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ISBN 0-14-034625-2



9 780140 346252

U.K. £3.99
CAN. \$4.95

STEVE JACKSON
AND IAN LIVINGSTONE

Master of Chaos

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ISBN 0 14
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Steve JACKSON AND
Ian LIVINGSTONE

PRESENT

MASTER
of CHAOS



PUFFIN BOOKS

MASTER OF CHAOS

Who is the Master of Chaos? He is a necromancer who seeks to unite the forces of evil and chaos, and so gain domination over Titan; he is an Undying One whose mind is warped by centuries of evil-doing. All he needs is a Staff of Power ... and now he has one!

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Many dangers lie ahead and your success is by no means certain. Powerful adversaries are ranged against YOU – and often your only choice is: kill or be killed!

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MASTER of CHAOS

by Keith Martin

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Published by the Penguin Group

Penguin Books Ltd, 27 Wrights Lane, London W8 5TZ, England

Penguin Books USA Inc., 375 Hudson Street, New York, New York 10014, USA

Penguin Books Australia Ltd, Ringwood, Victoria, Australia

Penguin Books Canada Ltd, 10 Alcorn Avenue, Toronto, Ontario, Canada M4V 3B2

Penguin Books (NZ) Ltd, 182-190 Wairau Road, Auckland 10, New Zealand

Penguin Books Ltd, Registered Offices: Harmondsworth, Middlesex, England

First published 1990

5 7 9 10 8 6 4

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Text copyright © Keith Martin, 1990

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Printed in England by Clays Ltd, St Ives plc

Filmset in Linotron Palatino

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INTRODUCTION

Before embarking on your adventure, you must first determine your character's strengths and weaknesses. You use dice to work out your initial **SKILL**, **STAMINA** and **LUCK** scores. On pages 22–23 there is an *Adventure Sheet* which you may use to record the details of this adventure; on it you will find boxes for recording your **SKILL**, **STAMINA** and **LUCK** scores. You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the page for use in this adventure.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the **SKILL** box on the *Adventure Sheet* (so your **SKILL** will be between 7 and 12).

Roll two dice. Add 12 to the number rolled and enter the total in the **STAMINA** box on the *Adventure Sheet* (so your **STAMINA** will lie between 14 and 24 points).

Roll one die, add 6 to this number and enter the total in the **LUCK** box on the *Adventure Sheet* (so your **LUCK** score will be between 7 and 12).

For reasons that will be explained below, **SKILL**, **STAMINA** and **LUCK** scores change constantly during the adventure. You must keep an accurate

record of these scores and of the changes to them, and for this reason you are advised either to write small in the boxes or keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional **SKILL**, **STAMINA** or **LUCK** points, these additions cannot raise any score above its *Initial* value – except on rare occasions, and then you will be instructed accordingly.

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, and your ability to withstand blows in combats; 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 exciting fantasy world you are about to explore!



Magic

During your adventure, you will probably find several magic items, although you may not realize that they are magical – and at first you may not even be certain exactly what they do! You may be able to purchase magic, if you have enough money to do so. But you will not use your own spells: you are not a wizard but a warrior, and memorizing arcane magic is not one of your abilities!



Battles

You will often come across paragraphs 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 opponent'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 two dice once for the enemy. Add its **SKILL** score. This total is the enemy's Attack Strength.
2. Roll the two dice once for yourself. Add your own **SKILL** score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the enemy, you have wounded it: proceed to step 4. If the enemy'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 your opponent, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below). Proceed to step 6.
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK, this time to reduce the damage your opponent does to you (see below).
6. Make the appropriate changes either to the enemy's or to your own STAMINA score (and to your LUCK score if you used LUCK—see below).
7. Begin the next Attack Round (repeat 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).

Fighting More Than One Creature

If you come across more than one adversary in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will have to fight them all together; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you are in a situation when you could be either Lucky or Unlucky (details of these are given on the relevant pages), you may call on your LUCK to make the outcome more favourable.

But beware! Using LUCK is a risky business and if you are Unlucky, 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 will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score, whether the outcome is successful or unsuccessful! You will soon come to realize that the more you rely on your LUCK, the more risky this will be.

If things go so badly that your LUCK is reduced to 1 or 0, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So, be careful how you use it!

Using Luck in Battles

On certain pages of the book you will be instructed to *Test your Luck*, and you will then 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 are fighting, you may *Test your Luck* as described above.

If you are Lucky, you have inflicted a severe wound and you may subtract an *extra* 2 points from the creature's STAMINA score (so that your blow deducts a total of 4, rather than the usual 2, points). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA score (i.e. instead of the blow reducing your enemy's STAMINA by 2 points, it reduces it by only 1 point).

If your adversary has just wounded you, you may *Test your Luck* to try and minimize the wound. If you are Lucky, you have managed to avoid the full force of the blow and may restore 1 point to your own STAMINA (i.e. instead of the creature's blow causing 2 points of damage to your STAMINA it is reduced by only 1 point). If you are Unlucky, then you have taken a more serious blow and you must subtract 1 *extra* point from your STAMINA.

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



Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during the 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 two SKILL bonuses for carrying two Magic Swords. Your SKILL score cannot exceed its *Initial* value unless you are specifically instructed to the contrary.



Stamina and Provisions

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

A backpack can hold enough Provisions for up to twelve meals – you cannot carry more than this. When you begin your adventure, you will not own a backpack, and you will have to find the money to buy one, otherwise you will not be able to carry food for more than four meals with you! You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal

restores 4 points to your STAMINA. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 from your Provisions on your *Adventure Sheet*. A separate Provisions Remaining Box is provided on your *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember too that your STAMINA score may never exceed its *Initial* value unless you are specifically told so on a page.

In the course of this adventure you will often be told that you *must* eat a meal, either during a long journey or because you have performed some very strenuous activity. When you get such an instruction, you *must* deduct 1 from your Provisions if you have any. If you have no Provisions left, you will have to deduct 2 points from your STAMINA for going without food! Eating a meal when you are told that you *must* do so does *not* restore any lost STAMINA – it merely prevents further STAMINA loss through hunger and starvation!

Luck

Your LUCK score will go down during the adventure as you *Test your Luck*, but additions to your LUCK score will be awarded when you have been especially fortunate. (Details are given, when they occur, in the pages of this book.) Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless you are specifically instructed to the contrary.



Equipment

This adventure is an unusual one, for you will start with absolutely nothing beyond the clothing you stand up in! You have no food, no equipment, no weapon – only your native wit and Skills (see below) to help you. You will have to get hold of the equipment you need by cunning and ingenuity during the adventure! Finding the money to get properly equipped is an essential part of this adventure, and you *must* keep careful track on your *Adventure Sheet* of Treasure spent to buy the items you need so badly – and record these in your Possessions Box.

If you enter into combat without armour and a weapon, you will be penalized. If you lack armour and a shield, you must deduct 2 points from your SKILL when fighting, for you are an easy target to hit! Of course, as soon as you obtain a suit of leather armour and a shield, this penalty no longer applies. Likewise, without a sword you can only use your fists to fight with; if you land a punch on an opponent, you will do only 1 point of damage, as opposed to the 2 points you can inflict with a sword; if you use LUCK to increase the effectiveness of a punch and you are Lucky, the damage is doubled to 2 points (not to 4, as it would be if you were using a sword). If you are Unlucky when you *Test your Luck* fighting without a weapon, your blow will glance off and do no damage at all!

Skills

You are a seasoned and accomplished adventurer and you possess advantages over most warriors – one of the reasons why you have been asked to undertake the desperately perilous adventure ahead of you! Therefore you have certain Skills which reflect this experience and ability. Do not confuse Skills with SKILL. SKILL is a measure of your fighting prowess, as explained earlier. Skills are the more limited – but still very useful! – abilities and talents which you have learnt over the years. You may choose the three Skills you would like your character to have, out of the six listed below. This is a totally free choice; pick any three you want – but no more than that! The Skills are explained briefly below. (In certain situations you will be asked whether you have a particular Skill, and you will soon learn how different Skills affect your chances of success. However, each description below is adequate for you to choose which Skills you wish to select.) Each time you play the adventure, you are, of course, free to choose any Skills you like, so you can play heroes with different Skills if you want to! Now read through the descriptions of the Skills available and make your choice: when you have decided on the three you want for your character, record them in the Skills Box on your *Adventure Sheet*.



ACUTE HEARING: If you have this Skill, you are able to pick up faint sounds much more easily than most people can. You may be able to overhear fragments of whispered conversation and hear those sounds behind doors which can give you valuable clues about what may be lurking behind them!

ANIMAL WISDOM: This Skill gives you a natural feeling for, and understanding of, animals. If you possess it, you will be able to ride common beasts like horses and camels better than most, and you may be able to understand why the animals you see on your travels are behaving in the way they do – which at times may give you important clues!

BLINDSIGHT: This Skill allows you to fight effectively in darkness (at night, for example), and you have superior night vision. Usually, if you cannot see, you will have to fight at a major disadvantage; but with this Skill you are able to sense your enemy moving around and can strike at him more effectively than most warriors could!

CLIMBING: With this Skill, you are adept at climbing rock faces and scaling walls and heights. You have a greater chance of completing such climbs successfully – and you may be grateful for having this Skill, should a fast escape across the rooftops become necessary!

MOVE SILENTLY: If you have this Skill, you are a veteran at sneaking past people or monsters that you might prefer to avoid! This Skill gives you a

better chance of getting past guards, of avoiding alerting distracted or sleeping creatures, and so on. Of course, it doesn't *always* work; for example, moving silently across sand is not at all tricky, but moving silently across a glade strewn with thin dry twigs would be extremely hazardous!

TRACKING: This Skill endows you with the ability to track creatures and people by following their footprints (or hoofprints, or whatever), a spoor, subtle clues, and gives you a dash of some 'sixth sense' which just lets you know where someone or something has gone. Again, it will not always be possible for you to track even with this Skill – tracking a large creature across sand is easy, but tracking someone in a bustling city is almost impossible. With this Skill, however, you will almost always have a better chance of pursuing a quarry!



Notoriety

In order to lay your hands on the equipment you so badly need for the later stages of your adventure, you will find yourself getting involved in certain activities that may alert the militia of the unpleasant city you will soon be visiting. Since this city, Ashkyos, is a vile place where the militia don't bother themselves much about minor infringements, you may get away with this – up to a point. Your **NOTORIETY** starts at zero; you are anonymous in the town you are visiting. However, if you are caught infringing the law of the land, you will soon gain **NOTORIETY** points (you will be instructed about this in the relevant paragraphs). The authorities in Ashkyos take an unpleasant interest in foreigners who make themselves conspicuous, so actions which draw the attention of the public to you will also increase your **NOTORIETY** and may get you into trouble sooner or later.

When your **NOTORIETY** score totals 8 points or more, you *must* leave town and set out on the dangerous trek ahead of you in pursuit of your quest; you *may not* stay in Ashkyos any longer. This will be a pity: the longer you can stay in the town,

the more money you may be able to make, and the more valuable the equipment you can amass! So think twice before doing illegal things – but, above all, *don't get caught!* You will be kept fully informed about NOTORIETY as the story develops, so don't worry about the details for now; just bear in mind that you will need to be careful about the ways you try to make money in the disreputable place you will shortly be visiting!



Hints On Play

Your journey will be perilous and you may well fail in your mission at your first attempt. Make notes and draw a map as you explore – this map will be invaluable in future sorties and will enable you to progress more rapidly to unexplored regions. You will find it particularly helpful to keep notes of places visited and people (and perhaps creatures) you have met on your travels.

Not all areas contain treasure: some merely contain traps and inhabitants which you will no doubt fall foul of. You may make wrong turnings during your quest and, while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

Be very cautious about *Testing your Luck* unless the page tells you that you must do this! Generally, when it comes to fights you should *Test your Luck* only to keep yourself alive. Don't *Test your Luck* for causing extra damage to your enemy unless this is really necessary! LUCK points are precious!

The paragraphs of this book make no sense if read in numerical order. It is essential that you read only the numbered paragraphs you are instructed to read; reading other paragraphs will only cause confusion and lessen the surprise and excitement during play.

The one true way to success in this adventure involves minimizing risk – any player, no matter how weak his or her *Initial* dice rolls, should be able to battle through to final success and glory.

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



ADVENTURE SHEET

SKILL
Initial
Skill =

STAMINA
Initial
Stamina =

LUCK
Initial
Luck =

POSSESSIONS

TREASURE

PROVISIONS

NOTORIETY

SKILLS

NOTES

ENCOUNTER BOXES

Skill =
Stamina =

Skill =
Stamina =

Skill =
Stamina =

Skill =
Stamina =

Skill =
Stamina =

Skill =
Stamina =

Skill =
Stamina =

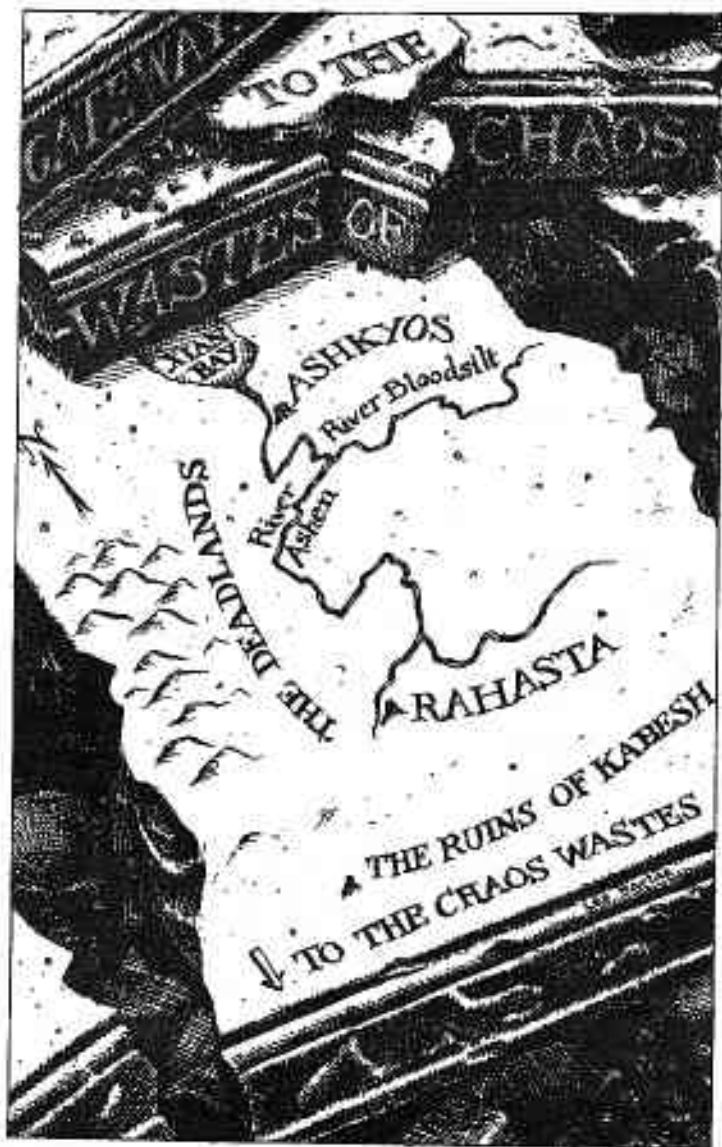
Skill =
Stamina =

Skill =
Stamina =

Skill =
Stamina =

Skill =
Stamina =

Skill =
Stamina =



BACKGROUND

A conclave of wizards is a rare event for a warrior – even one of your talents – to be invited to; but here you are, intrigued by their summons. Finding them gathered round the deathbed of a venerable Great Wizard suggests that matters of great moment must be afoot!

‘It was an Astral Slayer. The spell to ward it away takes so long to cast, and we had not expected it . . .’ The old wizard’s chest convulses with a racking cough, and he weakly spits blood into the bowl held out to him by the healers. ‘We have failed . . .’ and his voice fades away into another spasm of coughing.

The younger wizard puts his hand on the fevered brow, lined with age, and murmurs words of consolation. ‘It could not have been foreseen. Such a thing has not been known for scores of years.’

‘Yet the Staff has been taken! If only we had possessed the power to destroy the infernal thing. Now it is surely in the hands of someone of great power and evil – who else could want such a thing?’



The grey-robed healer holds the old man's hand and bids him rest. The effort of talking seems to have drained the sorcerer for, with a few inaudible words, his head slumps back on to the pillow and his eyes slowly close.



You leave the sickroom with the younger wizard, both silent for a few moments. 'That man was the foremost of our fellowship, my greatest teacher,' he confides, 'and his power was as a candle in a strong wind, pitted against the evil that opposes us. That Staff *has* to be regained. It is a Staff of Rulership, one of the old Staffs of Power; in the wrong hands, it can be used to unify the forces of evil and chaos that are usually divided against each other. Any power strong enough to send an Astral Slayer is also strong enough to use the Staff to that end. The havoc such a mage could wreak is unimaginable.' The wizard's manner, and the urgency with which you have been summoned to the inner council of the wizards, tells you that he is not exaggerating.

'But if this is an affair of great magic, why have you sent for me? I'm only a warrior.'

'Only? Are there not giants who speak of you with fear?'

'Well . . . possibly,' you agree, taken aback by this outburst.

'And then, there was also the matter of that fire-breathing Great Wyrms a few years back, was there not?' Amberon the wizard adds tartly. You plead that you had enjoyed some good fortune in that triumph, but Amberon has made his point. 'We cannot send a wizard to recover the Staff. The man who now has it would sense the approach of a magician long before he could ever get near it. It has to be a warrior.'

You don't have a reply ready for that comment, but at least you do have a query for this wizard who seems to have everything arranged for you. 'So you must know who has it?'

Amberon nods. 'We know where it is, too.'

'Well, that's something,' you agree.

'That depends on how you look at it. It's in Khul.' The land of Chaos; the Dark Continent, home to grim-faced men of evil nature, sorcerous horrors, monstrosities of warped Chaos. This is hardly reassuring. 'In Kabesh, to be exact. A ruined city swarming with monsters and the Undead.'



'Oh, wonderful,' you reply drily, 'I think I've heard enough.'

But Amberon grabs you by the arm and won't let you make for the archway which leads to the outside. 'Two scryers nearly died to find out that much. They aren't going to have taken that risk for nothing. And anyway, while the Staff is in Khul, don't think for a moment that you or anyone else will be safe from its power anywhere on Titan.'

His look tells you with complete certainty that he is not deceiving you. You will not be able to ignore this problem.

'Your passage has been arranged. You'll travel on the *Diablo*, a nasty little vessel under the command of Captain Shagrot. He is a criminal, a liar, and a sadistic bully . . . about the only sort of man who would set sail for Khul nowadays. Of course, you won't be able to travel as a warrior; that would arouse suspicions at once. You are going to be press-ganged tonight and shipped out as a galley-slave on the night tide. We have arranged this.'

You cannot believe your ears. 'I absolutely refuse,' you blurt out.

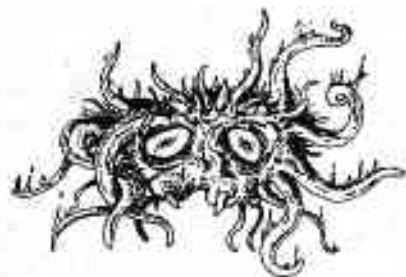


'I don't think so,' Amberon says coolly. 'Take it as a tribute to your resourcefulness and reputation that we consider that only you will have a fighting chance under these circumstances. Surely I have already made the importance of this task obvious.' Amberon grips your arm with a greater strength than you would have believed this slim young man possessed. 'The Staff *has* to be retrieved. If you refuse, a weaker man will have to go in your place; and, before long, Shanzikuul will overrun this land. Then you will be dead in any event.'

The wizard's remorseless logic and powerful persuasion win you over; grimly you agree to accept this quest. It is going to be the most challenging one of your eventful life!

'When you get to Ashkyos, you'll have to slip away

from the ship. That shouldn't be too difficult – by then the crew will be as drunk as lords. But you'll have to find a way to equip yourself with armour, enough food and a weapon, and either have some gold for a passage by riverboat up the Ashen River, or make your way to Kabesh some other way. How you get that money is up to you – but we can give you a headstart.' One of the other wizards hands you over a pair of dilapidated boots. *These* are going to help? you think. But Amberon takes them and deftly twists the bootheels. Inside each is a small depression containing a single gold piece. He shows you how to twist the heel to reveal the secret cavity, and how to seal the bootheel again. 'These will buy you enough food to keep you alive, for a few days at any rate,' he says. 'One more thing I can tell you: about the man – if he is a man – who has the Staff. We have found out that he is a wizard, as we feared; his name is Shanzikuul. Oddly enough, at one time long ago there was a very powerful and evil wizard of the very same name who allied himself with the Dark Elves. He and his warped Elven followers were captured and slain by a huge band of wildmen who flayed and quartered the wizard and then watched as the vultures picked his bones clean. All that happened some three hundred years ago . . . and our magical scrying leaves us in no doubt that *this is the same man who now has the Staff of Rulership*. A wizard of such powers, and with this terrible relic to wield! You must overcome him and return the Staff to us. This will give you some idea of the gravity of the problem.'



