ADVENTURE GAMEBOOKS

GAMEBOOK 8

FIGHTING FANTASY

STEVE JACKSON
and IAN LIVINGSTONE
PRESENT

Scorpion Swamp



A thrilling fantasy adventure in which YOU are the hero!

Steve Jackson
Ian Livingstone

PRESENT

Scorpion Swamp



Steve Jackson

Illustrated by Duncan Smith

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HOW TO FIGHT THE CREATURES OF SCORPION SWAMP

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a chain-mail shirt, as well as a few pieces of gold for incidental expenses. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 24–5 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on

your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page. If you *Escape*, do not discard the records for the monster(s) you were fighting. Should you return to that clearing, it is possible that your foe(s) will still be there – and you may have to take up the combat where you left off.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favour-

able. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value. A SKILL spell (see later) will restore lost SKILL points.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Remember also that your STAMINA score may never exceed its *Initial* value. A STAMINA spell (see later) will restore lost STAMINA points.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given in the pages of this book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value. A LUCK spell (see later) will restore lost LUCK points.

EQUIPMENT

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in chainmail. You have a backpack to hold any treasures you may come across.

MAGIC

You will play a fighter in *Scorpion Swamp*. However, you will almost certainly find yourself given the power to cast magical spells before the adventure is over. If you deal with a wizard, he may give you Spell Gems. Each gem gives its owner the power to cast one spell one time. Then the gem *vanishes*.

There are twelve different magic spells that you may be able to use; they are described below. When you acquire a Spell Gem, mark it on your *Adventure Sheet*. If you have the chance to *choose* which spells you get, you may choose any kind of spell more than once – for instance, you could choose four Fire spells if you wanted to. Once a spell is used, though, you must mark it off on your *Adventure Sheet*. If you choose four Fire spells, you can cast Fire four times, but no more – unless you meet another helpful wizard later and acquire more Spell Gems.

Magic spells are divided into three types: Good, Evil, and Neutral. Anyone may use Neutral spells. However, good wizards may not cast Evil spells, and vice versa. *You* may use any spell that you can get . . . but you will not be able to get Good spells from an evil wizard, or Evil spells from a good wizard.

Neutral Spells

SKILL. When you cast this spell on yourself, it restores lost SKILL points equal to half your *Initial* SKILL score, rounded up. It cannot raise your SKILL score past its *Initial* level.

STAMINA. When you cast this spell on yourself, it restores lost STAMINA points equal to half your *Initial* STAMINA score, rounded up. It cannot raise your STAMINA score past its *Initial* level.

LUCK. When you cast this spell on yourself, it restores lost LUCK points equal to half your *Initial* LUCK score, rounded up. It cannot raise your LUCK score past its *Initial* level.

FIRE. This spell will set one medium-sized object (like a torch) on fire. The more inflammable the object, the better the spell will work.

ICE. This spell works by freezing water (or water vapour) into ice. It works best where there is water already present to be frozen.

ILLUSION. This spell will let you create one small, short-lived illusion. If *you* act in a way contrary to the illusion, the illusion will cease to fool anyone else and will be dispelled.

Good Spells

FRIENDSHIP. This spell will make one creature better disposed towards you. But it will not work on anyone or anything that cannot understand the *idea* of friendship.

GROWTH. This spell will accelerate the growth of one large plant or several smaller ones. It will not affect anything but plants.

BLESS. This spell may only be cast on another being – you *cannot* Bless yourself. It restores lost SKILL, LUCK, and STAMINA points to the creature that you Bless. Three points are added to each, but in no case may the spell increase anyone's points past their *Initial* level.

Evil Spells

FEAR. This spell will make one creature fear you – provided that it is a creature *capable* of feeling fear!

WITHERING. This spell will cause one large plant, or several small ones, to wither. It will not affect anything but plants.

CURSE. This is a very powerful spell, and not to be used lightly. When you cast a Curse, you immediately roll one die and lose that many STAMINA points. However, something terrible – there is no telling what – will immediately befall your enemy, too.

When to Cast Spells

You may cast one of your SKILL, STAMINA, or LUCK spells upon yourself at any time *except during combat*. You may cast a spell on yourself just before a battle starts . . . but once the first blow has been struck, you may not use magic until the fight is over.

Other spells may only be cast when a paragraph specifically gives you the option of doing so.

MAPPING

As you play, you will travel along the network of pathways that make up Scorpion Swamp. You will want to draw a map as you go. Unlike most adventures, *Scorpion Swamp* allows you to retrace your steps. A good map may spell the difference between life and death!

Most of your adventures will take place in clearings within the swamp. Each clearing has a number to aid you in mapping. Each clearing connects to one or more paths leading out. Paths may lead to the north, south, east or west. A path may bend about, but it will always keep the same general direction. This is important. It means that if you leave one clearing by the southern path, you will enter the next clearing from the north, and vice versa. This will keep you from doubling back accidentally. When you reach a clearing, make a note of the direction in which you are travelling; it might be useful later.

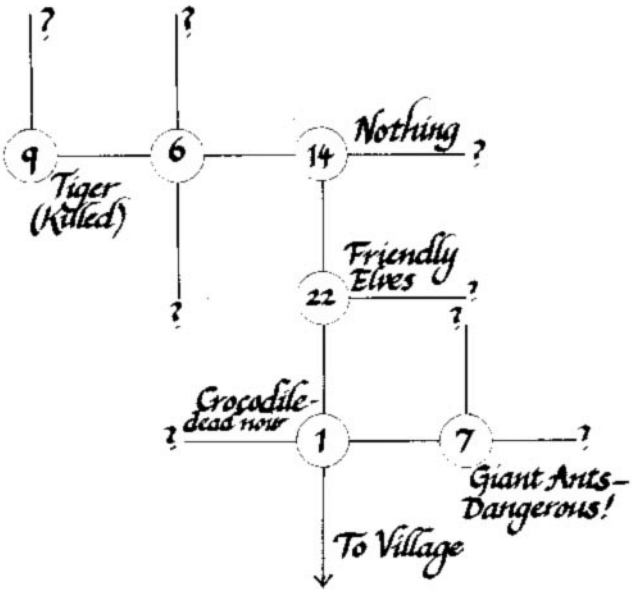
In some of the clearings, you will meet people and creatures. Some of them can help you; others will attack you or hinder you in some way. It is up to you to decide how to handle each encounter.

It may happen that, in your wanderings, you will return to the same clearing again. In that case, you

may find instructions in italic type. These instructions tell you what to do if you have already visited that clearing.

If there are no special instructions, you will proceed in the usual way each time you come to that clearing.

Here is a map of an imaginary part of the swamp, to give you some help in making your own maps:



As you can see, this player has marked the number of each clearing, and made notes about what he found there. He has also indicated the paths out of each clearing, so if he returns later he will know in advance in which direction he will be able to travel.

HINTS ON PLAY

There are three possible quests in *Scorpion Swamp*. For each of the quests, there is one true path that is the best to follow. Make notes and keep your map faithfully. It may save your life . . . and, in any event, it will be invaluable in future adventures, enabling you to progress rapidly through to unexplored sections.

Not all clearings contain treasure; some merely contain traps and creatures which you will no doubt fall foul of. Many wrong turnings are possible . . . and even if you reach your ultimate destination, you may not find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read.

The one true way on each quest involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily once the best path has been discovered.

May the luck of the gods go with you on the adventure ahead!

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill =	*Stamina =*	*Luck =*

ITEMS COLLECTED

SPELL GEMS AND SPELLS



MONSTER ENCOUNTER BOXES

Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

BACKGROUND

Hardy adventurer that you are, you have never been known to quail at a little danger. But you're no fool. You've always been far too wise to venture into Scorpion Swamp. All your life you've heard tales of that awful marsh and its disgusting denizens. But the real danger of the swamp, so the tales go, is not the creatures that inhabit it, nor even the magicians and wicked men who haunt its paths.

No, the reason that so few return from Scorpion Swamp is very simple. The swamp is criss-crossed by numerous trails that twist and turn in all directions. No one has ever mapped them and lived to tell the tale. An evil fog hides the sky, so no one can set a course by the stars. Once you're well into the swamp, even compasses are unreliable. They may point north, west, or south-by-south-east, leading you around in circles until you drop from exhaustion.

So you've stayed well away from the swamp-lands. But although you don't know it yet, something is about to happen to change your fortunes . . .

As you walk along the King's highway, you come upon an old woman, crumpled in the dust. You carry her into the shade and give her a drink from your water-skin. She soon revives, but you walk

with her to the next town, just to make sure that she will be all right.

You take your leave of her in the town market-place. 'Bless you for your kindness,' she says, when you part. 'Wear this with my good wishes, and may you never lose your way.' With that, she gives you a plain-looking Brass Ring. When you slip it on your finger, smiling your thanks, it feels loose. An hour later, as you walk down the highway again, you realize that it has altered its shape to fit you perfectly. You have a magic ring!

As you travel, you learn more about the Brass Ring's powers. The old woman must have been a powerful Witch, and she meant her blessing seriously. While you are wearing the Brass Ring, you will always know which way is North. Even in the deepest forest or in the twistiest town street, you will never be lost. Furthermore, the Brass Ring grows warm on your finger in the presence of evil, even when you are greeted in a friendly fashion. You spend a week with the forest bandits . . . rough men, but honest in their way . . . and the Ring is cool. But in the caverns, it warns you of evil magic and of foul undead. And in the towns, you find that no clever thief or lying merchant can fool you. The old woman's gift is valuable indeed to an adventurer like you!

Now you feel as though you ought to put the Brass Ring to some use worthy of its magic. Exploring Scorpion Swamp, with its unmapped maze of trails,

might be the perfect task. And it might be profitable, too! So, with your mind set on glory and treasure, you set off towards the bogs and fens of Scorpion Swamp.

NOW TURN OVER



1

The path that you must travel is a long one, for Scorpion Swamp lies to the far west of the kingdom. As you travel, you have many experiences that a less seasoned traveller would call adventures. To you, fighting Orcs and Goblins, defying evil wizards, and slaying giant wolves are all in a day's work. As you travel farther west, the mountains around you turn to hills, the hills to plains, and the plains to damp lowlands. You know that Scorpion Swamp cannot be far away.

When you enter the little town of Fenmarge, no one finds you remarkable. Many travellers pass through here. Your sturdy helmet and sharp sword indicate you are a fighter not to be trifled with, but this is not uncommon.

But when, sitting in the local tavern, you announce your plan to explore the swamp, the listeners are dumbfounded. They cluster around you, pushing back the battered benches to make room. The swamp, they tell you, holds the bones of many such as you! Not only is it trackless and infested with vermin, monsters and starving bandits, but a group of wizards calling themselves the Masters have recently claimed Scorpion Swamp for their own. One of them – a big, burly man escorted by two great grey wolves – visited this very tavern last week. He didn't say much, they tell you, but he didn't seem the sort to welcome trespassers on his property!

As the conversation continues, you realize that the villagers are sure you will die in the swamp. 'We can't let you go!' they say. One even makes so bold as to put his calloused hand on your shoulder to restrain you as you start to walk out the door. Will you:

Challenge them for their impertinence?	Turn to **48**
Politely explain that you are determined?	Turn to **95**



2

He is fascinated by your story. Rising heavily to his feet, he walks to a small table on which a globe is standing. He spins the globe and it opens, revealing a pile of gold coins. Poomchukker smiles, as your eyes bulge. 'Will you sell it to me?' he asks. 'I will give you a hundred pieces of fine gold.' If you accept his offer, turn to **49**. If you turn him down, turn to **173**.



3

Less than a mile from the edge of the swamp, you accidentally step into a hole. Muck oozes up around your leg. You cannot pull yourself out. You put down your sword and reach for a vine and try to lever yourself up. The vine breaks and you sink in deeper. Then you hear a chittering noise behind you. You reach for your sword, but tiny, sharp teeth sink into your hand . . . then the rats are upon you. You cannot run or fight. Soon, as the villagers predicted, only your bones are left, gleaming in the dim light that filters down between the trees. Your adventure is over. Next time, take some more magic with you.



4

The wizard laughs evilly. 'I see no need to waste my strength on such as you,' he sneers. 'But you may prove your mettle against this, my servant.' He waves his hand at a STATUE OF A GOBLIN that stands in a niche against the wall. The statue moves towards you, raising its stone sword. If you fight it, turn to **284**. If you attack Grimslade himself, turn to **123**.

5

Test your Luck. If you are *Lucky*, turn to **273**. If you are *Unlucky*, turn to **297**.



6

You return to Selator's hut. A merry fire is crackling in the kitchen, and something is cooking that smells delicious. He greets you warmly and asks, 'Have you got the berry?' If you have got the purple berry of the Antherica plant, turn to **175**. If not, turn to **52**.





7

The evil wizard's brow darkens and the designs on his robe writhe ominously. 'Well,' he mutters, 'it's better than nothing. Give me what you have, and I will give you 250 gold pieces.' If you choose to accept his offer, turn to **266**. If you remind him that he had promised you more, turn to **207**.



8

'Well, that's too bad,' he sighs. 'I'll have to find someone else. If you have any of my magic gems left, I'll trade some healing potion for them.' Will you:

Trade your remaining spell gems for the potion?	Turn to **141**
Explain that you have used them all?	Turn to **316**
Attack Poomchukker?	Turn to **341**

9

You are on the southern edge of Scorpion Swamp. Thanks to the Brass Ring, you will always know which way is north . . . but you must still make a map! You decide to map each path you follow, and each clearing you enter, so that you will know which way to go if you return to a clearing. (For hints on mapping, see page 21.)

You quickly find a path leading north into the swamp. A huge sign, crudely painted on a boulder, reads: 'STOP! SCORPION SWAMP! TURN BACK!' A skull and cross-bones completes the grisly picture. Bravely, you stride past the warning and enter the swamp. You can see that it would be foolish to step off the path into the muck, so you follow the trail where it leads. Turn to **195**.

10

The knotted trees give way before you and you enter another clearing. *This is Clearing* **5**. *If you have been here before, turn to* **142**. *If you have not been here before, keep reading*. You realize immediately that there has been a battle here. The ground is torn up; blood is splashed over the dank swamp-grass, and you can see two arrows sticking in a tree not far away. If you examine the clearing to see what you can find, turn to **59**. If you decide to leave as quickly as possible, turn to **227**.

11

As you walk west, the swamp becomes even grimmer. Just as you think that you can stand it no longer, the path begins to widen, and you find yourself in a long, narrow opening. *This is Clearing* **6**. *If you have been here before, turn to* **210**. *If you have not been here before, keep reading*. You look around and see no other paths; you appear to have come to a dead end. You walk towards a large grey boulder, hoping to rest on it for a minute. Suddenly, the boulder moves! You are not looking at grey stone at all, but coarse grey hair. Red eyes glare at you, and a DIRE BEAST with six clawed legs moves towards you. Will you:

Fight it?	Turn to **176**
Run for your life?	Turn to **102**
Try a magic spell?	Turn to **374**



12

The Giant bellows angrily as he fights. He is enormously strong. Luckily for you, he is not very nimble. His club rarely hits you. When it does, though, it does *double* damage. Look out!

GIANT SKILL 9 STAMINA 12

If you reduce the Giant's STAMINA to 6, turn to **61**. You may also try to *Escape* during the fight, but remember that the Giant's blows are double-strength. If you try to Escape you will lose 4 STAMINA points. If you Escape alive, turn to **161**.



13

'I am a fighter on a quest,' you reply. Your ring is not warning you of evil, so you feel safe speaking to the Master of Frogs. Are you in the service of:

Selator?	Turn to **212**
Grimslade?	Turn to **287**
Poomchukker?	Turn to **376**

14

The trail takes you to a small open spot where, years ago, a great tree fell and dragged down several others. *This is Clearing* **32**. *If you have been here before, turn to* **338**. *If you have not been here before, keep reading.* As you approach, you hear the sound of fighting. You step round a tree to see a GIANT SCORPION fighting a Dwarf who is wearing leather armour. The Dwarf is in trouble. As you rush towards the fight, the Scorpion catches the Dwarf's neck in one of its claws and throws him to the ground, where he lies still. You doubt that you have any magic spells which would be worth using on this enemy. If you leave the clearing while the monster feasts on the Dwarf, turn to **88**. If you attack the Giant Scorpion, turn to **312**.

15

What bribe will you offer him?

A Golden Magnet?	Turn to **63**
An Amulet belonging to one of the other Masters?	Turn to **198**
A huge Violet Jewel?	Turn to **276**
None of these?	Turn to **212** and choose again.

16

Something in your voice betrays you. His hands move in front of him and he looks at you quizzically. Is he reading your mind? Turn to **198**.

17

If this man is evil, you want nothing to do with him. You stride past him towards an exit. As you leave the clearing, a garrotte whips around your neck. You struggle, but the Thief chokes you with the garrotte and you fall unconscious. Lose 3 STAMINA points. When you awake, you feel sick and dizzy. All your spell gems and other magic items are gone, and there is no sign of the Thief. Turn to **179**.



18

When they see you charging towards them, waving your sword, their nerve breaks. All five of the Brigands dive into the trees at the side of the clearing. You do not stop for an instant; you run through the clearing shouting and out on to the pathway at the other end. The Brigands are too stunned to think of pursuing you. Turn to **19**.

19

There are two paths leading out of the clearing. The northern one is much wider and more distinct, as though many had travelled along it. Will you go:

North?	Turn to **280**
East?	Turn to **137**

20

The berry tastes delicious. You feel a sense of well-being run through your body. Regain 2 STAMINA points and 1 LUCK point. You find nothing else of interest here. Turn to **342**.

21

You relax for a few minutes. Regain 1 STAMINA point. Then you hear a *whuffling* sound coming from the tree. If you want to see who or what is in the tree, turn to **55**. If you would rather not know, turn to **390**.



22

Even as you pocket the seeds, you see new growth stirring at the base of the trees. You leave quickly. Will you go:

North?	Turn to **320**
South?	Turn to **90**
West?	Turn to **11**

23

The Brass Ring feels cold; you know that the Mistress of Birds is a good wizard. You explain your quest and ask for her help. She shakes her head. 'That merchant is very foolish. Even if he gets his map of the swamp, some of my brother wizards are evil and will try to plunder his caravans. But you are brave, and I will help you to avoid the worst part of your journey.' Turn to **248**.



24

The Will-o'-the-wisp dances ahead of you, and you follow. The ground gets wetter and wetter. Suddenly, you fall into a mud-hole! Abruptly, the Will-o'-the-wisp vanishes. It exists only to lure unwary travellers into danger. *Test your Luck.* If you are *Lucky,* you get out of the mud-hole safely. If you are *Unlucky,* you lose 2 points of STAMINA in your struggles, but eventually you are standing on solid ground. If it were not for your Brass Ring, you would be hopelessly lost. As it is, you know which way to walk to find the clearing. Turn to **249**.



25

The Eagle gives a great cry and circles the clearing once; then it flies to its nest. You are happy to leave it in peace! Turn to **202**.

26

You sense that the Master of Spiders is wholly and foully evil, and you attack him with your sword. He counter-attacks with a gleaming wand. You see that its tip is sharply pointed, and smeared with a foul greenish substance. Each time the wand strikes you, it does 1 extra point of damage to your STAMINA score.

MASTER OF SPIDERS SKILL 9 STAMINA 6

If you kill him, turn to **354**.



27

Gronar tells you to seek out Poomchukker in the village market. As soon as you enter the tangle of streets and shops, you are lost. You ask for directions several times, and eventually a group of laughing young boys escorts you to a large house on the edge of the market. You knock on the door – and it is answered by a Goblin! Not a Goblin warrior like those whom you have fought, but a Goblin serving-girl. She escorts you to a library where Poomchukker sits. He is one of the oddest men you have ever seen . . . very tall and immensely fat, with an elaborately braided beard and bright red skin! You tell him your story and ask if he is looking for someone like you. 'Yes, I am,' he rumbles. 'But what makes you think you can live in Scorpion Swamp when so many others have died there?' If you tell him about the old woman and the powers of the Brass Ring you wear, turn to **2**. If you simply smile and say you are a skilled fighter, turn to **173**.

