trying to destroy you, they are themselves vulnerable to your blows.

Their main weapon is their dreadful fiery breath but so long as the wind keeps blowing that away from you, combat can proceed normally as per the Game System.

Each of your opponents has Expertise 13, Vitality 8 and can do 2 Points of Damage with the vicious claws. In every round of combat you will have to calculate E + 4H for EACH of them, as well as yourself, and if you exceed both their scores you can hit both of them. (Of course, if both their scores exceed yours they will both hit you!)

If the combat ends in your death, turn to 200.

Should you manage to kill both of them, turn to 390.

295

Doing your best to ignore the damage, you continue on towards the main entrance passage, but the bombardment gets heavier all the time and you are Killed before you can reach it.

Please turn to 200.

296

You can try shouting various things through the Horn, but encounter general indifference to most of your orders and suggestions.

However, if you try anything on the lines of surrendering, promising not to bother them any more or offering to help them in any way possible, turn to 239.

Otherwise you get no reaction, but both manage to claw you while you are making your unavailing speeches and you take 4 Points of Damage. Please amend your Character Sheet, then:

If you wish to try straightforwardly blowing down the Horn at one of the creatures, turn to 280.

Should you wish to do anything else, turn back to 269 and choose again.

297

Clutching your equipment, you plunge into the river and strike out for the far side, a hundred feet away.

Lightning bolts continues to strike around you, and you will be fortunate indeed to reach the southern shore alive.

If you sacrifice 5 Fortune Points you will escape a direct hit. You will still take some damage from near-misses, however, and suffer 5 Points of Damage.

You then have to swim the fast, flowing river, and should calculate $E + 4H - T$; you need a score of 13 to succeed, but may use Fortune Points to modify your score, if you wish.

Should you fail to achieve this score, have insufficient Fortune Points, or the 5 Damage Points kill you, turn to 200.

If you survive, turn to 327.

298

You head back in the direction of the entrance, at your best speed.

Some thousand yards to the east, you reach an underground crossroads. The main passage continues eastwards beyond, but smaller tunnels come in from both sides.

Turn to 371.

299

Eventually, nearly three miles from the entrance, you reach a point where another tunnel turns off to the right, which has also been raised for the benefit of Humans.

Jem starts to lead the way down this new tunnel, saying that this is the way to the Mithral, and that the continuation of the main one leads to the bottomless pit after a couple of hundred yards.

If you go with him, turn to 228.

Should you insist on carrying on to the west to view the pit, you will have to go on your own. Jem will not accompany you and is reluctant to stay here on his own either.

If you do go on to the pit, turn to 315.

300

So, you insist that you have somehow managed to kill the Timberling.

Unfortunately for you, these strange creatures have the power to communicate with all the more normal trees of the forest, and even animate them for short periods of time.

The death of a Timberling unites the whole forest against its killer, and you will never escape Fellwood alive.

As your death will be rather gruesome, please turn straight to 200.

301

Sad to say, no-one in the outside world knows of your plight, and the miners are unaware that all the obstacles have now been removed.

It will therefore be several weeks before anyone dares come in to find out what happened to you, and you will have long since died of starvation by then.

Even though you have solved the problems in the mine for them, the situation in the hostile valley remains the same, so they will not be erecting any statues to your memory.

Please turn to 200.

302

At the sight of the Horn, a look of surprise and hope comes to the wrinkled old features.

'I do believe you have a chance,' he whispers. 'You may be the one who can bring them peace.'



He returns, bearing a plain bronze urn

The old Dwarf excuses himself for a moment, and returns bearing a plain bronze urn, discoloured with the patina of centuries.

He then proceeds to tell you a strange and forbidding tale.

Turn to 328.

303

The passage to the north-west continues for several hundred yards, then turns north, and you can see that you have reached the site of the excavations.

The main passage runs on for a further thousand yards, Jem tells you, with galleries running off to either side where the ore is dug. Some have been enlarged for the Human miners to work and others are still only a few feet high.

There are several abandoned carts in the passage, and picks, shovels, mattocks and lanterns are scattered around as if dropped in flight.

As if to confirm this, a spectral form comes drifting out of the second gallery on the right. It looks like a Dwarven miner, in tattered clothing, and drifts towards you, one hand extended. You can see through its outline to the wall beyond, and it glows with a ghastly pale yellow colour.

If you flee back the way you came, a disappointed fern will be right with you, and you should turn to 317.

If you stand to fight with normal weapons, Jem will depart hurriedly, shouting encouragement over his

shoulder, and you must turn to 293.

Should you wish to use any of the reputedly magical items you have gained, turn to 238.

304

The experienced miners were right. There was a very large volume of water penned back by that wall.

Several Dwarves had been drowned when they first broke into the water-filled underground chamber. Once it had been so catastrophically drained, the survivors built the wall to hold the water in place, and the chamber beyond has gradually filled over the years since.

When you and Jem break through, you are overwhelmed by the torrent, knocked senseless against the tunnel walls and drowned.

You have not exactly aided the miners this time.

Turn to 200.

305

As you walk across the clearing the wolf stops its howling and whines hopefully, raising one paw as if pleading for release.

You examine the roots forming its cage. They look much too tough to be harmed by anything less than a keen woodman's axe, and may possibly need a saw.

The only possibility seems to be to try using brute force to push them wide enough for the wolf to slip through.

If you try this, turn to 290.

You may pause to wonder whether the wolf may take a bite out of you as it squeezes past.

This may deter you, and if you decide to leave it where it is after all, should turn to 273.

306

As soon as you mention the felling of trees, the woman's smile fades. The change in her is sensed by her companions, for the hawk half spreads its wings, and the wolf bares its fangs in a snarl.

'The trees are our friends' the woman states icily. 'Those who would cut them down are our enemies, and know you this: within the Fellwood any who kill are themselves slain. This is our law.'

She whistles a few notes, and four more wolves step into the clearing to join the first.

'Your escort back to the river,' she explains. 'Do not enter the Fellwood again, and keep your friends out as well, or it will be the worse for all of you.'

With that, she turns and disappears amongst the trees.

The wolves form a semi-circle, about thirty yards from you and roughly to the north, as if to herd you southwards before them. It seems best to go along, at least for a while, so you set off in the direction ordered.

Turn to 210.

307

Bending awkwardly, you stumble along the low-roofed tunnel heading north. Previously, the tunnel floors have been quite smooth and free of debris, as first the

Dwarves centuries ago, and more recently the Human miners have needed to trundle their carts with as little obstruction as possible.

Here the floor is littered with lumps of rock, and even small drifts of gravel and pebbles. The rock is rather damp too, and you can guess that a sizeable volume of water has swept along here at some time in the past.

Some eight hundred yards from the main passage, you reach a point where another low tunnel runs away to the west. A trickle of water is running away down this passage, after flowing from the north down the passage ahead of you.