After further feeble protestations, you are forced to fall in with their plans. Hoping desperately that the meagre amount of money you have in your bootheels will be enough to keep you alive when you land in Khul – if you manage to get that far – you walk out into the night, down to the docks where, feigning drunkenness, you await the blackjack blow on the back of your head, and waking up, a galley-slave, aboard the *Diablo* . . .

Turn to paragraph 1.





1

You have spent untold days as a galley-slave on the infernal *Diablo*. You are given only watery slops to eat, not enough to maintain your strength; deduct 3 points from your **STAMINA** score. You are kept chained to the benches of the galleys, and you cannot move far. The smell of bad food and sweat is overpowering on the cramped slaver.

This morning, the Second Mate – a repulsively ugly, warty Orc – is in a filthy temper and is taking it out on the slave sitting next to you. The Orc is lashing out with his whip at poor defenceless Ramon, with whom you have formed a friendship. Will you stay quiet and ignore this (turn to 375) or try to stop the Orc's brutal flogging (turn to 62)?

2

If you have the Acute Hearing Skill, turn to 96. If you haven't, turn to 208.

3

The man disappears before your very eyes!

Now you must think carefully and act quickly. You have up to thirty seconds' respite to perform a certain number of actions. You could eat a hasty meal (if you have no Provisions, there is food on the table) – this will take the full thirty seconds. Alternatively, you could drink a Potion if you have one (each Potion you drink will take ten seconds to swallow); you could employ a magical **LUCK** ring if you have one (this too will use up ten seconds);

or you could draw a charge from a magic item if you have one (ten seconds consumed per charge drawn). If you prefer, you could rush across to the table and gulp down a goblet of wine; this will take ten seconds to do, but it will also give you back 4 points of STAMINA. A final option is to leaf through a magical book if you have one, in the hope of finding something useful to read; if you do this (and it will occupy the full thirty seconds), divide the number in the title of the book by 3, then go to the paragraph which also has this number. After you have decided on your course of action and have spent your free time wisely, turn to 68.



4

The ruins of Kabesh contain several noteworthy landmarks; you may care to make a sketchmap of the area. You may visit each area only *once* – unless you are specifically instructed to the contrary in a later paragraph – so make a note of each of the areas as you visit them. You will not learn or find anything on a second visit which you haven't already discovered first time around, so return visits are pointless. After selecting one location, you will be

referred back to this paragraph to select another place to visit. If after visiting all the locations you still have not found the entrance to the Chaos Pits of the Master of Chaos, your mission has failed and your adventure ends in disappointment and frustration!

The areas within the ruins, with compass notations for position, are:

Ruined Senate House (NW)	Turn to 42
Ruined houses (W)	Turn to 155
Old Temple (SSW)	Turn to 321
Mausoleum (S)	Turn to 109
Warehouses (SE)	Turn to 146
Ruined Coliseum (ESE)	Turn to 356
Nomad camp (E and NE)	Turn to 398

5

If you've been to the docks before, turn to 262. If this is your first visit here, turn to 104.

6

Carrying on until nightfall, you finally stumble upon a hollow where a small pool of fresh water is fed by an underground spring. You gulp down all you can; regain 2 STAMINA points. However, during this day you *must* eat two meals.

Your next day is uneventful, but the vultures circling above you in the skies are looking increasingly hopeful. If you have the Ring of Endurance, the heat will not harm you; but if you do not, you must deduct 3 points from your STAMINA because

of the harsh and oppressive heat. During the day, you *must* again eat two meals. You settle down to a weary sleep. Turn to 341.



7

You make your purchase, and Jesper immediately commandeers the eggs and snuggles down, covering them. 'Let's just sit in the sun for a while, shall we,' he says, as if nothing unusual was going on! What sort of creature is this?

Jesper tells you all about his past, and his many masters, most of whom were hunters or sages or nomad chiefs, and you don't learn anything concerning your present quest from him. But you do learn that Jesper likes biting the heads off snakes, and you become quite engrossed in your conversation with him. People stop and stare at such a weird sight; add 1 point to your NOTORIETY.

You only realize that time has been passing when Jesper shifts uncomfortably and then gets up. 'Not really my sort of habit, but I think we could make

some gold here,' says the mongoose airily, and you see that his body-warmth has hatched the eggs. Out of the broken shells emerge two small chicks, already covered in brilliant multi-coloured plumage and chirping in glorious, melodic voices! People are stopping to admire them – and suddenly you are getting offers for them, as men and women produce purses and start offering you gold! You sell the chicks for 10 Gold Pieces the pair. Jesper looks pleased as you pocket this (add it to your Treasure). Turn to 193.

8

The grateful merchant rewards you with 4 Gold Pieces for your efforts. Turn to 394.

9

If you have fought a Gladiator, turn to 314. If you haven't, turn to 208.

10

You must *Test your Luck*. If you are Lucky, turn to 359. If you are Unlucky, turn to 112.

11

An invisible ally is helping you! This is now a three-way fight. Each Attack Round, roll dice for all three of you; the combatant with the highest Attack Strength is the one who will cause damage that Attack Round (your unseen helper has a SKILL of 10). The Necromancer continues to strike only at you! If the Necromancer is slain, turn to 177.



12

You can't get away – you are trapped in a back-alley by two militiamen armed with broadswords and wearing evil, smiling faces! Fight them one at a time.

	SKILL	STAMINA
First GUARD	7	7
Second GUARD	8	6

If you win, turn to 271.

13

You lose 4 STAMINA points on account of the baking heat of the pitiless sun. If this reduces your STAMINA to zero or below, the vultures won't go hungry tonight! If you are still alive, turn to 329.

14

You feel very out of place here and, just as you are thinking of getting up to leave, a steward comes up to you and says politely that one of the guests in the place has had far too much to drink and needs a bodyguard to escort him home. You will be paid for carrying out this little task, of course! 'You, ah, look the sort of fellow who might be used to doing this sort of thing,' the liveried lackey says with a slightly contemptuous expression. Will you accept the job (turn to 184) or decline it (turn to 242)?

15

At the approach of the snake, your camel starts to rear, but you master it and force it to gallop away,

leaving the snake to lie in wait for other prey. With a sigh of relief, you continue your journey. Turn to 183.



16

You find a pouch containing 5 Gold Pieces on the body, so you take this. You are very wary of taking anything else from such a creature, but you never know, he might have something else of value . . . turn to 179.



17

Looking around, your attention is caught by an ill-tempered, ugly man kicking a mongoose which he has on a leash; the little animal is trying to evade his blows. You move up, hoping to shame the brute into stopping his abuse of the little creature, which he does.

He turns to you and spits on the ground. 'Little swine!' he says, aiming a half-hearted kick at the mongoose. 'Supposed to be trained, innit? Does tricks, I were told. Won't do no tricks fer me.' Suddenly his eyes are full of that 'could this stranger be gullible?' look. 'Want to buy the little fleabag fer three Gold Pieces? You could make a big tasty pie out of 'im, and 'is skin could make you a fair pair of gloves.' If you have the Animal Wisdom Skill, turn to 144. If you don't, turn to 249.

18

You return to the house, but there is no one inside it. However, in the sand outside there do appear to be footprints which are definitely not your own. Roll two dice; if you have the Tracking Skill, you must subtract 2 from the number rolled, but if you do not have this Skill, you must add 2 to the number rolled. If the new total is less than or equal to your SKILL, you may follow the trail to another house: turn to 30. If the total is greater than your SKILL, you cannot follow the trail and must search elsewhere: turn to 4.



19

You are well into the deserted lands south of Ashkyos now, travelling through scrubland. The wretchedly poor soil supports only the hardiest of plants, and a few garishly coloured insects buzz round them. You feel sleepy under the hot sun – and perhaps this explains why you are nearly taken unawares by the small, yellow-banded green snake which darts out from a cluster of rocks! Its pearly, venom-dripping fangs are a deadly menace, belying its small size. Do you have Jesper with you? If you do, turn to 283. If you do not, turn to 223.



20

Searching the tunnel is as futile as searching the arena. There seems to be nothing here – and even if there was, you'd never find it below all this sand. The effort of struggling through the deep sand drains your strength – you *must* eat a meal now. After this you leave; turn to 4.



21

You mutter a few embarrassed words about not slaying helpless creatures in cold blood, and the Dark Elf nods in agreement. Your surprise that an undoubtedly evil creature should share your opinion is interrupted as he says, 'I myself am not without honour in such matters. We follow different paths, Man; I serve Evil, and you do not. But, by strange circumstance, I find myself in your debt. Although I may have to kill you in days to come, it will be by a fair fight. As for now, I owe you this –' and he takes from a leather pouch a small golden flask. This is a single Potion of Healing. When you drink it (which you can do at any time except during combats), you will regain 5 STAMINA points. The Dark Elf also points to an intricately decorated Bronze Bracelet left by one of the men. You may take both Potion and Bronze Bracelet; add them to your Possessions. The Dark Elf heads for the door. 'One last piece of advice. We have an enemy in common: Vardrath the Necromancer. I shall be dealing with a couple of his thugs tonight. For your part, seek out the Gambling Hall. The Gnomes there are servants of his; they will probably invite

you to help them in a little expedition if you show yourself to be friendly towards them. Go with them, and you will meet Vardrath. Kill him. That way, when we meet again, we shall not have that despicable carrion-raiser to deal with afterwards.'

Then the Dark Elf is gone, silent and dark as the night itself. You can either head for the Gambling Hall (turn to 311) or decide that it is time to call it a day and find somewhere to sleep (turn to 27).

22

You back away from the giant Kraken, but the venomous Captain is more than a match for the monster! With a few swift strokes from his scimitar he severs the tentacle, then helps his men chop off the others that are attacking the ship. Soon the Kraken is dead – but the Captain isn't finished yet. Evilily, he eyes you with his one good eye, his black eyepatch concealing the scarred pit where the other once lay. His malicious parrot squawks gleefully, 'Keel-haul the landlubber! Keel-haul the scurvy scum!' and the Captain agrees that this would be suitable punishment for a seaman who wouldn't help his Captain. With your wrists and ankles bound, you are soon gasping for air as you are dragged under the *Diablo's* barnacled keel, every inch of movement an agony as your exposed flesh scrapes across the rough surface. Deduct 4 points from your STAMINA. You are hauled up from the sea and thrown back in the galleys, in chains. Turn to 191.

23

Strolling into the Warehouse district, you see coming towards you a young lad carrying a small sack; he is running, flat out, away from a red-faced merchant and two heavily-built labourers who are pursuing him. 'Stop, thief!' screams the perspiring merchant. The boy certainly looks nimble and quick enough to elude his pursuers, but you could stop him. Will you apprehend the thief (turn to 218) or ignore what is going on as the boy runs right in front of you (turn to 57)?

24

You search carefully until finally you find what you have been seeking. There is a trapdoor in the floor below some packing cases – unfortunately, one of them falls on you and you must deduct 3 points from your STAMINA. Opening the trap cautiously, you can just make out a set of stone steps leading down; an unmistakable stench of corruption and Chaos rises up, to catch in your throat and nostrils. Turn to 290.

25

After a fitful night's sleep, you wake to a grey, wet day, so you stay, resting, in your cabin. Roll one die. If you roll 1-3, turn to 221. If you roll 4-6, turn to 254.



26

If you haven't been to the Old Quarter before, turn to 337. If you have been here before, and you have met a Necromancer, turn to 101. Otherwise, turn to 351.

27

If you are willing to pay 1 Gold Piece for bed and breakfast, turn to 220. If you are too mean (or are unable) to pay this, turn to 175.

28

You sleep peacefully in the nomad camp, safe from any night horrors which may be prowling the Chaos Wastes. Regain 3 STAMINA points. Turn to 399.

29

The Zoalinh stops in its tracks as it sees the amulet. 'Servant, servant,' its twin heads gurgle. It gestures you towards a door which it was guarding. It seems to believe that the amulet proves that you are a friend! You can decide to attack it anyway, if you want to (turn to 296), or you can head for the door (turn to 382).



30

You enter the house as quietly as you can. A shadow seems to be moving down the wall beside a set of steps that lead down to a cellar. Cautiously you follow the steps down. The cellar is cool and dark, but a small oil-lamp throws a tiny patch of yellow light in one corner; half-in and half-out of the circle of light crouches a tall, dark-haired man in a brown robe. He holds a warhammer in his clenched hands and hisses at you to be gone if you know what is good for you. Will you:

Attack the man?

Turn to 324

Try to talk with him?

Turn to 383

Leave and search elsewhere?

Turn to 4



31

You have to leave the city immediately. You *cannot* purchase any more items or visit any more locations, but you *can* buy Provisions (1 Gold Piece buys enough for 2 meals) on the way out of Ashkyos. Turn to 388.

32

The Necromancer is not swift, nor is he talented in the use of weapons, but his clawed hands can rake your flesh and cause as much damage as any edged weapon would! What is more, he gains extra vitality from being among the tombs here and can fight for longer than usual!

NECROMANCER SKILL 10 STAMINA 15

If your STAMINA is reduced to 4 or below, turn to 372. If you win, turn to 156.



33

There are many food shops selling small sweet cakes, good bread, hot slices of peppered beef in poppy-seed buns, and other delicious foods. They also sell preserved food for adventurers. 1 Gold Piece will buy you enough food for 2 meals – but don't forget: you cannot carry more than 12 Provisions in a backpack (and only 4 if you don't have a backpack!). After buying here – if you do – you can continue your shopping elsewhere (turn to 384) or find some other part of town to visit (turn to 229).

34

If you have at least 4 Gold Pieces with you, you can try your luck at buying and selling small items in the markets, hoping to pick up a bargain and sell it later at a better price. If you do not have this much money, or if you do not want to risk this undertaking, turn to 229 and try somewhere else.

If you are willing to trade, roll one die and subtract the number rolled from 4. This is the number of Gold Pieces you gain by buying and selling in the market. If you roll 5, you *lose* 1 Gold Piece; if you roll 6, you lose 2 Gold Pieces; well, you're not an expert trader, after all!

After your foray into trading, a small group of merchants form a circle round you and tell you in no uncertain terms to push off: *they* are the merchants round here and they don't like small-timers – especially foreigners – butting in! Add 1 point to your NOTORIETY, and you *may not* return to this part of town again! Turn to 229 to find somewhere else to visit.



35

A new day brings more heat and discomfort as you march wearily along. You are past the half-distance on your journey, but it is a desperately hard grind. Again, you *must* eat 2 meals today.

A rare rock outcrop offers blessed relief as you rest in its shade; but unfortunately it also allows a cunning enemy to sneak up behind you – which is exactly what happens. You glimpse a looming shadow in the brilliant sunshine and stumble to your feet, in time to see a huge green Troll advancing on you with raking claws outstretched! Worse still, this is a Mutant – it has two heads, a scaly tail, and horrid, hard protuberances all over its body; and its legs and shoulders are abnormally strongly muscled, with thick-corded veins and sinews bulging underneath the livid green skin of the snarling monster!

Fighting this brute – which you must do – is not easy. Each time the Troll hits you, roll one die. On a roll of 1 or 2, the Troll has caused double normal damage – 4 points – because of the sheer weight of its claws and fangs bearing down on you!

TWO-HEADED TROLL SKILL 8 STAMINA 10

If you win, turn to 124.



36

You are woken by a faint sound, just in time to see a River Python slithering across the floor towards you! You must fight the huge, banded constrictor, so turn to 162.

37

Just as you are getting into the boat, you tread on a sleeping crewman whose body you couldn't see in the darkness! He leaps up, shouting loudly, 'Murderers! Murderers! The watch!' You hit him hard and push his body into the water; then you lower the boat after him and start rowing like the blazes away from the ship. Fortunately most of the crew are too drunk to respond, but a few of them throw daggers and even a harpoon at your boat! Before you can slip into darkness and safety, roll one die and add 1 to the total. This is the number of points you must deduct from your STAMINA because of randomly flung weapons. If you are still alive, turn to 199.

38

The swarthy man goes to the bar to buy some more drinks while the young man whispers conspiratorially to you about a robbery they have planned. He says that hundreds of gold pieces could be in the place . . . You gulp the tasty rich wine his friend brings back to your table. Soon you are finding it hard to concentrate on what the two men are saying to you . . . but they are smiling, so it must be all right . . . Turn to 303.

39

You refuse point blank to carry on and run up the steps, out of the crypt. But there is a figure waiting for you here! Turn to 135.

40

You blow the Silver Whistle, and soon your small friend comes scampering towards you. Do you have a mark on your forehead? If you do, turn to 226. If you do not, turn to 366.

41

'Tine,' says Vesper the thief, and he gives you a handful of small coins to buy food and some of the local hot herbal tea, to keep you refreshed during the day. You wolf down the food (regain 2 STAMINA points), sip the tea under the warm sun, and rest, waiting for the night to come around . . .

. . . And when it does, the little thief arrives with it. He has a bag containing picklocks, crowbars, jemmies, some rope . . . and heaven knows what else in it. You set off down the dark streets to the warehouse, and Vesper tells you to keep watch in the shadows while he slips inside and begins work. You settle down to keep watch. If you have the Blindsight Skill, turn to 291. If you haven't, turn to 362.

42

The Senate House is a tall and beautiful structure – what remains of it. Above the arched entrance you can see lettering etched into the stone and some odd

sculpted design, but you can't make out any detail. You might be able to read it if you could get up to have a closer look. Do you want to try climbing (turn to 224) or go straight into the building (turn to 106)?

43

You edge one way round the room; the man, dragging his burden, edges along the opposite wall, towards the door. Eventually he reaches it – only to trip over the body of his colleague! He panics, drops the Dark Elf's body and rushes down the stairs. He is very swift and can elude you if you try to follow.

Have you seen a Dark Elf before during this adventure? If you have, turn to 100. If you have not, turn to 325.

44

'Well, I suppose I'd better do a few tricks,' says Jesper miserably. Clearly, your smart and helpful little companion considers this to be beneath his dignity. If you want to tell him he doesn't have to do this, turn to 282. But if you really need the money and want him to go ahead, turn to 232.

45

You knock the drunken wretch down, and the other galley-slaves are only too glad to help you strangle the life out of your hateful oppressor. But the First Mate of the ship has seen what happened, and now you are dragged out in chains to walk the plank as an example for the other slaves! Dumped into the sea at scimitar-point, you gasp for air as you see the

triangular fin heading towards you through the blue waves, and then you scream in agony as your legs are ripped away by the savage shark. You have met a tragic and early end in your quest, and your adventure ends here!

46

You must fight to destroy the poisonous snake. Even though you will have to take only the usual 2 points of damage from any bite it delivers during combat, and although it will not strike you easily, its venom may have delayed effects.

VENOMOUS SNAKE SKILL 6 STAMINA 6

If you win, turn to 211.

47

'Move aside, my good fellow,' you say with all the natural authority you can muster, and you claim that you are meeting someone of importance inside. Now you must *Test your Luck*. If you are Lucky, turn to 98. If you are Unlucky, turn to 196.

48

You settle down somewhat reluctantly on the bedbug-infested bed, but you are so tired that you drift off to sleep anyway. Do you have the Acute Hearing Skill? If you do, turn to 233. If you do not, turn to 152.





49

Clad in your armour and grasping your sword, you step into the ring. The crowd roars with bloodlust as you move around, seeking an advantage of position and momentum for a first sword-thrust. Among the crowd, Marshal Lakatos – the corrupt military dictator of this city – watches with sadistic amusement. Your life is in your own hands now, for this is a fight to the death!

GLADIATOR

SKILL 9

STAMINA 14

If you win, turn to 389.

50

This ring adds 2 to your SKILL! It *does* allow you to exceed your *Initial* SKILL, and this bonus *can* be added to any you may have for possessing a Magic Sword (if you have one). If your *Initial* SKILL was high, with this bonus it can even exceed 12! Return to 267 to decide upon another action to perform.

51

Do you have the Acute Hearing Skill? If you have, turn to 36. If you haven't, turn to 132.

52

Out of thin air, a gleaming black-bladed long-sword strikes at the Necromancer, causing him to lose 2 STAMINA points! If this kills him, turn to 177. If he is still alive, turn to 11.

53

Entertainer's Square is a great open space with benches and trestles, and with drinking-dens and stalls selling refreshments. Around you, minstrels, bards, street poets and animal trainers are entertaining the populace and, looming above all, the Gladiatorial Park dominates the square.

If you have Jesper with you, turn to 44. If you have been in this district before, turn to 9. If this is your first visit, and Jesper is not with you, turn to 2.