28

There are several Sword Trees, but you may fight them as a single opponent. You are lucky in that they cannot see you – they attack by sound. However, there are several trees, each with many bladed branches.

SWORD TREES SKILL 9 STAMINA 12

If you defeat them, turn to **362**. Otherwise, you will no doubt become fertilizer for the trees . . .

29

You know that it would be foolish to tell this man that you serve an evil wizard. 'I serve the forces of Good,' you reply, 'but right now I only want to find my way out of this swamp. I am looking for one of the wizards called the Masters.' *Test your Luck.* If you are *Lucky*, turn to **185**. If you are *Unlucky*, turn to **378**.



30

It is a long way down, and you jump as carefully as you can. You throw your boots and your pack down first; then you dive. To your horror, you find that the water is shallow and the bottom is muddy. You are stuck! You manage to struggle free, but when you reach the surface you see the open jaws of a Crocodile, ready to take you in. You grab your sword, but it's too late: the jaws are the last thing you see. Your adventure is over.

31

As you walk along, you sense that you are far to the east of the point where you entered the swamp. You wonder if you have taken the right paths. Suddenly, you step into a grassy glade. *This is Clearing* **21**. *If you have been here before, turn to* **364**. *If not, keep reading.* There is a crystalline pool in the middle of the clearing, with an inviting sandy beach to one side. There are no other paths leading out. Will you:

Leave and go back to the west?	Turn to **47**
Watch a while for danger?	Turn to **394**
Drink from the pool?	Turn to **77**

32

You chop at the flowers with your sword, but there are more of them than you can destroy. You are rapidly exhausting yourself. Lose 2 STAMINA points and 1 SKILL point. If you give up and run away, turn to **269**. If you try a magic spell, turn to **80**.

33

You hurry across the clearing, hoping to forestall another attack by the Crab Grass. But it grows up in front of you even faster this time, blocking your way. The green nippers reach out hungrily for you. If you chop at it with your sword, turn to **134**. If you use magic, turn to **167**.



34

Which spell will you use against the Pool Beast?

Wither?	Turn to **237**
Fire?	Turn to **291**
Fear?	Turn to **356**
None of these?	Turn to **209** and choose again.

35

These two arrows are also badly aimed – but they curve around and hit your backpack! Only one penetrates, doing little harm. You lose 1 STAMINA point. You realize that the Golden Magnet is cursed, and attracts arrows . . . you are lucky that you put it in your pack instead of wearing it! Will you:

Attack with your sword?	Turn to **281**
Use a magic spell?	Turn to **399**
Run for your life?	Turn to **309**



36

You tell the Master of Gardens about your quest. If you have already found the Antherica bush, turn to **283**. If you have not found it, turn to **396**.

37

If you tell the truth about your quest, turn to **292**. If you make up a story and chat for a while, turn to **220**.



38

The Slime is dead; its remains melt and putrefy while you are watching. The smell is unbearable. Turn to **153**.

39

You cast the Friendship spell on the Unicorn. It gazes at you warily; it has little trust in humans. But the spell evidently has some effect, for the Unicorn eventually lowers its head and starts to crop the grass in the clearing. Turn to **348**.

40

You control your fear and approach the gloomy tower. Bats circle around the upper storey. As you step towards the great iron door, you see a hideous face sculpted on it. Then the door swings open before you! Grimslade stands waiting. He is tall and skeletally thin. The crimson designs on his black robe seem to glow. He greets you pleasantly, but your ring, hot on your finger, continues to warn you that you are in the presence of evil. 'I know all about you,' he says. 'You want to explore the swamp. That meddling fool Gronar sent you here. But what makes you think you are worthy of my time? I need a hero who is afraid of nothing.' Will you:

Challenge him to a combat?	Turn to 4
Explain that you are a hardy warrior and that your magic ring will prevent you from losing your way?	Turn to 50
Smile and say that you fear nothing?	Turn to 97

41

You enter a flat clearing surrounded by trees covered in ivy. *This is Clearing* **30**. *If you have been here before, turn to* **382**. *If you have not been here before, keep reading*. There seems to be nothing of interest here, so you walk towards the other exit – when you realize you are sinking into Quicksand! *Test your Luck*. If you are *Lucky*, lose 2 STAMINA points and turn to **270**. If you are *Unlucky*, turn to **87**.

42

You look through the belongings of the unfortunate Dwarf to see if there is anything that you can use. His armour, of course, is too small for you, but in his pouch you find a small vial of potion. If you drink it, turn to **253**. If you leave it, turn to **88**.

43

Test your Luck. If you are *Lucky*, turn to **339**. If you are *Unlucky*, turn to **313**.

44

You are not attacked as you wade across, but when you reach the other side, you are disgusted to find several large Leeches on your legs, drinking your blood! Roll two dice and lose as many STAMINA points as shown on the *lower* of the two. You may travel north or south from here. If you go north, turn to **157**. If you go south, turn to **398**.



45

You are wary of anything that seems so simple. The bridge must be a trap of some kind! You turn and go back the way you came. If you came from the north, turn to **331**. If you came from the south, turn to **303**.

46

There is nothing more you can do here unless you can get into the hut – but it appears to be magically locked, and you can find no way to open it. You decide to leave. Turn to **314**.

47

You come upon a small, overgrown clearing. *You are in Clearing* 3. You look around, but you see nothing. There are three exits. Will you go:

South?	Turn to **290**
East?	Turn to **31**
West?	Turn to **118**

48

You clap your hand to your sword and issue a ringing challenge. They are not frightened, or even especially impressed; they merely laugh at you. 'We are not fighting folk, only simple villagers,' they say. 'But one such as you, with your ready sword, indeed belongs in the great swamp, among the other seekers of trouble. We shall detain you no longer.' You feel somewhat embarrassed. Lose 1 LUCK point for behaving aggressively towards these peaceful folk, and go to **95**.



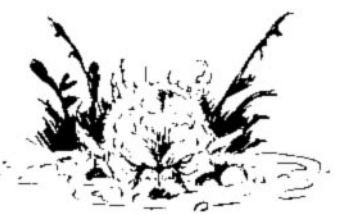
49

Greedily, you pull the Brass Ring off your finger and throw it on to the table. He counts a hundred gold pieces into a leather bag and hands it to you. You now have enough money to live on for several years, or to carouse wildly for a month or so . . . but you have traded it for your magic ring. You know that without its protection you dare not enter Scorpion Swamp. Your adventure is over.

50

He listens to your story with great interest. 'A magic ring, you say?' You nod and extend your hand so that he can see the Brass Ring gleaming on your finger. His eyes widen and he steps back from you, moving one hand in a strange pattern. You suspect that he is casting a spell! Will you:

Leap to attack him?	Turn to **373**
Wait to see what he is doing?	Turn to **222**
Turn and flee?	Turn to **315**



51

A pit opens in front of you, but you leap over it. You charge at full speed through the entrance hall, straight-arming another Statue as it reaches for you. You kick the door open. The hideous face upon it howls and attempts to bite you, but you are too swift. If you want to run for the swamp, turn to **296**. If you head for the village, turn to **5**.



52

Sadly, you have no berries to give him. You explain what happened in the swamp. Selator's face falls. 'Well, I'm sure you did your best,' he says. Seeing him so downcast, you offer to go back and try again, but he will not hear of it. 'The danger,' he says, 'is too great.' You did what you could, but it was not enough. Your adventure is over.

53

As you follow the path southward, you hear the croaking of thousands of frogs . . . tiny ones, huge ones, and all sizes in between. The path leads into a clearing dotted with little pools. *This is Clearing* **8**. *If you have already been here, turn to* **329**. *If you have not been here before, keep reading*. At first, all you see is a number of huge mushrooms. Then you realize that there is a man sitting on one of them. He is very short, but stout, with snapping black eyes and a wide mouth. Around his neck there hangs a silver Amulet in the shape of a frog, and sitting on the ground on either side of him are two huge green bullfrogs. 'I am the MASTER OF FROGS,' he greets you. 'What brings you to my home?' If you greet him in return, turn to **13**. If you attack him, turn to **62**.



54

His face contorts with rage, and he screeches at you, 'How dare you return empty-handed?' *Test your Luck*. If you are *Lucky*, go to **109**. If you are *Unlucky*, go to **285**.

55

Warily, you step over to the tree. Before you reach it, a rank odour warns you that it is the den of some large animal. You step backwards as an enormous BEAR pokes his shaggy head out of the hollow tree. If you run away, turn to **390**. If you want to fight the Bear, turn to **200**.



56

You make your way across the fields and along the winding roads, towards the village market-place. There stands the house of Poomchukker, just as you left it. You knock on the door, and the Goblin girl admits you. She takes you to Poomchukker's library. There he sits, swathed in a silken robe. 'Well, how did it go?' he booms. 'Did you bring me a map of the path to Willowbend?' If you reached Willowbend in your travels, turn to **158**. If you did not get to Willowbend, turn to **8**.



57

None of the spells you have seem quite right for this situation. You draw your sword and charge at the evil wizard. Turn to **124**.



58

Test your Luck. If you are *Lucky*, you pick your way through to the exit you choose. If you are *Unlucky*, you make it, but only after tripping over a protruding root and banging your leg on a stone – subtract 1 from your STAMINA. You may now leave the clearing. Will you travel:

West?	Turn to **398**
East?	Turn to **105**
South?	Turn to **208**

59

You decide to look around the clearing. Perhaps there is someone who needs your help – or something that can help you? Almost immediately you stumble over the body of a Swamp Orc. Quickly you search the loathesome carcass, but you find nothing of value. Then you see a wounded man leaning against a tree. You hasten to help him, but when you reach his side you find that he is already dead: three arrows have pierced his chest. Two more Orcs lie at his feet; they paid dearly for his life. You see no packs or weapons; the surviving Orcs must have looted the scene before leaving. You decide to give the fallen fighter what burial you can. As you do so, you see a golden pendant shaped like a small Magnet hanging round his neck. You may leave it, or add it to your possessions. Turn to **227**.



60

You decide to try an Illusion spell. Thinking quickly, you create the illusion of a helpless villager running for the trees in front of the Dire Beast. The blood-thirsty creature turns towards the easier prey, and you let the illusion vanish again. While the Dire Beast is preoccupied, you slip quietly down the trail back the way you came. Turn to **279**.



61

'It's not fair,' the Giant cries angrily. 'First you little people steal from me, and then you come here and attack me! I never meant anybody any harm!' If you believe him, turn to **229**. If you want to press the attack, you may fight to the death. If you kill the Giant, turn to **366**.



62

You rush towards him with your sword raised. His eyes bulge in surprise, and he leaps off his mushroom. His jump carries him several feet backwards. He gestures towards you, and his two Frogs jump in your direction. If you run back the way you came, turn to **323**. If you fight the Frogs, turn to **146**.

63

You reach into your pack and offer him the Golden Magnet that you took from the dead fighter. He laughs. 'Sorry, but I don't want that. It has a curse on it! Why don't you just throw it into the pool there?' Feeling foolish, you do so. If you have another item you would like to offer him, turn to **15**. If you have nothing else to offer him, turn to **212** and try another tactic.





64

You cast the Fire spell on the Wolves, hoping to drive them away. It works! The fur of the closest one blazes up, and both Wolves flee in panic. But the Master of Wolves is not intimidated by your spell. 'So!' he growls, 'a fighter playing with magic, eh? See how you like this.' He shakes his clenched fist at you, and you feel as if a great blow has struck your sword arm. Lose 3 SKILL points and 1 STAMINA point. You can see that if it comes to a duel of spells, you would be the loser . . . so you draw your sword and attack.

MASTER OF WOLVES	SKILL 11	STAMINA 10

If you find yourself losing, you may *Escape*; turn to **314**. If you kill the Master of Wolves, turn to **154**.

65

The trail winds about, but you keep to it faithfully. Skirting a great shelf-fungus and the tiny creatures dining on it, you approach another clearing. *This is Clearing* **10**. *If you have been here before, turn to* **343**. *If you have not been here before, keep reading*. You can hear the sound of voices ahead of you. Cautiously, you peer round a tree. You see a group of five men, you guess they are BRIGANDS from their dress and rough speech. The Brass Ring is not warm, so you know that these men are not really evil. On the other hand, there is no need to be foolish. Will you:

Turn around and go back the way you came?	Turn to **137**
Charge out at them, shouting and waving your sword?	Turn to **231**
Cast a spell from your hiding place?	Turn to **387**
Step out confidently and greet them?	Turn to **163**



66

You enter a rather pleasant glade surrounded by gnarled oaks. *You are in Clearing* **9**. *If you have been here before, turn to* **192**. *If you have not been here before, keep on reading*. Leaning against a tree, eating lunch, is a small, cheerful man in dark clothes. His food is in a picnic basket. He has no visible weapons, except for the knife with which he is cutting his cheese. He notices you standing there and hails you. 'Good day, fighter, will you share my meal?' As he speaks, you feel the Brass Ring grow hot, warning you of evil. You realize that the man is a THIEF. Will you:

Attack him?	Turn to **267**
Ignore him?	Turn to **17**
Accept his invitation and sit down?	Turn to **147**

67

Sure enough, it is a healing mixture. You use it all, and feel your strength return. Gain 2 STAMINA points. Turn to **19**.

68

If you know a secret word taught to you by the Master of Wolves, turn to **302**. If not, turn to **215**.

69

You have slain the Bear. You search its den, but you find nothing of value. Turn to **390**.

70

Your reactions are quick. You have time to decide how to deal with the Scorpions. Will you:

Stamp on them and strike with your sword?	Turn to **216**
Cast a Fire spell?	Turn to **110**
Leap over them to safety?	Turn to **377**



71

Afraid that the noisy bird will give the alarm, you whip out your sword and behead the Parrot. It falls to the ground without a cry. From its tail you pull a few of its brightly coloured feathers. You continue forward cautiously. Turn to **149**.

72

The ground beneath you is sticky, but you keep your footing. The Will-o'-the-wisp is still dancing in front of you. If you turn back, turn to **249**. If you follow it further west, turn to **24**.



73

Test your Luck. If you are *Unlucky*, you fall down, losing 2 STAMINA points, but you climb back up to the nest. If you are *Lucky*, you get to the nest safely. Looped about one of the branches you find a heavy Gold Chain; you may take it if you wish. You climb down and leave. Turn to **202**.

74

You decide to combat the evil Master of Spiders with a spell. Which one will you use?

Friendship?	Turn to **361**
Curse?	Turn to **261**
Fire?	Turn to **113**
None of these?	Turn to **144** and choose again.



75

You cast a Fire spell on the Sword Trees. They writhe in anger, but are not badly hurt. Turn to **28** and fight, subtracting 2 from the STAMINA of the Sword Trees before you start.



76

You know that a Ranger is a fighter on the side of Good, and no doubt familiar with the swamp. He can be trusted with your story. He has heard of Selator, and would like to help. He offers you some healing herbs which clear your head and restore 1 lost SKILL point. If you have already found the Antherica bush, turn to **166**. If not, turn to **333**.



77

You feel revitalized. The water in the pool has healing properties. Regain 3 STAMINA points. You leave and go back to the west. Turn to **47**.



78

The Bent Spear is a pleasant, roomy inn. You pay the innkeeper a Gold Piece and go to your room. As soon as your head hits the pillow, you fall asleep. You wake up the next morning feeling refreshed; regain 2 STAMINA points. When you are about to leave, the innkeeper hails you. He knows that you came through Scorpion Swamp, and that you intend to return the same way. 'You must be a mighty fighter to have come through the swamp,' he says, 'and perhaps this is none of my business . . . but there is a wizard in the next street who might be able to sell you some spells to help you get back.' Thanking the innkeeper for his kind suggestion, you ask for directions to the wizard and leave. If you visit the wizard, turn to **150**. If you strike off south across the swamp again, turn to **343**.



79

You agree that a single combat, fought to first blood only, would be an honourable way to settle the question. You and the Brigand Leader square off. The other men crowd around you, but they do not seem treacherous – merely excited.

BRIGAND LEADER	SKILL 9	STAMINA 10

You fight only until one of you hits the other. If you hit the Brigand Leader first, turn to **360**. If he hits you first, turn to **128**.

80

Which spell will you use against the Fear Flowers?

Fire?	Turn to **307**
Wither?	Turn to **196**
Neither of these?	Turn to **204** and choose again.

81

You have destroyed the Crab Grass; you have no doubt that it is dead. You search the clearing. On a tree, you find some scorched lettering: 'Beware of Orcs!' That is all. You leave; turn to **187**.

82

The jewel looks valuable, so you draw your sword and attack the beast. It strikes at you with its rubbery tentacles.

POOL BEAST SKILL 8 STAMINA 10

If you want to *Escape* and run back to the west, turn to **330**. If you kill the beast, turn to **308**.

83

Test your Luck. If you are *Lucky*, turn to **35**. If you are *Unlucky*, turn to **357**.



84

Confident that the Master of Gardens is a friend, you tell him your business. He wishes you well, but can do little to help you. He leads you around his glade, and you see that the only path out is the one that brought you there. You take your leave of the Master of Gardens and go back to the west. Turn to **363**.

85

You flee. *You must go back the way you came.* Turn to **153** and choose the path from which you *entered* this clearing.



86

Test your Luck. If you are *Lucky*, turn to **189**. If you are *Unlucky*, you find nothing; turn to **348**.

87

You are trapped in the Quicksand. You can feel yourself being slowly drawn down. Your only hope is to shed your armour. Working quickly, you pull it off and abandon it. Now you can pull yourself out of the Quicksand, but you must lose 2 SKILL points *and* reduce your *Initial* SKILL level by 2, because you have lost your armour. Turn to **270**.



88

You leave the clearing. If you go north, turn to **121**. If you go east, turn to **331**.

89

You use your Ice spell to form a bridge across the river. But the river is very wide and warm, so the bridge is very slender! If you want to cross it, turn to **325**. If you would rather not trust yourself to a magical bridge of ice, turn to **295** and choose again.