Subsequent investigation will show you that the water falls into a sizeable chasm a quarter of a mile to your west, down the new tunnel, having originated in a spring in a large chamber within the rock some thousand yards to the north-west, where this tunnel ends.

There is nothing else to see along here, so you head back to the main passage.

Turn to 323.

308

Fortunately the ground below the vast oak is not too hard.

The basic damage for the thirty foot fall is 16 points. However, you may be able to reduce this by luck and skill. Calculate E - 3T and deduct the result from 16 to arrive at the number of Vitality Points lost. You may then reduce that further by sacrificing Fortune Points if you wish.

When you have amended your Character Sheet, turn back to 359, unless the damage killed you, in which case turn to 200.

309

Whichever of your normal weapons you employ proves useless against the spinning whirlwind which now projects a hail of missiles at you.

Overwhelmed, you sink to your knees and lose consciousness.

Turn to 200.

310

A great plume of flame bursts forth from the opened hatch and, within a few seconds, expands to fill the whole chamber.

By that time you have died, the flesh scorched from your bones.

Turn to 200.

311

The light passes close by you and, after clearing the cliff-top, disappears into the darkness to the south across the plateau. There are no more disturbances during the night.

Turn to 190.

312

Your new companion is a brawny young lad named Jem. He has a shock of fair hair, a wide grin, large ears and, you soon realise, not too much between them.

Still, it is nice to have company and he claims to know the mine tunnels 'like the back of his hand'. He collects some food, an outsize in mattocks, and you are ready to set out.

Turn to 251.



A brawny young lad named Jem

313

Soon the thunderclouds are overhead and the light becomes very poor. Then the storm breaks.

Although the rain is not particularly heavy, the rolling thunder is continuous, while the lightning is extraordinary. Fork after fork of violet lightning spears down into the clearing where you stand: indeed **ONLY** into the clearing you soon realise. None of the trees are struck and it is as if the bolts are being cast at you.

You realise you have an audience. Beneath the surrounding trees a circle of animals is watching. .. wolves, foxes, deer, even bears and badgers have gathered to sit calmly regarding the display.

*Then everything disappears in a blaze of light, and you must turn to **200**.*

314

You have come to a junction where three passages meet, all eight feet high and twelve feet wide.

One leads east towards the entrance, and the others west and north. There are signs on the floor of much recent wheeled traffic along both these last two passages.

*If you head north, turn to **394**.*

*If you go west, turn to **346**.*

*Should you prefer to return towards the entrance, turn to **298**.*

315

Leaving Jem at the junction of the passages, you carry on towards the west, assuring him you will only be a few minutes.

As he is (naturally enough) reluctant to stay in the dark, you take one of your torches from your pack, light it for him and take the lantern with you.

*Turn to **331**.*

316

As you turn and start back, the roof comes crashing down.

This causes you a basic 5 Points of Damage, but you can reduce this by 1 Point for every Fortune Point you are prepared to sacrifice.

*If you have insufficient Vitality and/or Fortune Points to survive, turn to **200**.*

Otherwise you manage to get back to the main passage.

*If you turn left to proceed further into the mine, turn to **236**.*

*If you decide to leave the mine for now and go to your right, turn to **379**.*

*If you cross the main passage to investigate the low-roofed one opposite which leads north, turn to **268**.*

317

The pair of you arrive back at the point where four tunnels meet, having left the Spectral Dwarf well behind. Jem is disgusted at your performance, and no amount of cajoling will persuade him to stay. He continues towards the mine entrance, miles away.

*You should turn to **229** to make your own decision.*

318

A loud and rather vulgar noise issues from the Horn when you blow through it.

If you are standing watching a whirlwind approach from the south, turn to 51.

Should you be in darkness watching a spinning vortex of pale light rise towards where you stand on a cliff-top, then turn to 311.

If you are in the narrow valley, you will have time to try something else, and should turn back to 66 and choose again.

319

The old Dwarf is pleased to see you again, and eager to hear what went on at the mine.

If you have been able to 'lay' the ghosts, you hand him back the Urn of Mungo, and tears stream down his face as he thanks you before reverently carrying it off to a place of safety.

Should you have been unable to accomplish this yet, but intend to return to the mine as soon as you have attended to the problems at the bridge, he sighs and observes that it was foolish of him to expect too much too soon. He feeds you well and gives you a bed for the night.

You may amend your Character Sheet, then turn to 335 to resume your journey on the next day.

320

From the quarry you travel south-east along a valley for several miles, with the ground gradually rising all the

time. A small stream flows down the valley to join the Pola.

Some ten miles from the quarry, the valley turns due east, and gets much narrower. From the various descriptions you have been given, you are sure this is the supposedly hostile valley. It is now mid-afternoon.

If you carry on into the narrow valley, turn to 10.

If you decide to climb the cliff just outside the western end of the narrow valley, you will have to tether your mule here. Then turn to 395.

321

After resting, you carry on towards the north and two miles further on come to a wide clearing where there is a single, enormous oak tree covered thickly with a growth of ivy.

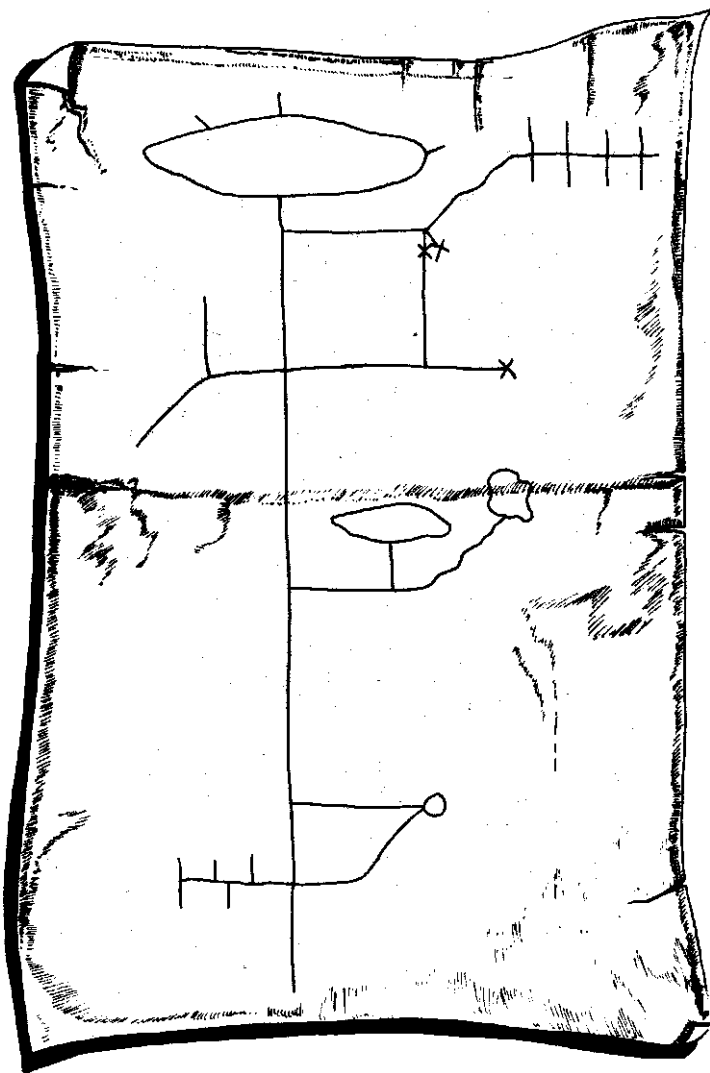
The tree towers high above the other trees of Fellwood, and you are sure you could get a good view from the top. Oddly, although this is mid-summer, many of the leaves on this tree have turned brown, and some have already fallen to carpet the ground.