54

You can buy food in Rahasta from a sullen, disfigured old man whose taloned hands grab eagerly for your money. However, he asks 1 Gold Piece for each set of Provisions you buy. Double the usual rate, but you must pay or go without. If you buy, adjust your Treasure and Provisions accordingly. Now, will you:

Find somewhere to sleep, if you haven't slept here yet?

Turn to 166

Go to a tavern, if you haven't done so before?

Turn to 272

Try to buy a mount for the journey ahead?

Turn to 186

Leave for Kabesh?

Turn to 114



55

The noise of loud shouting comes from the street below, and you can both see the militia arriving in force, making for the stairs. The Dark Elf, amazingly, grins at you. 'Not the time to finish this, I think,' he says, and despite his threat to kill you in Kabesh you have to agree with this. Whoever won would only be overpowered by the militia. The Dark Elf runs to the door, unwinds a rope from round his middle, whispers a few words in the language of his people, and – is gone! He simply holds on to one end of the rope, is jerked upwards – and disappears into thin air! His final words hang in the air: 'We may meet again.'

But what of your own escape? If you have the Climbing Skill, turn to 281. If you don't, turn to 365.





56

You take the Sacred Sphere of Hazdur to Baalberith the Savant. His face reflects his delight when he takes the ball; as he does so, it hums slightly and radiates a faint blue glow in the hands of the priest. His devout attendants fall to their knees and mumble prayers. He puts the Sphere aside on a velvet cushion, and tells you that you have brought his people the source of divine wisdom they sought here.

Baalberith blesses you; gain 1 LUCK point. He will also reward you; he will gladly give you any or all of the following which you might need: a lantern with oil, some rope, a sword, and enough Provisions for 6 meals. He also offers you a magical item: you can take *either* a Potion of Stamina (if drunk, it restores STAMINA equal to one-half your *Initial* level, rounding fractions up; you can drink it at any time except during combats); *or* you can have a fine scimitar which is a Magic Sword. This will add 1 to your SKILL, in combats only. Think carefully before deciding which item you want!

You may stay with the nomads tonight and rest; regain 4 STAMINA points. In the morning the nomads will leave, so you cannot return to their camp; turn to 4 to find another area in the ruins to visit.

57

The juvenile thief escapes easily, and one of his pursuers stops and points angrily at you. 'You could have stopped him! You're probably a thief, like he is!' People stop and stare at you; add 1 point to your NOTORIETY. It's best to leave this district and try another part of town; turn to 229.

58

A tall, pale, black-cloaked figure appears in an entranceway. His flesh is shiny, almost scaly, and there is a charnel smell about him. The Necromancer will want to replenish his undead retinue if he can! Do you have a forehead mark? If you have, turn to 133. If you haven't, turn to 322.

59

The fiery missile lands on the deck close to you and showers you with red-hot debris; deduct 8 points from your STAMINA for this massive strike. If you are still alive, turn to 358.





60

The only hostelry you can find to sleep in is the Plague House, a former asylum for the victims of a festering, dementia-inducing plague, which has now been converted into a lodging house. The creature who runs it has a disgusting mutation: drops of thick yellow mucus drip from his insect-like, purple compound eyes on to his cheeks; he brushes the mucus away with a rubbery paw covered in thick black bristles. He seems almost to relish your disgust as he tells you that it will cost you 2 Gold Pieces to rent a room for the night, and offers you a key. If you have the money, you do need rest and you should therefore pay and go to sleep in your dank, foul room: turn to 48. If you have no money at all, or you refuse to pay, you will have to sleep out in the open: turn to 152.



61

You sit down with the Gnomes and begin to play dice; you are fortunate, winning 2 Gold Pieces. Then two of them leave for the bar, and the other two edge closer to you. 'Big strong warrior, aren't you?' one says softly. 'We could use a man like you. Want a job for the evening? Not exactly legal, but it pays well. A word somewhere where the walls don't have ears,' and you get up with them, leave and walk as far as a quiet and deserted, darkened

back-street. 'All you've got to do is keep look-out. Our master, he's interested in, like, research. Needs a few bones and stuff, down at the cemetery. Five Gold Pieces in it for you. Coming?' Will you agree to help the Gnomes (turn to 273) or refuse to do so (turn to 293)?

62

You shout at the Mate to stop his ill-treatment, but he turns on you with a snarl and gives you a flogging every bit as bad as the one he inflicted on Ramon. Deduct 3 points from your STAMINA. Then the Orc stamps away, puffing and cursing. Ramon turns to you and whispers his thanks; had the Orc gone on with the flogging, he would certainly be close to death. You see the utter fatigue in Ramon's limbs and the despair in his eyes. Will this hell never end? Turn to 375.



63

A shrivelled, glowing, mummified hand appears on your shoulder, squeezing at your sword-arm. You must fight with a temporary deduction of 1 from your SKILL until you have killed your evil foe. What's more, each Attack Round you must roll one die: if you roll 1-3, the pain from this spectral claw is so great that you must deduct 1 point from your STAMINA. Return to 32 to finish the fight.

64

Kanstrin's Guursh Bar is not what you might have expected! The name is a joke - this is the one high-class place in the Old Quarter. With your dubious appearance, it won't be easy to get past the huge bouncer at the door. He is *probably* human, but he looks as if he has some Trollish blood in him! Will you:

Try to bribe your way in?	Turn to 259
Try to bluff your way in?	Turn to 47
Try Koyala's Bar instead?	Turn to 360
Try the Gambling Hall instead?	Turn to 311

65

You have time to loose off up to 3 crossbow bolts at one target. For each shot, roll two dice. If the total rolled is less than or equal to your SKILL, you have hit the target. If the total rolled is greater than your SKILL, you have missed. If you hit with at least two shots, you have killed a deer, and you can get some meat, and your bolts back; if you did not hit with at

least two shots, the deer escapes and you will not be swift enough to track and catch it. Cross off the crossbow bolts you use from your Possessions. If you killed a deer, turn to 312. If you did not, turn to 190.

66

If you want to do any last-minute shopping, you can do so by turning to 384; but then you *must* turn to 388 (make a note of this paragraph number on your *Adventure Sheet*).

67

The dart causes only 1 point of damage to your STAMINA – but it is poisoned, and you feel yourself keeling over in a dead faint! Turn to 303.

68

Shanzikuul reappears, the neck amulet shimmering round his pale throat as he materializes in the room. Continue your fight with him – you must add 6 to the STAMINA score he had when the earlier fight was broken off – he has performed some healing on himself – so return to 289 to complete the fight, which is now to the death! Make a note that, if you win, you should turn at once to 349.



69

When drunk, the Potion of Stamina will restore STAMINA equal to half your *Initial* score (rounding fractions up). If you have, say, an *Initial* STAMINA of 19, drinking this Potion will restore up to 10 lost STAMINA points. You may drink this at any time except during combats. Return to 275.



70

You round the corner of a small warehouse and bump right into – Captain Shagrot! There's no mistaking the eyepatch, the wooden leg or the scimitar in those gnarled, shovel-like hands. 'Thought you'd escape, did yer?' he snarls in fury, drawing his scimitar. Shagrot's crew members are beginning to form a circle round you! You can either fight (turn to 93) or try to make a run for it (turn to 385).



71

You are face to face with a huge, ten-legged scorpion with garish, yellow-green pincers and a black tail which arches over its back and ends in a forked, red-tipped, stinging point. The back of the creature is protected by thick black spines; from them a sticky, milky fluid oozes, coating the flanks of the monster with a foul-smelling, dripping membrane. You *do* have the option of running away from here now without taking any damage, since the monster is slow to react to your presence. If you wish to run away and search somewhere else, turn to 4. If you want to stay and fight the scorpion, turn to 97.

72

What will you try, in order to get out of this threatening situation? Will you:

- | | |
|--|-------------|
| Fight the locals? | Turn to 371 |
| Try to talk your way out of it? | Turn to 176 |
| Offer them some money? | Turn to 350 |
| Find some item you have to show to them? | Turn to 142 |

73

If you *must* leave (because your NOTORIETY is 8 or more), turn to 31. Otherwise, turn to 66.

74

If you have the Animal Wisdom Skill, turn to 165. If you haven't, turn to 369.

75

You heave the body on to your shoulder and ascend the stairs, to find someone waiting outside! Turn to 135.

76

You step on a rock beneath the sand and twist your foot, bumping into a pillar as you do so. The pillar falls and gives you a nasty blow in the side as you try to limp away; deduct 4 points from your STAMINA. If you want to continue looking here, turn to 20. If you want to leave the Coliseum, turn to 4.

77

At last the hellish voyage is over! The crew are drinking themselves stupid in celebration at the lookout's cries of 'Land ahoy!' The *Diablo* makes her way down the estuary towards Ashkyos and anchors close by the town. The crewmen release you and the other galley-slaves from your chains, rope you all together, and batten down the hatches to keep you inside. You are able to slip your bonds easily enough, but the hatch is a different matter. You are baffled until, luckily, a few drunken crewmen come down to have some fun with their whips; as they do so, you slip past them and climb up on deck. If you have the Move Silently Skill, turn to 244. If you don't, turn to 138.

78

Fresh venison would be delicious, but there's no way you're going to get any! The vultures seem to be smirking . . . turn to 190.

79

Circling around, the cunning Manticore fires some spikes at you before it lands to fight on the ground. Roll two dice four times. Each time the total rolled is greater than your SKILL, you get hit by a spike and must deduct 2 points of damage from your STAMINA. After this, the Chaos creature lands and you can fight back; turn to 102.

80

You advance on the figure – but he is very swift and guesses your intentions at once. From his robes he draws a long dagger with a discoloured, curved blade and advances on you, hissing. Wretchedly, you have chanced on an Assassin being paid for his work! You must fight him. If he wins an Attack Round, each of his first *three* blows will inflict 4 points of damage to your STAMINA, because of the poison on his sword; after this, any further hits will mean only the usual 2 points being deducted.

ASSASSIN

SKILL 9

STAMINA 9

If you win, turn to 348.

81

Leering, battle-scarred Captain Grotniss spits at you and utters a curse as he lashes out with his broadsword!

PIRATE CAPTAIN

SKILL 8

STAMINA 9

If you defeat him, turn to 201.



82

After edging your way along the ledge for a few yards, you come to a door which is very slightly ajar, so you risk a peek through the crack. You see an otherwise bare chamber containing some vats filled with sludge, and large iron ladles and buckets beside them. The air is warm and the smell is yeasty, but not unpleasant. A Mutant wanders in, takes a bucket, ladles some sludge into it, and goes away out of your sight.

A minute or so later, you hear slurping and thrashing sounds coming from the Thing in the pit. If the Thing feeds on sludge, could you eat some? Will you:

Enter the room and eat some
sludge?

Turn to 339

Head for the portcullis?

Turn to 352

Backtrack and go right round the
ledge (if you haven't taken
that path before)?

Turn to 117



83

Searching the bodies of the kidnapper and his accomplice, you find a total of 4 Gold Pieces; as you are checking for further treasure, you hear shouts outside. Peering out of the door, you see a squad of militiamen already on the scene! It's impossible to fight them, there are too many of them. Do you have the Climbing Skill? If you do, turn to 281. If you haven't, turn to 365.



84

You say that you don't wish to fight, and the man doesn't attack. The man, whose name is Kanestin, says that he is here to find a lost magical tome – and he knows your purpose, it seems, for he says he has no interest in trying to overcome the Master of Chaos! He *does* know where the entrance to the Chaos Pits is, though, and he will tell you where this is – and warn you about a trapped portal there – if you find the tome for him.

If you already have the book and want to give it to him, turn to the paragraph with the same number as the number in the title of the book. If you have it, but will not give it up, you can either attack him (turn to 324) or leave and search elsewhere (turn to

4). If you do not have the book, you may promise Kanestin help in finding it – if you do, turn to 338; if you won't help, you leave and find another part of the ruins: turn to 4.

85

You press on down the stairs and come to a door, which is easily pushed off its hinges. Beyond lies a small sanctum with many wall-shelves and the remains of books and scrolls. However, this lair is the den of a creature that reveals the power of Chaos in this place! If you have a lantern, turn to 71. If you do not, turn to 198.

86

You spend the day heaving unwieldy crates in a warehouse. It's heavy work, but you are given good meals to keep you going, and you are paid 4 Gold Pieces. You also get a place to sleep for the night; regain 4 STAMINA points.

In the morning, you can stay in this district (turn to 279) or go elsewhere (turn to 229).





87

You sit down and take a closer look at the other customers, but then a huge, hairy and brutish man emerges from the other side of the bar and says, 'Oi, you! This is a place for *drinkers*.' So, will you:

Order some white wine?

Turn to 212

Order some red wine?

Turn to 113

Leave and go to the Guursh Bar?

Turn to 64

Leave and go to the Gambling Hall?

Turn to 311

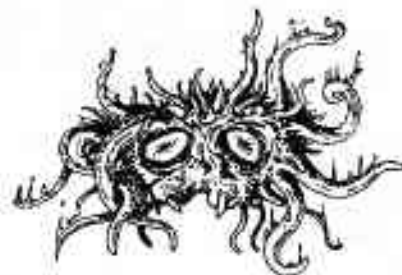


88

Your blow strikes the Demon and causes normal damage when you hit. Return to 302 to finish the combat.

89

You decide to pay 1 Gold Piece for a decent place to sleep at the end of the day, well away from the Old Quarter. But you sleep very badly, and regain no STAMINA at all! Turn to 287.



90

You run away – and just as you reach the door, a Dark Elf appears in the room behind you and snatches the Staff of Power you stupidly left behind! Laughing, the Dark Elf disappears by clambering dextrously up a magical rope and vanishing into thin air! Your cowardice is about to get its due reward, as a howling group of Mutants comes racing down the corridor, axes and cleavers at the ready. Base cowardice has betrayed you at the last!



91

Ali Haji-Sheikh keeps a good range of weapons and other useful supplies for the seasoned adventurer. His prices are:

Backpack	2 Gold Pieces
Crossbow	4 Gold Pieces
Crossbow bolts (5)	1 Gold Piece
Lantern (with oil)	4 Gold Pieces
Leather armour (with shield)	8 Gold Pieces
Sword	5 Gold Pieces

Ali is a fair man and will also include a waterskin with a backpack (or with any purchase over 2 Gold Pieces). You can have anything you pay for, but you may carry only one of each item shown (except for crossbow bolts; you can carry up to 10 of these). The crossbow is, of course, useless without bolts to shoot! If you buy a crossbow and bolts, you must keep track on your *Adventure Sheet* of how many bolts you use. Ali is also prepared to buy certain items from you, should you want to sell for any reason: he offers 3 Gold Pieces for a sword and 2 Gold Pieces for a lantern, and in this case you are allowed to carry an extra item of this type if you find one and want to bring it here for sale. Certain purchases, however, attract attention! For buying *each* of the following items you gain 1 NOTORIETY point: a crossbow, leather armour and a sword.

If you want to do more shopping, turn to 384; otherwise turn to 229.

92

An unsteady pillar suddenly wobbles and falls – but you have time to jump away before it hits the spot where you were standing! Gain 1 LUCK point for this piece of good fortune. You wait for the choking sand and dust to clear. If you want to proceed with checking the pillars and the entrance passage, turn to 20. If you want to go elsewhere, turn to 4.

93

The crew look reluctant to intervene directly. They hate their sadistic Captain as much as you do! But they hem you in and you must fight!

CAPTAIN SHAGROT SKILL 9 STAMINA 11

Unfortunately a demented parakeet takes off from one of the sailor's shoulders and tries to fly at your face and distract you! You have a choice here. You can ignore the parakeet and attack the Captain; but if you do this, you must fight with a temporary reduction of 1 to your SKILL until the Captain is killed. Or you can attack the parakeet – two blows will kill it, but this gives the Captain time to strike you twice, for a total of 4 points of damage to your STAMINA. Decide what you wish to do and finish the fight! If you win, turn to 278.



94

If you have the Animal Wisdom Skill, turn to 15. If you haven't, turn to 171.



95

The Chaos horror smacks wetly into your face; its thick mucus blocks your sight and tentacles wrap themselves round your throat. Spines probe for your jugular vein while throbbing and knotted veins in the tentacles pulsate wildly at the promise of rich, warm, red blood. You manage to drag the nightmare conjuration off, but not before you have lost 3 points from your STAMINA. Now you face Shanzikuul, who stands, smirking, while his hand tightens on his sword! Turn to 289.



96

You look around, listening to the musicians and watching the team of amazing juggling Gnomes dressed in flamboyant colours, hurling plates and coloured balls up in the air. Then you catch a fragment of conversation coming from one side: 'Tonight at Kanstrin's, then. We'll take out . . . poisoned darts . . . Master says kidnap . . .' You

look around slowly and see two men in leather jerkins moving away in opposite directions. In the crowds, they easily melt away from your sight. Now, will you:

- | | |
|--|-------------|
| Spend some more time in
Entertainer's Square? | Turn to 9 |
| Ask people discreetly about
'Kanstrin'? | Turn to 168 |
| Leave here and go elsewhere
in town? | Turn to 229 |

97

You have a tough fight on your hands against the Mutant Scorpion. Each time it wins an Attack Round, roll one die. If you roll 1 or 2, you are hit by the creature's stinger, and the venom from this does double normal damage (4 points per strike).

MUTANT SCORPION SKILL 7 STAMINA 8

If you win, turn to 236.

98

The door's guardian ushers you in with a grunt; turn to 148.

99

You feed the ravenous Mutant Orc (deduct 1 meal from your Provisions). It gives an appreciative belch, and is now only too happy to tell you what it knows of Kabesh. While still in its original, Orcish condition, it was captured by mutant servants of a

foul Wizard and taken to the Chaos Pits below the ruins; it was dragged there unconscious, so it does not know where the entrance is. The Wizard is spawning mutant abominations of many kinds, and over some weeks the Orc's arms and head were mutated from normal Orcish form. It managed to escape and has fled north, just trying to get as far from Kabesh as possible. The Orc can tell you little else, but it does know that a party of nomads is heading for the ruins on some kind of sacred pilgrimage, looking for a magic item of some sort.

You have talked so long that now it is nearly dawn. Deduct 1 point from your STAMINA through loss of sleep. You bind the Mutant Orc's limbs fairly loosely so that it can work them free in a while – but not before you are well away from here! You continue your journey: turn to 390.

100

Now you can see the Dark Elf's face, you recognize him as the one you have seen before. Dark Elves may be evil by nature, but killing a drugged and helpless creature – even a Dark Elf – would be a cowardly, evil act in itself. You get on with searching the bodies of the men you have overcome, keeping one eye on the Elf. Turn to 325.

101

The Old Quarter is swarming with militiamen; it seems that the tomb of some local minor nobility was disturbed recently and a body stolen, and

everyone is talking about it! You get the message and start to backtrack, but a militia captain has seen you and shouts! You panic and run, but you are soon caught and left to rot in the town dungeon. Your adventure ends here!

102

The Chaos Manticore is younger than most of its race and is not of full adult size, but it is still a frightening enemy with its razor-sharp, great cat's claws!

CHAOS MANTICORE SKILL 8 STAMINA 10

If you win, turn to 251.

103

You are fairly certain that the Iron Key will open the portcullis – but what of that trap? You're going to have to take a risk here: you *must* open it. But you can hold one item in the hand not turning the Iron Key before you do this. Write down which item in your possession you will have, ready to hand, as you open the portcullis; then turn to 280.



104

The docks are teeming with stevedores and seamen of a wide and disgusting diversity: there are men, certainly, but there are also Orcs and even some Ogres – and one small crew of things which might once have been men, but now . . . you shudder and look away.

One group of drunken sea-dogs is brawling and cursing, and out of the corner of your eye you notice a figure in a small passageway behind one wharf handing a package to a hunchbacked Dwarf and taking a purse in return. It must be money – why, the brown-robed figure is even counting the coins, and you can see the glint of gold in the sunshine! The Dwarf vanishes down the alley.

You could try sidling over and having a go at stealing the gold (turn to 80); or do you prefer to ignore the robed figure and continue looking around (turn to 70)?

105

You snatch the ring from Shanzikuul's hand, and the wizard screams in rage and fury! He springs up from his throne-chair and backs away from you. Will you attack him at once (turn to 187) or spend a few precious seconds putting the ring on your own hand, so giving the wizard time to put more distance between himself and you (turn to 241)?



106

Inside the building, broken fragments of sculptures and statues lie scattered, together with the bone-dry remnants of chairs and tables which have mostly crumbled away to dust. There are even some book covers lying around, although the paper has long since been consumed by the ravages of heat and insects.