90

You have crossed several shallow streams, but now you are faced with a deeper one. *This is Clearing* **34**. You see movement in the water below, and you are not sure that you care to wade across. Will you:

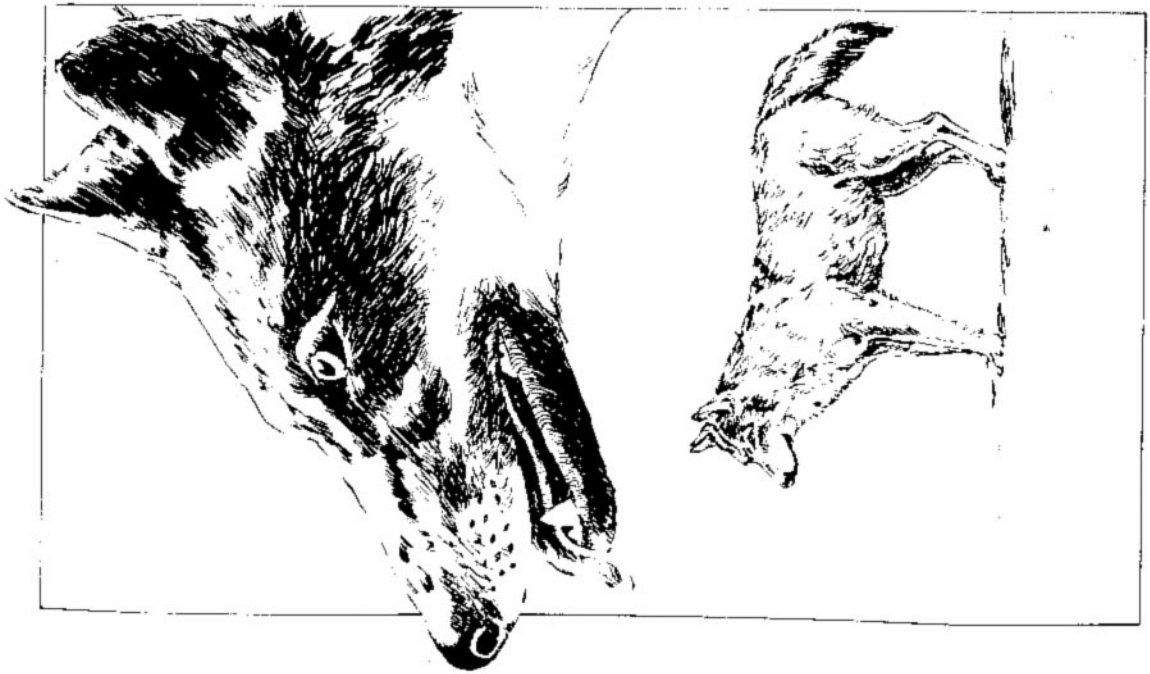
Use the Ice spell?	Turn to **370**
Use the Wither spell?	Turn to **254**
Wade across, very carefully?	Turn to **44**



91

Roll two dice. If the result is equal to or less than your STAMINA, you made the jump. Otherwise, you fell short, caught your leg in the mire, and twisted your arm slightly when you landed. Subtract 1 point from your SKILL. You may now leave the clearing. Will you travel:

West?	Turn to **398**
East?	Turn to **105**
South?	Turn to **208**



92

The path leads you northward, and gradually upward. The ground around you is somewhat drier now, and the swamp trees have been replaced by deep forest. The trees thin out ahead of you, and you see a large clearing dotted with low bushes. *This is Clearing* **11**. *If you have been here before, turn to* **108**. *If you have not been here before, keep on reading*. You stop and listen, but hear nothing. You step out into the clearing to search for more paths, suddenly you realize that you are being watched by two huge WOLVES. If you have the Wolf Amulet, turn to **344**. If not, turn to **68**.

93

You throw your Curse spell at the Master of Wolves. He clutches his throat in pain, but raises his sword nevertheless. Then you feel the effect of the Curse upon *you*. Roll one die and lose that many STAMINA points. If you live, you must still fight the Master of Wolves, but you can subtract 2 points from both his SKILL and STAMINA scores when you do. Turn to **120**.



94

The trail dips down and you see swirling mist. The smell is vile and you hold your breath. But before you get out of the mist, you are forced to breathe. Lose 2 STAMINA points from the effect of the swamp fog. If you travel to the north, turn to **295**. If you are going south, turn to **320**.

95

The villagers shake their heads as you turn towards the door, but make no further attempts to dissuade you. But, before you reach the door, a villager blocks your path. He is a short, middle-aged fellow with a black beard cut square across the bottom. At first you take him for a farmer, but he seems more interested in you than any farmer should be! He takes your arm and leads you to a table in the corner of the tavern. The others have gone back to their chatting, and you find yourself willing to hear what this quiet man will say to you. He introduces himself as Gronar. 'If you really intend to brave the terrors of the swamp,' he says, 'you ought to have some purpose, rather than random mapping and beast-slaying.' If you agree with him, turn to **240**. If you disagree, turn to **122**.

96

Somehow, you cannot keep a secret from this good man. You find yourself telling him all about the Brass Ring and its powers. Turn to **371**.

97

'Fine,' he replies, smiling. You see that his teeth are pointed. He waves his hand at the wall, where a STATUE OF A GOBLIN is standing. It quivers and moves towards you, brandishing a stone sword. If you want to run away, turn to **315**. If you choose to fight the Statue, turn to **284**.



98

You feel a dull, heavy blow land on the back of your head. You collapse at the wizard's feet, dropping your sword. Looking up, you see that he seems to have grown enormously. But in fact it is you who has shrunk to the size of an insect! You flee, tripping over your own legs as you run. He laughs and lets you go. You run up the wall and hide in a crack, and Grimslade goes about his business. Eventually, you become hungry. You spin a web and hope for a tasty fly. Already you are forgetting your former life. Your adventure is over.

99

You hand Grimslade the Amulets for which you braved Scorpion Swamp. He takes them from you, smirking nastily. Stepping out of the room, he returns with a small but heavy pouch. He tosses it to you, and you hear the clink of coins. 'Begone,' he says, 'and do not return, for I am done with you.' Turn to **242**.



100

Tired and battered, you leave Poomchukker's mansion and head for the inn. You did not succeed in your quest, but at least you escaped with your life. Perhaps you will return another day. For now, your adventure is over.

101

The bridge is old but in good repair. If you choose to travel north, turn to **350**. If you would rather go south, turn to **118**.

102

Although you have a head start, you soon hear the Dire Beast gaining on you. Lose 1 point of STAMINA. Turn back to **11** and choose another tactic.

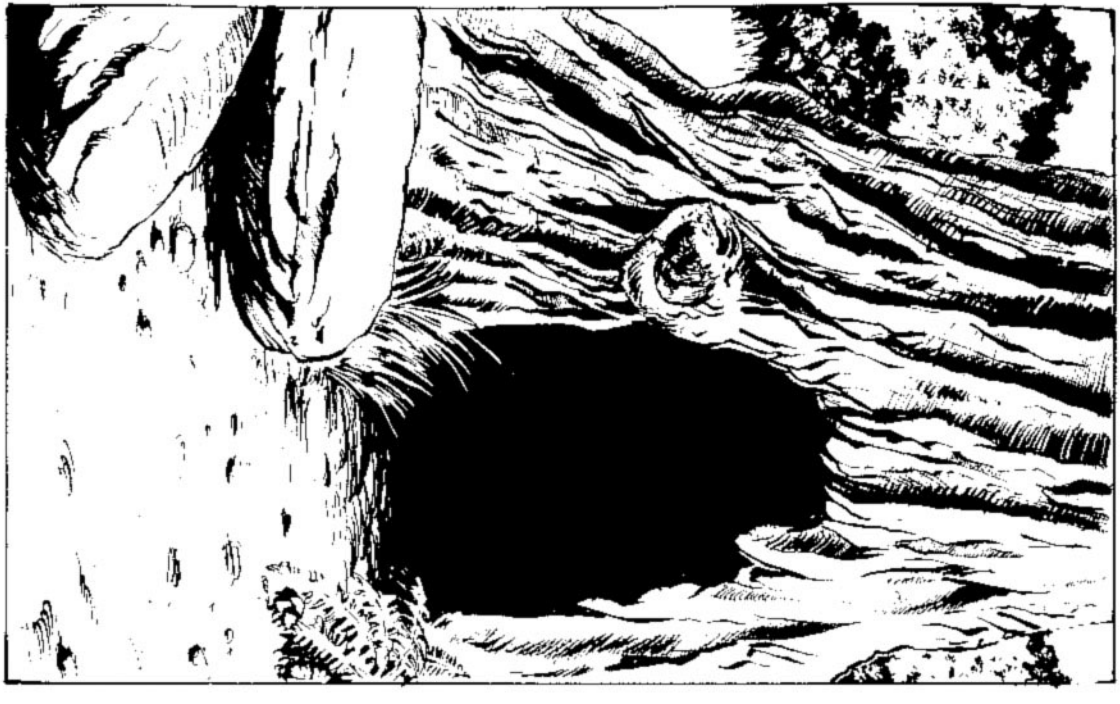


103

You explain your quest. The Giant nods his head. 'We are close to the north side of the swamp now,' he tells you, 'but the town of Willowbend lies many miles to the west of here. You should travel west.' You thank him and take your leave. Turn to **161**.

104

The Master of Frogs hops down off his mushroom and reaches into the pool. He brings up a handful of water. It does not run between his fingers, but stays in his hand. He moulds it between his fingers and it turns into a Crystal Ball. He gazes into it for a while, murmuring to himself. Then he tosses it back into the pool. 'The plant you seek is directly to the north,' he tells you. 'But the way is not straight, and there are many dangers. Beware of my brother Masters, for not all of them are friendly. And be kind to the Giant.' With those words, he jumps straight up, and vanishes in the trees. The clearing is empty. Turn to **352**.



105

Ahead of you is a clearing. Unlike the last one you found, the ground seems to be solid. *This is Clearing* **12**. *If you have been here before, turn to* **330**. *If you have not been here before, keep reading*. You see several large flat stones, a huge hollow tree, and two other paths leading out. Will you:

Sit down and rest on a stone?	Turn to **21**
Investigate the hollow tree?	Turn to **55**
Leave the clearing immediately?	Turn to **390**

106

A garrotte drops over your neck from behind. The Thief has fooled you! Luckily, you are much stronger than he is. You loosen his grip and flip him over your shoulder! Escaping from the garrotte has cost you 2 STAMINA points, but you are free. If you attack the treacherous Thief, who is now brandishing a dagger, turn to **267**. If you turn and dash down one of the paths, turn to **179**.

107

You cast your Curse spell on the closest Brigand. He screams and falls to the ground. His companions rush to his side. Then they, too, scream, and go running north out of the clearing. The fallen Brigand is dead, his features are contorted, he looks as if he has died from an awful disease. Then you feel the effect of the Curse. Roll a die and lose that many points of STAMINA. If you are still alive, you can proceed. Turn to **19**

108

You re-enter the clearing where you met the Wolves. It is quiet; you see nothing unusual. The bush is still in the middle of the clearing; it has no berries on it now. There is nothing of interest here. You leave and go back southward, towards the Giant's clearing. Turn to **342**.



109

He mutters and blusters, but he has seen you fight, and he is not quite angry enough to attack you. Will you:

Leave with what you have?	Turn to **349**
Attack him?	Turn to **124**
Cast a spell?	Turn to **256**

110

You know that the only magic likely to help you against the crawling multitude is a Fire spell. Quickly, you cast it. A ring of fire blooms in the grass around your feet. It spreads for a moment and then goes out, but the Scorpions have been driven back. You dash out of the clearing before they can attack you again. Turn to **319**.

111

You are unwilling to attack the Mistress of Birds, but you are determined to get what you want. You cast your Friendship spell on her. She laughs. 'Foolish Warrior! Do you not know that a good wizard is a friend to all? You have wasted your spell.' Turn to **184**.

112

You are curious about the great nest. If you would like to climb up and examine it, turn to **73**. If you would rather leave, turn to **202**.



113

It occurs to you that spider-webs are very inflammable. You cast the Fire spell on the Master of Spiders. Instantly his robes catch fire. He screams horribly and falls to the ground. The flame spreads throughout the clearing. Sheets of fire rush up the trees, incinerating the foul creatures that lurk there. The heat is so intense that you abandon any idea of collecting loot. Your only thought is to escape. You loose 3 STAMINA points due to burns as you rush from the clearing. Turn to **165**.

114

You cast the Growth spell on the trees. Maybe they will grow so tall that they will be unable to reach you. You soon realize your mistake. The trees grow more branches and continue their attack. Turn to **28** and fight, but *double* the STAMINA of the Sword Trees.

115

The Ranger laughs; he appreciates your honesty. 'Well, then you need to find Willowbend,' he says. 'Go south, then west at the crossing of paths. From there, just stay on the path and you will come to the town. But don't stray off the path!' You thank him and go on. Turn to **234**.

116

You do your best to ignore the noise of the roisterers carousing below, but it gets worse. Long after midnight, you fall into a fitful sleep, but you are awakened early the next morning by the sounds of a market-place outside your window. Angrily, you collect your belongings and stalk southward out of town, towards the swamp. Turn to 343.



117

You cast the Friendship spell that you found in the glade of the Unicorn. The Master of Gardens smiles broadly; 'What can I do for you, my friend?' You ask him for his Flower Amulet. He takes it from around his neck and drops it over your head. When it touches you, you are paralysed! He looks deep into your eyes and commands you to tell him the truth about yourself, and you cannot disobey. He shakes his head. 'You are not a bad person, but you serve a bad master. The kindest thing I can do for you is to advise you to be on your guard.' He takes the Amulet back and walks away. Eventually you regain control of your limbs and leave, going west. Turn to 363.

118

You can see that ahead of you two other paths join yours in a small clearing. *You are in Clearing* **13**. *If you have been here before, turn to* **303**. *If you have not been here before, keep reading*. You feel a prickling sensation around your Brass Ring. Looking down, you see dozens of small SCORPIONS scuttling towards you. *Test your Luck*. If you are *Lucky*, turn to **70**. If you are *Unlucky*, turn to **182**.



119

Which spell will you cast on the Unicorn?

Friendship?	Turn to **39**
Fear?	Turn to **293**
Bless?	Turn to **381**
Fire?	Turn to **337**
None of these?	Turn to **320** and choose again.

120

The Master of Wolves gestures, and his two WOLVES run towards you. You must fight each of them in turn. If you kill them both, you must fight the Master of Wolves himself.

First WOLF	SKILL 7	STAMINA 5
Second WOLF	SKILL 6	STAMINA 6
MASTER OF WOLVES	SKILL 11	STAMINA 10

If you find yourself losing, you may *Escape*; turn to **314**. If you kill the Master of Wolves and his pets, turn to **154**.



121

You find yourself at a crossing of paths. Which way will you go?

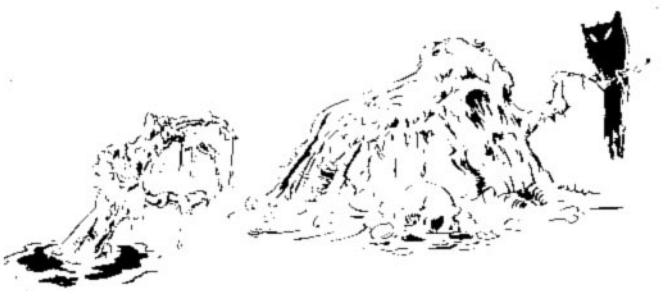
North?	Turn to **170**
South?	Turn to **14**
East?	Turn to **275**
West?	Turn to **218**

122

He counters your argument deftly. 'Not only is a mission worth while, my friend, but there is a great deal of strong magic now in Scorpion Swamp. You look like a doughty fighter, and you may have a little magic about you as well, but without the aid of a wizard, I fear that you will never see the sun again if you set foot in the swamp.' You realize that he is sincere. If you want to hear more from this man, turn to **240**. If you would prefer to leave and go into the swamp on your own, turn to **296**.

123

The sorcerer's eyes widen and he leaps backwards, losing his tall hat and knocking over a vase as he does so. An evil-smelling vapour curls up from the broken vase. The animated statue freezes in its tracks; you have broken the wizard's concentration and spoiled the spell he was using! If you want to press your attack, turn to **225**. If you want to flee while he is preoccupied, turn to **315**.



124

The evil wizard is every bit as angry as you are. He plucks his wand from his robes. As he takes up the stance of a swordsman, the wand shimmers and changes into a jagged blade. It glows as he wields it, and you realize that it must be magical. One way or another, this will be the last battle of your adventure!

GRIMSLADE SKILL 13 STAMINA 18

This is a fight to the death; you may not try to escape. If you kill Grimslade, turn to **340**.

125

You have slain the Dire Beast. You cut off a few of its rock-like claws as mementoes of your great battle. You search the clearing for other exits, but find none, so you turn round and leave by the way you came, heading east. Turn to **279**.





126

You cast your spell on the Giant while he stands there. Frost forms on his beard and eyebrows, and he shivers for a second. 'Getting cold around here!' he rumbles to himself. But he shows no other effect. Turn back to **145** and make another choice.

127

He doesn't seem like a bad fellow at all; he's just shy. You decide to try the Friendship spell on him. Instantly, his face lights up. 'You know, I don't get many visitors out here,' he says. 'I can tell you whatever you need to know – I'm a very powerful wizard! But first, sit down and talk to me.' You chat for a while with the Master of Frogs, and then bring the subject back to the plant you are seeking. Turn to **104**.

128

Although you are skilful, the Brigand Leader is also a fine swordsman. His blade raps you sharply on the ribs. You have lost. Your opponent, a good sport, congratulates you on a fine fight, and spreads out his own cloak so that you can sit down and rest. 'And now, to settle our little wager,' he says. 'What have I won?' You must give him any one gem, jewel, or magical artefact that you possess. If the only such item you have is your Brass Ring, turn to **180**. If you have any other suitable item or items, you may give him whichever one you like (make sure you mark it off on your *Adventure Sheet*). You part in friendship from the Brigands and go on your way. Turn to **19**.





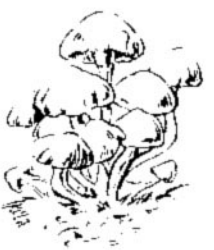
129

If you killed the Bear, turn to **268**. If you ran from it, turn to **181**.

130

Which spell will you try?

Curse?	Turn to **260**
Friendship?	Turn to **111**
Fear?	Turn to **201**
None of these?	Turn to **288** and choose again.





131

The Parrot fixes you with a beady eye. 'Just walk forward. She knows that you are coming.' You go through a screen of low palm trees, and find yourself in a beautiful glade. Thousands of coloured birds fill the air and the surrounding trees. Great Herons and Eagles stalk about. Seated on a low pedestal in the midst of this splendour is a lovely woman, who you know must be the Mistress of Birds. She greets you by name and asks you your business. Your reply, of course, depends on your patron. Is it:

Poomchukker?	Turn to **23**
Selator?	Turn to **164**
Grimslade?	Turn to **288**

132

You have killed the Eagle. If you would like to climb up and examine its nest, turn to **73**. If you would rather leave now, turn to **202**.

133

There is no sign of the Ranger now; he has melted into the woods. Turn to **234**.

134

You hack at the CRAB GRASS with your sword. The nippers are easy to cut down, but more keep growing up around you. Fight the hungry lawn as though it was a single opponent:

CRAB GRASS SKILL 6 STAMINA 16

If you *Escape*, turn to **187**. If you cut down the Crab Grass, turn to **81**.

135

You search the bodies of the dead Swamp Orcs. Their weapons are of poor quality, and their provisions are too disgusting to touch. However, one of them has a few gold pieces which you add to your store, and another one has a crude map! Comparing it with your own, you soon find your present location, but you learn little that is new. However, directly to the south, there is a picture of a frog with a crown over its head. Turn to **309**.

136

You cast the Fire spell on the Master of Gardens, but he waves a hand and deflects the flame. You decide to attack instead. Turn to **379**.

137

This is the place where you met the Slime. If you killed it, go to **153**. If you did not kill it, it blocks your path as before, and any damage you did to it has been healed. Turn back to **336** and decide how you will deal with it.

138

Ahead of you there is an opening in the trees. You investigate. *You are in Clearing* **35**. You can see the wide Foulbrood River, running east and west. A great stone bridge crosses the river. It looks totally deserted. If you go on to the bridge, turn to **101**. If you distrust the bridge and would rather turn around, turn to **45**.



139

You decide that this is not for you, and travel back towards the village as fast as you can. The warmth fades from your finger as you put the threatening tower behind you. If you want to go and see the good wizard Selator, turn to **335**. If you would rather visit the mysterious Poomchukker, turn to **27**.

140

Your blade sinks deep into his chest. He looks at you in disbelief and starts to speak . . . then he dies. The jagged blade slips from his fingers. Curious about its strange design, you pick it up. Instantly you realize that it is one of the Magic Swords of great power, which adds 2 to the SKILL of its user. No wonder he was such a good swordsman! You start to search the rest of the wizard's sinister tower, to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. Will you:

Stay and see what you can find?	Turn to 375
Return to the village and look for Selator, the good wizard?	Turn to 335
Return to the village and seek out the mysterious Poomchukker?	Turn to 27



141

The offer sounds reasonable to you. You reach into your pouch and take out the magical jewels that you did not use. He rings for the serving-girl, and she brings a draught that refreshes you and heals your wounds. Your adventure is over. You did not succeed, but you learned a great deal, and maybe you will conquer the swamp some other day.