If you wish to climb to see if you can spot anything of interest, turn to 384.

Should you prefer to wander aimlessly about the forest, turn to 392.

322

Before setting off into the mine alone, you ask one of the most experienced miners to draw you a map of the areas he knows.



The miner draws you a map

323-324

He does so (*see illustration opposite*) and you place this safely in your pack.

You also purchase a good lantern and sufficient oil in a flask for twelve hours illumination.

Amend your Character Sheet and turn to 386.

323

You head back south, away from the underground stream, and arrive back at the main entrance passage.

Turn to 291.

324

The Spectral Dwarf tries to touch you with its reaching hand, while you strike at it with a weapon.

Combat in this instance is somewhat different, as you will discover during the first two rounds that normal weapons have no effect on a Spectre. However, conduct the combat in the normal way for those two rounds - the Spectre has Expertise 12 and its Vitality is immaterial (in more than one sense!) — you cannot hit it but it can hit you.

If it does so, you take 5 Points of Damage each time from a chill which seems to penetrate to the bone.

Should this kill you, turn to 200.

If you survive the first two rounds of combat, you can try to escape. As it is expecting you to try to make for the way out, you will need to sacrifice 4 Fortune Points to get past.

Turn to 379 if you do.

If you turn back into the mine you will take it by

surprise, and will need to sacrifice only 1 Fortune Point to get away.

*Turn to **356** in this event. If you have no Fortune Points to effect your escape, you will eventually be killed and must turn to **200**.*

Should you have a supposedly magical item which, for some reason you did not try at first, you can do so now instead of trying to flee, if you wish.

*In this case turn to **340**.*

325

The only magical item which can aid you in your present predicament is the Horn of Voices.

*If you do not have this item, you have no choice but to revert to normal weapons, and must turn to **256**.*

Should you have the Horn, you must decide how to use it.

*If you put it to your mouth, turn to **341** and if you put it to your ear turn to **357**.*

326

Your words bring the strange light to a halt. Then it slowly advances to hover in front of you. When you put the Horn to your ear you hear, in a high, whistling voice, 'I am Ianto, the Air Elemental. For many years we have hoped for one who could speak with us. We have a task for you.'

This seems, you feel, to be a trifle premature, but after a number of questions and answers the situation is explained.

*Turn to **397**.*

327

Feeling more dead than alive, you drag yourself from the river and seek a clump of bushes for shelter.

The lightning stops, and the storm ends as abruptly as it commenced.

You spend an uncomfortable night, and are glad to see the dawn of the new day.

Having dried your clothing as best you can, you set out to the east.

*Turn to **333**.*

328

'The mine is a place of great danger' the old Dwarf warns, somewhat unnecessarily. 'Something with awful powers lives deep in the mine, and must have inflicted the most horrible of deaths on the poor souls who disappeared within.'

Unfortunately, he has no accurate information as to either what happened to the miners or what caused it, only a few clues.

There had been only a handful of survivors in the Dwarven settlement which existed over a century ago. The first they knew of the disaster was when the miners failed to emerge from the mine at the end of the day. When they ventured in to investigate they found no bodies, merely signs that work had suddenly stopped, and one or two places where the rock appeared to have melted and run like water.

Then, a few days later, the ghosts started to appear, and

two of the survivors who had been doing a little more mining, vanished.

Turn to 344.

329

Soon after you finish your meal, the threatened thunderstorm breaks. The rain, oddly enough, is not particularly heavy, but the lightning is something else again. Great forks of violet light lance down from the clouds above and it is quickly apparent that this is no natural storm.

No trees are struck, only tents and wagons. Two men in a tent are the first to die, then another, sheltering beneath a wagon which is set on fire by a lightning bolt, runs screaming into the river with his clothes ablaze.

The old cook is in no doubt what is happening. 'It's the Forest God,' she screams, pointing at you. 'You have slaughtered his creatures and now we're all going to die!'

Turn to 12.

330

A gigantic split in Skyfall's crust gapes at your feet, and seems to get even wider as it descends out of sight. You can see the far side, perhaps five hundred yards away, and can just make out the farthest extents to north and south: it must be over a mile long.

Several beams of light shine down from the roof far above, like sunlight piercing the clouds, and you realise the rock ceiling at the top of the rift must be

quite thin. The bottom, however, is hidden in the black void below.

You realise you must be on a considerable overhang and kick a loose lump of rock over the edge, but there is no sound of it reaching bottom.

This must be where both Human and Dwarven miners have dumped most of the unwanted rock from their excavations.

You head back east, and should turn to 378.

331

After a little over two hundred yards, the passage ends on the lip of an enormous chasm. A number of openings in the roof far above throw shafts of light to illuminate the scene, and you can see a couple of openings on the other side, perhaps a quarter of a mile away.

The area is roughly oval in shape, and you consider it must extend at least half-a-mile to either side. From what you can see it seems to get wider as it goes down, but it is quite impossible to see the bottom.

An abandoned wheelbarrow stands nearby, still full of chunks of rock. You drop one into the chasm and wait, but hear no sound from below.

You do however, hear a scream from back down the passage where you left young Gem.

If you run to see what is wrong, turn to 347.

If you prefer to stay here for a while, turn to 244.

332

You have come to a natural chamber in the rock.

Roughly circular in shape, it is about fifty yards across and twenty feet high. There is a wide fissure leading up through the ceiling to one side, but with no daylight visible above and no way to reach it.

Two low roofed passages leave the chamber.

If you take the one leading due south, turn to 364.

If you take the one that leads south-east, turn to 348.

333

You head upstream towards the east, keeping the Pola river on your left. Towards evening you see a broad valley running up into the mountains on your right, and are aware that this is the route to the mine.

At the entrance to the valley is a small quarry, with a stone-built house which has a welcoming column of smoke from the chimney. You decide to seek shelter for the night.

Turn to 367.

334

Holding the Horn to your lips, you cry, 'Hold! I would speak with you.'