At the far end of the chamber there are stairs leading down, which you investigate. You will need a lantern here – if you do not have one, you *can* make your way down, but you could well have problems with traps and fighting! Also, you thought you heard something hard scraping on stone, down

below. If you want to descend the stairs, turn to 85. If you want to leave and go elsewhere, turn to 4 – if you are leaving because you don't have a lantern, make a note that you *can* return to investigate later on if you manage to find one.

107

Alas, just as you are stuffing the last few feathers into your mouth, the Captain clammers down into the galley. Enraged, he draws his scimitar and brings it down across your neck. Your adventure ends here!

108

You swoon with the pain and fall unconscious. You will have to lose an extra 5 STAMINA points from the horrible poison. If this reduces your STAMINA to zero or below, you are dead, and your adventure ends here. Otherwise, you wake eventually, feeling ill but able to continue: turn to 183.





109

The great stone doors to the Mausoleum take considerable effort to force open – deduct 2 points from your STAMINA for this exertion. Inside, there are numerous marble tombs and sarcophagi, and wide stone steps leading down. There are some lanterns on the walls which have a little oil left – so, if you do not have a lantern, you may take one of these (add it to your Possessions). You descend the steps to a landing, where you see tomb-chambers to the left and right. It is eerily silent, and your footsteps echo on the cold, hard stone.

As you are pondering which way to go, two skeletal figures, armed with stone axes, slip out of the shadows on either side of you. You must fight the two together. Each Attack Round, determine the Attack Strength of yourself and *both* the Skeletons. The combatant with the highest Attack Strength will inflict a damaging blow in that Attack Round. When you destroy one Skeleton, of course, you will then be in a one-to-one fight with the other!

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	6	6

If you win, turn at once to 333 without performing any other actions.

110

You are no wizard, but by sheer good fortune you open the book at the page containing a weird formula, and you start gibbering it out: it is a Spell of

Fortifying, and through it you regain up to 10 lost STAMINA points. Also gain 2 LUCK points for this fluke success! Now turn to 68.

111

Vesper sits drinking tea with you. 'I don't have long,' he says quietly, 'I've got a little job to do this morning. Nothing you could help with, I'm afraid.' But he does tell you some things about Ashkyos. You know about the unpleasant militia and the brutal city ruler, Marshal Lakatos, but other snippets of information are interesting. First, Vesper saw a Dark Elf about town yesterday, inquiring about boats going upriver to Rahasta. Dark Elves are rare in Khull! Also, if you want further employment, Vesper knows that a Necromancer has arrived in town recently. 'I was offered the chance to do some grave-robbing for him, but it's not my line really. Pays well, though. If you're interested, try Stavian's in the Old Quarter - just down the road, in fact.'

It's time to leave Vesper now, so will you:

- | | |
|---|-------------|
| Head for the markets to sell the saffron? | Turn to 240 |
| Go to the Old Quarter? | Turn to 26 |
| Go somewhere else in town? | Turn to 229 |

112

You can see nothing down here in the gloom; fearful of blundering into other monsters that may be lurking in the dark, you leave. Turn to 4.



113

You pay 1 Gold Piece for your goblet of red wine and sit drinking in a corner. After a short while, a swarthy man in a cloak and a fair-haired youth wearing a smart grey jacket and blue breeches sidle over and sit beside you. They murmur to you that they could use a 'friend' to assist with a little job they have in mind. Illegal, but lucrative! 'Have a drink with us and let's discuss it,' says the younger man in a smarmy tone of voice. Will you:

- | | |
|----------------------------------|-------------|
| Accept their offer of a drink? | Turn to 38 |
| Leave and visit the Guursh Bar? | Turn to 64 |
| Leave and try the Gambling Hall? | Turn to 311 |

114

Have you slept and rested in Rahasta? If you have, turn to 327. If you haven't, you have to take the risk of sleeping in the wilds, because you are desperately tired; turn to 152.

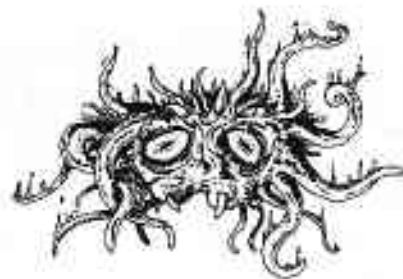
115

You pick up the sword (you can add this to your Possessions if you do not already have one) and bind the arms of the whimpering Mutant Orc. Orcs may be evil and vicious, but it is hard not to feel at least a little pity for this pathetic creature, once you have mastered your revulsion at its appearance. Then, surprisingly, the Orc manages to utter a few words that you can just about understand. It thanks you for sparing it and explains that it is starving, having found no food on its flight from the horrors of Kabesh. Kabesh! This creature has been there . . . If you are prepared to give it some food, turn to 99. Otherwise, turn to 200.



116

If this is the first time you have visited the Market district, turn to 17. Otherwise you stroll over to Entertainer's Square (turn to 53).



117

You edge along the path, closer to the open doorway, and when you reach it you risk a look inside. You see a chamber which contains many weapons—swords, cleavers, halberds, bardiches, clubs and cudgels. You also see a man, clad in leather armour and wielding a broadsword, wearing an unusual helm on his head. He is half-turned away from you, so you duck your head back to avoid being seen. What will you do now? Will you:

Double back and take the left
side of the ledge (if you haven't
taken that path before)?

Turn to 82

Try to sneak past the guard to
the portcullis?

Turn to 332

Attack the guard?

Turn to 248





118

You kick open the door at the head of the stairs and are greeted by a surprising scene. A small, greasy, dark-haired man in a leather jerkin stands facing you, his back against the far wall; he is holding a dagger across the throat of an unconscious Dark Elf who is slumped forward so that you cannot see his face. 'One move and the Elf gets it,' the man cries out nervously. 'Over there, slow, while I get out the door,' and he gestures to one side. Will you attack him, knowing that the helpless Dark Elf can be slain in an instant (turn to 210), or do as the man tells you (turn to 43)?

119

You clamber up the crates and manage to push a couple down behind you on top of the sailors, knocking them down. This action enrages the merchant who owns the fragile cargo inside them, and he screams for the authorities. As you flee, a militia-man arrives and gets a brief look at you. Add 1 point to your NOTORIETY, but you do escape. Now find somewhere else to visit by turning to 229.



120

You take Shanzikuul's amulet – but now it has grown dull, and you guess that its magic is in abeyance. Return to 267 to decide which other actions to perform!



121

You haggle with the little man. 'Come on, that beast has seen better days,' you say authoritatively. 'Ten Gold Pieces is all I'll offer!' He feigns shock, waving his hands and saying what wicked people foreigners are. But eventually you beat him down to 13 Gold Pieces for the camel. If you buy it now, Bokhannon will keep it stabled for you until you need it; if you don't have the money for it now, you can come back and buy it later by returning to this paragraph (make a note of this). For now, you can continue shopping (turn to 384) or go elsewhere in town (turn to 229).



122

A heavy dew falls just before a searing sun rises in the sky, and you are able to collect enough moisture to keep going. Tonight should see you in Rahasta, where you will be able to rest and buy food for the last leg of the journey to Kabesh. You set off wearily, squinting into the heat-haze in the distance.

Your hopes for an undisturbed day are suddenly dashed: just as you are rounding a ridge, a weird shape lumbers into the air in front of you. The Chaos creature has a lion's body covered in mottled black fur, huge leathery wings, an almost human head, and a long, green, scaly tail, covered in knobbed spikes. The Chaos Manticore fires a volley of barbs straight at you! Some of the spikes strike your camel, which falls to the ground, dead – but you leap off in time to avoid harm. Do you have a crossbow and at least 1 bolt? If you have, turn to 192. If you haven't, turn to 79.

123

The Necromancer's body falls dead at your feet; you have slain this vile servant of Evil! If he gave you some money, turn to 179. If he did not, turn to 16.



124

If you have the Tracking Skill, turn to 361. If you haven't, turn to 213.

125

You make a grab for the Staff, but the Master of Chaos is too swift for you. He spins violently out of his chair, and the amulet round his neck flashes briefly with light and – then the Master stands at the far end of the table, his Staff raised to strike at you as you race to attack him! Turn to 163.

126

If you have some saffron you want to sell, turn to the paragraph with the same number as the weight of the spice, in grammes, which you possess. If you do not have any saffron, turn to 116.

127

Roll two dice, then add 2 to the total rolled. If this new total is less than or equal to your SKILL, you have managed to grab the helm: turn to 286. If the total is greater than your SKILL, you have failed – and the guard will get in a free strike against you for

2 points of damage to your STAMINA. You can try up to three times to grab the helm – if you can't do it in three tries you won't be able to do it at all! If you decide after fewer tries to fight normally, or if you fail three times, turn to 159.

128

You run back round the corner of the building and get away from the blowgun user. It is late, and you need to find a place to sleep – somewhere safer than the Old Quarter! Turn to 27.

129

Clearly, you have strong suicidal tendencies. You are soon surrounded by a dozen Chaos Mutants, who are only too delighted to overpower you and throw you into the blasphemous horror in the Pit, to have the very marrow sucked from your bones!

130

Breathing heavily with fatigue, you gaze down at the thick, severed tentacle. Shagrot stares at you out of his one baleful black eye and mutters his grudging thanks. He turns around and knocks a seal off one of the kegs on the deck; thick, treacly grog begins to run from it. Needing no second invitation, you cup your hands to gulp some down. Regain 4 STAMINA points. Turn to 215.



131

The Warrior-Savant of the nomads introduces himself as Baalberith, Servant of the Lord of the Suns and the Ways. You have no idea what that implies, so you decide to bow respectfully, and this seems to go down quite well. Baalberith explains that his people are in this defiled land on a sacred quest to recover a lost icon of great religious and spiritual importance to them: the Sacred Sphere of Hazdur, a golden globe set with moonstones. Obviously they do not know exactly where it is to be found. Baalberith says that, should *you* find this item here, you will be rewarded for your efforts! (If you find this object, and you decide to give it to Baalberith, you can do so by turning to a specific paragraph: take the numbers for the **SKILL** and **STAMINA** of the monster you fight immediately before finding the Sphere, multiply them together and this will give you the number of the paragraph to turn to. For example, if the monster has a **SKILL** of 9 and a **STAMINA** of 20, you would turn to paragraph 180. Make a note of this formula!)

You say that you will do your best to help the nomads, and Baalberith seems satisfied with this. He will provide food and shelter for you tonight. Now, is Jesper with you? If he is, turn to 263. Otherwise, turn to 28.



132

You wake to feel a constricting pressure round your chest – you are being squeezed (and bitten) by a River Python! Deduct 2 points from your STAMINA. The long, pink, forked tongue and the small fangs of the reptile are not a serious threat, but the bulging muscle of the green-yellow body coiled about you threatens to squeeze your very life's breath out of you! You will have the following penalties in the fight to come: because of the squeezing you will have to deduct 1 point from your STAMINA every Attack Round until the monster is dead, and you must reduce your SKILL by 2 for the duration of this combat! Now turn to 162 to fight the creature.

133

You must *Test your Luck*. If you are Lucky, turn to 322. If you are Unlucky, turn to 256.

134

You manage to get away from the guards and they soon give up trying to follow you. You find a back-alley in which to rest, but you manage to sleep only fitfully and you don't regain any STAMINA.

In the morning, you *must* eat a meal. You decide to make for a different part of town, since guards are already beginning to patrol the Warehouse district, and one or two look at you with suspicion. Add 1 point to your NOTORIETY: turn to 229.

135

Outside, in the thickening night mist, stands a pale figure dressed all in black. The smell of death is strong about him, and his pale flesh shines slightly, as if a fine coating of scales covered his skin. He stretches out a hand to you; it looks like a skeletal claw, covered in shiny parchment. Are you carrying a body? If you are, turn to 214. If you are not, turn to 170.

136

The cooked meat will soon spoil. You may carry enough for 2 meals, to be eaten later today, but no more than this. Turn to 190.

137

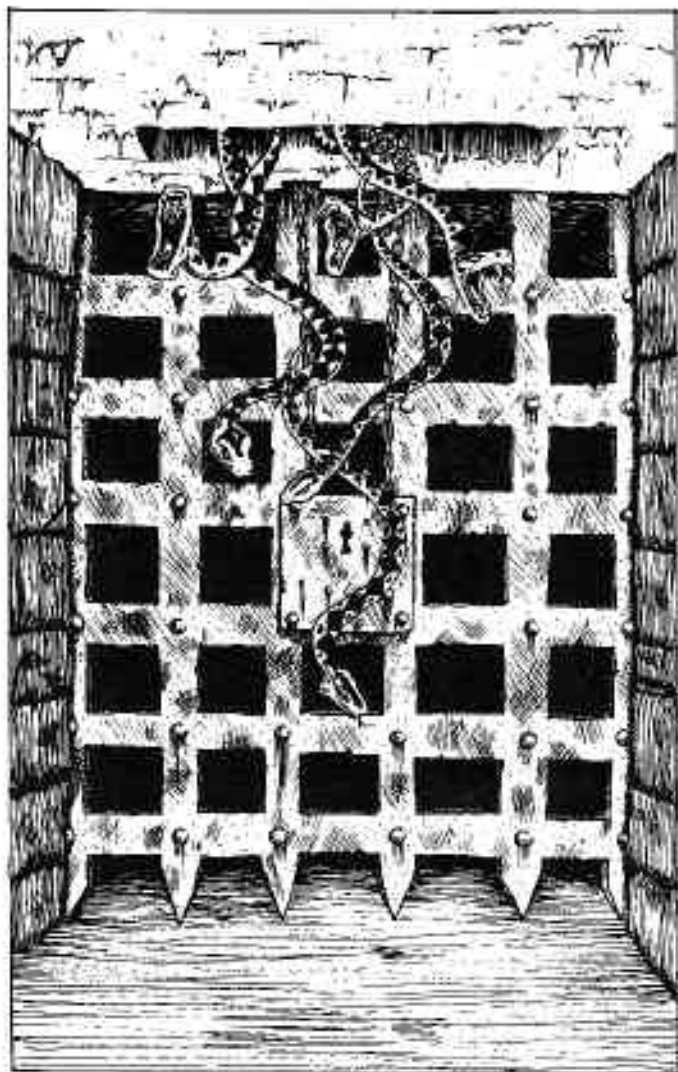
Do you have a Magic Sword? If you have, turn to 88. If you haven't, turn to 145.

138

Just as you are dashing across the deck, the alarm is raised and you have to dive off the side and swim for it! Daggers are thrown and a harpoon launched after you, but the crew are too drunk to get a lifeboat out and give chase. Roll one die and add 1 to the total. This is the number of points you must deduct from your STAMINA, caused by hits landing while you are swimming away. If you are still alive, turn to 178.

139

You must *Test your Luck*. If you are Lucky, turn to 304. If you are Unlucky, turn to 202.



140

The item you have selected will not protect you from the rain of deadly snakes released from a wire cage in a concealed shaft overhead as you unlock and lift the portcullis. The black-skinned mambas have glowing red eyes and foul, blackened, forked tongues; they hiss at you as the thick, opaque venom drips from their yellow fangs! Fight the snakes as if they were a single creature. If you are bitten, roll one die; on a roll of 1 or 2, the snake bite will inflict double the usual damage (4 points) because of its toxic poison!

SNAKE SWARM

SKILL 6

STAMINA 7

If you win, you stride along the passage beyond the portcullis: turn to 228.

141

Fortunately, your delaying action gives the men with the merchant time to make a grab at the mule and subdue it. For your brave attempt to deal with the beast single-handed, the merchant gives you 2 Gold Pieces. Turn to 394.

142

If you have an item of iron (a Key or a Ring), turn to 297. If you have neither, turn to 205.

143

You can use your crossbow here only if you have the Blindsight Skill. If you do not have this, you head for the stairs with your sword; turn to 246. If you

have the Blindsight Skill, you can fight with your crossbow at a distance against the blowgun user. Fight as normal, but with one difference. When you lose an Attack Round, roll one die. If the result is a 6, turn to 67; if the result is 1-5, you will have to suffer 1 point of damage deducted from your STAMINA by this small missile. Now do your best to shoot down the footpad you are fighting!

FOOTPAD SKILL 7 STAMINA 6

If you run out of crossbow bolts, or you want to break off the fight and charge up the stairs brandishing your sword, turn to 374. If you win, you mount the stairs and go past the footpad's body to the door; turn to 118.



144

There is something unusual about the mongoose: it looks distinctly intelligent, and it snuffles against your leg, looking up pleadingly at you. Turn to 249.



145

Your weapon is useless against the Demon; only magical weapons can affect it – and you don't have one! You can try to run, but it is hopeless. The Demon's blazing whip curls round your waist and

drags you, screaming, backwards; the Demon grabs you and immolates you in its fiery embrace. This is only the beginning of your torments – but the end of your adventure!

146

You wander round the old warehouses, looking through the piles of rubble for any clue. It's hot today, and the search is time-consuming and tiring. You *must* eat a meal. Finally, you find one building that is more or less intact, and you peer round the doors into a huge, musty warehouse filled with piles of dry and ruined crates and sacking. Enough sunlight streams in through two holes in the roof for you to make out something of what is in here.

You enter and take a closer look around. Roll two dice; if you do not have the Acute Hearing Skill, you must add 2 to the number rolled; but if you do have this Skill, you may subtract 2 from the number rolled. If the total is less than or equal to your SKILL, turn to 391. If it is greater than your SKILL, turn to 336.

147

You retrieve the Staff of Power, but you have already used up precious time getting to it, and you dare not employ the soul-destroying malign powers within it! Turn to 216.

148

You walk into the plush, carpeted hallway of the building, and stroll towards the bar. Richly dressed

merchants, a couple of men in impressive military uniforms, haughty women in silk, lace and velvet . . . you are not really at home in such places! You are fortunate to find an expensive drink standing, untouched, on a deserted table, so you can sit here and sip it without having to pay the exorbitant prices charged for drinks here. After a while a door behind the bar opens briefly, and you glimpse two men in leather jerkins dashing out of the kitchen towards the rear of the building. They are ruffians, not at all in keeping with the customers or the liveried staff here! Will you stay where you are, ignoring this little excitement (turn to 14), or leave and check the back of the building to see what the men are up to (turn to 317)?

149

Alas, none of the many incantations you find while scrabbling desperately through the book are of any use now! Turn to 216.

150

Bokhannon offers travel services of various kinds. He can sell you passage on a riverboat heading for Rahasta, the last town in the wastelands, not very far from Kabesh. This costs 10 Gold Pieces; after you have paid you may leave by boat at any time by turning to 243 (make a note of this paragraph number). He can also sell you a camel for overland travel, which could take you all the way to Kabesh. The camel has the advantage that you can carry an

extra 12 Provisions in the beast's saddle-bag (included in the price) above your usual maximum of 12 in a backpack. However, Bokhannon wants 18 Gold Pieces for a camel! He is sorry that he cannot offer you a cheaper animal, say a mule, but these have been in great demand lately for mule pies. If you want to buy the camel (and you have the money to pay for it), turn to 379. If you don't want to buy the camel – or if you don't have enough money for it – you can either continue shopping (turn to 384) or go to another part of town (turn to 229).

151

You hear a ferocious snarl and wake up immediately. You see a River Python – a dangerous predator which can inflict severe damage with its bite and deadly constrictor coils – being thrashed about the room by the much smaller mongoose, which triumphantly rips its head off and prances about the room with it! Jesper is disappointed when you dump the python into the river – he wanted to play with the dead snake. He sulks while you go back to resting. Turn to 254.

152

A stab of agony shoots through your guts and you awaken, screaming, to see the gloating, reptilian head of a four-armed semi-human Mutant; two of her hands are holding the cruelly serrated blade which is buried deep in your entrails. 'Food, food!' she slobbers as her other hands scrabble at your throat – and at least your death is swift!

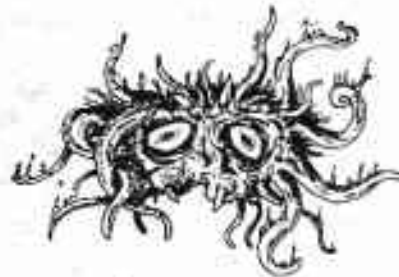


153

The First Mate comes staggering down below decks again and looks around, his bloodshot eyes staring wildly from beneath his mane of matted, greasy black hair. He grins wildly and mutters something inaudible; then he screams out, 'You scum! Two men for deck cleaning, now! I'll have you, and -' pointing at you, '-you, you worthless vermin!' Your chains are removed, but then your leg is fettered with a ball and chain when you are hauled up on deck.

You are occupied scrubbing the decks with a hard bristle brush and sea water when suddenly pandemonium breaks loose as huge suckered tentacles rise into the air out of the sea and lash out at the men on the decks! Close by you, the despicable Captain Shagrot draws his scimitar as a vast limb of the Kraken attacking the *Diablo* lunges at him!