142

You see few signs of the earlier battle. The bodies of the Orcs have gone. A foot-long Scorpion glares at you from a pool as you hurry through the clearing. Turn to **227**.

143

As soon as you enter the clearing, you hear the horrible snorting of the Dire Beast. It failed to eat you before, and now it wants to have another go! If you want to use magic against it, as you did last time, turn to **374**. If you want to fight it this time, turn to **176**.



144

You notice that your path is criss-crossed by spider-webs. There is a clearing ahead. Even before you enter it, you can see that the surrounding trees are thickly festooned with webs, and that there are many spiders there. *You are in Clearing* **17**. *If you have been here before, turn to* **345**. *If you have not been here before, keep reading*. In the centre of the clearing there is a sumptuous pavilion, which seems to float above the marshy ground. It is silver-grey and it shimmers like woven spider-silk. Seated in the pavilion is a tall man. His thick beard and eyebrows are white, and his robe is as silver-grey as his tent. Around his neck hangs a gleaming silver Spider Amulet. You know that you are in the presence of the MASTER OF SPIDERS. As he regards you from his burning green eyes, you feel your Brass Ring warning you of evil. Will you:

Cast a magic spell?	Turn to **74**
Attack immediately?	Turn to **26**
Talk to him in a friendly fashion?	Turn to **332**



145

It seems to you that using magic is a pretty good way to deal with an angry Giant. Will you try:

Curse?	Turn to **252**
Friendship?	Turn to **328**
Fire?	Turn to **211**
Ice?	Turn to **126**
None of these?	Turn to **275** and choose again.

146

There are two huge Frogs. They attack you at the same time. To your surprise, you see that their mouths are filled with tiny, sharp teeth!

First GIANT FROG	SKILL 5	STAMINA 6
Second GIANT FROG	SKILL 6	STAMINA 5

Both Frogs will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Frog as in a normal battle. Against the other, even if your Attack Strength is greater you will not wound it. You must just count this as though you have defended yourself against it. However, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to **230**.

147

You sit down opposite him. 'What do you do?' you ask. 'Oh,' he answers, 'I rob travellers. When people enter by that path over there, my net falls down and catches them.' He points upward, and your gaze follows his finger. *Test your Luck.* If you are *Lucky*, turn to **213**. If you are *Unlucky*, turn to **106**.



148

You wonder what sort of Illusion would be best to fool the Brigands. They are a scruffy-looking lot; they all look as though they could do with a good meal. You smile; you have a good idea. You create an Illusion of a fat pig, which wanders out into the clearing and then down a path. The Brigands fall all over themselves in their haste to capture it. They pass your hiding-place without noticing you. You smile and hurry across the clearing. Turn to **19**.



149

The clearing is full of brightly coloured birds, but there is no sign of any humans. The Mistress of Birds must have gone elsewhere. You search the clearing but find nothing except feathers. Turn to **217**.

150

The street leading to the edge of town is full of little shops, and one sign catches your eye instantly: 'HALICAR DEALER IN POTIONS AND SPELLS'. You go in. Halicar proves to be a pleasant young man. He is a Neutral wizard, and can sell only Neutral spells. You do not have enough Gold Pieces to deal with him, but some of the items that you picked up in the swamp will interest him. You lay them on his table. Each of the following, if you have it, can be exchanged for one magical gem containing a Neutral spell: a Violet Jewel; a Gold Chain; any of the silver Amulets from the Masters; a Golden Magnet or the Horn of a Unicorn. Halicar can sell you no more than three spells. Decide which spells you want, list them on your *Adventure Sheet*, and mark off the items you traded for them. Then you leave the shop, going south, back into Scorpion Swamp. Turn to **343**.

151

You dodge to the side. One arrow misses you; the other nicks your arm. Lose 1 SKILL point. Will you:

Attack with your sword?	Turn to **281**
Use a magic spell?	Turn to **399**
Run for your life?	Turn to **309**



152

Which spell will you cast at the Master of Gardens?

Fire?	Turn to **136**
Wither?	Turn to **264**
Illusion?	Turn to **347**
Friendship?	Turn to **117**
None of these?	Turn to **334**

153

You leave the clearing as quickly as possible. If you go north, turn to **218**. If you go west, turn to **65**.

154

The only thing of interest that the Master of Wolves had was his Wolf Amulet. You take it and then go and investigate his hut. Turn to 46.



155

You sound sincere; Gronar nods and smiles broadly. 'There are those in the world,' he says, 'who seem rough or simple, but always fight for the right. The good Selator is one . . . and you, Paladin, are another, though you have much to learn.' Somehow, Gronar seems to be much larger now. Is that a cross embroidered on his robes? And where did that sword come from? You start to speak, to ask him who he is, but he reaches across the table and touches your brow. You feel dizzy. 'Bless you, young Paladin. Seek ye Selator.' Then he is gone. You could not tell whether he walked out of the door, or simply vanished . . . but the dizziness passes quickly, and you feel very good indeed. Raise your *Initial* LUCK score by 2. Turn to 335.

156

You are breathing heavily, but you are still alive. Your opponent has been reduced to a heap of gravel which is scattered over the floor. You laugh at Grimslade and toss the table leg over your shoulder. It lands with a thump amid the remains of a bookcase knocked over in the fight. Grimslade is eyeing the wreckage of his parlour.

If you were not wounded in the fight, turn to **241**.
If you were wounded, but lost 5 or less STAMINA points, turn to **193**.
If you lost 6 or more STAMINA points in the fight, turn to **326**.



157

The path narrows menacingly. You wonder for a second if you have reached a dead end. Then it becomes wider again. You step into a very small clearing. *You are in Clearing* **18**. *If you have been here before, turn to* **279**. *If you have not been here before, keep reading*. You see several unusual trees around you. They are dark green and rather small, with snaky limbs. Suddenly you realize that each limb ends in a sword, and they are moving! You are being attacked by the dreaded SWORD TREES! They are all around you now. If you want to fight them with your own sword, turn to **28**. If you want to try a magic spell, turn to **203**.



158

You smile broadly and pull a tattered piece of parchment out of your pocket. It is the map you faithfully kept of your journey. Clearly marked on it are the paths on which you travelled and clearings where you fought. Each hazard is indicated. As you explain it to Poomchukker, he is more and more delighted. Finally he claps you on the back – and, although you are strong, you stagger. 'Wonderful!'

he says. 'Perfect!' He reaches into a drawer and brings out a huge emerald. 'Call it a bonus!' he laughs. 'My first caravan will leave tomorrow. You will be my guest here for as long as you like . . . and half of my savings for a year are yours, just as I promised.' You smile and thank him. You are pleased to find out that the mysterious Poomchukker is an honourable man; maybe some day you will know him better. But, for now, your quest is a success and your adventure is at an end.

159

You feel that you have done all you can. Now you must return to your patron and report your success or your failure. Did you undertake your quest for:

Selator?	Turn to **6**
Grimslade?	Turn to **226**
Poomchukker?	Turn to **56**

160

It occurs to you that this creature would make a good ally, so you cast the Friendship spell on it. Unfortunately, a Dire Beast has no friends! Its charge does not slacken, and you must fight it. Turn to **176**.

161

You leave the Giant's clearing and continue your journey. Which way will you travel?

North?	Turn to **92**
South?	Turn to **41**
West?	Turn to **121**



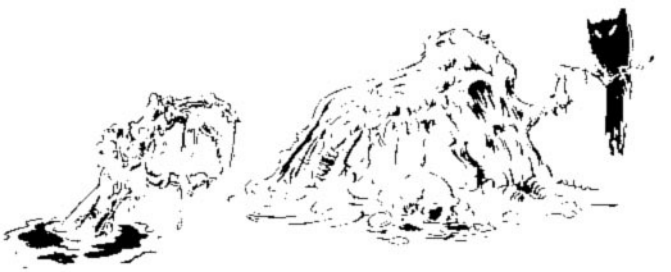
162

He believes your story and starts to chat with you. He tells you that the Masters are a group of powerful wizards. Some are Good, some are Evil, and some are Neutral, but their destinies are tied together by the Amulets they wear. They may fight with one another, but no Master may slay another while he (or she) wears the Amulet. He also tells you that the Amulets grant great power, but only when worn by a wizard. You find this all very interesting, and thank him for his patience. Then you take your leave . . . but you walk only as far as the beginning of the path. As soon as he can no longer see you, you ponder over your next move. Will you:

Give up and leave?	Turn to **352**
Use an Illusion and attempt to steal the amulet?	Turn to **245**
Attack him with your sword?	Turn to **62**

163

You stride along the path and into the clearing. They are surprised to see you, and even more surprised when you hail them casually and keep on walking. 'Where do you think you're going?' they ask. 'North,' you reply. They are impressed by your coolness. The Brigands are accustomed to demanding payment from passers-by, but they are not murderers. Although they could attack you, the odds would be five to one, they do not feel that would be very sporting. Finally, the leader suggests a solution. You and he will fight. The first one to hit the other will be declared the winner. If the Brigand Leader draws the first blood, you must give him something of value. If you draw first blood, he and his men will let you go. If you agree to this plan, turn to 79. If you will not agree, turn to 353.





164

The Brass Ring is cold; you know that the Mistress of Birds is a good wizard. You explain your quest and ask for her help. She claps her hands in glee, and for a moment she looks like a young girl. 'Is there really an Antherica bush left?' She is overjoyed. She knows that your quest, if it succeeds, will help the cause of Good everywhere. She gives you a magic potion which restores any one of your scores (you choose which one) to its *Initial* level. Then she motions to you to be silent. She holds out her hands and several small birds fly to her. She talks to them for a time. Then she tells you, 'Selator was right! There is, indeed, a bush of Antherica to the north-east. If you like, I can help you to get there.' You accept gratefully. Turn to **248**.





165

There are only two exits from this clearing. If you go north, turn to **388**. If you go south, turn to **105**.

166

The Ranger approves of your bravery. 'Now all you have to do is get out of Scorpion Swamp again. Good luck! Travel south from here, then east, then south again at the Eagle's nest, then west and south, and you will be close to the southern edge of the swamp.' You thank him for his help, making a note of his directions, and leave. Turn to **234**.

167

Few spells seem appropriate for this situation. Will you try:

Wither?	Turn to **322**
Fire?	Turn to **310**
Neither of these?	Turn to **134**

168

This is the clearing where you met the Pool Beast. If you killed it, there is nothing for you to do here; turn to **330**. If you did not kill the Pool Beast, it is still waiting, with whatever STAMINA it had when you left it. Turn to **209** and take one of the three choices there.



169

You use your Illusion spell to create an image of a poisonous snake between yourself and the Orcs. But they do not seem upset. They advance on you . . . and when one of the Orcs bends over, smacking his lips, and tries to grab the snake, you know that you picked the wrong Illusion. Turn to **281** and fight.

170

The path is narrow here, and winds about to avoid some huge boulders. It is foggy, and you cannot see far. Suddenly the fog lifts and you see that you have entered another clearing. *You are in Clearing* **19**. *If you have been here before, turn to* **363**. *If you have not been here before, continue reading*. From the top of a boulder, a man hails you. He is tall and bronzed, dressed all in green, and you know he must be a RANGER. 'Ho, fighter!' he challenges you. 'Do you serve Good or Evil?' Who is your patron?

Grimslade?	Turn to **29**
Poomchukker?	Turn to **262**
Selator?	Turn to **76**



171

The Slime is very strong, but almost mindless.

SLIME	SKILL 5	STAMINA 17

You can *Escape* at any time; turn to **153**, but *leave on the path by which you entered*. If you kill the Slime, turn to **38**.

172

You talk for some time. The Master of Wolves advises you, 'Take the easy way across the river. Don't took for traps where none exist.' He also teaches you a word that you can pronounce when threatened by Wolves, which will make them friendly. Finally you must leave. Turn to 314.



173

He gives a deep rumbling laugh, and you are certain that you see the bookshelves quiver. He is not at all offended by your reticence. In fact, he is now convinced that you are the fighter he needs. 'I will tell you *my* secret,' he explains. 'I am not a wizard at all, but merely a merchant from another land. I have bought many powerful spells and artefacts. Thus people believe that I am a mighty magician, and I let them think so because they treat me with more respect.'

You ask what Poomchukker wants in Scorpion Swamp. 'Information,' he replies. 'If I had a map of the path through the swamp, I could send caravans through, and save weeks and weeks of time in my

trading. If you can bring me a map showing a clear path to the town of Willowbend, on the north side of Scorpion Swamp, I will pay you half the money that I save during the first year.' You realize that this could amount to hundreds of gold pieces, but you are still wisely cautious. 'If you are not a wizard, what magic can you give me to help me survive the swamp?' you ask. He laughs deeply. 'I told you that I buy many magic spells. Each of these gems here will let you cast one spell.' He spills a box of glittering gems on to the table. 'You may pick any five to take. I do not think you should need that many, but I am generous.' Turn to the Magic Spells section in the front of the book and pick any five spells . . . but choose only from the *Neutral* list, because that is the only sort of spell that Poomchukker has been able to buy. List the spells on your *Adventure Sheet*.

You shake hands with Poomchukker – his grip is surprisingly strong – and the Goblin girl takes you downstairs. You walk through the busy market and across Fenmarge towards the swamp. Your quest is this: find your way north across the swamp, to the town of Willowbend, and return to Poomchukker with a map. Turn to **9** to start your journey.



174

You stare coldly at Grimslade over the corpse of his servant. He mutters angrily to himself; he hasn't decided what to do. If you attack him, turn to **225**. If you invite him to discuss your business in a civilized fashion, turn to **193**.

175

You reach carefully into a pocket and remove the gleaming berry. 'Oh, wonderful!' the old man cries, overjoyed. He plucks it from your hand and carries it out into his garden. Placing it gently in the ground, he begins to hum a spell. Almost instantly, a small plant sprouts . . . and grows into a vigorous bush like the one which you saw in the swamp. Blossoms open, filling the air with fragrance, and clusters of purple berries form. Selator plants some of the new berries, and they, in turn, begin to sprout. Then he looks up at you. 'I'm so sorry!' he says. 'I was so happy that I forgot for a moment that you were here. Now these bushes will grow up, and I'll send carrier-birds to my fellow wizards with lots of berries. Soon everyone will have Antherica again, and honour you for it. You have done a great deed this day.' He offers you healing potions and a hot meal, and you accept gratefully. Over dinner, you speak of many things both great and small. Then you are on your way again, feeling well and happy. You have succeeded in your quest.



176

You are facing a fearsome creature indeed. The Dire Beast has a tough hide and huge claws. It is also faster on its feet than you are! You cannot escape; you must battle to the finish.

DIRE BEAST SKILL 9 STAMINA 10

If you destroy the Dire Beast, turn to **125**.



177

Unfortunately, you cannot help the Giant. But he no longer seems disposed to attack you, so you walk past him. Turn to **161**.

178

Unfortunately, you are not a wizard. What is good for magicians may not be good for you. Subtract 1 from your LUCK after tasting the mushroom. Turn to 352.



179

There are three paths leading away from the clearing. The northern one seems to slope downwards. Will you go:

North?	Turn to 183
South?	Turn to 10
East?	Turn to 118





180

Your Brass Ring is the only item of value that you have. You are unwilling to give it up, but you feel that you have no honourable alternative. Sorrowfully, you remove it from your finger. The Brigand Leader sees that you are upset, and asks what the problem is. When you explain, he insists that you take the ring back! 'You are truly honest,' he says, 'and it would be a shame to take from you the only thing that you have left, when you need it so much.' He claps you on the back. You have earned the trust and friendship of the Brigands. Turn to **214**.

181

You see the Bear again . . . and it has already seen you. You must fight it. If you wounded it earlier, it has recovered 1 STAMINA point. Otherwise, it is fresh. Turn to **200**.

182

Before you can react, the Scorpions swarm on to your boots and up your trousers. They begin to sting you. Roll one die and lose that many points of STAMINA. Angrily, you leap over the rest of the Scorpions and leave the clearing. Turn to **319**.

183

As you walk along, the ground becomes rocky and the path slopes upwards. Instead of dismal trees, you see the sky ahead of you! You emerge on top of a high cliff overlooking the murky Foulbrood River. *You are in Clearing* **20**. It is at least twenty metres down to the river, and the cliff is too steep for you to climb down. Below, you can see huge crocodiles sunning themselves in the water. Far to the east you can see a bridge which appears to cross the river, but no trail leads along the riverbank in that direction. Two trails leave the clearing. Will you:

Walk south into the swamp?	Turn to **66**
Walk west along the river?	Turn to **295**
Dive into the river and swim north?	Turn to **30**
Dive into the river and swim east?	Turn to **321**

184

You cannot bring yourself to attack her. You tell her about your quest and the evil wizard who sent you. She shakes her head pityingly. 'I should not help you at all,' she says, 'for you are doing the work of an evil wizard. But you are not evil yourself, or you would not have been honest with me.' She ponders for a moment. Then she smiles. 'This is what I will do. I will make a false Bird Amulet. Anyone who sees it will believe it to be a true amulet. Thus, Grimslade will be deceived, and you will not have to trouble my brother wizards. Though, in truth, if you

meet the Master of Spiders you should slay him quickly, for he is evil.' She waves her hand, and an Amulet, seemingly the twin to her own, lies in your palm. You thank her for her kindness and leave. Turn to **217**.

185

Luckily for you, he believes your story. 'Well, you are heading in the right direction,' he says. 'Just to the east is the abode of the Master of Gardens, who is a good wizard and very powerful.' You thank him for his information and go on. Turn to **234**.



186

You killed the two Cutpurses. You do not even take time to search their bodies; you sheathe your sword and leave Willowband as quickly as possible, before you find yourself in any more trouble. Turn to **343**.

187

There are three exits from the clearing. Will you go:

South?	Turn to **144**
East?	Turn to **290**
West?	Turn to **10**



188

You cast the Fire spell. Unfortunately, there is nothing for it to burn; the Slime is a creature of water. If you want to try another spell, turn to **400**. If you want to try another tactic entirely, turn to **336** and choose again.

189

At the base of a tree near the edge of the clearing, you notice a spot that seems to have been disturbed. You dig and find two Spell Gems – one for Friendship, and one to restore LUCK. Add these Spells to your *Adventure Sheet* and turn to **348**.

190

You back off and take a running jump. *Test your Luck*. If you are *Lucky*, you make it across safely. If you are *Unlucky*, you fall a bit short and lose 2 STAMINA points fighting your way to safe ground. Turn to **270**.

191

Which spell will you use against the Master of Wolves?

Fear?	Turn to **224**
Friendship?	Turn to **294**
Curse?	Turn to **93**
Fire?	Turn to **64**
None of these?	Turn to **398** and choose again.

192

You are back in the clearing where you met the Thief. If you did not kill the Thief, turn to **267**. If you killed him, turn to **179**.

193

Grimslade scowls, looking at the destruction. Then he shrugs and laughs. 'Let's talk business.' He leads you into another room – then vanishes for a second and reappears, holding several potions. 'Drink these – they'll put you right.' Warily, you study the glinting bottles – then, slowly, you drink one. He laughs at your concern, but you do, indeed, feel better. The bottle was a healing potion. You drink up the rest of the bottles, and conceal your sigh of relief when you find yourself hale and hearty. Your scores are all up to their *Initial* values now. Turn to **206**.

194

He laughs gleefully. 'Excellent! I knew you would not fail. Give them to me.' Will you hand them over, or ask for your payment first? If you hand them over, turn to **99**. If you want your money right now, turn to **207**.



195

You are in Clearing **1**. Actually this is no more than a wide spot where three trails meet. The ground is very shaky and wet, and huge insects flit over the pools of water that dot the ground. If you want to step carefully across to another trail, turn to **58**. If you would rather just jump over the soft part, turn to **91**.





196

You cast the Wither spell on the Fear Flowers. Lo and behold . . . they shrivel and die! You look around to see if there is anything of use here; you find nothing but the bones of a less lucky traveller. Turn to **367**.