Oddly enough, you cannot hear anything when you speak into the Horn, but there does seem to have been an effect.

If you were addressing a pale, spinning light rising towards you in the darkness, turn to 326.

Should you have been facing a whirlwind, blowing towards you across the plateau soon after dawn, then turn to 358.

If you are in the narrow valley, turn to 73.

335

The next day you follow the course of the Pola river downstream to the west, keeping to the south bank. The vast reaches of Fellwood extend into the distance on the far side.

Towards evening you reach the site where the bridge is to be built. There is a small island in the middle of the river, which is quite narrow at this point. The idea is to use the island and the two banks as supports for the bridge, and the steep banks have been faced with stone from the quarry to further strengthen them.

A road has been built from the west, along the other side of the river as far as the point where the northern end of the bridge should be, but there is no bridge so far. Indeed, little work seems to be taking place. There is a camp on the far bank with tents and wagons scattered here and there, but the few workers you can see sit talking in small groups.

You hail them, and eventually someone rows over to ferry you across. They give you directions to the large cent used by the engineer in charge.

Turn to 183.

*336

You ask how you can be expected to destroy something which she cannot, with all her powers and faithful followers.

She explains that the Killer can retract all its strands into the earth and pull itself from place to place, so that

the first they know of its presence is when the strands surface again to enfold a fresh tree. Thus whenever they find it she cannot use too great a force (such as fire) for fear of damaging its target. And the animals risk death if they use tooth and claw upon it, as the sap is poisonous.

She has, however, managed to collect and distil the venom of all the forest serpents over recent months, so that she now has a powerful poison of her own, which should destroy the ivy if it can be forced to drink it.

Since this apparently is the only way to get the bridge built, you agree to try.

Turn to 342.

337

You see little sign of life in the Fellwood after this, and the sky turns darker as the day wears on. Towards the end of the afternoon it begins to rain, and by the time you reach camp you are thoroughly wet and miserable.

Still, at least you are able to get a substantial meat. The camp is much the same as before, though most of the workmen are talking of quitting if nothing is done to get work restarted soon.

Turn back to 114.

338

The woman explains that she is Warden of Fellwood (which you assume means she must be a powerful Druidess), and as such is only concerned with the well-being of all the living creatures who make their homes there. All killing has been banned, and any who

transgress this law are themselves killed.

You ask what the wolves eat, and she proudly informs you that she makes them a nourishing porridge of nuts and cereals which they enjoy far more than meat. (The wolf refuses to meet your eye at this point.)

The killed and missing tree-fellers were punished for just that reason, and if any more trees are cut down she intends to destroy the whole camp. Although not keen on having the peace of the forest destroyed by the intended road, she would have no particular objection if it kept to its path by the river, and asks why the bridge cannot be built of stone.

Turn to 354.

339

You walk on, deeper still into the mine, for almost a mile before you come to the next side tunnels.

This time you have reached an underground crossroads, where smaller tunnels come into the main passage from both north and south.

Turn to 355.

340

There are three magical items which you may have gained on this adventure. Whichever one you wish to employ, turn to the paragraph indicated:-

The MACE OF FEDUSAR - turn to 349

The URN OF MUNGO - 365

The HORN OF VOICES - 381

341

No matter how much you blow or shout through the Horn, there is no effect on the whirlwind.

The hail of large stones and shards of rock knocks you off your feet and batters you senseless.

Turn to 200.

342

The Druidess leads you north for three miles to a wide, open clearing in which there is one enormous oak tree. It must be over a hundred feet high, its trunk is twelve feet wide, and it is covered with a growth of ivy. Despite the fact that this is mid-summer, most of the leaves have turned pale brown, and there are many dead ones littering the grass of the clearing.

Your companion produces a small metal flask, which was hanging from a thong around her neck.

'You will need to force the tip of one of the feeding tendrils into the bottle and hold it there,' she cautions 'be careful, the plant is intelligent and will defend itself.'

Taking the flask, you set off across the clearing, aware that many animals now stand beneath the surrounding trees to observe events.

Turn to 359.

343

A great chorus of defeated sighs, whines and whimpers arises from the watching throng at your failure.

While acknowledging that you have done your best,

the Druidess is a stern and unbending old lady to whom a bargain is a bargain. You have not fulfilled your side, so you will get no help with the bridge.

Unfortunately this means you will be unable to accomplish your mission, which is therefore over as surely as if your character was killed. When ready to try again, you will therefore have to go back to 1.

344

This left only four Dwarves still alive, and they resolved to trek back to Wolvenford to seek the help of a Cleric (Dwarves shun Arcane Magic, considering it the work of the Devil, and have strong religious beliefs.)

Their route lay partly through a narrow valley where the elements were often known to play capricious tricks. The wind seemed constantly to try to snatch hats and even heavier articles to whirl them into the air or the stream, which itself sometimes sent an unexplained wave to soak an unwary traveller. Strange fires could be seen amongst the rocks, which themselves sometimes rolled about without reason.

Now, however, the elements were downright hostile, and two of the Dwarves died before the others retreated. Travelling through the valley seemed impossible, so they determined to climb the cliff and bypass it.

Turn to 360.

345

You manage to sever a few of the twigs and smaller branches, and the tree is forced to withdraw its 'fingers' for a moment.

346-347

The elderly woman is gesturing with her hands, however, and moments later your weapon becomes warm, then too hot to hold, and you have to let go.

Several branches now reach for you, and you are lifted from your perch with all four limbs tightly held.

The woman then addresses you for the first and last time. 'The law of Fellwood is simple' she cries. 'Those that kill, die!'

Before you can utter more than a word of protest, your limbs are pulled in different directions, there is an awful, tearing pain, and you mercifully lose consciousness.

Turn to 200.

346

You head west from the junction of the Human-sized passages, down quite a steep slope, and after two hundred yards find yourself on the lip of a vast chasm.

Turn to 330.

347

Poor Jem screams again and again, and it sounds as if he is running back towards the entrance.

Then all goes quiet, but you continue to run as fast as possible in the hope of reaching him before it is too late. As you pass the enlarged passage which leads to the Mithral deposits, you notice the torch, still burning, lying on the floor of the passage.

Perhaps two hundred yards further on you skid to a

348-349

halt. Jem's body lies against one wall of the passage, with a spectral shape bending over him.

Turn to 292.

348

This low passage takes you hobbling, stiff-kneed, from the chamber almost seven hundred yards south-east, before it turns half-right and carries on another five hundred yards to the main entrance tunnel. Indeed, looking to your left, you can clearly see the light from the entrance itself.

Turn to 227.

349

You swing the unwieldy mace against your spectral opponent, and will be pleased to find it does have some small effect.

The Spectre has Expertise 12, Vitality 20 and does 5 Points of Damage if it manages to 'touch' you. Your mace does 1 Point of Damage if you manage to score a hit.