You now have a choice. You can either ignore what is happening and retreat to safety (turn to 22), or you can attack the tentacle which is lunging at the Captain, using your ball and chain as a weapon! If you elect to fight, turn to 299.



154

You retreat on tiptoe round a corner – but the guards have seen you and give chase! If you want to stand and fight them, turn to 12. If you prefer to try and make a run for it, roll two dice and add 2. If this total is less than or equal to your SKILL, turn to 134; but if it is greater than your SKILL you will be forced to fight, so turn to 12.

155

Many houses here lie in ruins, and it takes some time to make even a cursory check. You *must* eat a meal. Finally, passing by one of the larger houses, you think you spot a dark figure moving out of the shadows, away from your line of sight, inside the building. Will you:

Enter and investigate?	Turn to 30
Search other houses?	Turn to 284
Go elsewhere in the ruins?	Turn to 4

156

You search the body of the Necromancer. You find an Iron Key which could be useful (add this to your Possessions), and – putting aside some grisly charms best left behind – a book entitled *The Three Hundred and Thirty Incantations of Ssassuzlit*, which radiates both magic and evil. If you decide to keep this, make a note of it with your other Possessions. If there is someone you want to give the book to, you know which paragraph to turn to. Otherwise, it's time to leave and go elsewhere in the ruins (turn to 4).

157

You struggle through the calf-high sand down the tunnel which leads into the central arena. You must *Test your Luck*. If you are Lucky, turn to 92. If you are Unlucky, turn to 76.

158

Although it is hot, because of the Ring you suffer no ill-effects. Turn to 329.

159

The guard begins to foam at the mouth as he lashes out at you, black-mottled spittle drooling over his chin!

INSANE WARRIOR SKILL 8 STAMINA 10

If you win, turn to 345.

160

The man hands over the leash as you pay him the money, and he also gives you a small silver whistle. 'Supposed to come when 'e's called wiv that,' he snarls, 'but I never let him off his leash, little varmint.' You pocket the whistle as you stroke the soft fur of the mongoose. (Add the Silver Whistle to your Possessions.)

To your total amazement, the mongoose twists its head around to look at you and then says, 'Thanks. I'm a talking mongoose,' it adds unnecessarily. 'He was a hateful brute, but I've got a feeling that you're a decent person and will treat me fairly. Shall we go for a stroll?' Jesper the mongoose heads off towards

the market stalls, pulling you along behind him – you are too dumbfounded to do anything but follow! Gain 1 LUCK point for finding this companion, and turn to 181.



161

You cannot unlock this barrier, and it is simply too heavy for you to bend the bars. You can go no further. If you get out of here alive – and one of the Chaos Mutants below has just seen you – all you have to look forward to is the hard grind of the trek back to Ashkyos. You have failed at the last!



162

The River Python is tired of eating birds and rats; it fancies human flesh for a change – and it will get some, unless you can kill it!

RIVER PYTHON SKILL 7 STAMINA 7

If you win, turn to 254.



163

As you run towards him, Shanzikuul holds his black skull-tipped Staff of Power aloft and whispers a few words. Right in your path a Wall of Bones materializes, and you run straight into a barrier of hard-knobbed, sharp bones. Deduct 4 points from your STAMINA. You have to spend time getting round this obstacle, and Shanzikuul is readying another spell: turn to 316.

164

Soon the crew are drinking and singing; you and your fellow conspirator quietly sidle over to the lifeboat. Gently you push the tarpaulin off and prepare to lower the small boat into the water. If you have the Blindsight Skill, turn to 368. If you don't, turn to 318.

165

The mule will not be easy to stop, since it is careering about and is a cussed-looking creature at the best of times – which this isn't! Roll two dice and then add 1 to the total rolled. If this new total is less than or equal to your SKILL, turn to 288. If it is greater than your SKILL, turn to 369.



166

Do you have Jesper with you? If you do, turn to 301. If you don't, turn to 60.

167

Turn to 32 to fight the Necromancer, but note that on the first Attack Round, he will try to cast a spell. If he has the higher Attack Strength, turn to 63. If you have the higher Attack Strength, you strike him and prevent his casting a spell.

168

You watch a group of Elven mime artists and ask some people around the place if they know anything about Kanstrin. 'I'm lost around here,' you say ingenuously. 'I was supposed to meet somebody . . .' One of the locals, frowning, says that Kanstrin's is in the Old Quarter, and that it is a high-class drinking-den, not a place for the likes of you! People start to mutter at mention of the place. Roll one die. If you roll 5 or 6, their reaction is so strong that you gain 1 NOTORIETY point!

Now you can hang around here a little longer, taking in the sights (turn to 9), or visit another district of town (turn to 229).

169

If you have the Blindsight Skill, turn to 374. If you haven't, turn to 246.

170

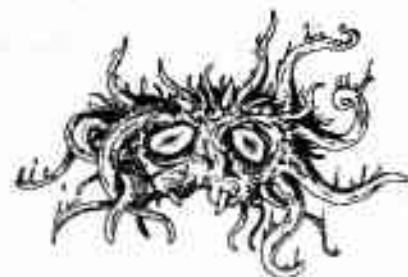
'Cowardly jackal!' the sinister figure croaks. 'It will be *your* body I shall use!' The Gnomes back away in fear at their master's anger. You will have to fight here: turn to 194.

171

The camel rears up and throws you to the ground! Deduct 2 points from your STAMINA and while you are on the ground the little snake bites you, inflicting a further 2 points of damage. The camel bolts. Turn to 46 to finish the fight.

172

Another week of this nightmare voyage has passed; deduct 2 more points from your STAMINA, caused by the inadequate food. Today a squall is up, and the ship runs before the wind, so you don't have to row. The Second Mate is lashing out again, drunk on rum, and he picks on you. You can either passively suffer his beating (turn to 237) or try knocking him down with your chains - he is close enough for you to attempt this (turn to 45).



173

You descend the steps slowly and carefully. You can hear revolting noises coming from below: squelchings and slurps, with an occasional clang of metal or nerve-tingling scream of some abomination down in the depths. It is dark and shadowy when you reach the bottom of the steps and edge along a passageway – light enough to see by, but the shadows may help you remain unobserved. You edge along, close to the wall by the end of the passage, and look around at the scene before you.

The passage opens out to become a circular ledge, several feet wide. To your right, there is a stone spiral stairway which leads down to a vast open cavern. In the centre of the cavern is a huge pit filled with an elemental Chaos which is truly nauseating: the pit is a seething mass of tentacles, suckers, parts of half-formed bodies and limb buds, covered in viscous green slime, with thick knotted cords of yellow-brown mucus. The churning morass sucks and splashes at the walls of the pit. Around the pit

stand several Chaos Mutants – vaguely human-shaped things with a variety of loathsome mutations: some have extra heads or suckered tentacles for limbs, others have some body parts misplaced or have the body parts of an animal affixed to a human torso, or are covered in scales or mottled, leprous flesh. This scene is so disgusting it makes you cower back, nauseous.

Further round the right-hand side of the ledge, you see an open doorway set into the wall, and a shadow inside the room beyond. To the left is a closed door. Directly opposite you, a metal portcullis bars the way to a dark passageway beyond. What will you do now? Will you:

Go down the spiral stairway?

Turn to 129

Step carefully round the ledge to the right?

Turn to 117

Move cautiously round the ledge to the left?

Turn to 82



174

You follow the Troll's tracks for a mile or so until you reach the entrance to an underground cavern. Having come so far, you decide to investigate. Entering, you can see, from the sunlight filtering in to parts of the cavern, that there is a small Troll here – it springs to the attack at once!

SMALL TROLL

SKILL 6

STAMINA 5

If you win, turn to 245.



175

You snatch some sleep among crates behind a warehouse, but not much; it is a cool night and you feel the chill. In the morning you *must* eat a meal. Now turn to 229 to find another district of town to visit.



176

You try to tell the locals that you mean them no harm, that you are an enemy of Chaos – but this is precisely what they *don't* want to hear: their mutations are marks of Chaos, and they believe that you mean to do them harm, no matter what you say! You've got to fight; turn to 371.

177

Slowly you are able to make out the shimmering form as it becomes visible. It is Naas, the Dark Elf. He takes a small flask from a hip pouch and urges you to take a draught from it; you do so and regain 4 STAMINA points.

'I have paid my debt to you,' Naas says softly, 'and I owe you no more. I will not dishonour myself by slaying you here, for you have helped overcome a great enemy of mine. But now, warrior, henceforth we must be enemies. The Staff of Power will leave Kabesh in my hands, not yours.' Naas whirls a rope dextrously into the air, holding one end as the rope stiffens vertically - and then both rope and Dark Elf simply disappear upwards into thin air! Your Dark Elf opponent is going to be a formidable enemy when finally you have to fight him. Turn to 156.



178

Wet, tired and weak, you reach land at last. You stagger up the shoreline and find a fisherman's deserted hut where you can rest. Here you fall into a deep sleep.

You awaken in mid-morning, somewhat refreshed (regain 2 STAMINA points). You emerge into the bright sunlight and peer around. Why, you can see Ashkyos, less than a mile away! Striding out, you are soon at the town gates, and you enter, unchallenged, to look round the place. Turn to 229.

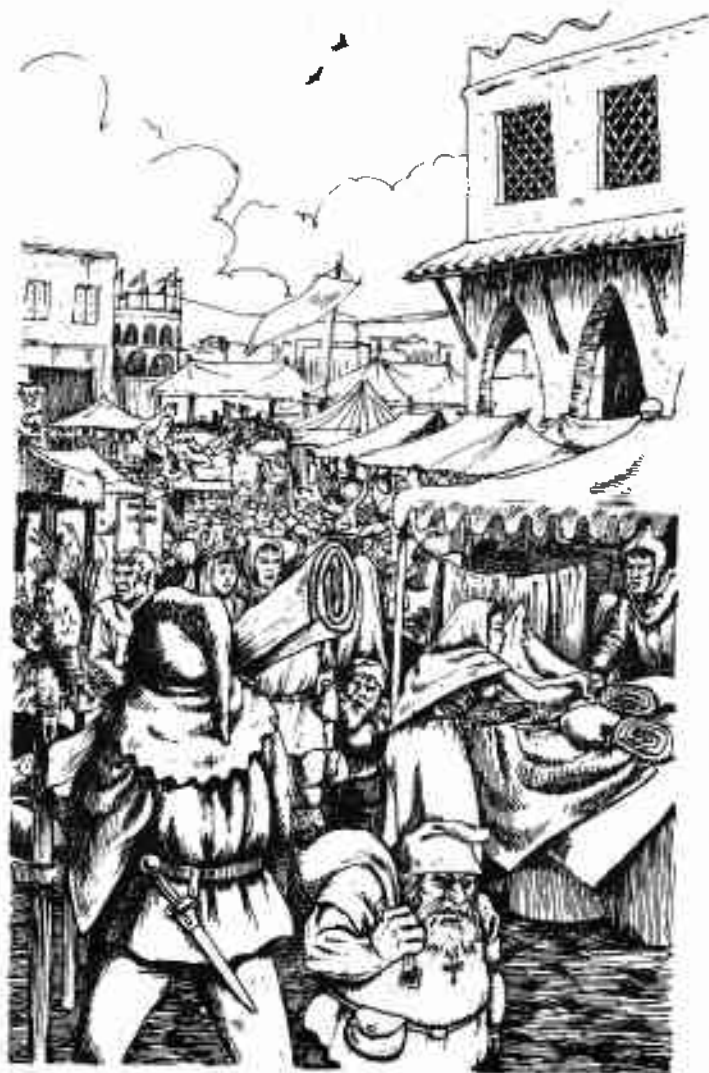
179

On the corpse of the Necromancer you find some very evil-looking charms which you certainly don't want to have about you, but he also has an Iron Key which might be useful, so you take this (add it to your Possessions). It's time to find somewhere safer in town to sleep, so turn to 27.

180

Picking up a Demon's sword is an incredibly foolish action; deduct 1 point from your LUCK. When you do, the malign, sentient thing bursts into flame, blue-tinted fire shooting up your sword-arm! You drop the weapon, screaming with pain; deduct 4 points from your STAMINA and 1 point from your SKILL as well! If you are still alive, you run like something crazed out of here; turn to 4.





181

Merchants are buying and selling all kinds of wares in the markets: everything from food and fabrics to Basilisk-skin cloaks, kegs of Guursh (the unspeakable Orcish brew), and magical pots and pans that clean themselves after use! The merchants themselves are very varied: humans, Dwarfs, one or two Elves, here and there a furtive Gnome, Man-Orcs, and even a Lizard Man peddling patent medicines and necklaces of shark's teeth for charms.

Do you have Jesper with you? If you do, turn to 323. If you don't, turn to 34.

182

This is a large building and, while no other enemy is visible, there are plenty of dark corners for others to be lurking in. Will you take a chance on searching here thoroughly (turn to 378) or leave and go elsewhere (turn to 4)?

183

It is time to make camp for the night; again, during this day you *must* eat 2 meals. Meals eaten to recover STAMINA lost through combat do *not* count towards this total!

You erect a makeshift camp in this uncovered, open and broken land, and settle down to an uneasy sleep. If you have Jesper with you, turn to 250. If you don't have Jesper, but you do have a camel, turn to 235. If you are alone, turn to 152.



184

You help to drag a garrulous, drunk and offensive young merchant back to his town house, where his despairing wife gives you 2 Gold Pieces and says coldly she supposes she ought to thank you. Since it is very late, she lets you sleep in the servants' quarters.

You sleep well and next morning eat a hearty breakfast (regain 4 STAMINA points). Turn to 229 to find another part of town to visit.

185

If you've met Vesper before, turn to 300. If you've been in the Warehouse district before, but you haven't met Vesper, turn to 279. If you haven't been in this district before, turn to 23.



186

You try your luck around Rabesh, but the few animals they have are in wretched condition, half-starved and wasted. It's a miracle they are still standing up – although one parasite-infested camel drops to the ground, dead, just as its owner is extolling its virtues to you as a prize-winning racing animal. At length you give up in despair. Now, will you:

Buy some food?

Turn to 54

Look for an inn, if you haven't visited one yet?

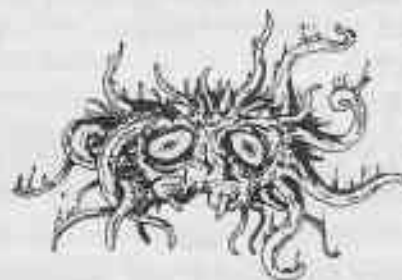
Turn to 272

Look for a place to sleep, if you haven't slept here yet?

Turn to 166

Leave and head for Kabesh?

Turn to 114



187

Removing his ring will reduce Shanzikuul's SKILL by 2 points. Drawing your sword, you now advance on him – he has already drawn his! Turn to 289 to fight him, remembering to subtract 2 from his SKILL as given in that paragraph!

188

You will need to stake at least 3 Gold Pieces in order to gamble; if you don't have this much, you will have to call it a day and find somewhere to sleep – turn to 27. But if you have the money and you're willing to gamble, who will you gamble with? Will it be:

Men?	Turn to 397
Dwarfs?	Turn to 265
Gnomes?	Turn to 61

189

Two dagger-wielding pirates confront you; fight them one at a time in the mêlée. If one of them hits you, roll one die: if you roll 1-3, you take normal damage (2 points); if you roll 4-6, you take only 1 point of damage from the daggers the men use.

	SKILL	STAMINA
First PIRATE	6	5
Second PIRATE	6	6

If you win, the Captain himself bears down upon you, and you must fight him at once. Turn to 81.

190

Today is very hot indeed, and you sweat heavily under the baking sun. If you have a Ring of Endurance, turn to 158. If you don't, turn to 13.

191

Back in the galley, the Captain increases rations so as to keep you alive, but by now you are desperately weak and hungry. You begin to lose track of time

with the monotony of rowing, but one day the evil parrot which normally sits on the Captain's shoulder flies below decks and lands close to you. Settling, it launches into a diatribe of curses and oaths. The hateful little pest is close enough to grab; do you want to strangle the little horror (turn to 266) or simply ignore it (turn to 393)?

192

Seeing the crossbow, the cunning Manticore realizes that it will gain no advantage by staying in the air, so it lands to fight. You have time to draw a sword (if you have one) before it gets to you; turn to 102.

193

'Look, I'll make a deal with you,' says the mongoose. 'We'll go to Entertainer's Square now, and I'll do some of those dumb little tricks the tourists like to watch, and that'll earn you some money. Then you let me go for a while – I've got some business to attend to.' After quizzing little Jesper, you get him to admit sheepishly – if a mongoose *can* be sheepish – that his business involves paying a visit to a lady mongoose across town. Jesper says that he will come back to you when he hears you blow the Silver Whistle, which only he can hear and which he can hear from miles away. 'So when you leave town I'll come with you and look after you,' he says. It sounds like a fair deal, so you set off for Entertainer's Square. Turn to 53.



194

You are close enough to sense the elemental malice and hatred for life which radiates from this evil thing that was once human – and you had better fight well! His iron-clawed hands are as good a weapon as any blade!

NECROMANCER SKILL 9 STAMINA 13

If you reduce the Necromancer's STAMINA to 5 or less, turn at once to 342.



195

Hotsalt the Herbalist can sell you any of the following items:

Medicinal herbs	2 Gold Pieces per bag
Preservative spices	2 Gold Pieces per bag
Potion of Healing	4 Gold Pieces

You can buy, and carry, a maximum of two of each item. The single Potion of Healing will restore 5 points of STAMINA when you drink it, and you can do this at any time except during combats. Now you can continue shopping (turn to 384) or go elsewhere in town (turn to 229).

196

'Oh, yer?' says the doorman with a sneer. 'Der boss, 'e says don't let people like you – scruffy – in 'ere. Push orf, sonny. Unless yer got a bit of gold about yer, like.' A quick haggle, and you learn that this avaricious brute wants 4 Gold Pieces to let you in! Will you:

Pay the 4 Gold Pieces?

Turn to 344

Refuse and try to push past him?

Turn to 295

Head off to check the back of
the building?

Turn to 317

Leave and try Koyala's Bar?

Turn to 360

Leave and try the Gambling
Hall?

Turn to 311



197

You feel the stinging venom in your veins. The bite mark is discoloured and puffy, and intensely painful. If you have some Medicinal Herbs, turn to 370. If you don't, turn to 108.



198

There is a creature of some kind in the room! If you have the Blindsight Skill, you can make out a little of it: turn to 71. If you do not have this Skill, turn to 363.

199

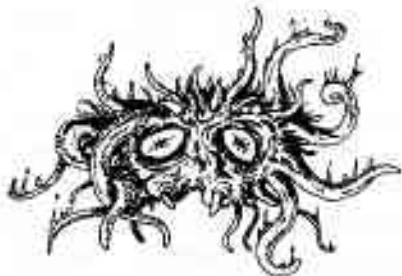
Morning comes. You beach the rowing boat on the estuary of the river which leads to Ashkyos. Searching the boat in daylight, you make some lucky finds: sharing the good fortune with your friend, you each get 2 Gold Pieces that you found in a leather pouch, and a small parcel of hard tack, enough for 2 meals. You can eat this at once, or save one or both meals for later (adding them to your Provisions). After a short rest, you row down into Ashkyos itself and make fast at a jetty in the docks area. Your friend has the excellent idea of selling the boat and dividing

the proceeds! You don't get rich from the transaction, but your share is 4 Gold Pieces, and that's a fair start! 'May the gods go with you,' says your companion, 'wherever you may head. I'm going to find a good ship with a berth for an honest sailor,' and he clasps your hand in farewell!

You are in Ashkyos, and now you have at least some of the money you need! Turn to 229.

200

The wretched Orc snivels and whimpers all night, keeping you awake; but just before dawn it stops. Its body is cooling, and it has died of starvation. It was very cruel to spare the creature a quick death in combat and then to let it die slowly and in pain. Deduct 1 point from your LUCK. You must also lose 1 STAMINA point from lack of sleep. Gather your possessions and travel on: turn to 390.



201

Your defeat of Captain Grotniss turns the tide of the battle; his men are demoralized, and they soon surrender. The riverboat's crew cheer you and serenade you with a round of 'For he's a jolly good fellow'; then they ply you with food and drink—you get enough to recover all lost STAMINA without having to use up any of your own Provisions. What's more, the pirates' plunder is taken from the *Death's Head* and shared out, and you get 15 Gold Pieces as a large share! The crew of the riverboat press on and by nightfall you are in Rahasta. Turn to 364.



202

You manage to clamber about half-way up the thirty-foot building when your hands miss a hold and scrabble at thin air, and you fall. Deduct 4 points from your STAMINA. If you are still alive, you decide not to risk another attempt. You can either walk into the building (turn to 106) or go elsewhere (turn to 4).



203

You manage to outrun most of the guards, but the militia captain – a huge, battle-scarred Man-Orc – chases determinedly after you and corners you in a dead-end. You have to fight him!