197

In the centre of the clearing lies the body of the Giant. Kneeling beside him, weeping, is an enormous woman. You realize that she must be his wife. The Giantess looks up at you with tears in her eyes. She does not threaten you, and you don't want to attack her and add to her misery. You are now sorry that you killed the Giant. Lose 2 LUCK points. You vow never to return to this clearing again unless you have to. Turn to **161**.



198

'Help!' he croaks, 'A wizard-slayer!' His face contorts with fear and he bounds ten feet straight backwards. 'Kill him!' he says, pointing his finger at you. His Frogs croak loudly and hop towards you. You must fight them. Turn to **146**.

199

There are two Brigands resting in the clearing, which seems to be their meeting-place. Recognizing you, they smile and wave. You call a greeting and pass by. Turn to **19**.



200

You have killed many beasts and monsters; a Bear doesn't frighten you. You shout a taunt at it and raise your sword.

BEAR SKILL 7 STAMINA 8

If the Bear starts to get the better of you, you can *Escape* and run for any of the pathways; turn to **390**. If you kill it, turn to **69**.



201

You try your Fear spell, hoping to frighten her into giving you the Bird Amulet. She looks at you and shrieks in terror. Then hundreds of flashing birds surround you – not to attack you, but to protect their mistress. You can see nothing. Soon they fly away, but the Mistress of Birds is gone. Turn to **217**.

202

You have no reason to linger. You have a choice of three paths. Will you travel:

South?	Turn to **138**
East?	Turn to **41**
West?	Turn to **14**



203

Against these uncanny enemies, you decide to use magic. Will you try:

Fire?	Turn to **75**
Wither?	Turn to **393**
Growth?	Turn to **114**
None of these?	Turn to **28** and fight.

204

The path becomes wider by degrees, and you see flowers growing here and there. *This is Clearing* **23**. *If you have been here before, turn to* **250**. *If you have not been here before, keep reading.* But you feel the hairs on the back of your neck begin to stand up. Something is wrong! Your Brass Ring is warning you of evil. You look around and see nothing but the pretty flowers, growing thickly along the path. Then you remember the old stories of the FEAR FLOWERS. You know that the Flowers themselves are frightening you. Their pollen induces terror. You are shaking now; lose 1 SKILL point. Will you:

Try to run past the flowers?	Turn to **269**
Attack them with your sword?	Turn to **32**
Cast a magic spell?	Turn to **80**



205

Gronar orders another pitcher of ale and settles back in his chair. 'Selator is the good wizard,' he says. 'Grimslade appears to serve the forces of evil, though a simple man like myself cannot be sure about such things. And Poomchukker is a very strange fellow indeed. No one knows much about him, but he is powerful. Each of them has made it known that he seeks a champion to enter the swamp. More than that you will not learn without visiting them.' Will you:

Help the good wizard Selator? Turn to 335
Risk aiding the forces of evil if the profit is right, and visit the sinister Grimslade? Turn to 255
Take your chances with the mysterious Poomchukker? Turn to 27



206

You are seated in Grimslade's study. An ornate mirror hangs on one wall – at least, it looks like a mirror, but the scene it shows is constantly changing. The walls are covered with dusty shelves, full of huge books, odd-looking bottles, strange objects that might be mummified animals, and other weird objects.

'I am a collector,' Grimslade tells you, 'of knowledge and artefacts. Not long ago, something strange happened. Several wizards moved into Scorpion Swamp – wizards whom I know nothing about! Their powers are great but limited, and they seem to be involved with nature. One, I know, controls wolves. Another seems to be a master of plants. My mirror cannot get a clear view of the swamp, but I have spied on them as much as I could. Their powers seem to come from the silver Amulets they wear.'

'Well, what exactly do you want me to do?' you ask. 'And what will you pay me?' He replies, 'I want those Amulets. I want at least three of them; if you can get more, so much the better! I don't care how you get them. I will pay you five hundred gold pieces for each one you bring back.'

'And what magical aid can you give me?' you ask. Grimslade laughs. 'I can make you a wizard – well, almost. I will give you six enchanted Spell Gems – no more. But that should be enough to see you through, considering the sword arm you've shown me.'

You talk with Grimslade about the spells you will use. Refer to the Magic Spells list in the front of the book and pick six spells; you must pick from the *Evil* and *Neutral* lists, and not from the *Good* list. You may choose a spell more than once, as long as the total is six. Write the spells down on your *Adventure Sheet*.

You take your leave of Grimslade, and head towards the marsh. Scorpion Swamp seems cheery and inviting after the evil wizard's tower! Your quest is this: get the Amulets of at least three of the Masters, and bring them back to Grimslade. Turn to 9 to begin your journey.

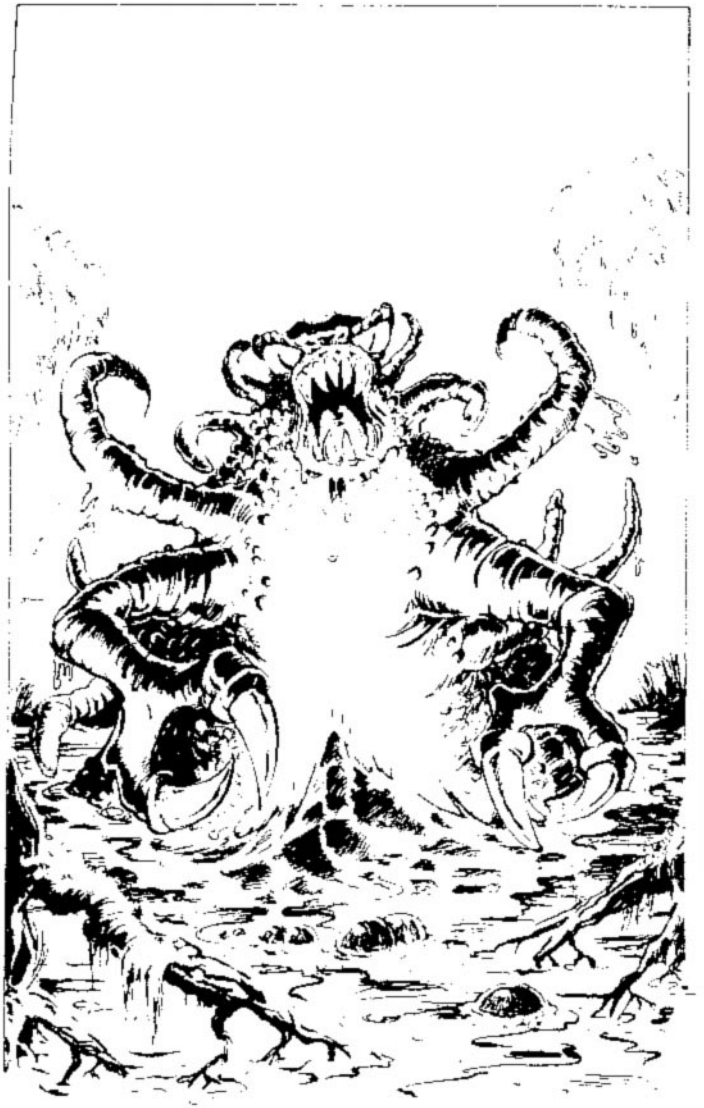
207

Grimslade scowls at you. 'You are clever – insolent, but clever.' Before your watchful eyes, he counts out five hundred gold pieces for each amulet. It takes a while! Finally, he sweeps them into a pouch and hands them over. Turn to 358.



208

It seems to become lighter as you walk along. Through the trees above you, you suddenly catch a glimpse of blue sky! A few minutes later, you see an opening in the trees – and when you step through, you realize that you have left the swamp! If you are not ready to leave Scorpion Swamp, you may retrace your steps and walk back the way you came until you reach the first clearing. Turn to 195. If you are ready to return and report the outcome of your quest, turn to 159.



209

You continue to walk eastward for some time. Ahead, you see a clearing with a small pool. *You are in Clearing* **25**. *If you have been here before, turn to* **168**. *If you have not been here before, keep on reading*. You walk closer to investigate . . . and a great, brown, rubbery creature rears up from the pool and lashes at you with a tentacle! You jump backwards. The POOL BEAST shambles after you. You see a beautiful Violet Jewel glinting in its forehead. Will you:

Run away?	Turn to **397**
Attack with your sword?	Turn to **82**
Cast a magic spell?	Turn to **34**

210

This is the clearing where you encountered the vicious Dire Beast. If you slew the creature, turn to **243**. If you did not slay it, turn to **143**.

211

You wonder what you should set on fire. Perhaps the Giant's club? No . . . his greasy beard! You cast your spell. Instantly his beard is alight. He bellows and beats it with his hand until it goes out. Now the Giant is furious. Your spell has reduced his SKILL, but he is still very strong, and he will not let you escape.

GIANT SKILL 6 STAMINA 12

If you kill the Giant, turn to **366**.

212

You tell the Master of Frogs about the plant for which you are searching. 'Ah, yes,' he says. 'I did not know there were any of those plants left. They are no good to me, though, for I am Neutral, and only Good wizards can use that plant. Why should I help you?' Will you:

Threaten him with your sword?	Turn to **62**
Cast a spell on him?	Turn to **258**
Offer him a bribe?	Turn to **15**



213

The sudden warmth of the Brass Ring reminds you that this man is evil. Instinctively, you drop to the ground. The Thief, who was trying to strangle you with a garrotte, is taken by surprise. You jump to your feet. Turn to **267**.

214

Now that the Brigands are well-disposed towards you, you ask them where you are. They tell you that the town of Willowbend is only a little way to the north. They add that, of the three inns in town, the Bent Spear is by far the best, and that you can trust the innkeeper. You say goodbye to the Brigands and leave. Turn to **19**.



215

The Wolves growl and spring at you. There is no time to use magic. You swing your sword lustily, and strike the first one in mid-leap and cut off its head. Its companion circles you warily. You must fight it.

WOLF SKILL 7 STAMINA 6

If you kill it, turn to **247**.

216

There are too many of them for you to fight. They swarm on to your boots and up your trousers, and begin to sting you. Roll one die and lose that many points of STAMINA. Angrily, you leap over the rest of the Scorpions and leave the clearing. Turn to **319**.

217

The only way to leave the clearing is by the path on which you entered. Your footsteps turn south once again. Soon you will be in the glade of the Fear Flowers. Turn to **250**.

218

The path widens into another clearing. *You are in Clearing* **15**. You see that there is one other path leading out. Then, off to the side, you see a dim glow. It is a ball of dancing light, or WILL-O'-THE-WISP. It hovers at the western edge of the clearing, and then moves back a few metres. You can now see what may be another path, somewhat murky and overgrown, where the Will-o'-the-wisp is dancing. It seems to want to show you something. Will you follow it, or go on?

Follow it to the west	Turn to **72**
Ignore it and go south	Turn to **336**
Ignore it and go east	Turn to **121**

219

You have slain the Ranger, though it was not an easy fight. Searching his body, you find a sharp dagger and some provisions. You also take his helmet, which is finely made and adds 1 to your SKILL. Turn to **234**.



220

You chat for a while, but don't get a chance to seize the Amulet or even to turn the conversation in a useful direction. If you simply tell the Master of Gardens the truth and ask him for his Flower Amulet, turn to **292**. If you want to try another tactic entirely, turn to **334**.



221

You draw your sword and await the Unicorn's charge.

UNICORN SKILL 11 STAMINA 4

You are fortunate that the creature is already badly wounded. You must fight it for two rounds. Then, if you choose, you may *Escape*; turn to **348**. If you slay the Unicorn, turn to **277**.



222

A huge horned DEMON, covered with green, bristly fur and hideous warts, appears between you and Grimslade. It is the ugliest thing you have ever seen. The wizard points his emaciated hand at you. 'Kill this fool. Give me the ring he wears; you may eat the rest.' You were terribly careless in your dealings with this evil man, and now you must pay the price.

DEMON SKILL 16 STAMINA 12

You cannot run away, for the Demon is very fast on its feet. Fortunately, it has no weapons except its huge, knobbly hands, so you have a chance against it. If you kill the Demon, turn to **174**. If not, your adventure ends here, before you ever reach the swamp. The evil wizard gloats over his new possession, and a huge, warty demon smacks its lips over your body . . .

223

You decide to turn around and take another path. Turn to **270**, but leave this clearing by the *same path* on which you entered it.



224

You cast the Fear spell on the Master of Wolves. He turns and runs into his house – but the two Wolves attack you. You must fight them both.

First WOLF	SKILL 7	STAMINA 5
Second WOLF	SKILL 6	STAMINA 6

If you find yourself losing, you may *Escape*; turn to **314**. If you kill the Wolves, turn to **46**.



225

'Impudent fool!' the sorcerer screams. 'You will die by my own hand!' He produces an ebony wand from his robes. As he brandishes it, it becomes a jagged sword that glows red. You have no choice, you must fight him.

GRIMSLADE	SKILL 9	STAMINA 10

Should he kill you, perhaps in your next incarnation you will be more careful when dealing with evil wizards. If you kill him, turn to **140**.

226

A stone's throw from the swamp's edge you find the tower of Grimslade, still reeking with evil. Once again you see the great iron door with its hideous expression – but it has changed somehow. You shiver and start to knock, but the door opens in front of you. Grimslade is there, quivering with eagerness. 'Did you get them? What have you brought me? Where are they?' He holds out his hand. What do you tell him you have?

No Amulets at all?	Turn to **54**
One or two Amulets?	Turn to **7**
Three or more Amulets?	Turn to **194**

227

There are three paths leading out of the clearing. The one that leads east is somewhat narrower and darker than the others. Will you go:

North?	Turn to **66**
East?	Turn to **388**
West?	Turn to **320**

228

You knew those Sword Tree seeds would come in handy! You scatter them in front of you and cast the Growth spell on them. Instantly they grow into a dense barrier, waving their swords menacingly. The Dire Beast attacks them furiously, knocking down one tree almost immediately. You realize that the other trees will not last long, so you hurry back down the trail, towards the east. Turn to **279**.

229

'I am sorry, Sir Giant,' you say. 'I did not know I was trespassing. Please tell me, what is the matter?' Abruptly, the fight goes out of him. He sits down and sniffles. Finding nothing to wipe his eyes with, he rubs his hand across his face. You feel sorry for him . . . he is so big and so sad. 'Somebody stole my new handkerchief!' he says. 'My wife made it for me, and I've lost it, and she'll be so upset! I can't find it anywhere, and I can't go home without it!' You ask him what it looks like, and he tells you that it was bright red, and very beautiful. If you have a Red Cloak in your pack, turn to **286**. If not, turn to **177**.

230

You have slain the Giant Frogs, but their Master is nowhere in sight. He must have hopped off into the swamp. Fastidiously, you wash the blood and slime off your blade before you search the clearing, expecting him to appear and attack you from behind. You find nothing. Turn to **352**.

231

Test your Luck. If you are *Lucky*, go to **18**. If you are *Unlucky*, go to **259**.





232

Carefully you remove the berry from the bush and put it in your pack. If you are serving Selator, turn to **389**. Otherwise, you leave the clearing and turn southward again. Turn to **342**.



233

The Eagle lands on a branch of the tree and watches you. Its gaze is fierce, and its great hooked beak opens and closes threateningly. If you attack it, turn to **392**. If you back away cautiously, turn to **25**.

234

There are two paths leading out of the clearing. If you go east, turn to **305**. If you go south, turn to **121**.



235

You stand with your back to a great tree, so that only one Brigand can approach you at a time. Although there are five of them, only the three largest line up to fight with you.

BRIGAND LEADER	SKILL 9	STAMINA 10
Second BRIGAND	SKILL 8	STAMINA 8
Third BRIGAND	SKILL 8	STAMINA 11

Because you are trapped against the edge of the woods, you cannot escape. If you kill these three Brigands, the other two will flee. Turn to **19**.

236

After your journey through the swamp, this is more than you can bear. You rush downstairs, waving your sword, and warn the merry-makers to be quiet – or else! They laugh at you. You walk towards them angrily . . . and the tavern-keeper brings a chair down on your arm from behind, knocking your sword to the ground. Your arm is bruised; lose 2 SKILL points. You realize that you cannot fight everyone there. You turn around and go back to your room. Turn to **116**.

237

You cast the Wither spell on the Pool Beast, but it has no effect. The beast is an animal, not a plant. Turn to **82** and fight.



238

You are in the glade of the Master of Gardens. It is as beautiful as ever, but there is nobody to be seen. You go back to the west. Turn to **363**.

239

You are in the clearing of the Master of Wolves. The hut is locked tightly, and there is no sign of anyone. Turn to **314**.

240

You agree with Gronar. Your journey would be much more interesting if you had a mission to accomplish, as well. He nods. 'There are three men in this village now,' he tells you, 'who cannot go into the swamp themselves. But each one has need of a strong fighter willing to venture there. The first of the three is an old wizard devoted to the cause of Good.' He stops to quaff a long draught from his mug. If you want to hear him out, turn to **205**. If you want to interrupt him to say that you will serve only Good, turn to **155**.

241

Grimslade is impressed with you. He claps you on the back. 'You're the one I've been looking for, truly. Come with me, and we shall discuss how we can make ourselves rich. But first, here's a gift.' He reaches into his robes and withdraws a miniature sword, which grows to full size when he hands it to you. It is a magic sword; add 1 to your SKILL whenever you use it. As you examine the sword, Grimslade touches you with his wand. If you had used up any LUCK during your fight, it is now back to its *Initial* level. Turn to **206**.



242

As you cross the threshold, you realize that the pouch is not as heavy as it should be – not even by half! After you risked your life for him in the swamp, Grimslade has cheated you. Will you:

Run back and attack?	Turn to **124**
Run back and cast a spell?	Turn to **256**
Take what you have and leave?	Turn to **358**

243

There is nothing to be seen here except for the huge bones of the Dire Beast and a horde of crab-like scavengers feasting on the remains. You do not wish to get too close, so you turn eastwards and leave the clearing. Turn to **279**.

244

You describe your quest. The Giant laughs merrily. He tells you that he saw a bush like that not long ago, in a little clearing just to the north. 'But look out for Wolves!' he warns. You thank him and bid him good day. Turn to **161**.



245

You cast an Illusion spell on yourself, changing your appearance to that of a medium-sized Frog. You go unnoticed among the other Frogs as you hop across the clearing and behind the mushroom where the Master of Frogs sits. You are unwilling to strike him down, since he was friendly towards you. Instead, you quickly lift the silver Frog Amulet from around his neck. As you do so, you push him into the pool! He splutters and bellows, but his mouth is full of water and he cannot cast a spell. You run for the path. Turn to **352**.



246

You search the bodies of the dead Brigands. One of them has a jar of powder. It smells like bitter herbs. If you leave it alone and continue, turn to **19**. If you try a little of it on your wounds, turn to **67**.

247

You search carefully and find nothing of interest except one unusual bush, growing near the centre of the clearing. It has dense dark-green leaves and white flowers. Near the top of the bush you see one large purple berry. Will you:

Eat the berry?	Turn to **20**
Pick the berry and save it?	Turn to **232**
Ignore it and go back south?	Turn to **342**





248

She gives a strange, piercing cry. It seems to echo among the trees. 'I have just summoned a great Eagle, whom I ride when I travel. He will not carry you like a common steed, but if I command it, he will take you back to his nest, which is on the other side of the Foulbrood River. It will save you many hours of dangerous travelling.' When she finishes speaking, you hear a beating of wings, and an enormous Eagle lands beside you. You cannot understand what she says to it, but abruptly it springs into the air. Its talons clutch you firmly around the waist, and its wings beat thunderously. In an instant the clearing is far below you. The Eagle flies north-east. Below, you see other clearings, and then the wide, greenish expanse of the Foulbrood River. Great crocodiles are visible, and other monsters. Then the Eagle flies down, into a clearing where there is a single tall tree containing a huge nest made out of branches. The Eagle deposits you on the ground and flies away. *You are in Clearing* **16**. Turn to **202**.