Conduct the combat in the normal way as outlined in the Game System.

If you are killed, turn to 200.

Should you wish to try anything else, turn back to 292 and choose afresh.

If you survive long enough to exhaust all 20 of the Spectre's Vitality Points, it will vanish with a shriek of despair and you should turn to 376.



You can see little of the surface bark

350

Using the Horn as an ear trumpet, you listen hard but hear nothing apart from a thin whistling sound.

If you are standing on the cliff-top at night, watching a pale light rising towards you, turn to 311.

Should you be standing in daylight, watching a whirlwind blow towards you from the south, then turn to 51.

351

When you relate your story to the old Dwarf, and hand back the precious Urn of Mungo, tears gleam in his eyes. He accepts it reverently and carries it away to a place of safety. You lunch with him, then leave for the bridge-site with his thanks and good wishes ringing in your ears.

Following the Pola downstream towards the west, you keep to the south bank and can see the vast reaches of Fellwood extending away on the other side. Towards the evening you come to the point where the bridge is to be built.

Turn to 272.

352

So thick is the growth of ivy that you have to force your body in amongst it and reach forward at full stretch to reach the trunk. You can see very little of the surface bark, and grope blindly to try to find a tendril entering a crevice.

Before you are successful you find yourself being crushed by the thick creepers/which swiftly coil about

353-354

your body, arms and legs so that you can neither fight nor pull free.

Your death is quite unpleasant, as the tendrils you sought now pierce your body and commence draining your blood.

Turn to 200.

353

The two wolves close in, circling until they are close together before attacking.

At first you are pleased to see this, but as your concentration is on keeping the two of them in front of you, a sudden attack from the rear bowls you over, and you take 6 Points of Damage.

Should this kill you, turn to 200.

If you survive, you find yourself in a tangled melee with no less than five wolves. The two which distracted you are newcomers, and now the original three have joined them.

Turn to 41.

354

You explain that a framework would be needed to hold stone arches in place until mortar sets and keystones are inserted, and she looks thoughtful.

'I think we could help you to build your bridge,' she says, 'on two conditions. First you would have to do a service for me, and then we should need your oath that there would be no more interference with the wood or its inhabitants.'

355-356

You are happy to reassure her on the second point, provided the bridge can be completed, and ask her what service she requires.

Turn to 370.

355

Leaving the crossroads behind, you head back towards the entrance.

You travel nearly a mile along the main passage before reaching the next junction, where a smaller tunnel comes in from your left.

Turn to 291.

356

You can run much faster than your unfortunate companion, and have left the pursuing Spectre some distance behind by the time you get back to the junction where the torch still burns.

As you do not want to get trapped deeper in the mine, you snatch up the torch and run into the passage to the right. You then extinguish both torch and lantern and tip-toe back and up the passage towards the chasm. To your relief, you see the faint glow of the Spectre approach and turn down the side passage, apparently fooled.

You stay where you are in the darkness for ten minutes, to make sure.

Turn to 388.

357

When you put the Horn to your ear you hear a shrill voice crying, 'Traitor, Murderer, Villain, Cheat, Torturer,' and hastily remove the Horn before the words become really insulting.

It certainly appears that you have offended the whirlwind in some way. If you desire to make amends, it seems you will have to go back to the room where you destroyed the creatures from the Pit.

While making up your mind what to do, you lose 2 more Damage Points to a jagged rock.

If this kills you, turn to 200.

If you decide to return to the pit and slide back down the rope turn to 288.

Should you prefer to stay here and fight with normal weapons, turn to 309.

358

The whirlwind pauses, as if hearing your words, then blows across the intervening ground until it stands before you.

It shrinks a little in size, but still blows dust around in a spiral and stirs the pebbles a little in passing.

When you hold the Horn to your ear, you hear a high, whistling voice saying, 'I am Ianto, the Air Elemental. For many years we have hoped for one who could speak with us. We have a task for you.'

You had, in fact, hoped to take the initiative yourself, but after a number of questions and answers the situation becomes clearer.

Turn to 397.

359

Once you are close to the mighty oak tree you move cautiously, hoping to avoid alerting the living ivy. You realize just how difficult a task you have accepted now; the trunk is covered with a deep layer of the creeping Killer Ivy, and locating a feeding tendril is not going to be easy.

Higher up the tree, the ivy is thinner, and you should be able to spot the end of one of the creepers where the feeding tip is forced into a crevice

If you decide to climb to the tippet levels, turn to 375.

Should you prefer to keep your feet on the ground, and feel about amongst the ivy to try to find a place where it penetrates the trunk, then turn to 352.

If you sit down close to the ivy-smothered trunk to think further on the matter while you have some lunch, turn to 382.

360

Dwarves are poor climbers, being short, stocky and heavy. Another Dwarf fell to his death in the climb, and the last one badly injured his leg, taking days to reach Wolvenford.

The Dwarves there accepted his story, for Dwarves never lie, but their Clerics were not prepared to battle with the elements as this would conflict with their beliefs. They would only offer advice, and one precious relic.

(Dwarven ghosts are rare, and are only known to occur when the body does not lie at rest. This apparently causes the undead spirit to haunt the place of death. After one great battle in the Northern snows, the only spirit to haunt the site was that of one sentry who froze to death leaning against a tree.)

They delivered to the survivor an ancient spirit urn, blessed by the bishop Mungo of revered memory, which is said to attract undead spirits and enable them to find rest.

'To my shame,' he confesses, 'I could never muster the courage to attempt the journey back through the valley, and my bad leg would have made climbing impossible.'

You realize that the old quarry owner must be the one survivor and thank him gravely for the loan of the Urn, which you will endeavour to put to its intended use.

If you feel you now have what you need, and wish to proceed to the mine, turn to 320.

Should you wish to go to the bridge-building site, turn to 272 if you are mounted, and 335 if on foot. (This latter option is not open to you if you were driven from the site in a storm.)

361

You charge to attack the Timberling, using whichever weapon you prefer. Any will do normal damage as previously described.

Your opponent has Expertise 16, Vitality 60 and does 2 Points of Damage with its flailing branches if it

hits you. However, if its score ever exceeds yours by 8 or more in a particular round of combat, it will seize you and pull you limb from limb in a swift but agonizing death.

You quickly realize that this is a combat you are most unlikely to win. Fortunately the Timberling can only drag itself slowly across the ground by its long roots, and is relatively easy to escape from.

Having charged to the attack, you **MUST** fight the first combat round. After that, you can withdraw in any subsequent round by abandoning the tossing of the coin for your character. This gives your opponent an automatic hit on you for 2 Points of Damage, then you are free.

If you manage to pull away, turn to 274.

Otherwise you will probably be killed, and must turn to 200.

Should you emerge victorious after killing the Timberling (honestly?) then turn to 300.