MAN-ORC

SKILL 8

STAMINA 8

If you win, you hear other guards coming – you must flee at once. You've been seen now; add 4 points to your NOTORIETY. Turn to 229 to find another district of town to visit.



204

You duck, avoiding the slobbering abomination which smacks wetly into the wall behind you and whimpers as it thrashes mindlessly about. Now you close with the sword-wielding wizard: turn to 289.



205

The locals soon run out of patience with you as you look for something that may deter them from attacking you, and one of them strikes out at you with a shortsword. Deduct 2 points from your **STAMINA**, and now you have to fight. Turn to 371.

206

The strange hard tip of the metal torch bursts into flame as you will it to do so! Just as you unlock and open the portcullis, a wire basket of snakes drops from a concealed overhead shaft and the snakes spill out on to the ground, but they back away in fear from the strange, flickering, silent flame of the torch. You head down the passage beyond the portcullis; turn to 228.

207

The Luck Ring can be used just once. When you use it, roll one die and halve the number rolled (rounding fractions up); this is the number of **LUCK** points you regain through using the ring. You can perform this action at any time except during a combat. Turn back to 275.

208

In one corner of Entertainer's Square a sudden roar goes up, and you make your way to what looks like a giant bull-ring to see what's going on. In the ring, a huge Half-Ogre wielding a metal-studded wooden club stands in triumph over the bloodied body of a human warrior. This is gladiatorial combat – in the depraved city of Ashkyos, this means combat to the death!

Anyone can challenge the strutting Half-Ogre to gladiatorial combat. If you wish to proclaim a challenge, you will be loaned leather armour, shield and a sword if you do not already have them (*loaned* only – you must return them after the fight). You get a purse of 12 Gold Pieces if you are victorious. If you lose, you die. The next combat, it is announced, will be the last one of the current series – so it's now or never, if you want to fight the Half-Ogre! If you want to issue a challenge and fight the Gladiator, turn to 49. If you don't fancy the prospect and wish to go elsewhere in town, turn to 229.





209

Shanzikuul eyes you cautiously as you move across to sit by him. You now see the warped Staff of Power in his right hand: black wood, shod with silver and bronze, ensorcelled with runes. It is topped by a sculpted black skull with bloodstone eyes and wide-open jaws and the sharp-fanged teeth are unnaturally long. Just for a moment, you think you can see a faint wisp of *something* arise from it. That *something* was half-transparent, but it seemed like a puff of elemental Chaos, twisted and corrupted, savage and vile.

'Power, warrior,' whispers the demented mage, and his hand tightens on the Staff. 'Beautiful, raw power. Let me tell you,' and his voice rises with an edge of hysteria to it, 'all *this*' – and he sweeps the Staff round in an arc to take in the room – 'this too is forged from the Staff. It creates what I desire, from the infinite possibilities of Chaos. It brings great Chaos into existence, it warps and mutates, but it is shaped by my will also, for I am power myself! An Undying One!' He half-laughs, half-cackles; he is

obviously mad, but don't underestimate his cunning! 'Did you like my pretties?' he sneers, pointing to where the tiger-women have gone. You say nothing.

You accept Shanzikuul's offer of food and wine, and you regain 4 STAMINA points by eating the excellent repast. Shanzikuul is offering you power too; he knows a good right-hand man when he sees one. He offers you whatever you want from the Staff's power: might, luxury, hedonistic self-indulgence . . . anything you ask. As he raves on, you notice that a sheathed sword rests by his left hand; you also see that on his left hand he wears a strange ring, of platinum with gems inset. That ring *screams* magic at you. What are you going to do? Will you:

- | | |
|---------------------------------------|-------------|
| Accept Shanzikuul's offer of power? | Turn to 298 |
| Try to grab the mage's ring? | Turn to 274 |
| Try to knock the Staff from his hand? | Turn to 326 |
| Attack Shanzikuul immediately? | Turn to 289 |

210

The man loses his nerve. Obviously, he must fear that if he kills the Dark Elf, this will give you the chance to strike at him before he can defend himself, so he dumps the body and turns to attack you with a long, curved dagger!

KIDNAPPER SKILL 7 STAMINA 7

If you win, turn to 83.



211

If the snake bit you, turn to 197. If it did not manage to bite you even once, you may continue your journey: turn to 183.

212

A jug of white wine costs just 1 Gold Piece, and the drink is light and refreshing – you recover 2 STAMINA points. However, you become slightly tipsy, so you will have to reduce your SKILL by 1 point if you get involved in combat before you sleep tonight (make a note of this).

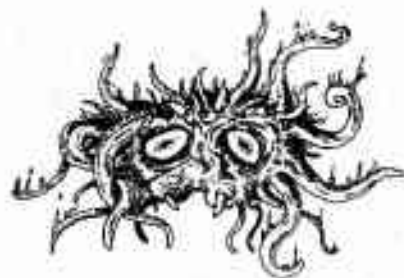
The bar turns out to be a dead-end. The musicians are terrible, the merchants' conversation is filled with talk of buying and selling, and it is growing late. You decide to try your luck elsewhere; will you go to Kanstrin's Guursh Bar (turn to 64) or to Stavian's Gambling Hall (turn to 311)?

213

The Troll has no possessions of any kind. Cursing your ill-luck at encountering such a monster, you struggle on through the extremely hot day. Turn to 6.

214

'Your reward,' the Necromancer says, dropping a clinking bag into your hand. This contains 5 Gold Pieces (add it to your Treasure). The Gnomes scuttle off with the body and the Necromancer slowly walks away. You can attack him (turn to 194) or leave without attacking him (turn to 238).



215

Aiding the Captain was a smart move. Now you are a 'trusty' slave, kept on better rations and allowed to scrub the decks without your hampering chains!

After a few more days, you learn from the crew that you are approaching land. As dusk descends, another 'trusty' slave sidles up to you and whispers, 'I have a plan to escape. Tonight the crew will be as drunk as judges – they've made land, near enough, and will be celebrating. We can take one of the lifeboats and row away.' His eyes move to a small tarpaulin-covered rowing boat on the starboard side. 'It'll be only a mile or so to shore. Will you come with me?' If you agree to this plan, turn to 164. If you decline to join in with this escape plan, turn to 77.



216

Sliding down out of thin air comes Naas the Dark Elf, clambering down his magical rope and drawing his thin-bladed, wickedly sharp longsword. This time he has no words for you, only murderous hatred in his eyes!

DARK ELF

SKILL 10

STAMINA 13

If you win, turn to 400.

217

The spellcaster's body changes! From a corporeal being he changes into a wispy, wraith-like apparition and flies up into the air! His panicking helpers flee, just in time to avoid the militia who can be heard shouting in the distance. You've got to run too, to avoid being arrested for grave-robbing! You manage to elude them, but your face was seen. Add 2 points to your NOTORIETY. Now, if you have some money, turn to 89. If you have none at all, turn to 377.

218

You make a grasp for the boy, but he swerves deftly away and ducks down a back-alley, out of sight! If you have the Tracking Skill, turn to 328. If you do not, turn to 387.

219

You know enough about the behaviour of deer to be able to get just close enough to pick up a heavy stone and throw it at one of them before they all

scatter. Roll two dice and add 1. If this total is less than or equal to your **SKILL**, you bring down a deer: turn to 312. If the total is greater than your **SKILL**, you miss, and the deer run off: turn to 190.

220

You sleep comfortably and next morning eat a fair meal; regain up to 4 lost **STAMINA** points. Turn to 229 to find another part of town to visit.

221

As you snooze the afternoon away, a grey-green shape slithers in through the cabin porthole! If Jesper is with you, turn to 151. If you are alone, turn to 51.

222

The Boots of Stealth act in the same way as the Move Silently Skill: they give you the ability to sneak quietly around in places where you would rather not be heard! Turn back to 275.

223

If you are riding a camel, turn to 94. If you are not, turn to 46.



224

Do you have the Climbing Skill? If you do, turn to 268. If you do not, turn to 380.

225

You must fight the sailors, who are armed with sharp daggers, together. Roll two dice for the Attack Strength of each of the three of you. The fighter with the highest Attack Strength is the one who will land an effective blow, causing damage, in that Attack Round.

	SKILL	STAMINA
First CREWMAN	7	6
Second CREWMAN	6	7

If you win, turn to 252.

226

Jesper runs up to you – and then recoils. He has sensed the sign of evil, and he runs off into the distance, never to return. Turn to 73.

227

You are soon made aware that you are not fighting a normal Dark Elf. Your enemy is very swift and difficult to hit!

DARK ELF	SKILL 10	STAMINA 13
----------	----------	------------

Fight until either **STAMINA** score – yours or that of the Dark Elf – is reduced to 5 or below. At this point, turn at once to 55.



228

You make haste along the winding passage; perhaps you are already being followed and hunted by the wretched Mutants in this ghastly place. The walls themselves seem to be infested with the forces of Chaos: strange, eldritch, serpentine forms seem to twist and writhe in the very stone, and it feels as if the stone floor is writhing and sucking at your boots as you speed along. You wonder, just how far down does this nightmare dungeon descend . . .

You round a corner and come face to face with one of Shanzikuul's most 'successful' mutant creations. Standing some eight feet tall, the Zolynth's four eyes gaze balefully at you, and its taloned, eight-fingered claws reach out towards you as it lumbers forward. Twin crocodile heads top the barrel-chested body of a bear, and powerful legs covered in fur and feathers support the torso, while a long, spined, lizard-like tail scrapes along the ground. On its heads, a weird pattern of black and white bands radiates out at odd angles along its scaly skin from the central yellow snouts. Acid drools from its mouths as it slavers for your flesh!

Do you have a Silver Amulet? If you do, turn to the paragraph with the same number as the number of rays on that amulet. If you don't possess this item, you'll have to fight the horror, so turn to 296.

229

Ashkyos is divided into districts; these are shown on the map on the inside front cover of this book.

You are now free to go where you wish. You can visit:

The shops	Turn to 384
The warehouses	Turn to 185
Entertainer's Square	Turn to 53
The markets	Turn to 126
The docks	Turn to 5
The infamous Old Quarter	Turn to 26

When you are ready to leave the city, turn to 243 (make a note of this paragraph number now). If your NOTORIETY total reaches 8 or higher, you *must* leave the city at once to avoid being arrested by the militia (keep careful track of your NOTORIETY score, using the box for this on your *Adventure Sheet*) so when it reaches 8 or more, turn to 243 immediately!



230

You have killed a Demon, a feat to boast of if ever you get back to a civilized land; for now, however, who knows what enmities you may have aroused in the dark, extraplanar realms? Setting aside this dispiriting thought, will you:

Pick up the Demon's sword?	Turn to 180
Take a metal torch (if you don't have one)?	Turn to 343
Leave and go elsewhere?	Turn to 4

231

You descend the tomb stairs with the Gnomes. One of them lights a torch so you can see your way down the clean steps; there is little dust and no cobwebs, but the air is chill, and you feel apprehensive. You reach a mausoleum lined with family tombs, and one Gnome takes a small iron bar from a bag he is holding and hands it to you. 'Get the lid off that one,' he says, pointing to a very fresh-looking coffin. You prise the lid off and find a newly dead corpse inside staring at you! The Gnomes hiss at you to get the body out and carry it up. You can decide that you have had enough of this (turn to 39) or do as they ask (turn to 75).

232

Little Jesper does some somersaults and twists, but his heart isn't really in it. You get only 2 Gold Pieces thrown to you by passers-by. Also, some of the local militia start to give you long, hard looks; they seem vaguely suspicious. Add 1 point to your NOTORIETY.

Now it is time to let Jesper go after the object of his affections, keeping the Silver Whistle to call him when you leave town. Meanwhile, will you:

Stay in this district?

Go to the shops for supplies?

Go elsewhere in town?

Turn to 2

Turn to 384

Turn to 229



233

You snap into wakefulness as a floorboard creaks in your room. Grabbing your sword from the side of your bed, you leap up to confront your attacker. It is very dark, and unless you have the Blindsight Skill you must deduct 2 from your SKILL for the duration of this combat. Your enemy suffers no such disadvantage as he swishes at you with his longsword!

NIGHTPROWLER SKILL 7 STAMINA 7

If you win, turn to 276.



234

The small man looks fearful but ready to do his best against you, and he shouts to someone behind the door where he stands guard! If you have already hit this man with one or more crossbow bolts, reduce his STAMINA to the correct amount; otherwise, use the figure given below for him.

FOOTPAD

SKILL 8

STAMINA 7

If you win, turn to 118.

235

You awaken suddenly as your camel brays and kicks. Standing over you, just about to cut your throat, is a creature you can just make out faintly in the moonlight – it is some kind of bizarre Orc – but then you feel the pain of the blade swishing at you and nicking your leg! Deduct 2 points from your STAMINA. Turn to 292.

236

If you have a lantern, and/or the Blindsight Skill, turn to 359. If you have neither, turn to 10.



237

You must deduct 3 points from your **STAMINA** because of the brute's flogging, but finally he lurches away and picks on someone else. Turn to 153.

238

Deduct 2 points from your **LUCK** for abetting this ghoulish servant of Evil in his foul work, and – worse still – you find that you now bear an indelible mark on your forehead which will increase your **NOTORIETY** (make a note of this mark in the Notes Box on your *Adventure Sheet*, and add 3 points to your **NOTORIETY**). Now it's time to find somewhere to sleep for the night: turn to 27.

239

You order some bread and cheese and a pot of ale; this costs 1 Gold Piece, but you regain up to 4 lost **STAMINA** points for the refreshment. Nothing other than the gambling catches your eye, so turn to 188.

240

Looking carefully about the market, you find a seller of fine spices and herbs, and offer him the saffron. After some haggling, he makes you a final offer of 15 Gold Pieces for the rare and much-prized spice, which you are only too happy to accept! Now, will you:

Hang around in the Market district?

Turn to 116

Go and spend some money at the shops?

Turn to 384

Visit some other part of town?

Turn to 229

241

You now have Shanzikuul's **SKILL** ring. This increases your **SKILL** by 2 points when worn; it *can* increase your **SKILL** above its *Initial* level, and you *may* add it to the **SKILL** bonus you already have for any Magic Sword you may possess. (It is even possible for your **SKILL** to exceed 12 with this bonus if your *Initial* **SKILL** was high to begin with.) What's more, when you fight Shanzikuul in hand-to-hand combat, you may subtract 2 from the **SKILL** rating given for him, since you have taken his magical ring away – make a note of this! However, the dark mage has had time to get well away from you, and now he prepares to cast a spell from his Staff as you head for him; turn to 163. -



242

You have wasted the opportunities fate has sent you for finding adventure or fortune here, as you eventually realize. The self-indulgent, mostly drunken, pampered and perfumed clientele of this place are a waste of time. You leave in order to find a safe sleeping-place elsewhere in town. Turn to 27.

243

It is time to leave the city of Ashkyos behind and face the perils ahead. If you have a Silver Whistle, turn to 40. If you do not, turn to 73.

244

You sneak past the half-drunk Watch, clamber down the ropes and into the sea, swimming away towards the land to starboard. Turn to 178.

245

Exploring the cavern, you find some Treasure: 5 Gold Pieces scattered about. You also find the half-dismembered body of a man and, lying close to him, a hip-flask of strong brandy. This contains two good nips; each will restore 4 STAMINA points. If you want to keep some (or all) of it for later, add it to your Possessions. You can drink this at any time except during a combat. You also find a scrap of parchment which seems to be part of a message or letter; the legible part reads:

. . . across the wretched land, with the aid I provide. We shall meet close by the camp of the foolish dervishes.

Beware Naas the Dark One; he too seeks the Staff of Power. His kind are silent, dangerous, and strike swiftly and with deadliness. Remember that the Sacred relic is within the Pilla . . .

Clearly several other people are after the Staff which you have come to take! Shanzikuul has many enemies, but are they your enemies too? You have little time to ponder, for you must continue your journey: turn to 6.

246

You leap on to the stairs – and yelp in pain as your feet tread on caltrops: evil, star-shaped, metal spikes with cutting edges that stop you in your tracks. Deduct 4 points from your STAMINA. What's more, a dart from your enemy's blowgun hits you. Roll one die. If you roll a 6, turn to 67. If you roll any other number, turn to 392.

247

Too late! You strike home at the vile thing just as it sprays a veritable cataract of steaming acid, splattered with green blood, all over you. Deduct 4 points from your STAMINA. If you are still alive, turn to 382.





248

The guard, who looks half-crazed, is sure to be strong; apart from his well-kept leather armour and broadsword, the helm he wears is very strange. It has a weird pattern of intertwined snakes on it which seem to swirl and confuse you. You must deduct 1 from your SKILL temporarily while he is wearing this helm and you are fighting him. If you want to try to snatch the helm from his head, turn to 127. If you want to fight without doing this, turn to 159.

249

Do you want to buy the mongoose? The man won't haggle, so you will have to pay the asking price of 3 Gold Pieces. If you haven't got the money, or you don't want the mongoose anyway, turn to 181. If you want to buy it, turn to 160.

250

Your companion wakes you, alerting you to danger. 'There's something coming,' you are warned. 'Smells like an Orc, but a bit different . . . not sure what it is.' You grab your weapon in case you need it! Turn to 292.

251

Panting with exertion after your fight, you look around. The Manticore was in the middle of eating a body and must have been angry at being disturbed! You don't want to look too closely at its half-eaten victim, but the corpse might have something of

value on it if you search – and anything he has will be of no further use to *him*. Checking, you discover a strange silver amulet: from a central disc asymmetric rays are set at irregular angles. Counting these, you find the amulet has twenty-nine rays. This number means nothing to you. Take the Silver Amulet and note the number of its rays (add it to your Possessions). The body also has 3 Gold Pieces on it (add this to your Treasure).

You trudge on through the wretched heat. If you were riding a camel until recently, do not forget that you alone cannot carry more than 12 Provisions, any more must be left behind. Again, if you do not have a Ring of Endurance, you must deduct 3 points from your STAMINA because of the heat; if your STAMINA falls below 1, you collapse and die from exhaustion! If you are still alive, you make it to Rahasta and enter the town. Turn to 364.

252

As you dispatch the second crewman, you notice that he is wearing a good silver neck-chain; you snatch this off. It is worth 5 Gold Pieces in barter, and you can use it to pay for any goods you want to buy, so add it to your Treasure.



Of course, the ever-present militia are rushing to the scene . . . and you have just killed two men! You escape through the back-alleys and side-streets, but did one of them catch a glimpse of you? Add 1 point to your NOTORIETY and make for another part of town; turn to 229.



253

You agree, and the Necromancer tells you that he has seen his enemy slip into the warehouses not long ago. 'He seeks that which you yourself seek; he gets closer to it,' croaks a voice as dry as the dust of Kabesh itself. You turn around and ascend the stairs to seek the Dark Elf.

Fool! A shimmering pattern of spectral darts flies from the fingertips of the Necromancer. Deduct 6 points from your STAMINA through intense chill and pain; you have trusted an intensely evil and life-hating creature and you have got the reward you deserved! Now you are forced to fight; turn to 167.



254

Today you *must* again eat 2 meals. The weather is unpleasant now, growing increasingly hot and humid, and all you can manage is to doze during a desperately unpleasant night. The passengers on board smell utterly revolting, come the morning. At least you will be in Rahasta tonight . . .

. . . except that you see a boat looming through the river mists when you step up on deck to get some fresh air. 'It's the *Death's Head!*' cries Captain Blint. 'We're all dead men!' A few hardy folk on board draw weapons, but they are no match for the large ballista which the river pirate carries and from which a huge bolt comes flying, covered in burning pitch! Roll two dice. If the total rolled is less than or equal to your SKILL, turn to 307. If the total is greater than your SKILL, turn to 59.

255

You knock the Staff of Power from Shanzikuul's hands and it flies, spinning, far across the room, well away from the wizard. He screams in frustration and draws his sword: turn to 289.

256

'My servant,' croaks the evil one gleefully. Once you served him of your own free will, and now you will do so, whether you wish to or not. Your quest ends in your own Undeath!

257

A cloaked figure moves quietly from the shadows to sit with you. 'Throw away that filth,' the Dark Elf says. 'Drink this,' and he produces a flask of fine liquor, which smells of herbs. Regain 4 STAMINA points for drinking his sustaining potion. 'You saved my life, and I am not ungrateful,' he goes on. 'We may have the same enemies, but at the last the Staff of Power will leave Kabesh in my hands and not yours. Do you understand me?' Your nod of reply is unnecessary. 'Let us not weaken ourselves by fighting now. And get out of here – the scum in this place will surely attack you if you don't.' The Dark Elf gets up and is gone.

The locals look surly and are muttering; you decide to take the Elf's advice. If you haven't slept here yet, you *must* do so now; turn to 166. Otherwise, will you:

Buy some food?