249

Test your Luck. If you are *Lucky*, you make it back to the clearing safely. If you are *Unlucky*, you trip in the darkness and hurt your arm; lose 1 point of SKILL. You may now leave. If you go south, turn to **336**. If you go east, turn to **121**.

250

You are in the clearing where you met the Fear Flowers. If you killed them all, turn to **367**. If you left them alive, you know that you need to run quickly to get past them without being consumed by terror. Turn to **269**.

251

You have slain the Master of Gardens. He was a good wizard and meant no one harm, you begin to regret your deed. Subtract 3 from your LUCK. You take the Flower Amulet from around his neck and turn towards the only exit from this clearing, travelling west. Turn to **363**.



252

Summoning your courage, you cast a Curse spell on the Giant. What will happen? You see him stagger and roar. He wipes furiously at his eyes. The Giant has been blinded! He staggers past you and falls into the mire. You hurry away before he recovers. Then you feel the spell's effect on *you*. Roll one die and lose that many STAMINA points. If you are still alive, turn to **161**.

253

You drink the potion. Immediately you begin to feel very strange. It was a potion to make you handsome . . . but it was designed for dwarves! For the next hour, you will be somewhat shorter and stockier than usual, and your nose will be very big. After that the effects will wear off. Reduce your SKILL by 1, *for your next combat only*. Turn to **88**.

254

You cast the Wither spell at a huge tree on the bank. It falls, forming a bridge by which you quickly cross. As you reach the other side, the tree decays completely and collapses into the stream. You may travel north or south from here. If you go north, turn to **157**. If you go south, turn to **398**.

255

Grimslade lives by himself in a tower very near the swamp. When you ask for directions, no one wants to talk to you; one old lady makes the sign of the evil eye at you, and a young girl flees. Eventually, a skinny ruffian in the market-place gives you directions, and you set off to meet the wizard whom everyone fears. As soon as you see his tower, your Brass Ring begins to get hot. Grimslade *is* evil – very evil indeed! The feeling grows stronger as you approach the dark, jagged tower, with its strange arches and its gruesome statuary. If you go on up to the door, turn to **40**. If you turn back and return to the village, turn to **139**.

256

You are brave – or maybe just foolhardy – daring to cast spells at the evil sorcerer. Which spell will you try?

Curse?	Turn to **274**
Fear?	Turn to **365**
Fire?	Turn to **385**
Illusion?	Turn to **351**
None of these?	Turn to **57**



257

Roll two dice. If their sum total is less than or equal to your SKILL, you jumped right over the disgusting Slime. Add 2 LUCK points, and turn to **153**. If the sum is greater than your SKILL, you landed on top of the Slime. Turn to **311**.

258

Using spells against a wizard is risky. What spell will you try?

Fear?	Turn to **198**
Friendship?	Turn to **127**
Neither of these?	Turn to **212** and choose again.

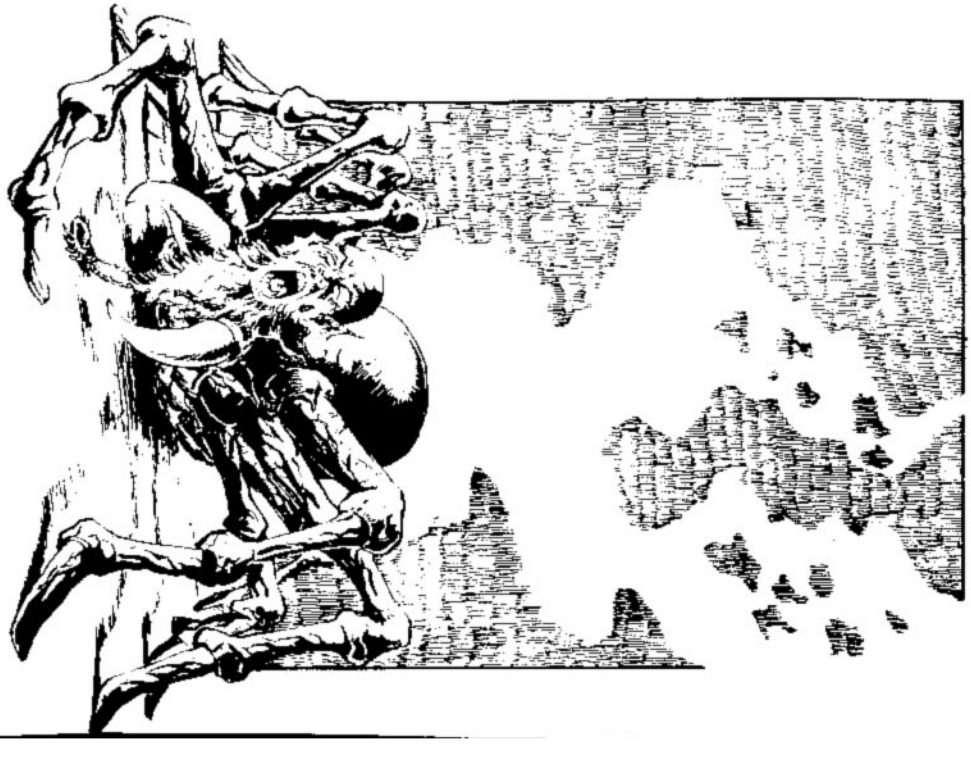
259

The Brigands jump in fright, but they recover and turn to face you. When they see that you are alone, they are angry. They curse you – then, in turn, they charge at you. You must fight them. Turn to **235**.

260

You cast the Curse spell on the Mistress of Birds. For a second, it seems to have no effect at all. Then her face hardens. Your Curse has done a terrible thing to her . . . it has turned her Evil! She screams in anger and waves her hand, and hundreds of birds plunge towards you. Suddenly, the birds fly away. The Mistress of Birds has shaken off your Curse and regained her senses. But it is too late. The last thing you ever behold is her sorrowful face; then you die. Your adventure is over.





261

'An Evil spell is the best weapon to use against an evil person!' you think, and cast your Curse spell on the Master of Spiders. He screams as the Curse strikes him, and falls writhing to the ground. He seems to move and change; then he rises. The Curse has changed him into one of his own creatures . . . a giant grey Spider with a human face! Then you feel the effects of the Curse on *you*. Roll one die and lose that many points of STAMINA. If you are still alive, the Giant Spider attacks you viciously.

GIANT SPIDER SKILL 8 STAMINA 9

You cannot escape. If you kill the Giant Spider, turn to **354**.

262

'I serve the merchant Poomchukker,' you reply. 'I don't know if he is very good or very evil. I am trying to make a map of the path through the swamp.' If you have already been to Willowbend, turn to **166**. If not, turn to **115**.

263

You recognize the spot where you were attacked by the Crab Grass. If you killed it, turn to **187**. If you did not kill it, turn to **33**.

264

You cast the Wither spell on the Master of Gardens. Since he is not a plant himself, it has no effect – but he is angry when the spell travels past and kills a tree behind him. He gestures and throws a fire spell at you. Your hair bursts into flame. Quickly, you slap at yourself until the fire goes out; lose 2 STAMINA points from the effect of the burns. Then you attack the Master of Gardens with your sword. Turn to 379.



265

This is the glade where you met the Unicorn, but there is nothing here now. Turn to 348.

266

He tosses you a pouch of gold. You catch it in mid-air and turn on your heel. Sullenly you walk down the dark hallway towards the awful door. Turn to 242.



267

You hear a hiss of anger and the Thief is upon you. He has only a dagger, but he fights viciously.

THIEF SKILL 10 STAMINA 9

You may not escape, for the Thief is attacking you furiously. If you kill the Thief, turn to 386.

268

You see nothing in the clearing this time except for a few gnawed bones. You hurry on your way. Turn to 390.

269

The fear intensifies as you run away from the Fear Flowers; lose another SKILL point. When you are past the bulk of the flowers, the fear subsides a little. Turn to 367.

270

There are two exits. If you travel north, turn to **275**. If you go west, turn to **331**.

271

As you pass the Master of Wolves, you draw your sword and slash at him. Lose 1 LUCK point for this cowardly attack. Then turn to **120** and fight, but subtract 2 points from the Master's STAMINA.



272

Somehow, you make it back to the village. You are exhausted and soaking wet from falling into a mud-hole. Subtract 2 from your LUCK and give thanks that you are alive at all. After a hot bath at the inn, you feel somewhat better. Seeking out Gronar, you apologize for your earlier impetuousness. He shakes his head and smiles slowly. 'Well, you are strong and lucky, or you would not have come back at all,' he says. Turn to **205**.

273

As you hurry along the path towards the village, you feel your Brass Ring tingling. You look over your shoulder and see a black shape fly from the tower. Quickly, you hide in some bushes. You never make out exactly who or what is searching for you – but eventually you see it return to the tower. You run the rest of the way to the village, arriving panting and bedraggled. You had better pick another patron! If you want to talk to the good wizard Selator, turn to **335**. If you want to learn about Poomchukker, the man of mystery, turn to **27**.

274

You cast a Curse on the evil wizard . . . the Curse that he gave you himself. He screams and clutches at his throat. Of all spells, his own Curse has the most potent effect on him! He falls to the floor, dead. Then you feel the Curse's effect on *you*. Roll one die and lose that many points of STAMINA. If you are still alive, you start to search his sinister tower to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. If you want to stay for a few minutes and see what you can find, turn to **375**. If you choose to leave immediately, turn to **298**.



275

As you walk along, you stumble over a dip in the ground. Looking down, you see that it is actually the half-metre footprint of a huge hobnailed boot! *You are entering Clearing* 7. *If you have been here before, turn to* 342. *If you have not been here before, keep reading.* Rounding the bend, you see a tremendous GIANT! He looks angry, and he brandishes a great spiked club. Your ring is not warning you of evil . . . but, although the Giant may not be an evil creature, he is obviously dangerous. He bellows at you 'YOU MAY NOT PASS!' Will you:

Attack him?	Turn to **12**
Try to reason with him?	Turn to **229**
Try a magical spell?	Turn to **145**

276

You reach into your pack and offer him the great Violet Jewel that you took from the head of the creature in the pool. He smiles broadly, looking more like a Frog than ever. 'All right,' he says, 'that's a good enough reason for me!' He takes the jewel. Turn to **104**.

277

The Unicorn is dead. Knowing that the horn of a Unicorn has great magical powers, you cut off its horn and put it in your pack. If you would like to leave now, turn to **348**. If you choose to stay and search the clearing, turn to **86**.

278

You want to frighten the Brigands away without hurting them, so you use the Fear spell. A second later, you step out from behind the trees, shouting and waving your sword. The Brigands are terrified. They think you must be part of an invading army, and they scatter, diving into the trees around the clearing. They cower in the mire while you run past them and away. You may go on, unmolested. Turn to **19**.

279

To your dismay, the deadly Sword Trees have already grown back! If you want to fight with your sword, turn to **28**. If you would prefer to use magic, turn to **203**.



280

You follow the path northward. Gradually, it becomes wider and the swamp less dismal. The marsh slowly turns into forest, and before long you see a sign ahead of you: 'THIS WAY TO WILLOWBEND'. *If you have been to Willowbend before, turn to* **355**. *If you have not been here before, keep on reading*. A few

minutes later you hear human voices and meet a party of Foresters. You walk with them to the town of Willowbend. After your adventures you only want to find an inn and get a good night's sleep. The Foresters tell you that there are three inns in Willowbend. Will you go to:

The Black Bear?	Turn to **395**
The Bent Spear?	Turn to **78**
Tancred's Flying Horse?	Turn to **289**

281

You charge the Swamp Orcs. They are surprised at your bravery, but they drop their bows and grasp their own weapons. You are fortunate that they are not skilled fighters, because they all attack you at once.

First SWAMP ORC	SKILL 6	STAMINA 7
Second SWAMP ORC	SKILL 7	STAMINA 7
Third SWAMP ORC	SKILL 6	STAMINA 5

Each Swamp Orc will have a separate attack on you in each Attack Round, but you must choose which of the three you will fight. Attack your chosen Orc as in a normal battle. Against each of the other two you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater you will not wound it. You must just count this as though you have defended yourself against its blow. However, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to **135**.



282

You cast the Ice spell on the Slime. Instantly you know you made the right choice; the Slime is a creature of water, and the spell freezes it solid. It is dead. Turn to **38**.

283

The Master of Gardens is delighted. You promise to ask Selator to send him some Antherica berries, and you describe the path to the place where you found the bush. He gives you a magic gem containing one Good spell (you choose the type). Then you resume your travels. There is only one path leading from this clearing; you take it, going back to the west. Turn to **363**.



284

As the sorcerer laughs, his stony creature shuffles towards you. You realize that your sword will be of little use against a creature made of living rock. Thinking quickly, you bring your sword down on the wizard's table, instead! Your blade cleaves the wood, cutting off one of the table's legs. You scoop up the improvised club, dropping your sword, and face the statue with this much more appropriate weapon. Grimslade, impressed by your strength and quick wits, has stopped his evil laughter, and watches attentively as you fight.

GOBLIN STATUE SKILL 7 STAMINA 6

If you destroy the Statue, turn to **156**. If the fight goes against you, you may *Escape;* turn to **315**.



285

The wicked mage is furious, and decides to exterminate you right then and there. 'Prepare to die, insolent worm!' He waves his hand and casts a spell of weakness on you. Cut your STAMINA in half. You must fight now, or die. If you want to attack with your sword, turn to **124**. If you try to use magic against the wizard, turn to **256**.

286

Suddenly, you have an idea. You almost laugh out loud, but you don't want to offend the poor Giant. You reach into your pack and pull out the Red Cloak. 'Is this your handkerchief?' you say, offering it to him. The Giant seizes it joyfully. 'Where did you get it?' he asks. You tell him about your meeting with the Thief. He must have been the one who stole it from the Giant! The Giant is crying again, but now with tears of happiness. He swears he will be your friend for ever. 'Why have you come here?' he asks. 'Is there any way I can help you?' You tell him about your quest. Are you serving:

Selator?	Turn to **244**
Grimslade?	Turn to **317**
Poomchukker?	Turn to **103**

287

He does not seem dangerous, but you are not sure whether you should tell him your true quest. If you tell him you have come to collect the Amulets belonging to the wizards of the swamp, turn to **198**. If you make up a story, go to **359**.





288

Your ring is cold; you know that the Mistress of Birds is a good wizard. Around her neck you see the silver Bird Amulet you have been sent to steal. Will you:

Attack her?	Turn to **391**
Ask if she will give you the Amulet?	Turn to **184**
Cast a spell?	Turn to **130**

289

The Foresters said that Tancred's Flying Horse was the least costly of the inns, so you go there. Indeed, they offer you lodging for only half a gold piece. You go upstairs to your room and fall asleep as soon as your head hits the pillow. In the middle of the night you are awakened by a burning sensation on your finger. The Brass Ring is warning you of evil! You leap from your bed, grabbing your sword, and a shadowy figure flees from the room. Barring the door, you go back to bed. You awake the next morning, feeling rested; regain 2 STAMINA points. But you find that the Thief you frightened away had stolen some of your belongings. Lose any two magical gems, artefacts, or other items, except your Brass Ring. *Test your Luck.* If you are *Lucky*, turn to **150**. If you are *Unlucky*, you simply stalk southward out of town, towards the swamp. Turn to **343**.



290

You can see signs that others have walked this way recently. Ahead is another clearing. *This is Clearing* **26**. *If you have been here before, turn to* **323**. *If you have not been here before, keep reading.* As you enter the clearing, an arrow whizzes past your head. You see three mangy-looking SWAMP ORCS armed with bows. The other two let their arrows fly. If you have the Golden Magnet charm, turn to **83**. If you do not have it, turn to **151**.

291

You cast the Fire spell on the Pool Beast, but the creature is slimy and wet. It does not burn at all! Turn to **82** and fight.

292

You explain your quest to the Master of Gardens. He shakes his head sadly and removes the Flower Amulet from around his own neck, and places it around yours. When it touches you, you are paralysed! He looks deep into your eyes and commands you to tell him the truth about yourself, and you cannot disobey. He shakes his head. 'You are not a bad person, but you serve a bad master. The kindest thing I can do for you is to advise you to be on your guard.' He takes the Amulet back and walks away. Eventually you regain control of your limbs and leave, going west. Turn to **363**.



293

You cast the Fear spell on the Unicorn. It whinnies and turns quickly. In a moment it is lost from sight. Turn to 348.

294

You cast the Friendship spell on the Master of Wolves, and wait anxiously. Will it work? Suddenly, he starts to laugh. 'Come in! Come in!' He ushers you into his home, and the Wolves stand aside. If you would like to launch a surprise attack, turn to 271. If you follow him and talk to him, turn to 172.

295

You find yourself in a small opening on the bank of the Foulbrood River. *You are in Clearing* 33. The opposite bank is at least two hundred metres away. You see crocodiles and other creatures in the water. Will you:

Walk east along the river bank?	Turn to 183
Turn to the south?	Turn to 94
Cast an Ice spell to freeze the river?	Turn to 89

296

Bravely you strike out into the swamp. But, though you are brave, you are also very foolhardy. Though the magic of your Brass Ring stops you getting lost, you are soon tired and wounded, harried by creatures both familiar and strange. You realize that without more magical aid you have little hope of escaping from the swamp, and no chance at all to learn its secrets. *Test your Luck.* If you are *Lucky*, turn to 272. If you are *Unlucky*, turn to 3.



297

As you flee, you hear a rushing sound. You turn, to see Grimslade coming up behind you on a flying carpet. You whirl round, raising your sword. Too late! He has cast a Strength spell upon himself. He catches you by the scruff of your neck and carries you into the air. You scream as the carpet rises higher. Then he drops you. You fall down, down . . . Then everything goes black. Your adventure is over.

298

You hurry out of the room, down the dim hallway and through the awful door. Soon the tower of evil is behind you. You fought against men and animals, you risked your life . . . and for what? An evil wizard is a dangerous and ungrateful master. And you realize that you were lucky to escape from Grimslade's clutches so lightly. At least you still have your life! You know that, though your quest was misguided, you have done the world a service by ridding it of the evil wizard. You resolve that in the future you will be more careful about whom you serve. Your adventure is over.

299

You decide to try casting a Fear spell. Perhaps fear will make the creature turn aside. Quickly you cast the spell. The effect is amazing! The Dire Beast skids to a halt – then, whimpering piteously, it runs to the other side of the clearing and hides behind the boulders. If you go and attack it there, turn to **176**. If you would rather turn and leave by the path on which you entered, turn to **279**.

300

There is no sign of the huge Giant; he must have left. You continue your journey. Turn to **161**.

301

There are two Brigands resting in the clearing, which seems to be their meeting-place. When they see you, they scramble to their feet and attack. You must fight them both.

First BRIGAND	SKILL 8	STAMINA 10
Second BRIGAND	SKILL 8	STAMINA 11

Both Brigands will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Brigand as in a normal battle. Against the other, even if your Attack Strength is greater you will not wound him. You must just count this as though you have defended yourself against his blow. However, if his Attack Strength is greater, he will have wounded you in the normal way. You may try to *Escape* at any time. If you escape, turn to **19**. If you kill the two Brigands, turn to **246**.



302

You pronounce the mystic word taught to you by the Master of Wolves. The great beasts fawn upon you, their tongues lolling out. You scratch them behind the ears and command them to lie down. Turn to 247.



303

You have returned to the clearing where you met the horde of Scorpions. You look around anxiously to see whether they are still about. Yes . . . there they are, coming towards you from all sides! You are ready for them this time. Turn to 70.