362

After a wait of an hour or so, the missing wolf steps back into the clearing, accompanied by a tall, straight-backed woman with long grey hair. A hawk is perched on one shoulder and despite the presence of this fierce predator and the wolf, small creatures rush towards her from all parts of the clearing.

She regards you coldly, raises one hand and utters some unintelligible words in a piercing voice.

To your horror the tree comes to life. A branch bends



She raises one hand and utters some unintelligible words

363-365

towards you, the twigs at its end crooking into fingers which reach to seize you from your perch.

If you beg for mercy, turn to 233.

If you draw a weapon and hack at the twig-fingers, turn to 345.

363

Rather fearful of attracting unwelcome attention, you call Jem's name.

There is no response, and you try again, then louder still.

It seems he is either unable to reply, or out of earshot.

If you head in the direction of the entrance, as the direction he would most likely have taken in flight, turn to 260.

Should you turn in the indicated direction of the Mithral, turn to 394.

364

This passage runs straight south for almost a thousand yards, then joins the main passage. Looking to your left and shading your lantern, you can just make out a faint light from the entrance, a thousand yards away.

Turn to 243.

365

Remembering the words of the crippled old Dwarf, you hold out the ancient urn, remove the lid and cry 'In the name of Mungo, seek your rest.'

Within moments, the spectral form is sucked into the

urn and you clap the lid back on in triumph.

Now for any other ghosts which may be abroad.

You return to the junction of the passages to the west, and should turn to 314.

366

You can see now why the Elementals need the assistance of a Human, and Ianto explains that they have been trying to prevent people leaving the area by travelling west through the valley, while admitting those travelling east, in the hope that someone would stumble across Magarth's prison and release it.

Their only wish is to return together to their own plane, and the problems in the valley will cease as soon as Magarth is freed.

You promise to see what you can do, and intend entering the mine as soon as possible. Ianto cannot give very precise details, as its concept of travel in the mine is different from yours, but can tell you that the approach tunnel has been blocked by the Vretch, and lies in the area where the Mithral was being mined.

It also promises to be ready to aid you to overcome the Vretch, by guarding you from their greatest weapon.

Turn to 67.

367

The quarry is owned by an old Dwarf who hobbles around with the aid of a stick, and worked by his two sons. You may wish to enquire about the possibility that they could supply sufficient material to build a stone bridge, and they assure you that this would be readily available.

They even have a barge which they used to float the stone down to the bridge site for reinforcing the banks.

In conversation, you tell the old fellow about your intentions to solve the problems bedevilling the mine and the road to it.

If you have gained a nicely carved Horn from an elderly lady recently, and show it to the Dwarf, turn to 302.

Otherwise, turn to 383.

368

You manage to hang on to the waving strands of ivy, which eventually subside and appear to relax against the main trunk of the ancient oak.

Too late, you realize your peril. Other strands have spread around to imprison you, and these now coil about your body, arms and legs. Now you cannot let go and drop free even if you wished to.

The thinner tendrils you sought now emerge to pierce your body and drain its fluids, bringing a slow, painful death.

Please turn to 200.

369

You drop from the tree, weapon in hand, and are immediately involved in a wild, whirling fight with four wolves. Each has Expertise 11, Vitality 7 and does 2 Points of Damage with its fangs.

As you are fighting four of them, you must conduct each round of combat by comparing your score from E - 4H with the FOUR scores of your opponents. Each of

them which exceeds your score will do 2 Points of Damage, and you will hit any of them whose score you beat, for your normal weapon damage.

There is no chance to escape, and the fight will be to the death, quite possibly your own.

If this happens, turn to 200.

Should you manage to kill them all, then turn to 249.

370

The Druidess explains that all the animals and plants of the forest acknowledge her as their leader and protector, except one, the Killer Ivy.

This plant has somehow developed a considerable intelligence and with it a love of killing which it is equally ready to use on animal or plant. Its brain is hidden deep in the earth, where it cannot be reached, and it lives and grows by sucking the life force from the other inhabitants of the forest through its many creepers.

The larger animals can usually escape, unless they blunder deep into its clutches at night, but the smaller ones, with few Vitality Points, and especially the trees, are more vulnerable.

Now it has attacked the largest, oldest and most respected tree in the forest, the old Father Oak.

Turn to 336.

371

You stand at an underground cross-roads, where four tunnels meet deep within the mountain. One, the

main entrance passage, leads east for four thousand yards to the open air.

The continuation of this goes west, even deeper into the mine.

Smaller tunnels go off to north and south. The southern one looks long disused, but the northern one has obviously been quite regularly travelled more recently.

If you go north, turn to 387.

East, turn to 355.

West, turn to 266.

South, turn to 234.

372

You have managed to hold on long enough. The Killer Ivy goes limp, some of its creepers sag to the ground while others hang free of the great oak tree.

There is a chorus of delight from the watching throng and, led by the old lady, the bears, foxes, deer, rabbits and other creatures come rushing across the clearing to show their appreciation.

The Druidess thanks you warmly. Not only will she assist with the bridge-building, but she has an extra gift for you. Slung over her back is an ornately engraved bronze horn, and this she presents to you.

'I have no need of it now,' she explains, 'for I can talk to all the creatures of Fellwood and never leave the forest. It is a Horn of Voices and I am sure you will find it useful on your journey.'

You express your gratitude, but are more interested to hear how she proposes to help with the bridge.

'You do not need *dead* trees,' she says. 'I shall get my live ones to support the stones for you until all is set in place. Come, let us go to the river and you can show me what is required.'

Together, you all return to the camp, which causes a certain amount of consternation until you explain. Then all is delighted activity and you realize you are no longer needed there.

The next day (after amending your Character Sheet for the improvement to Vitality of the evening meal, which is quite a celebratory one) you are ready to proceed to the mine.

If you have already settled all the problems in the mine, and the narrow valley nearby, turn to 400.

Otherwise, turn to 209.

373

Once back in the settlement, you call the miners together and explain what you have been able to achieve in the mine.

They are, understandably, sceptical at first, and some of the braver souls enter the mine to check your story. When they return, having seen the hidden chamber and brought out the rest of the Mithral equipment constructed by the Vretch, they are able to confirm that the area now seems clear, and there is a considerable celebration.

You explain that there are still problems to sort out at

the bridge-building site, but they declare confidence in your ability to succeed there are well as you have done here.

There is a long and heated discussion between them as to how best they can reward you, and in the end they come up with a double way to mark their appreciation.

Firstly, they will name the mine after you, and secondly they will ensure that you receive, in full, the value of the first load of ore to travel the road to Wolvenford, when completed.

Rather touched, you stagger off to bed while the party is at its height, as you have a long road to travel in the morning.

Turn to 374.

374

The next day you set off for the Pola River bridge site. You may amend your Character Sheet for last night's dinner and, if you are still suffering any loss of Vitality the miners will unearth a prized Potion of Healing which you can also consume.