Turn to 54

Buy a mount?

Turn to 186

Leave for Kabesh at once?

Turn to 114



258

You manage to sneak round a corner and the guards fail to notice you. Turn to 353.

259

Careful discussion, using words of two or fewer syllables (the creature at the door is unbelievably, *awesomely* stupid), leads to the understanding that payment of 2 Gold Pieces will get you inside. Will you:

Pay the bribe?

Turn to 344

Leave and go to Koyala's Bar?

Turn to 360

Leave and go to the Gambling Hall?

Turn to 311

260

You must deduct 4 points of damage from your STAMINA, as the flying Manticore aims some tail spikes at you, and two strike home. If you have a crossbow and at least 1 bolt, turn to 192. If you do not have a crossbow and at least 1 bolt for use with it, turn to 79.

261

You can stalk the deer and sneak up to them, making a running leap and trying to grab one of the stragglers - it's not much of a chance, but it's better than none. Roll three dice; if the total rolled is less than or equal to your SKILL, you down a deer and break its neck: turn to 312; if the total is greater than your SKILL, your attempt fails: turn to 190.

262

Returning here was very foolhardy after your previous experience in this part of town! You must *Test your Luck*. If you are Lucky, turn to 305. If you are Unlucky, turn to 310.



263

'Ah,' Baalberith exclaims, 'it is the Talking Snake-banel!' He has heard Jesper mutter something about having had enough travel for a while. Jesper perks up at this grand-sounding title. 'Little one,' the Warrior-Savant continues, 'my father Qaaniqqatsi spoke to me of you, and he said you were a prize among prizes, better than flocks of goats and far better than many wives!' The mongoose purrs at the flattery. 'He was your father?' Jesper exclaims. 'Well! Did he tell you of the time when we . . .'

Silently you slip away, leaving them together in animated conversation. Something tells you that the companionship of your little friend on your journey has come to an end. However, Baalberith will not let you go unrewarded for allowing Jesper to stay with him, as the mongoose wishes; he will provide sufficient food for 10 meals for you! (Add these to your Provisions.) Now you head for the tent that the nomads have set up for you; turn to 399.



264

Your enemy is surprisingly swift and deadly – and repulsive to behold! Maybe it was once human, but the twin tentacles it has for arms, the beaked maw full of tiny, razor-sharp teeth, and the scaly legs ending in clawed eagle-like feet make you wonder . . . but you have no time for wonder, only for fighting to save your life!

CHAOS MUTANT **SKILL 7** **STAMINA 8**

If you win, turn to 182.

265

The Dwarfs let you know in no uncertain terms that they don't want your company! One of them spits close by your boots while another picks at his discoloured teeth with a dagger. You back off; will you now:

Gamble with the men, if you
haven't done so before?

Turn to 397

Gamble with the Gnomes?

Turn to 61

Leave and find somewhere to
sleep?

Turn to 27

266

You grab the parrot and smother its squawks as you wring its neck. Ramon, the slave next to you, pulls a wing off and starts tearing at the stringy flesh with his teeth! Raw parrot is scarcely a delicacy – but, mastering your repulsion, you also tear at a few morsels. Regain 2 **STAMINA** points. Now roll two

dice and add the results together. If the total is less than or equal to your **SKILL**, turn to **346**. If the total is greater than your **SKILL**, turn to **107**.



267

You have thirty seconds to carry out certain actions. You may eat a meal (takes thirty seconds – there is food on the table if you have no Provisions left), drink a Potion if you can (ten seconds per Potion drunk), use a magical **LUCK** ring if you have one (ten seconds), or draw a charge from a magic item if you have one with charges (ten seconds per charge drawn). You have other options; these, with the time they take, are:

Read a magical book, if you
have one (thirty seconds)

Turn to 149

Take a ring from Shanzikuul's
hand, if you haven't done so
before (ten seconds)

Turn to 50

Run like the wind out of here
(thirty seconds)

Turn to 90

Retrieve the Staff of Power
(thirty seconds)

Turn to 147

Take the amulet from Shanzikuul's
neck (ten seconds)

Turn to 120

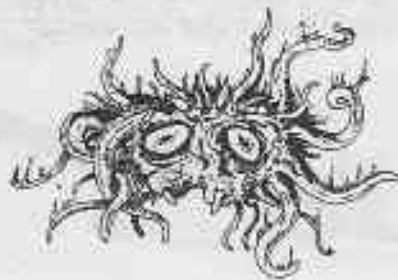
When you have selected and performed your actions, turn to 216.

268

Gingerly, you search for handholds in the worn stone, but the climb is not too tricky and you ascend safely. Turn to 304.

269

A group of locals begins to edge slowly closer to your table. You get up to leave, but they seem to be blocking your way. None has drawn a weapon yet, but they could have blades hidden under their robes and leather jacks, and there are many of them. Do you have a mark on your forehead? If you do, turn to 335. If you do not, turn to 72.



270

The Mutant Orc drops its weapon and spreads its arms wide, seemingly surrendering. Can you trust the monster? If you decide to kill the mutant, turn to 354. If you prefer to spare its life, turn to 115.



271

You examine the bodies of the guards but find little of value. One has 1 Gold Piece (add it to your Treasure) – but both possess swords, so, if you don't already have one, you can get one here. You can even take both if you wish! (Record in your Possessions what you do take.) You don't have time to strip them of their armour as well, for you hear reinforcements approaching in the distance, and as you flee you cannot be certain that they saw nothing of you. Now you'd better find somewhere to sleep: turn to 27.



272

The solitary inn in Rahasta is the Scapegoat, and above it hangs a painted sign showing such an animal being pursued by cleaver-wielding mutants. You walk in and order some of the local beer (deduct 1 Gold Piece and add 1 STAMINA point). It tastes revolting, but after such a hot day you could drink almost anything. The hunchbacked landlord stares pointedly at you, and his cat (which actually *has* nine tails) tries to bite your hand as it paws in the air for one of the succulent fat blowflies hovering by the meat pies. The cat's baleful green eyes gaze at you in dislike as its razor-sharp whiskers twitch; its mouth opens to reveal snagged, vicious fangs when it hisses and spits at you! Do you have a Bronze Bracelet? If you have, turn to 257. If you haven't, turn to 269.



273

'Fine,' one of the Gnomes leers, and they head off through the maze of back-streets, past wretches puffing at foul-smelling pipes, freaks with horrid mutations, and other lowlife sights and smells. Eventually you reach the cemetery; the Gnomes head for a big piece of sculpture looming over a large crypt, and one of them expertly picks the lock on the gates, opening the way down to the tomb. The other lets out a morbid chuckle, and they beckon you down the stairs. 'Come on, we're all in this together,' they gloat. You can decide to get out of this (turn to 293) or enter the tomb with them (turn to 231).



274

This isn't going to be easy. Roll two dice and add 2 to the total rolled. If this new total is less than or equal to your SKILL, turn to 105. If the total is greater than your SKILL, turn to 294.



275

'Suki', as the diminutive female Elf who runs the magic shop is known by her customers, does not carry a great range of items, and they are expensive – there is huge demand for the artefacts she sells. The prices she charges for items are listed below. If you want to discover what a particular article does, turn to the paragraph next to the item to read about it.

Luck Ring	(turn to 207)	6 Gold Pieces
Potion of Stamina	(turn to 69)	7 Gold Pieces
Ring of Endurance	(turn to 340)	9 Gold Pieces
Boots of Stealth	(turn to 222)	12 Gold Pieces

If you buy two or more items in one visit, Suki will knock 2 Gold Pieces off the *total* price. However, each time you visit Suki's shop, you gain 1 NOTORIETY point, beginning with *this* visit! You can continue shopping after making any purchases here (turn to 384) or go elsewhere (turn to 229).



276

You light the tiny lamp in your room to discover who your assailant was, and you gaze in horror at a foully mutated Dwarf. It has spiny suckers instead of ears, ribbed and crab-like claws for hands, and its skin is shiny with patches of ulcerated scar-tissue. You cannot bear to stay in this room with this stomach-turning corpse. Outside, though, dawn is beginning to break, and at least you have gained some sleep. There is nothing on the body besides a rusty sword and 1 Gold Piece (add this to your Treasure).

You go outside and sit in the early morning sun as the squalid hovels disgorge their mutated occupants. Will you now:

- | | |
|-------------------------------|-------------|
| Leave immediately for Kabesh? | Turn to 114 |
| Try to buy some food first? | Turn to 54 |
| Try to buy a mount first? | Turn to 186 |

277

Your former assailant has left a trail of slime droplets from its tentacles which you can follow, and they lead to a trapdoor cover, which you open; you reveal a set of stone steps which descend far below the ground! Turn to 290.

278

The Captain falls to the ground, gasping his last. His scurvy crew – even the Orcs – cheer! You grab the Captain's scimitar and try to stroll away nonchalantly. But people are pointing you out, and you

guess that the militia will get to hear about this – add 2 points to your NOTORIETY.

When you are away from the hubbub you realize that the scimitar is a magical weapon! You may add a bonus of 1 to your SKILL when using it – this *will* allow you to go above your *Initial* SKILL, provided that *Initial* score was below 11 (the sword is not that powerfully magical). The sword also casts a bright light in a small radius when you command it to, so in future you will not need a lantern for light. Gain 1 LUCK point for this excellent find, and try somewhere safer in town: turn to 229.



279

Today there is no work to be had in the Warehouse district; all the merchants have enough labourers, it seems. However, just as you are deciding to try your luck elsewhere, a small, slender figure in brown robes sidles up to you. You see brown, ferrety eyes under the cowl, and a tanned, nut-brown skin over a thin, sharp-featured face. (Record in the Notes Box of your *Adventure Sheet* that you have met Vesper!)

'Interested in making some easy money?' he says casually as he tugs you by the sleeve into the shade

under the eaves of a building. You say you are; you can hear him out, at least. 'Be here at nine tonight. Between now and then, just sit around, down the road from Morganstern's warehouse –' he points this out – that's where I have my little job planned. I just need a good look-out man. Plenty of easy money to be made, my friend.'

It's obvious what he means. Will you:

- | | |
|--|-------------|
| Agree to his plan? | Turn to 41 |
| Decline, and go shopping for items you need? | Turn to 384 |
| Decline, and go elsewhere in town? | Turn to 229 |

280

If you wrote down 'metal torch' turn to 206. If you wrote down any other item (and no cheating!), turn to 140.

281

You clamber up a drainpipe to the roof and escape over the rooftops of the tightly packed buildings. By the time you get safely away, you are tired and chilled from the rain which has begun to fall; you could do with somewhere warm and comfortable to sleep. Turn to 27.

282

Jesper looks very relieved, and he prepares to set off on his amorous exploit. 'Don't forget the whistle,' he reminds you. As he reaches the edge of

the square, he suddenly twists his head around and winks at you. Then, without warning, he turns, sinks his sharp little teeth into the leg of a fat merchant standing near by, and runs off as his victim howls with rage and limps after him. Looking on, you catch the glint of metal on the ground and walk over. There, lying on the ground, are the coins the fat man dropped in surprise – 5 Gold Pieces! Hastily you pick them up. Will you now:

Stay in this district?

Turn to 2

Go to the shops for supplies?

Turn to 384

Go to another district in the town?

Turn to 229

283

Roll two dice. If you roll 2-9, your companion bites the head off the approaching menace before it can get near you: turn to 183. If you roll 10-12, the snake streaks past him: turn to 223.

284

You spend further time searching; you *must* eat another meal. You find 2 Gold Pieces in one house, which you can add to your Treasure – but this is not really what you are looking for. Do you want to backtrack to the house where you thought you saw someone (turn to 18) or try another part of the ruins (turn to 4)?

285

You are just about to get into the boat when you realize there is a sleeping crewman in it already! As

quietly as you can, you give him a hard knock on the head to keep him asleep, drag him out and leave his body tangled up in the ropes at the side of the ship. You slip away under cover of darkness. Turn to 199.



286

You grab the helm and throw it to the ground. As you do so, the warrior's eyes roll back in his head and he falls to the floor in a swoon. He manages to utter a few words, before his soul leaves his body in a ghastly, convulsing fit; he blesses you and whispers, 'The Moon Sword.' Then he is dead, released from the chaotic, warping control of the malign helm which was put upon him. Gain 2 LUCK points for releasing this man from his torment.

You search the room and find a sword with a moonstone set in the hilt. This is a keen-edged blade and its balance feels good in your hand. It is a Magic Sword with very useful powers! First, it will add 1 to your SKILL when you use it, and it *can* increase your SKILL above *Initial* level without restriction (so if

your *Initial* SKILL was 12 and you have not lost any SKILL points, your SKILL is 13 with this sword). Secondly, the Moon Sword contains precious magical revitalizing charges – just three of these. If you draw a charge from the Moon Sword – you can do this at any time except during a combat – roll one die and add 1. This is the number of points of STAMINA you regain from drawing this magical charge. Remember to keep track of how many charges you use and how many of the original three remain.

You leave the chamber with this excellent find (add it to your Possessions). You can now head straight towards the portcullis (turn to 352) or double back towards the door now opposite you if you have not been that way round the ledge before (turn to 82).

287

In one of your dreams a Wraith flitted down and touched your hand with a touch so chill that it felt as if the very marrow of your bones was freezing . . . and you awaken to find an Iron Ring on your left index finger! You cannot remove this; record in your Notes that you are now wearing this ring. What evils may it threaten you with? Who can say? Turn to 229 to find a part of town to visit on this new day.

288

Deftly, you grab the mule round the neck and bring it stumbling to the ground, subduing it. With a few words and neck-rubs, you render it docile again. Turn to 8.



289

Shanzikuul has lived for centuries, defying death at the hands of innumerable powerful enemies. You will have to be brave and very fortunate to overcome this supernaturally powerful magician!

SHANZIKUUL SKILL 13 STAMINA 16

If you reduce Shanzikuul's STAMINA to 2 or below without killing him, turn at once to 306.

290

This must surely be the entrance to the Chaos Pits, and the Mutant was guarding them. You can go down these steps by turning to 173. If you do not want to descend immediately, you can find another part of the ruins to visit by turning instead to 4 – make a note that, when you are ready to enter the Chaos Pits, you can do so by turning to paragraph 173.

291

Soon you see some patrolmen making their way towards you, so you slip round the corner and hide in the shadows out of the moonlight. Turn to 353.



292

In the moonlight you see your enemy: a horribly mutated Orc, with a broadsword clutched in a claw like a lobster's. Its other arm looks more like a frilled tentacle, with suckers adhering to a membrane. Its head is almost hairless, with just a few clumps of wire-hard fur on its scalp and face. It snarls at you, then attacks viciously!

MUTANT ORC SKILL 7 STAMINA 7

If you reduce the Mutant Orc's STAMINA to 2 points or less, turn at once to 270.

293

You decline, saying that this sounds bad, and the Gnomes look askance at each other. 'You said too much,' one hisses. 'We can't let him go now. He could tell the militia,' and the two lithe little creatures draw long daggers and set about you. You have to fight both gnomes together. Each Attack Round, roll dice to determine the Attack Strengths for all three of you. The combatant with the highest Attack Strength is the one who will cause damage that Attack Round. When you have killed one, of course, you are back to normal one-to-one combat – if you kill one!

	SKILL	STAMINA
First GNOME	6	6
Second GNOME	7	5

If you win, turn to 355.

294

You make a grab for the ring but miss – and then something awful happens: there is the briefest of flashes from the amulet encircling Shanzikuul's neck, and then he is at the other end of the table from you; he raises his Staff of Power as you get up and lunge desperately to get at him! Turn to 163.

295

All you get for your pains is a blow from a fist, the size of a small ham, landing resoundingly on the back of your neck. Deduct 2 points from your STAMINA. You're not going to be able to get in here now, and you can't return here. You can try Koyala's Bar (turn to 360) or the Gambling Hall (turn to 311).

296

Talons, rows of wickedly snagged teeth and drooling acid come bearing down on you. Even you can rarely have fought anything as savage as the mutated, murderous Zoalinh!

ZOALINTH

SKILL 9

STAMINA 14

If you reduce the STAMINA of the Zoalinh to 2 or below, turn immediately to 309.



297

The locals gasp at the sight of the item. 'The warrior has fought the Stealer of Deaths,' one of them mutters, and they back away in grudging awe. Slowly and cautiously, you make your way out, avoiding their gazes.

Now, if you haven't slept in Rahasta, you *must* do so; turn to 166. Otherwise, will you:

Buy some food?

Turn to 54

Buy a mount?

Turn to 186

Leave for Kabesh immediately?

Turn to 114



298

So be it. You become the puppet of the mage, and you are soon one more warped servant of Chaos. Corrupted and depraved, before long you will get your just deserts at the hands of a braver and better warrior than yourself!

299

Using the ball and chain as a weapon, you inflict damage as if you had a sword in your hand, scoring 2 points for a successful hit. But you must deduct 1 point from your **SKILL** for the duration of this fight because of having to fight with such an unwieldy weapon.

TENTACLE **SKILL** 7 **STAMINA** 6

If your **STAMINA** is reduced to 3 or less, turn to 357.
If you win, turn to 130.



300

Returning here is a definite mistake! You walk straight into a bunch of guards, who take one look at you and shout, 'That's one of them! I saw him with Vesper the thief!' They chase after you as you flee into the unfamiliar back-streets. Roll two dice and add 1. If this total is less than or equal to your **SKILL**, turn to 203. If the total is greater than your **SKILL**, turn to 310.



301

'Don't go to the hostelry,' Jesper tells you, 'it's a den of thieves and brigands. A former master of mine did a favour for a local family here, and we may be able to get you a bed for the night with them.' Taking his advice, you knock on the door he leads you to, and, after a few words with the head of the family, you are taken in. Their eldest son was saved from a Rock Troll by a warrior whom Jesper once served, and they are glad to see the mongoose again. You only get porridge and scraps, but it's hot and the pan of porridge seems bottomless. You stuff yourself before sleeping well in front of the fire; regain 4 **STAMINA** points.

You wash off the dust of the Dead Lands, and walk out into the bleary morning sun. Will you:

Buy some food?

Turn to 54

Buy a mount?

Turn to 186

Leave for Kabesh at once?

Turn to 114





302

As you touch the altar, a glimmer of light appears within it, and suddenly a pillar of flame rises to the ceiling and a figure forms within it: a bull-like body with powerfully muscled arms that are bound with bands of black metal, etched with strange runes, thick, hooved, black legs and a face which cannot be seen through the wreath of flame surrounding it, hissing and dripping yellow-red globules of fire on the stone floor! The terrifying Demon is wielding a flaming sword and whip, and breathes fire at you as well!

You must fight this horror! Each Attack Round, you must roll one die; if you roll 1-4, the creature's breath hits you and you must suffer 2 points of damage to your STAMINA in addition to any damage the Demon's weapons inflict!

FIRE DEMON SKILL 10 STAMINA 10

The first time you land a blow on the Demon, turn at once to 137. If you win, turn to 230.



303

You wake up in the morning with a thumping headache; you have been left, dumped in a backstreet. Any Treasure and magic items you have bought or found have been taken from you (but not the 2 Gold Pieces you kept in your bootheels!), and you must adjust your *Adventure Sheet* accordingly. If you had a sword, this too has been taken from you! Turn to 229 to find another part of town to visit.



304

After your exertions you crouch on a small ledge just below the roof of the building, looking intently at the marks in the stone. You see that some faded gilt etchings read 'PILASTRIUM' – the name of the building presumably. Below these letters, an arrow is sculpted; it protrudes from the surface of the stone and points very slightly east of south. The arrow has flames etched on the shaft, and it is set inside a circle from which many asymmetric lines radiate – a strange and highly unusual design.

You clamber down the building; now you can either enter it (turn to 106) or go somewhere else in the ruins (turn to 4).



305

You just manage to avoid running straight into a large patrol of militiamen – but they see you, and two of them fire off crossbow bolts which hit you as you flee. Deduct 4 points from your STAMINA, and add 2 points to your NOTORIETY. If you are still alive, find some other part of town to visit! Turn to 229.

306

Shanzikuul's amulet glimmers! Work out the Attack Strengths for the two of you in this Attack Round. If you have the higher Attack Strength, turn to 349. If Shanzikuul has the higher Attack Strength, turn to 3.

307

The missile narrowly misses you, but streaks past and crashes into a hapless passenger, who dies immediately. Turn to 358.



308

You try to tiptoe past – but the guard turns around at just the wrong moment, utters a bellow and comes flying at you, sword in hand. You rush to meet him inside the doorway so that the monsters below may not see you fighting. The mad gleam in the eyes of your opponent warns you he may be very dangerous! Turn to 248.

309

The Zoalinh rears back and gives a sickening gargle, as though trying to clear its throat of a mass of thick phlegm. Roll two dice. If the total rolled is less than or equal to your SKILL, you may kill it now (turn to 382). If the total is greater than your SKILL, turn to 247.