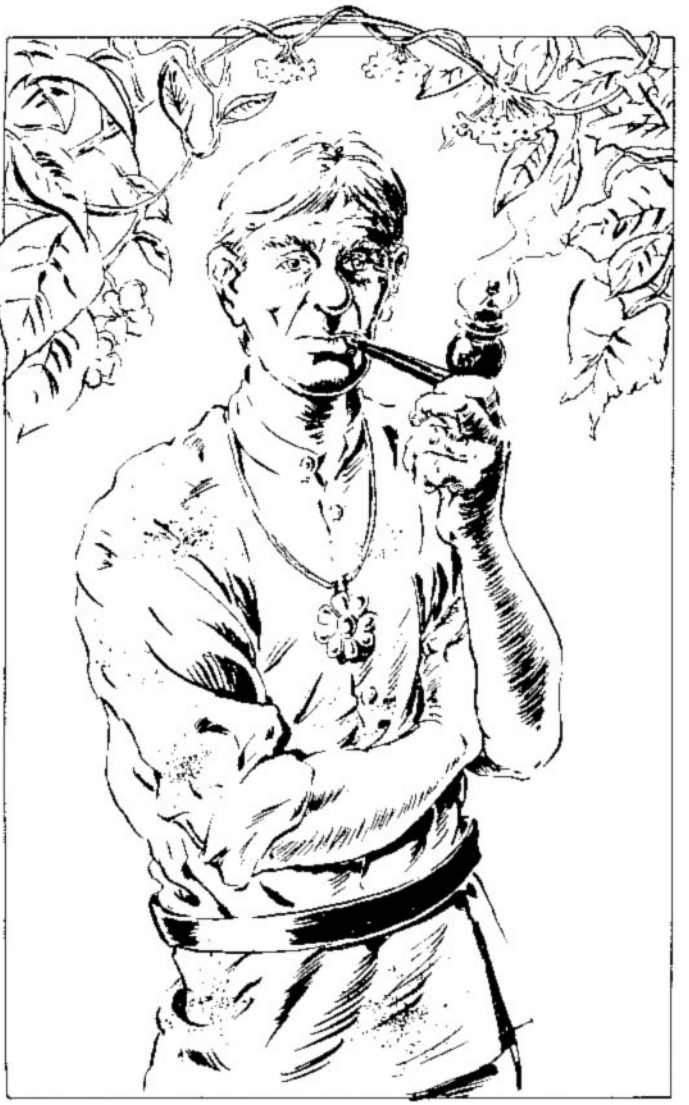


304

As you continue north, the swamp seems to change in character. It becomes less gloomy, and more like a tropical jungle. Brightly coloured birds flit through the trees. *This is Clearing* **14**. *If you have been here before, turn to* **149**. *If you have not been here before, keep reading*. Ahead of you, on a low branch, sits a huge red and yellow Parrot. As you come nearer, it speaks to you! 'Who are you, and what is your business with the Mistress of Birds?' it asks. Will you:

Attack the Parrot?	Turn to **71**
Ask to meet its mistress?	Turn to **131**





305

The eastward path is well tended; the trees and bushes do not grow across the trail, but are trimmed back. Before long you reach a pleasant clearing. *You are in Clearing* **27**. *If you have been here before, turn to* **238**. *If you have not been here before, keep reading.* Everywhere different sorts of plants are growing . . . some are flowering, and they all look healthy and attractive. The entire glade looks too beautiful to be natural, and too natural to be a garden. As you look around, a middle-aged man approaches you. He is tall and broad-shouldered, and he wears work-stained clothes. But you know from the silver Flower Amulet around his neck that he is no labourer, but the MASTER OF GARDENS. Your Brass Ring tells you that he is friendly. Are you serving:

Selator?	Turn to **36**
Poomchukker?	Turn to **84**
Grimslade?	Turn to **334**

306

The Ranger is angrily waiting there. While you were gone, he cast the STAMINA spell on himself and regained all his STAMINA points. You must fight him again. Turn to **378**.

307

You cast your Fire spell on the Fear Flowers. Many of them are burnt, but many more are unharmed. You must try to escape. Turn to **269**.

308

At last the Pool Beast is dead. You use your sword to cut the great Violet Jewel from its forehead. Then you leave the clearing. The only exit takes you back to the west. Turn to **330**.

309

You have a choice of three exits from this clearing. Will you go:

North?	Turn to **47**
South?	Turn to **53**
West?	Turn to **388**

310

You cast the Fire spell on the Crab Grass. It is not dead, but it draws back, giving you a chance to leave safely. Turn to **187**.

311

The Slime clutches at you, and its touch burns like acid. You scramble back. The burns reduce your SKILL by **2**. If you run back the way you came, turn to **85**. If you want to fight, turn to **171**.





312

The Giant Scorpion lifts its claws menacingly. It is not badly wounded. Evidently the Dwarf was not a very skilled fighter.

GIANT SCORPION SKILL 9 STAMINA 10

If you decide to *Escape*, turn to **88**. If you kill the Giant Scorpion, turn to **324**.

313

The river is warm, and you see your chunk of ice melting away beneath you. All too soon it falls apart. You grab your sword and swim desperately for the river-bank, but your gear is too heavy. You sink to the bottom, choking on the river slime. Your adventure is over.

314

You have two choices. If you go north, turn to **90**. If you go east, turn to **195**.

315

Test your Luck. If you are *Lucky*, turn to **51**. If you are *Unlucky*, a section of flooring opens in front of you, and you fall into the hole. When you wake up, you find that you are bound by heavy chains. Grimslade is smiling at you, but it is not a pleasant smile. You shudder to see what he is holding in his hand. Your adventure is over.

316

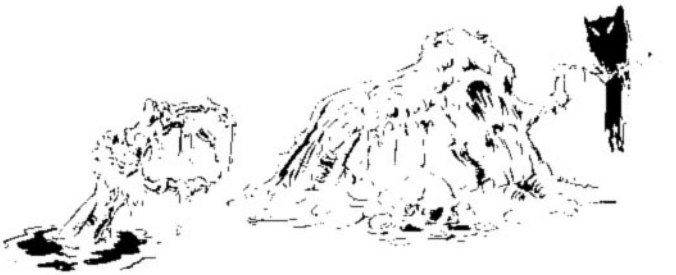
Unfortunately, you have none of the magical gems left to trade. 'Too bad,' he says. 'I would like to help you, but healing draughts are expensive, and I have already lost enough on this enterprise.' If you would like to leave now, turn to **100**. If you are angry enough to attack Poomchukker, turn to **341**.

317

You describe your quest. The Giant scratches his head thoughtfully. He has heard of the wizards called the Masters, but he has had no dealings with them. When you describe them in more detail, though, he says, 'I once saw a beautiful garden in the middle of the swamp . . . north of here and a little to the west, but there is no direct path. Perhaps that clearing belongs to the Master of Gardens?' You thank him and leave. Turn to **161**.

318

'Maybe they can help me,' you think, and cast the Friendship spell on their leader. Then you step out and greet them. A couple of the Brigands want to rob you, but their leader stops them, saying that he likes your looks. He asks if there is any way in which he can help you. Turn to **214**.



319

Hurriedly, you choose an exit. Will you go:

North?	Turn to **138**
East?	Turn to **47**
West?	Turn to **66**



320

The path dips slightly downwards and leads into a grassy clearing. *This is Clearing* **29**. *If you have been here before, turn to* **265**. *If you have not been here before, keep on reading.* In the middle of the clearing lies a white creature. At first you think it is a horse, but when it turns to face you, you realize that it is a UNICORN. It appears to be wounded; great claw marks score its flank. But it gets to its feet and lowers its horn at you, snorting a challenge. Will you:

Run away?	Turn to **368**
Fight it?	Turn to **221**
Cast a spell?	Turn to **119**

321

Perhaps, you think, you can reach the bridge by swimming down the river – or maybe you will find a trail you can take east. It is a long way down, so you prepare for it carefully. Turn to **30**.

322

The Wither spell turns the Crab Grass as dry as dust. You knock down the dead stalks. Turn to **81**.

323

You are in the clearing where you met the Swamp Orcs. If you slew them, turn to **309**. If you did not slay them, turn to **281** and fight them as they were when you escaped from them.

324

The monster is dead. You look at the Dwarf. He does not seem to be breathing. Will you:

Leave the clearing immediately?	Turn to **88**
Use a Bless spell on the Dwarf?	Turn to **383**
Search the body of the Dwarf?	Turn to **42**

325

You dash across before the bridge can melt. You're too slow! You see it dissolving beneath you, breaking into sections. If you have another Ice spell, turn to **369**. If not, turn to **43**.

326

He looks at the broken table, the scattered books, the smashed crockery . . . the wreckage of the Statue, strewn across the floor . . . and then he looks again at you. His face twists with anger and disdain. 'Why should I bother with you?' he asks. 'You were barely good enough to defeat one little Statue, and you've wrecked my parlour.' Will you:

Crawl to his feet to apologize?	Turn to **98**
Turn and run?	Turn to **315**
Remind him that *he* was the one who wanted to stage a battle in his parlour in the first place?	Turn to **225**

327

He is much more dangerous than you had guessed. Who would have thought that such a fat and funny-looking man could fight so well? You turn and dive out of the window, hoping to escape. Alas, a crowd has gathered below. Your fall knocks the breath from your body. Before you can recover, two burly guards have tied your hands behind your back. You will spend a long time in the dungeons for your treachery. Your adventure is over.

328

The Giant does not seem such a bad fellow; he is just angry about something. You cast your Friendship spell. The Giant shakes his head. Then he laughs and tosses his club to the ground. 'What am I saying?' he asks. 'It's not *your* fault! I'm sorry, forgive me; I was angry about someone else. What brings you here? If I can help you, I will.' Happy that your spell avoided bloodshed, you tell him of your quest. Are you serving:

Selator?	Turn to **244**
Grimslade?	Turn to **317**
Poomchukker?	Turn to **103**



329

The clearing where you met the Master of Frogs is empty. In the dim light, you see a faint glow coming from the mushroom where he had been resting. You examine it closely. It seems different from the others. You notice human teeth-marks along one edge of the mushroom. You sniff it; it smells good. You can eat a little of the mushroom; turn to **178**. Or you can leave and head north once again; turn to **352**.

330

You are in the clearing with the great hollow log. If you saw a creature here earlier, turn to **129**. If you did not see what lived in the log, turn to **268**.

331

You are back in the clearing where the great Eagle nested. All you see is the old tree and the nest. If you fought the Eagle turn to **202**. If you did not fight the Eagle, turn to **112**.

332

Ignoring the warning signal from your ring, you speak to the Master of Spiders in a friendly fashion. He answers very politely, asking you your business. As you start to reply, you feel a sharp pain at the back of your neck. The Master of Spiders laughs gleefully. You spin around, and see a black spider, as big as your hand, dangling behind you. As its poison courses through your veins, you slump to the ground, unable to move. You see the Master of

Spiders rummaging through your pack to see what loot he has captured. Then you feel yourself seized from behind. You are dragged up a tree, coated with spider-silk, and left to hang. In a week or two you will make a tasty meal for the spiders. Your adventure is over.



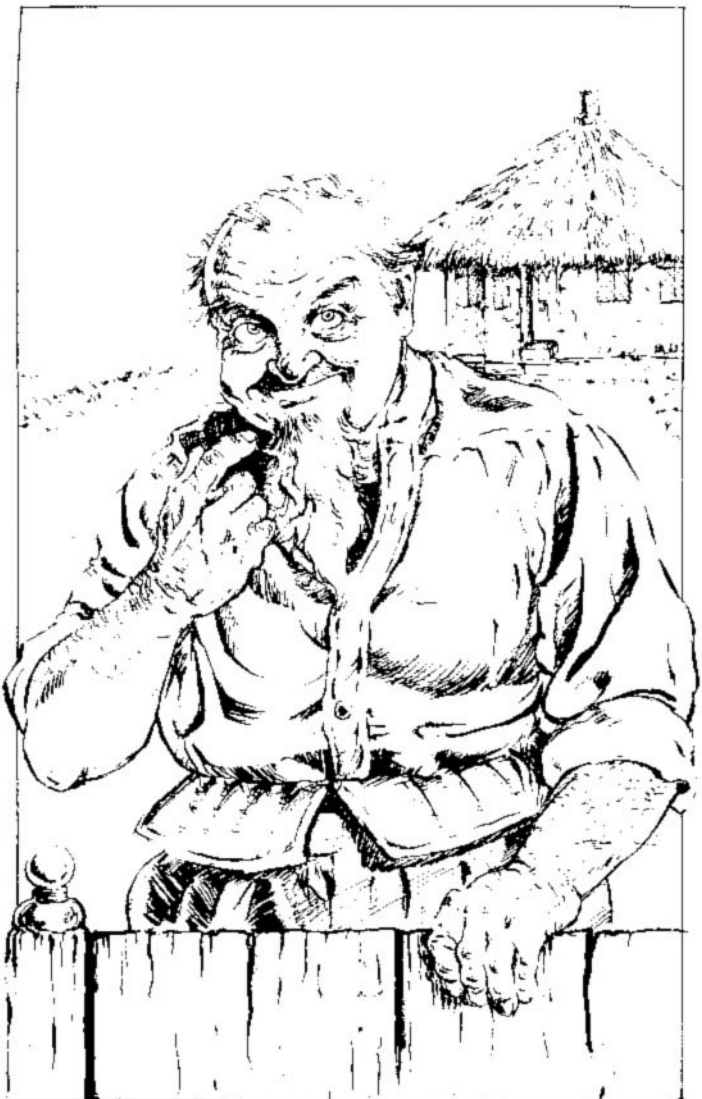
333

'I have studied plant lore,' replies the Ranger, 'and I have heard of that plant, but I did not know it grew here. If you go east, you will find the abode of a good wizard called the Master of Gardens. If anyone knows where it grows, it will be him.' You thank him and go on. Turn to **234**.

334

Around the neck of the Master of Gardens you see one of the Amulets you have been sent to find. Will you:

Attack him with your sword?	Turn to **379**
Cast a magic spell?	Turn to **152**
Talk to him peacefully?	Turn to **37**



335

Ducking under a heavy cast-iron lantern, you leave the tavern. The light is unexpectedly bright outside, and you blink for a moment in the glare. You start off down the road, but realize you don't know where you are going. Hailing an old man who is leaning out the window of his shop, you ask where you might find the good wizard Selator. The shopkeeper is suspicious at first, but soon warms to you and gives you directions. Soon you are lost again, but a ruddy-cheeked woman sets you right. It seems that everyone knows where Selator lives! Eventually, you come to a small house on the edge of the village. Selator, a small, stout man in a white tunic and linen breeches, is pottering in his garden as you come up the path. You tell your story. He smiles, and asks how you think you can get through the uncharted swamp. If you tell him about your ring, turn to **371**. If you would rather keep it a secret, turn to **96**.



336

You are in a particularly marshy area. The ground squishes under your feet. The path bends slightly and runs alongside a large pool. You can see that there is one other exit from this clearing. *You are in Clearing* **28**. *If you have been here before, turn to* **137**. *If you have not been here before, keep reading*. The surface of the pool ripples nastily, and green slime coats the water. You would never drink out of *this* pool, you are sure! Suddenly the scum on top of the pool seems to pull together. To your amazement, it heaves itself out of the water and on to the path, blocking your way. It is a viscous lump of SLIME, two metres wide, which gives off a fetid odour as it oozes slowly towards you. Will you:

Run away?	Turn to **85**
Try to jump over it?	Turn to **257**
Attack with your sword?	Turn to **171**
Use a magic spell?	Turn to **400**

337

You cast the Fire spell on the Unicorn. Its mane blazes briefly, but the Unicorn's own magic soon negates the spell. You must fight. Turn to **221**.

338

You recognize the clearing where you met the Scorpion and the Dwarf. There is nothing left now but a few scraps of bone and leather armour. Turn to **88**.

339

As the bridge breaks up, you climb on to the largest piece you can find. It forms a sort of boat on which you float eastward down the river. Both banks are covered by thick jungle. Then, ahead of you, you see a huge, old bridge made of stone! If you try to catch it and climb up as you float beneath, turn to 384. If you would rather float along and look for another means of escape, turn to 313.

340

Your blade sinks deep into his chest. He looks at you in disbelief and starts to speak . . . then he dies. The jagged blade slips from his fingers. Curious about its strange design, you pick it up. Instantly you realize that it is one of the Magic Swords of great power, which adds 2 to the SKILL of the user. No wonder he was such a good swordsman! You start to search the rest of the wizard's sinister tower, to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. If you want to stay for a few minutes and see what you can find, turn to 375. If you would rather leave immediately, turn to 298.



341

His casual attitude towards you, after you risked your life on his mission, is more than you can bear. You draw your sword and attack. He is surprised, but dodges your first blow, moving very nimbly for a man of his great bulk. He plucks a sword from behind his desk and defends himself well. You soon realize that he is a dangerous opponent.

POOMCHUKKER SKILL 9 STAMINA 14

His back is to the door, so if you want to *Escape*, you must dive out of the window. To do that, turn to **327**. Otherwise, when you reduce Poomchukker's STAMINA to 6 or less, turn to **372**.



342

You recognize the clearing where you met the mighty Giant. If you killed the Giant, turn to **197**. If you did not kill him, turn to **300**.



343

You see that you are approaching the spot where you first met the Brigands. If you parted from them in friendship, turn to **199**. If you fled from them, tricked them, or killed some of them, turn to **301**.

344

The Wolves flatten their ears and whine; then they slink away. Turn to **247**.

345

As you approach the spot where you defeated the evil Master of Spiders, you begin to feel very hot. Entering the clearing, you see it is full of roaring flames. You cannot pass. Lose one STAMINA point from the effect of the choking smoke. Turn to **165** and leave the clearing *by the same path on which you entered*.



346

You cast the Fear spell on the Swamp Orcs. One of them screams and dropping his weapons, flees into the marsh. The other two advance on you. Turn to **281** and fight these two.



347

You cast an Illusion spell, making yourself look like a plant. The Master of Gardens is astounded! He starts to walk towards you. When he gets closer you try to snatch his Amulet, but the motion breaks the spell, and the Master of Gardens jumps away. If you attack him with your sword, turn to **379**. If you flee from the clearing, turn to **363**.

348

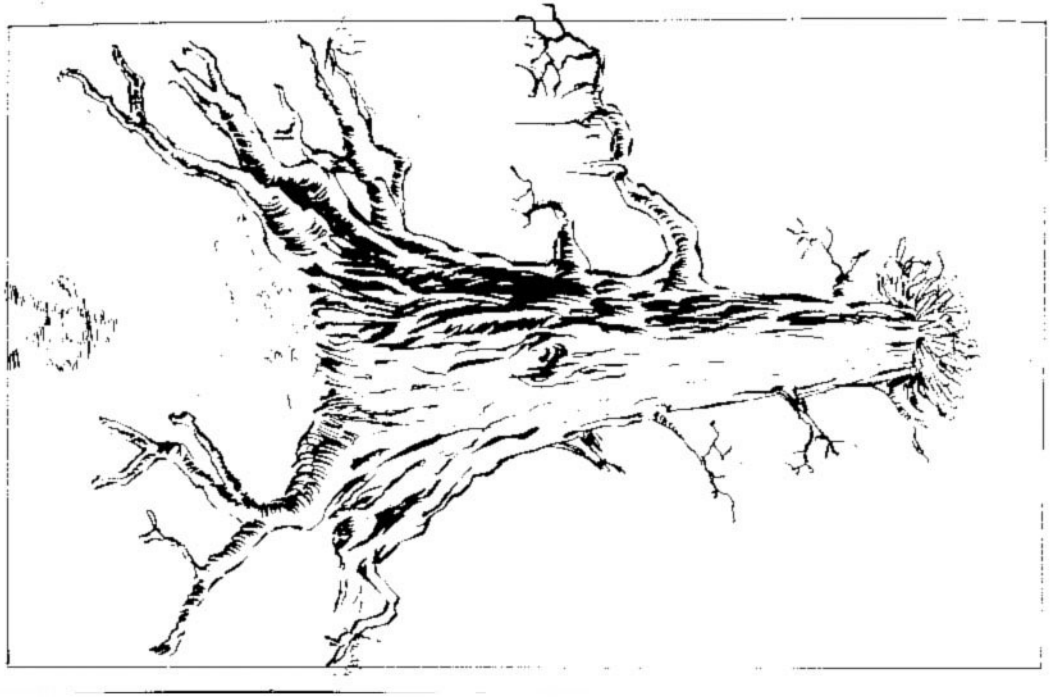
There are four exits. Will you go:

North?	Turn to **94**
South?	Turn to **157**
East?	Turn to **10**
West?	Turn to **204**

349

You shrug your shoulders and walk out of the room, down the dim hallway and through the awful door. Ahead of you lies the village. Behind you lies the tower of evil. You fought men and animals, you risked your life . . . and for what? Evil, it seems, is a dangerous and ungrateful master. And you realize that you were lucky to escape so lightly from Grimslade's clutches. You still have your life! You resolve that in future you will be more careful about whom you serve. Your adventure is over.