Any missing equipment is replaced and a new mule provided if required.

The weather is fine, and you make good time along the blind canyon heading north, then west through the no-longer hostile valley, and north-west towards the Pola.

Around noon you reach the old Dwarf's quarry, and should turn to 351.

375

The strands of ivy are thick and strong at these lower levels, and you are easily able to climb to a height of thirty feet.

Then progress becomes harder and the ivy begins to move in your grasp. For a minute or so you have to hold tightly to keep your grip.

Calculate E - 3T; if you score 11 or more you will be thrown off and fall to the ground below. If this happens, turn to 308.

If you score 10 or less you will be able to retain your hold. In this case turn to 368.

You may not use Fortune Points to modify your score in this instance.

376

Killing the Spectral Dwarf with a hand-weapon is a remarkable achievement, and you may add 3 Fortune Points to your Character Sheet. If you wish to continue, you make your way back to the junction of the three larger passages.

In this case turn to 314.

Should you prefer to leave the mine at this point, possibly being slightly the worse for wear, you start back towards the entrance and should turn to 371.

377

Cautiously you back away from the wolf and its protective guardian, then freeze as a voice speaks from behind you.

'You are not the one whom we seek,' says the voice in

rather piercing female tones. 'Return whence you came and do not enter the Fellwood again.'

Turning, you behold a tall, straight-backed, elderly woman with long grey hair. A hawk is perched on one shoulder and she appears unarmed.

If you decide to obey her and return to the camp-site by the bridge, turn to 210.

If you prefer to try reasoning with her, and explain your mission, then turn to 226.

Should you be unwilling to take orders from a bossy old woman you may wish to teach her a lesson, and advance towards her. In this case, turn to 393.

378

Leaving the bottomless chasm, you toil back up the slope to the junction of the passages, some two hundred yards to the east.

Turn to 314.

379

You are able to get back the rest of the way to the mine entrance in safety.

If you were forced to retreat following the loss of your companion, turn to 276.

If you went in alone, but found you had no way to combat all the forces opposing you, then you will have to try elsewhere to gain what is required.

In this case, you will need to leave the settlement but you may as well stay the night at the inn, and set out the next morning.

380-382

Adjust your Character Sheet for the meal and night's rest, then turn to 198.

It is possible that you emerged without having encountered anything! In this case you really have no option but to try again, and should turn to 6.

380

You move uncomfortably along the four foot high passage for almost a thousand yards, developing severe backache on the way. If you have to fight something at the end you fear your Expertise may be at least temporarily reduced.

The end opens into a natural chamber in the rock.

Turn to 332.

381

Whatever you try to do with the Horn in these circumstances proves useless.

The Spectre closes and appears to sink its hand deep into your body. You feel a desperate chill and lose 5 Vitality Points.

Turn back to 292 to try a different action, unless the 5 Damage points kill you, in which case turn to 200.

382

You sit quietly for a while on the soft grass beneath the ancient oak. After perhaps ten minutes you sense movement, and a single ivy creeper detaches itself from the twining mass to waver in your direction.

The Killer Ivy has no organs of sight, and has to investigate by touch. Being aware by the vibrations of



You hear a small slurping noise from the flask

the ground that something has approached and then become motionless, it is about to test you as a possible source of food.

The chance is too good to miss: you guide the tip of the probing creeper into the flask, and hold as tightly as you can.

For a moment all goes well, and you hear a small slurping noise from the flask. Then the tendril goes rigid and tries to pull free. At the same time other, thicker creepers pull free from the tree and reach for you.

You need both hands to hold the tendril in the bottle, and cannot defend yourself. The creepers flail at you and you suffer a total of 4 Damage Points.

Should this kill you, turn to 200.

If you survive, calculate $E + 4H$: you will need a score of 14 to keep the tendrils in the bottle, and may use Fortune Points to modify your score.

Should you fail, turn to 343.

If you succeed, turn to 372.

383

The old Dwarf shakes his head and tries to dissuade you.

'Evil forces lurk within that mine,' he claims. 'Many brave souls have died within its depths, and their spirits have found no rest. Nor is that all: there is a valley on the way where the very elements will kill you. The Mithral is accursed: best leave it lie!'

He will at least give you a meal, and a bed for the night

if you have arrived on foot at nightfall. If this is the evening meal you can adjust your Character Sheet for its improvement to your Vitality.

When ready to set out once more, turn to 320 if heading for the mine.

If going towards the bridge turn to 335 if on foot, or 272 if mounted on a mule.

384

Climbing the tree proves simplicity itself, as the ivy creepers are thick and strong. You soon reach a height of thirty feet, but then become aware of a strange swaying in the ivy.

You hang on tightly for a minute or so, until the motion subsides, before becoming aware of your danger. The ivy is alive!

It is already too late to escape. The creepers twine around your legs and arms to hold you fast, while a host of small tendrils penetrate your body to suck away your lifeblood.

Turn to 200.

385

Either you failed to secure a grip on the tree branch, or else it broke under your weight. Whatever the reason you land sprawling on your back as the wolves arrive, and have no weapon in your hand.

Even worse, you find two more wolves have attacked from the rear, and you are promptly savaged by all five of them for a total of 10 Damage Points.

If this kills you, turn to 200.

If you survive, you will be able to draw a weapon and fight back, turning to 41.

386

You enter the mine, pause to light your lantern, and then start walking westwards along the main tunnel which is eight feet high and twelve feet wide.

After five hundred yards you come to the first junction. The main tunnel continues straight on, but other, lower ones run off on either side.

Turn to 227.

387

This tunnel is another of the low-roofed ones, which the Human miners have never enlarged from the original Dwarven measurements. You therefore have to make your way in an uncomfortable crouch beneath the four foot high ceiling.

To your annoyance, this tunnel extends a full thousand yards and then forks. One then continues north for a further five hundred yards before ending at a wall. You are surprised to see that it is an obviously artificial one of stone blocks, mortared together, and not just the usual rock wall where a tunnel ends.

You tap at it gingerly with the hilt of a weapon, but it sounds as solid as the side wall of the tunnel.

Next you make your way back to the fork and try the other way, which goes west. This time you travel a little over half a mile before coming to a metal door.

Turn to 252.

388

After cowering in the darkness for ten minutes, you venture to re-light the lantern, then return to the point where the passage turns off towards the site of the Mithral deposits.

There is no sign of the Spectre.

If you now carry on down the side passage, turn to 394.

Should you prefer to get out while you can, turn to 260.

389

Back in the room above, you find the Air and Fire Elementals, much reduced in size, waiting for you.

Again you place the Horn to your ear, and the shrill voice of Ianto the Air Elemental is joined by the hissing speech of Magarth as they thank you for the great service you have done.