350

You are in a clearing where one huge tree rises from the hard, bare ground. In the tree is a gigantic nest made of sticks. *You are in Clearing* **16**. *If you have been here before, turn to* **331**. *If you have not been here before, keep reading*. You stop to look at the great nest. Then you hear a rushing of wings behind you. A huge EAGLE is hovering over the clearing, watching you. Do you have:

Some Parrot Feathers?	Turn to **392**
A silver Bird Amulet?	Turn to **25**
Neither of these?	Turn to **233**

351

You are reluctant to use one of Grimslade's own spells against him; it might be dangerous. Instead, you cast an Illusion spell – or you try to. Grimslade waves his hand and you feel the spell wavering and dying before it begins to take shape. 'You cannot deceive me with those childish tricks!' he sneers. 'Prepare to die, fool.' Turn to **124**.

352

The only exit from the clearing is the path you took to get there. You travel north, towards the place where a short time ago you fought the Swamp Orcs. You grasp your sword, in case you have to fight again. Turn to **323**.

353

You have gravely offended the Brigands. They felt they were giving you a fair chance to prove yourself, but you would not agree to settle the matter honourably. Now you will have to fight *all* of them. Turn to 235.

354

Withdrawing your sword from the body of your evil foe, you sigh with relief. But all around you the Spiders are lurking, they start drawing closer and closer. You bend down and take the Spider Amulet from the body. When you pull it free, a spark seems to jump from it. Suddenly, the body bursts into flames! You leave hurriedly. Behind you, the flames are spreading, and you hope they will wipe out the evil Spiders as well. Turn to **165**.



355

The trail towards Willowbend is now familiar. But when you enter the town again, something seems different. You feel people are watching you, and you hear whispering voices. You realize that the tale of your exploits has become common knowledge. You feel uneasy about the greedy glances cast in your direction. As you turn into a side street, you

are aware that you are being followed. You turn, and two ragged CUTPURSES set upon you, hoping to steal the treasure they are sure you have brought back from the swamp. There is no time for magic and nowhere to run to; you must fight them.

First CUTPURSE	SKILL 7	STAMINA 5
Second CUTPURSE	SKILL 8	STAMINA 5

Fight one, and then the other. If you kill them both, turn to **186**.

356

You cast the Fear spell on the Pool Beast, but it does no good. The creature is too stupid to know the meaning of fear. It attacks you. Turn to **82**.

357

These two arrows are also badly aimed . . . but they turn in flight and hit you in the chest! Lose 5 points of STAMINA. If you are still alive, you realize that the Golden Magnet charm you took from the dead fighter is actually cursed! It attracts arrows – it was the undoing of its last owner, and it has nearly killed you. The Orcs are reaching for more arrows. Will you:

Attack with your sword?	Turn to **281**
Use a magic spell?	Turn to **399**
Run for your life?	Turn to **309**

358

You take the money he has given you, and leave. But you wonder . . . did you do the right thing? You fear your money is tainted, but you know that you can do nothing about it. Next time you go wandering you will be more careful about whom you serve. Your adventure is over.

359

You doubt that the Master of Frogs would be as friendly if he knew your true mission, so you make up a story. 'I am in the service of Sukumvit, Baron of Fang,' you say. 'He has sent me to Scorpion Swamp to seek out new beasts for his Deathtrap Dungeon. When I came to the village outside the swamp, I heard talk about the Masters, and I vowed to learn more. Who are you, and why did you come here?' *Test your Luck*. If you are *Lucky*, turn to **162**. If you are *Unlucky*, turn to **16**.

360

'Well struck!' cries the Brigand Leader, clutching his arm where your blade nicked him. 'That was a good fight.' One of his companions binds up his wound, while another offers you water from his own flask. You all laugh and joke as though you are old friends. Turn to **214**.

361

You cast your Friendship spell. The Master of Spiders looks startled for a moment, then smiles. 'Ah . . . I see that you are friendly!' he says. You smile in return and begin to tell him about your quest. Then you feel a sharp pain at the back of your neck. The Master of Spiders laughs gleefully. You spin around, and see a black spider, as big as your hand, dangling behind you. As its poison courses through your veins, you slump to the ground, unable to move. You see the Master of Spiders rummaging through your pack to see what loot he has captured. Then you feel yourself seized from behind. You are dragged up a tree, coated with spider-silk, and left to hang. In a week or two you will make a tasty meal for the spiders. Your adventure is over.



362

You skilfully wield your mighty sword. The Sword Trees are no match for your prowess, and soon each reaching limb has been lopped off. You look around the clearing. You find nothing except a few seeds that look as though they might have come from the Sword Trees. You pocket them and go on. Turn to **22**.

363

You return to the clearing where you met the Ranger. Did you:

Part from him in friendship?	Turn to **133**
Slay him?	Turn to **234**
Fight him and flee?	Turn to **306**

364

You are once again in the clearing with the healing pool. As you walk towards it, an arrow zips by your head – then another. You cannot see where they are coming from. You run back along the path the way you came. Turn to **47**.

365

You decide that a Fear spell will give you your best chance in the battle ahead. You cast it on Grimslade, but he waves his hand and it rebounds on to you! The icy hand of terror grips your heart. Lose 1 SKILL point. Turn to **124**.



366

You have defeated the Giant. You search the huge body, but find nothing of value except his huge brass-bound club, which is too big for you to carry. Turn to **161**.

367

There are two exits from the clearing. If you want to go north, turn to **304**. If you want to go east, turn to **265**.



368

You must leave by the same path you took to reach this clearing. Turn to **348** and take that path.

369

You realize that even with another Ice spell, the bridge will not hold you. Instead, you cast the spell beneath you, forming a chunk of ice on which you float eastward down the river. Both banks are covered by thick jungle. Then, ahead of you, you see a huge old bridge made of stone! If you try to catch it and climb up as you float beneath, turn to **384**. If you would rather float along and look for another means of escape, turn to **313**.



370

The Ice spell creates a solid bridge which you can cross easily. You may travel north or south from here. If you go north, turn to **157**. If you go south, turn to **398**.

371

He nods. 'Yes, you are the one I have been waiting for. You can do what must be done.' He smiles at you, and you feel very proud indeed. 'I will tell you about the quest. Once upon a time, there grew a

plant called Antherica. It had many healing properties, and was of great value to the makers of white magic. But it was of no value in Evil spells, and so the forces of Evil set out to destroy the plant everywhere. It was thought that they had succeeded. But, through my studies and my crystal ball, I have learned that a single plant of Antherica survives, deep in Scorpion Swamp. It is a small dark-green bush, with sweet-smelling white flowers and purple berries. If you can bring me back just one of those berries, through my magic I can cause the Antherica to bloom again for white magicians everywhere.

'There is plenty of treasure to be found in the swamp,' the little wizard goes on, 'and you may keep all you win. All I need is a single berry of Antherica. But, although a fighter like you is well fitted to survive in the swamp, there are magic forces there against which a sword is of little use. I cannot teach you magic, but I can do the next best thing. I can give you six magic gems. Each of these will contain one magic spell, but when you have used them all, you must rely on your keen sword and your sharp wits.'





You discuss with Selator which spells you should choose. You may pick six spells from the Magic Spells listed at the front of the book – but only from the lists of *Neutral* and *Good* spells. You may not pick any *Evil* spells! Write down your chosen spells on your *Adventure Sheet*.

With the Spell Gems tucked safely in your pouch, you say farewell to Selator and strike off towards the swamp. Although your trip will be dangerous, you are buoyed up by the old wizard's wisdom and kindness. Your quest is this: find an Antherica berry and bring it back to Selator. Turn to **9** and begin your adventure.



372

You hear shrieks from below. The Goblin serving-maid is calling for help. 'Guards! He is killing the master! Come quickly!' While you are calculating your chances, a door bursts open behind Poom-chukker, and three guards in red chainmail run into the room with crossbows at the ready. They do not wait for orders, but fire at you immediately. The darts pierce your chest, and you sink to the floor. Your adventure is over.

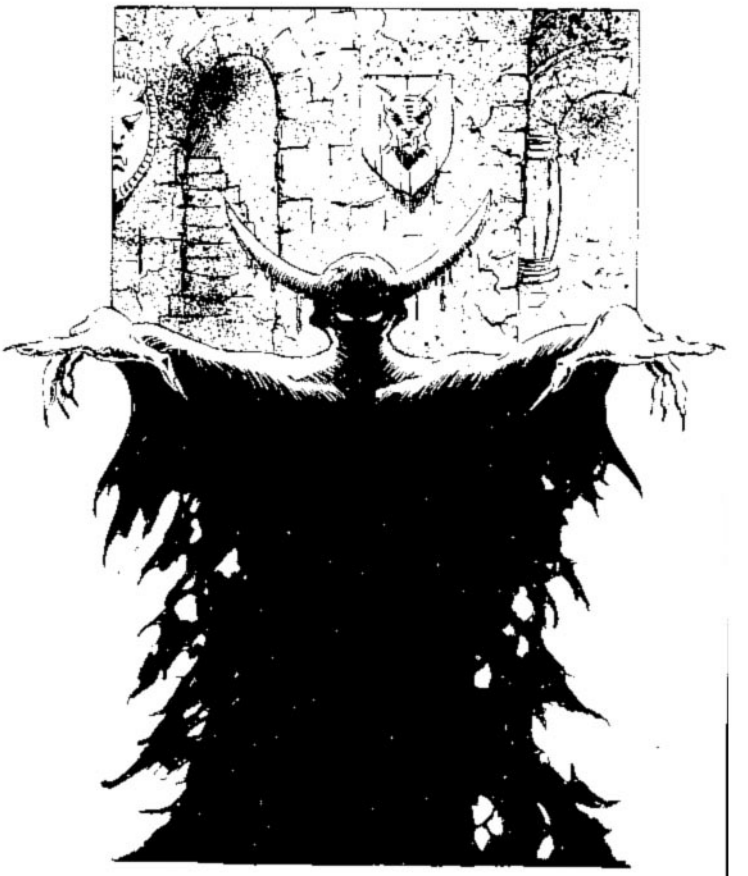
373

Test your Luck. If you are *Lucky*, you attack so quickly that you wound the wizard. Turn to **225**, but subtract 2 points from your foe's STAMINA before you start. If you are *Unlucky*, your first blow misses; turn to **225** and fight normally.

374

A monster like this, you realize, is best fought with magic. Which spell will you try?

Fear?	Turn to **299**
Illusion?	Turn to **60**
Growth?	Turn to **228**
Friendship?	Turn to **160**
None of these?	Turn to **11** and choose again.



375

You ignore the awful odour and search the tower, humming happily to yourself as you stuff books and gold statues into a sack. Suddenly you hear a hissing sound. You spin around, and see a great black shadow. Two slitted, glowing eyes regard you from the darkness. 'Thank you, mortal,' says the hissing voice. 'I have waited a long time for his soul. Now it is mine.' You flee in fear as the shadow hovers over Grimslade's body. But you don't have time to escape. You have not yet reached the front door when the smell of brimstone becomes unbearable. Then the entire tower glows red-hot and explodes. Your adventure is over.

376

You tell him that you are only trying to get to Willowbend and back. A look of surprise appears on his froggy face. 'Willowbend lies far to the north and west,' he says. 'You seem like a nice sort, though, so I will tell you something. Do not follow the Will-o'-the-wisp, or your life will be forfeit. Now, good-day, I have work to do.' Abruptly, he vanishes. His Frogs croak loudly and hop away. You look around the clearing, but find nothing at all; the only path leads back to the north. You turn around and head back towards the place where you met the Swamp Orcs. Turn to **323**.

377

Roll two dice. If the total is less than or equal to your STAMINA, you jump over them. If the total is greater than your STAMINA, you do not leap quite far enough, and you are stung. Lose 3 points of STAMINA. If you are still alive, turn to **319**.

378

The RANGER is not a foolish man, and he senses you are in the service of an evil wizard. He jumps down from his boulder and challenges you.

RANGER	SKILL 10	STAMINA 10

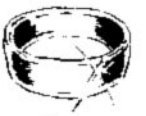
You can *Escape* at any time; if you do, turn to **234**. If you slay the Ranger, turn to **219**.

379

You draw your sword and slash at the Master of Gardens. He is amazed. 'Why are you attacking me?' he cries, and flees from you. Since he wears no armour, he runs quickly. He picks up a sickle and makes a stand at the other end of the glade. As you reach him, he waves his hand, casting a spell. Subtract 3 from your SKILL.

MASTER OF GARDENS	SKILL 7	STAMINA 10

You may *Escape* at any time by running back to the west; turn to **363**. If you slay the Master of Gardens, turn to **251**.



380

You use the Wither spell. The Slime changes colour when the spell strikes it, turning brown instead of green, but it shows no other effect. If you want to try another spell, turn to **400**. If you want to try another tactic entirely, turn to **336** and choose again.

381

You do not want to attack the injured Unicorn; you have always heard that they are good creatures. You cast the Bless spell, instead. The creature quivers as the spell strikes it. Then it whinnies joyfully. The wounds along its side are almost healed, and the Unicorn is much stronger. It is still reluctant to approach a human, but it walks over to the side of the clearing and digs at the ground with its horn. Then it looks at you and walks away. You look at the ground where it had been digging. There are two Magic Gems there, like the ones Selator gave you. You recognize one as a Friendship spell and one as a spell to restore LUCK. You are certain the Unicorn can understand you as you thank it and go on your way. Turn to **348**.

382

You realize you are in the clearing with the pool of Quicksand. You will not blunder into it unprepared this time! You have thought of several things you can do. If you use an Ice spell, you can freeze the Quicksand and walk across, but the ice will quickly melt behind you. If you use a Growth spell, you can make the vines around the pool grow and give you a safe path, both now and at any time you return to this clearing! If you have either of these spells, you can use it to cross safely; turn to **270**. If you have neither of these spells, will you:

Try to jump across?	Turn to **190**
Turn and take another path?	Turn to **223**

383

Hoping to save the Dwarf, you cast your Bless spell on him. His eyelids flutter, and for a moment you think you have succeeded. But this is not a powerful enough spell to bring someone back from the dead. Turn to **324** and make another choice.

384

You have no trouble scaling the side of the old bridge. The huge blocks of stone have wide cracks between them, which make it easy to climb. You draw yourself up and over the bridge's railing and jump down on to it. Turn to **101**.

385

You are reluctant to use one of Grimslade's own spells against him; it might be dangerous. Instead, you cast the Fire spell on him. His long robes burst into flame, but Grimslade is not hurt. He laughs maniacally at you, with his robes burning around him. Turn to **124**.

386

The body of the Thief lies at your feet. He was not as clever as he thought he was! You examine his pack. The only thing you find that looks useful is a large Red Cloak, which you may add to your own possessions if you like. Munching a bit of cheese you took from his picnic basket, you continue on your way. Turn to **179**.

387

You decide to cast a spell on them from your hiding-place. Which spell will you use?

Curse?	Turn to **107**
Fear?	Turn to **278**
Illusion?	Turn to **148**
Friendship?	Turn to **318**
None of these?	Turn to **65** and choose again.

388

After a short walk, you enter a pleasant, grassy clearing. You see two other exits. *This is Clearing* **24**. *If you have been here before, turn to* **263**. *If you have not been here before, keep reading*. You stand still for a moment, looking around you. Then you realize that there is something strange about the grass. It is growing up around you, so fast you can see the movement. As you watch, you see nippers form at the end of the stalks. They snap at you. You are in the middle of a patch of CRAB GRASS! If you attack it with your sword, turn to **134**. If you want to use magic, turn to **167**.

389

You have no doubt, from Selator's description, that you have found the Antherica plant. Half your mission is completed. Now you must return to the village with the precious berry. The only path leads back to the south. Turn to **342**.

390

You have a choice of three paths. They all seem rather swampy and hazardous. Will you go:

North?	Turn to **144**
East?	Turn to **209**
West?	Turn to **195**

391

You draw your sword and step towards her. She regards you, not with fright, but with sorrow. Suddenly your view is obscured by hundreds of birds flashing past. When you can see again, she is gone. Lose 2 LUCK points. Turn to **217**.



392

The Eagle knows that you are an enemy and attacks. You have no chance to escape, for it is larger and faster than you. You must trust your sword.

EAGLE SKILL 7 STAMINA 6

If you slay the Eagle, turn to **132**.



393

You are certain that the Wither spell was intended for just such a situation. Quickly, you cast it on the Sword Trees. To your delight, they immediately turn brown and collapse. You look around the clearing. You find nothing except a few seeds which look as though they might have come from the Sword Trees. You pocket them and go on. Turn to **22**.

394

By now you have learned caution. You watch the pool and the clearing. A large Lizard goes to the pool and drinks, then waddles off again. You see nothing else. If you leave the clearing, turn to **47**. If you drink from the pool, turn to **77**.



395

You decide to go to the closest – the Black Bear. There are many convivial folk in the tavern downstairs, but you pay the innkeeper a gold piece and go straight up to your room. But you cannot sleep because of the noise from the merry-makers below. Lose 1 STAMINA point. Will you:

Pull the pillow over your head and ignore them?	Turn to **116**
Go downstairs with your sword and threaten them?	Turn to **236**
Leave and go to the Bent Spear?	Turn to **78**
Leave and go to Tancred's Flying Horse?	Turn to **289**





396

'Imagine that!' says the Master of Gardens. 'A bush of Antherica, still alive, and somewhere in this swamp! I felt that this place had some virtue when I found it. That must have been it.' He sits still for a time, his attention turned inward. Then he opens his eyes. 'The plant that you are seeking lies directly to the east of here. But there is no direct route; you must go west to find it, and then circle counter-clockwise.' He wishes you good luck and gives you a magic gem containing one Good spell (you choose which one). Then you resume your travels. There is only one path leading to this clearing; you take it, going back to the west. Turn to **363**.

397

You want nothing to do with this creature. You turn and leave as quickly as possible. The only exit leads you back to the west. Turn to **330**.



398

You enter a medium-sized clearing containing a small house built of logs. *You are in Clearing* **4**. *If you have been here before, turn to* **239**. *If you have not been here before, keep on reading.* You hear the low growling of a dog. Then you see that it is not a dog, but a Wolf, watching you from beside the house. The door opens, and a big burly man steps out. Another Wolf follows him. The man carries a sword and is dressed as a forester, but you know from the silver Wolf Amulet he wears that he is the MASTER OF WOLVES. You hail him in a friendly fashion. He answers gruffly, ordering you away. Will you:

Obey and leave?	Turn to **314**
Cast a spell?	Turn to **191**
Attack him?	Turn to **120**

399

Which spell will you use against the Swamp Orcs?

Fear?	Turn to **346**
Illusion?	Turn to **169**
Neither of these?	Turn to **281**

400

Which spell will you try against the Slime?

Fire?	Turn to **188**
Wither?	Turn to **380**
Ice?	Turn to **282**
None of these?	Turn to 336 and choose again.



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