They will be joining Shurfa and Rhum now for the journey back to their own Elemental Plane, and are unlikely to return to Skyfall during your lifetime. However, they will make arrangements with the elements they control, and hereafter you need not fear death from fire, flood, tempest or landslide.

There is a last puff of warm air, then the flame is whisked back into the gallery outside, and you are left alone.

Turn to 399.

390

As each of these terrible figures is destroyed, it seems

to fold in upon itself as if being sucked away through a tiny hole in mid-air, and you are left alone but for the spinning whirlwind.

Add 1 Expertise Point and 4 Fortune Points to your Character Sheet, then:

If you have established communication with the beings of the 'hostile' valley turn to 215.

Otherwise turn to 255.

391

Although large, the globe is not too heavy. Mithral is, of course, extraordinarily light despite its enormous strength and hardness, but you suspect the globe must be hollow.

Then you find a small hinged hatch at one side, with a circular handle which holds it screwed shut. You wind the handle round until the screw comes free and the hatch pops open.

If you have previously made arrangements with the inhabitants of the 'hostile' valley, turn to 262.

Otherwise, turn to 310.

392

You find nothing further of interest in the forest: indeed you seem to walk in the centre of an empty circle, as if all the creatures of Fellwood are avoiding you.

The night passes peacefully, and the next day, and eventually you make your way back to the south, find the Pola river and follow it to the camp-site.

Turn to 114.

393

You advance towards the elderly woman, determined to show her that you are not to be ordered about with impunity.

She snaps her fingers and utters a low, whistling sound, and you are suddenly pulled to a halt. Long strands of grass and creepers have wound themselves around your ankles and you are unable to break free.

The woman gestures again as you reach for your sword or dagger to cut yourself free. Whichever you choose, as soon as you pull it from its sheath you find it too hot to hold, and have to drop it to the ground.

'Now go,' the woman orders, fixing you with the gaze of her bright brown eyes. 'You are fortunate to have your life.'

You really have no choice but to return towards the south and must turn to 258.

Your weapon remains where you dropped it, and must be deleted from your Character Sheet.

394

Walking north, you travel a thousand yards before reaching a point where several tunnels meet, some Human-sized and some still with the original Dwarven dimensions.

Turn to 229.

395

The cliff here on the southern side of the western end of the narrow valley is about two hundred feet high, but by no means sheer. There have been a number of

rockfalls over the years, and the ascent is as much a scramble as a climb.

Calculate $E + 4H - T$: you need a score of 12 to reach the top safely, but may use Fortune Points to modify your score if necessary. Should you be unable to achieve this, you will fall and break your neck.

If you succeed, turn to 14.

Otherwise, turn to 200.

396

The roof comes crashing down on you without further warning. You have no chance to escape and are quickly crushed to death.

Turn to 200.

397

Elementals occasionally visit the material plane of Skyfall from the Elemental plane, usually for enjoyment and recreation as there are no material objects on their own plane. There are four different Elements; Earth, Air, Fire and Water, and the four Elementals always have to travel as a team, as they cannot make the transition from one plane to another without the special talents each possesses.

The valley is a favourite spot for them, and this present visit started many years ago. They had intended to stay only a few weeks, but the Fire Elemental, Magarth, had been trapped by a pair of Vretch.

These Vretch serve the evil Prince of Darkness in the abyss below Skyfall, and are sworn enemies of all free-willed creatures such as the Elementals. They now hold Magarth in a chamber off the tunnels of the mine,

and continually torture it by allowing water to drip into the Mithral globe in which it is held.

The other Elementals are powerless to rescue their companion: Shurfa, the Water Elemental cannot leave the stream to travel across dry land, and although Rhum, the Earth Elemental, is a mighty fighter he can only materialise as a figure of earth and rock. He cannot travel through areas where the rock is veined with metal, as in the mine, and in any case the Vretch can melt rock with their incandescent breath.

Only Ianto can travel through the fissures, chasms and tunnels of the mine and he cannot manipulate the mechanisms that hold Magarth captive.

Turn to 366.

398

Having overcome both your Spectral opponent and your own terror, you may add 2 Fortune Points to your Character Sheet and, if you still have one and so wish, consume a Potion.

You are then able to tour the numerous galleries where the Mithral was being worked. While doing this you encounter several more Spectres, but the Urn sucks them all in and they constitute no real problem.

Eventually your searching takes you along the gallery from which the first Spectre emerged, which is one of the smaller ones, four feet high. Now it appears the last few are quite eager to be put to rest, as they stand at the end of the gallery, pointing at the rock wall and beckoning.

Turn to 246.

399

With the departure of the two Elementals, you can be sure a large part of your task has been accomplished.

The Elementals will be leaving 'Hostile Valley', the ghosts of the lost Dwarves have been 'laid' and the Vretch who caused all the problems are destroyed.

You can now walk the four miles back to the entrance, and as you go consider what can be told to the miners.

*If you have already settled the problems bedevilling the attempts to build a bridge over the Pola River, turn to **400**.*

*If not, then you still have to attend to that, and should turn to **373**.*

400

The miners are overjoyed to hear that all their problems are over. The bridge is being built even now, the narrow valley no longer presents a hazard and the beings in the mine, some of which they had not even known existed, have been disposed of by various means.

You have probably already been advised of their intention to name the mine after you, and as a more tangible appreciation they offer you the proceeds of the first wagonload of ore to make the trip along the road to Wolvenford, when it is completed.

This will obviously take several months, and for some immediate spending money you take along as much as you can carry of the Mithral device which tormented Magarth. It should fetch a good price in the first town you come to. You need to replenish your supply of cash

in order to continue your travels, as you next intend to visit the capital city itself.

These adventures will appear in the next book in the *Skyfall* series.

Character Sheet

MONSTER COMBAT RECORDS	
Monster: Expertise: Damage: Vitality:	Monster: Expertise: Damage: Vitality:
Monster: Expertise: Damage: Vitality:	Monster: Expertise: Damage: Vitality:
Monster: Expertise: Damage: Vitality:	Monster: Expertise: Damage: Vitality:
Monster: Expertise: Damage: Vitality:	Monster: Expertise: Damage: Vitality:
Monster: Expertise: Damage: Vitality:	Monster: Expertise: Damage: Vitality:
Monster: Expertise: Damage: Vitality:	Monster: Expertise: Damage: Vitality:
Monster: Expertise: Damage: Vitality:	Monster: Expertise: Damage: Vitality:

Initial E
12

EXPERTISE

Initial V
20

VITALITY

Initial F
(10+3H-T)

FORTUNE

EQUIPMENT

MAGICAL

Potions of Healing 1 2 3

STANDARD

Sword
Dagger
Backpack
Rope (50ft)
Tinderbox
Torches 1 2 3 4 5
Waterskin

PROVISIONS

Food (Sufficient for days...) 1 2