310

You can try to fight, but there are so many of the militia present, as reinforcements arrive, that you are easily overpowered and carted off to prison. In this harsh land, garrotting is the punishment for most crimes, and your adventure ends with a strangled gargle at a public execution!



311

You stride into Stavian's Gambling Hall, past the beefy guards at the door who give you intimidating stares, and into the smoke-filled gambling den itself. Small groups of men, a sprinkling of Dwarfs, and a group of four Gnomes sit concentrating on their cards and dice, and there's even a solitary Half-Ogre sitting with a stack of gold at the knuckle-bones table (where they use *real* knuckle-bones to play the game). Will you sit down at a table and venture a few Gold Pieces at a game (turn to 188), head for the bar and order some food and drink (turn to 239) or, deciding it's time to find a place to sleep, leave here (turn to 27)?

312

You now have some delicious raw meat! However, you may eat it only if you have a lantern with some oil in it for cooking; if you do, turn to 376. If you do not possess a lantern with some oil, the meat is useless to you: turn to 190.



313

You have overcome a powerful priest of Evil! Gain 1 LUCK point. However, his chainmail is pierced and of no value to you, although you can take his warhammer if you have no weapon of your own (this does the same damage as a sword). He also has a jade neck-chain worth 10 Gold Pieces which you may add to your Treasure, but nothing else of value. Turn to 4 to search further!

314

Entertainer's Square is packed with sightseers and the usual assortment of beggars, minstrels, jugglers, mime artists and similar folk making their living; but you see and hear nothing unusual or particularly interesting here. You head for another part of town: turn to 229.



315

'Let us work together. Help me and I will help you. In these ruins prowls one of the Dark Elves, an arch-enemy of mine. Bring me his head and I will give you a pair of Skeletons to help you in your quest,' the Necromancer urges. Will you agree to this deal (turn to 253) or attack him (turn to 167)?



316

You'll get to the wizard soon – but not soon enough! His Staff conjures a writhing ball of slime-dripping tentacles, beaks and mucus, and the disgusting creation flies through the air, straight at your face! *Test your Luck.* If you are Lucky, turn to 204. If you are Unlucky, turn to 95.



317

Heading for the back of the building, you notice a shadowy figure standing at the top of a flight of stairs leading up to the upstairs rooms. Seeing you, he raises a long, slim object to his lips, and you hear a small dart zip past your head! Will you:

Run away from here?

Turn to 128

Run up the stairs to attack?

Turn to 169

Fire back at the figure with a crossbow (if you have one)?

Turn to 143

318

Now you must *Test your Luck*. If you are Lucky, turn to 285. If you are Unlucky, turn to 37.

319

The attitude of the nomads is not very friendly towards you, but they do offer you shelter, as their code of honour demands. Something in their eyes tells you they do not value gold highly, and you do not make the mistake of offering them any.

You are ushered into a small tent, but, just as you are looking fondly at the blanket they have offered you, a messenger comes over to invite you to the tent of their leader, who wishes to speak with you. You cannot refuse; turn to 131.



320

Your first day of travel is peaceful enough, but you *must* eat 2 meals during the day. You sleep safely in the open; turn to 367.



321

The old Temple was clearly built for the worship of some ancient and long-forgotten deity – but was it one of Law or Chaos, Good or Evil? You cannot tell, but you enter, intending to find out.

Inside, you find an intact altar standing in the centre of a large circle in which flames are etched. Round the edge of the circle is a ring of ten upright metallic torches, their ends composed of a hard, incense-like substance. On the floor, dust and debris made up of shrivelled cloth and paper and decayed wood hamper your steps slightly. Above you is a semi-circular dome of dark-tinted glass in the ceiling; this allows a little light to enter the room. What will you do now? Will you:

Investigate the altar?
Take one of the torches?
Leave and go elsewhere?

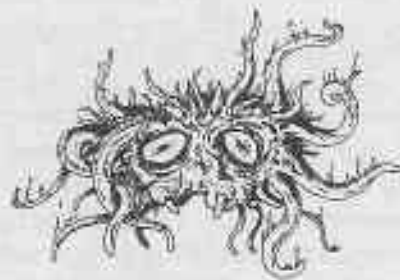
Turn to 302
Turn to 343
Turn to 4

322

'Come, my good warrior, will you not serve me? Together we can have all we could wish for in this place,' the shrivelled figure whispers. If you are prepared to listen, turn to 315. If you prefer to attack, turn to 167.

323

'Buy a couple of those weird-looking eggs on that stall,' the mongoose advises you sagely. 'We can make some money out of them.' The Man-Orc merchant wants 1 Gold Piece each for the two large, brown-veined, yellowish eggs which, he says, are local delicacies, very tasty indeed. If you want both the eggs (he won't sell them singly) you will have to pay him 2 Gold Pieces for them: turn to 7. If you *can't* pay for them, but want to have them, turn to 193. If you have the money but *won't* pay for them, turn to 373.





324

The robed man mumbles some sorcerous phrases and touches the flat of his warhammer before striking at you. You have a tough fight on your hands!

EVIL PRIEST

SKILL 10

STAMINA 11

Each of the first three times the Priest succeeds in striking you, his blow causes 3 points of damage rather than the usual 2, due to the spell he has cast on his weapon; after this, his blows cause the usual 2 points of damage. If you defeat him, turn to 313.

325

You find 4 Gold Pieces on the body of the footpad (add this to your Treasure) and you are just pocketing this when a soft, keen voice whispers behind you. 'I had not expected to be rescued by *you*,' murmurs the Dark Elf, who has evidently regained consciousness very quickly. He is sitting up, and his hand is resting on the hilt of his sword, although he has not drawn it. Deep-violet eyes look impassively at you as he awaits your reply. Will you attack him (turn to 227) or talk with him (turn to 21)?

326

Roll two dice and add 1 to the total rolled. If this new total is less than or equal to your SKILL, turn to 255. If the total is greater than your SKILL, turn to 125.

327

The weather has changed! Cloudy skies and a fresh wind bring cool weather and respite from the remorseless sun. You *must* eat 2 meals today, but your journey is safe as you stride out through the blasted Dead Lands. No creatures seem to exist here: no birds in the skies, no buzzing insects, no scurrying lizards on the broken fragments of rock, not even a straggly plant clinging to life in a rock crevice. At night, you sleep uneasily but safely below a gibbous moon which gazes balefully over the broken land, and you wake to early-morning sunshine that promises more oppressive heat.

On your second day you are getting close to Kabesh as you press on. Once again, you *must* eat 2 meals today. Further, if you do not have the Ring of Endurance, you must lose 3 points from your STAMINA due to the baking heat.



Wearily you stagger through the last stretch of the Dead Lands, leading to the ruins. Before you on your left you can see some tents pitched near a small pool, where beasts of burden are tethered, and swarthy, robed nomads are eyeing you suspiciously. Do you have a mark on your forehead? If you do, turn to 395. If you do not, turn to 319.



328

Skilfully pursuing the criminal, you manage to lay hands on the lad as he is about to disappear into a crowded bazaar. You grasp the bag, but the little thief squirms free of your grip and scuttles off. The merchant and his men arrive soon after, and the fat man congratulates you on recovering his stolen wares; as you hand over the bag, he presses 6 Gold Pieces on you as a reward (add this to your Treasure). 'Fine fellow!' he says. 'Do you need work? I have a cargo in today and I could use a strong fellow like you to help unload it. I'll pay you a fair wage.' Will you:

Accept his offer of a job?

Turn to 86

Decline politely and go shopping?

Turn to 384

Decline politely and head elsewhere?

Turn to 229



329

During a long, exhausting day, you *must* eat 2 meals, before you settle down to sleep. Are you riding a camel? If you are, turn to 122. If you are on foot, turn to 35.

330

You hand Patriarch Kanestin the magical folio. His eyes fill with evil pleasure as he takes it in his trembling hands, and he cackles at the evils deep within the later parts of the book. Deduct 1 point from your LUCK for helping this evil man; but he does at least tell you where the entrance to the Chaos Pits is: it is somewhere in the warehouses. He also knows that there is a trapped portcullis in the Pits, and the trap can somehow be avoided by magical fire, but again he can give you no details. 'It won't make any difference anyway,' he gloats, 'Shanzikuul eats people like you for breakfast!' Then he recites a spell from the book and is gone!

Now you can either head for the warehouses to look for the entrance to the Chaos Pits, if you haven't found them before (turn to 146), or search elsewhere in the ruins (turn to 4).

331

You board the riverboat bound for Rahasta. The *Smeraglioni* is an elderly tramp and doesn't inspire confidence in you any more than does River Captain Blint, a bad-tempered and cowardly oaf. However, the boat lurches out of Ashkyos, full to the gunwales with shabby and disreputable people laden down with crates, bags and sacks – not to mention the dogs, chickens and goats accompanying them. You go to your cramped quarters and rest. Food isn't part of the ticket – you *must* eat 2 meals from your own Provisions today. Turn to 25.

332

If you have the Move Silently Skill, you get past safely; turn to 352. If you haven't, turn to 308.

333

Do you have an Iron Key? If you have, turn to 396. If you haven't, turn to 58.



334

You catch only fragments of a conversation, but you do hear one of the crew curse and say that having a Dark Elf on board is bad luck. 'But he seems honest and decent enough,' comes the reply. You also think you hear the name Kabesh mentioned, which makes you wonder . . . turn to 172.

335

'The Mark of the Death Stealer!' one of the locals spits, and weapons are drawn. You will have to fight your way out, and it will not be easy! Turn to 371.

336

You are taken by surprise as a serrated tentacle wraps round your throat and begins to squeeze your windpipe, choking the life out of you! Deduct 3 points from your STAMINA. Turn to 264 to fight the thing which is trying to kill you, and you must fight this combat under special disadvantages. First, you must deduct 2 points from your SKILL for the duration of the fight. Second, you lose 1 point from your STAMINA *automatically* each Attack Round from the pressure round your neck! Both these penalties apply until you have killed your assailant.

337

The Old Quarter is a seething morass of degeneracy and moral turpitude. You sit watching leprous beggars, Man-Orcs, hunchbacks and shady-looking merchants with their brutish bodyguards wandering round the streets. All human life is here – and quite a lot which isn't exactly human, too. You are just looking around to check up on the names of streets and bars when suddenly a group of men comes running towards you, chasing a runaway mule which is heading straight at you! Will you try to stop the mule (turn to 74) or get out of the way (turn to 394)?



338

'The tome is in one of the tombs of the old mausoleum,' Kanestin mutters, 'but the Master of the Undead may also be in that place.' He is clearly fearful of that creature! You can either head for the mausoleum straight away (turn to 109) or go elsewhere in the ruins (turn to 4) – if you find the tome and wish to give it to Kanestin, you can do so by turning to the paragraph with the same number as the one in the book's title.

339

If you have ever eaten boiled cardboard laced with pine-needle pulp, you already know what the viscous, gelatinous sludge tastes like. If you haven't, this is a new experience for you. Vaguely repellent it may be, but it is – amazingly enough – highly nutritious! Regain 6 STAMINA points as you gulp down as much as you can before the warning footfalls you can hear in the distance get too close; you also have time to tip some sludge into a waterskin for 2 more meals (add 2 to your Provisions). Now it is time to move smartly out of the room, so will you head for the portcullis (turn to 352) or backtrack round to the right side of the ledge if you haven't been that way before (turn to 117)?

340

The Ring of Endurance helps you to resist the effects of extreme cold and also – more importantly in Khul – extreme heat, which would normally sap your STAMINA. If you buy this article, later references will instruct you on the precise effects the ring has. Return to 275.





341

A heavy dew falls just before a searing sun rises in the sky, and you are able to collect enough moisture to keep going. Tonight should see you in Rahasta, where you will be able to rest and buy food for the last leg of the journey to Kabesh. You set off wearily, squinting into the heat-haze in the distance.

Your hopes for an undisturbed day are suddenly dashed: just as you are rounding a ridge, a weird shape lumbers into the air in front of you. The Chaos creature has a lion's body covered in mottled black fur, huge leathery wings, an almost human head, and a long, green, scaly tail, covered in knobled spines. The Chaos Manticore fires a volley of spines straight at you! Turn to 260.

342

The Necromancer will now try to cast a spell! If he has the higher Attack Strength in *any* Attack Round from now on, he will be able to cast it: turn to 217. If you win, turn to 123.

343

You take one of the metal torches; add this to your Possessions. Now you can either investigate the altar, if you haven't done so already (turn to 302), or leave and go elsewhere (turn to 4).



344

You hand over the money and in return the ugly brute gives you a nasty smile, displaying the full range of blackened stumps of his yellowish-green teeth. You hope the people inside are more agreeable! Turn to 148.

345

The warrior falls dead at your feet. You look around at the large array of weapons here – perhaps some of them are magic, but you have no way of knowing, and taking pot luck is pointless. You leave: you can either make straight for the portcullis (turn to 352) or double back round the left side of the ledge, if you haven't been that way before (turn to 82).

346

The Captain comes below in search of his parrot; clearly he suspects that someone has done away with it, but he can find no clues, and nobody gives you away. For a little while he flails away with a cat-o'-nine-tails at some of the slaves, but he is drunk and his blows do little harm. Turn to 77.



347

You can use the spices to preserve what remains of the cooked meat, and you may add up to 6 to your Provisions Box. (You cannot carry more than 12 Provisions in all, of course – unless you are riding a camel, in which case you can carry up to 24 Provisions.) You journey on: turn to 190.

348

You grab the Assassin's bag of gold and make a run for it – but the ever-vigilant militia have just witnessed you killing someone in broad daylight and set off in pursuit! You manage to get away, but you must add 3 points to your NOTORIETY. Still, at least you've got the 8 Gold Pieces in the Assassin's bag! Turn to 229 to find somewhere else to visit.

349

You strike down the Master of Chaos! Bloodied, his body falls – and as it does, an event of unutterable horror takes place. The mage's face, frozen in terror, twitches briefly, and the eyes roll over in their sockets, to stare in paralysed horror at the tiny, malefic fiend that flits towards him. You cannot bear to watch the fiend consuming Shanzikuul's soul. Turn to 267.

350

The locals hesitate for just long enough to show that they might be bought off. You reach into your pocket for some gold. Roll one die, re-rolling any roll of 1 (to get a number between 2 and 6); this is the number of Gold Pieces the locals will demand. If you can't, or won't, pay this much, you will have to fight after all, so turn to 371. If you can buy your way out, you will still have to leave Rahasta at once: turn to 114; however, you *do* have time to buy food, if you wish to, before you go. You can do this by turning to 54 (but make a note that you *must* then turn to 114 immediately afterwards).



351

The militia are out in force today; there are rumours of grave-robbing, murder and thievery – enough to make even the militia take notice! You don't want to be watched too closely by these brutes, so you decide to find another part of town to visit. Turn to 229.

352

The portcullis is made of thick iron bars, and a massive lock prevents you from simply lifting the barrier. There is also a kind of pulley device on the opposite side which looks suspiciously like the trigger for a mechanical trap of some sort. If you have an Iron Key, turn to 103. If you do not have this item, turn to 161.

353

After a short wait, Vesper climbs out through a small window at the back of the warehouse, with his sack well stuffed. 'Good man,' he whispers. 'Let's go and share this out!'

In no time, you are weaving through a maze of small streets in the Old Quarter of the town, where Vesper lives. Rowdy drinking dens, gambling houses and even more dubious establishments line the filthy thoroughfares, and drunks and wide-eyed smokers of suspicious-looking water-pipes reel around. At last Vesper arrives at his home, unlocks the door and ushers you in; after feeding his cat, he sits down with you.



Soon you are feeling refreshed by a meal of cold lamb and a mug of mulled wine (regain 4 STAMINA points), and enriched by four bags of saffron. 'Two hundred and forty grammes in total,' Vesper says. 'You can get a good price for that in the markets.' (Add this to your Possessions, and be sure to record the weight!) 'Don't go back to the Warehouse district, though – I have a feeling we may have been seen as we ducked past that last bunch of guards, coming out.' The thief is happy to let you sleep on his floor, and in the morning will you:

Talk further with Vesper?

Turn to 111

Head for the markets to sell the saffron?

Turn to 240

Go somewhere else in town?

Turn to 229



354

You kill the Mutant Orc (if you don't have a sword, you can pick his up and use it to kill him – add the sword to your Possessions). You settle back to sleep: turn to 390.



355

Searching the bodies of the Gnomes, you find that one has a pouch containing 5 Gold Pieces and the other has a small bag with two crossbow bolts. Each

is a magical bolt, usable only once (fired from a crossbow, of course!), and will add 1 point to your SKILL when you fire it. Add these items to your Possessions and the money to your Treasure.

Soon you hear the pattering of booted feet and the clinking of chainmail. The militia! Time to get out of here and find a place to sleep. Turn to 27.

356

The Old Coliseum is a circular stadium in ruins; it is formed by concentric rings of stone descending to an arena which is half-filled with clogging dust and sand. There is a wide entrance passage leading in, the roof of which is supported by pillars; some of them have collapsed to the ground, and others look distinctly unstable. If you want to investigate this entrance, turn to 157. If you want to go elsewhere, turn to 4.

357

Suddenly a lithe figure clad in a dark cloak stands beside you, severing the tentacle with a black-bladed, razor-edged longsword! You look up at your helper – a Dark Elf! Sheathing his sword, he squints up at the light then turns on his heel – but not before staring pointedly at you! Does he suspect something? However, he says curtly to the Captain, 'Most of your slaves would not have tried to help you. I didn't see too many of your crewmen in evidence either. You should reward this man,' and then he clammers down the forecastle steps to his cabin. Turn to 130.



358

The *Death's Head* is closing rapidly to boarding range. You have time to perform one quick action – such as drinking a potion (if you have one) but not time to eat a meal! – before the pirates swarm on to the riverboat and set about the hapless passengers and crew. For a moment, a path is clear to their leader, the villainous and battle-scarred Captain Grotniss who is urging on his cut-throat crew with waves of his broadsword. Will you go straight for the Captain (turn to 81) or try to pick off one or two of the other pirates (turn to 189)?



359

Among the crumbling and useless paper, you can make out a small wooden casket, the runes and sigils upon it faded and illegible after so many years. You open it, and inside you discover a small golden ball with gem insets and an inscription that you can read more easily in the light of day outside. The inscription says, simply, *Hazdur*. If there is someone you want to give this to, you already know which paragraph to turn to. Otherwise, turn to 4 to visit another area in the ruins.

360

As you approach the Wine Bar, you observe a commotion taking place as two men – thieves, probably – are chased into the place by the militia. You hear breaking glass and shouts coming from inside! You decide not to enter after all. You can reconsider and return to the Guursh Bar instead, getting in by trying either bribery (turn to 259) or bluff (turn to 47), or make for the Gambling Hall (turn to 311).

361

The Troll has left visible tracks during its meanderings. If you want to follow them, even though this means taking a diversion westwards, turn to 174. If you decide not to bother, turn to 6.

362

Suddenly a pair of hefty patrolling militia guards loom up from round the corner; they are already close to you and are coming closer! Do you have the Move Silently Skill? If you do, turn to 258. If you haven't, turn to 154.



363

You can hear a large creature moving about, but you can see nothing. The first inkling you get about where it is is when a lashing blow grazes your leg – deduct 2 points from your STAMINA. You can run away if you want to – but the creature will get in another strike for 2 more points of damage if you do; if you choose to make a run for it, turn back to 4. If you stand your ground, you will have to fight with a temporary reduction of 2 to your SKILL because you are fighting in the dark; turn to 97 if you want to do this.

364

Rahasta is a grim place, where the forces of mutation and Chaos are very apparent. The homes of the locals are hovels, and as for the inhabitants . . . they seem to be half-human mongrels mostly, some having the features of Orcs or Hobgoblins, and some enduring more dramatic mutations which they sullenly try to keep hidden. You catch glimpses of a chitinous claw concealed beneath a long sleeve, a woman whose head seems to be writhing under her turban as if her scalp bore small tentacles, a dog-faced baby, and worse! Still, you are very tired and need, if possible, to get supplies here. Will you:

- | | |
|---|-------------|
| Buy some food? | Turn to 54 |
| Try to find somewhere to sleep? | Turn to 166 |
| Go to a tavern? | Turn to 272 |
| Try to buy a mount for the journey ahead? | Turn to 186 |

365

The militia force you to surrender. For them, it is a tidy solution to pin masterminding the kidnap, and then murdering your accomplices, on to you. You have only garrotting to look forward to; your adventure ends here.



366

Jesper the mongoose trots up behind you, bright-eyed and frisky. 'Time to go! Wheeee!' he says, dancing a little pirouette in his excitement. You are unsure how useful he is going to be . . . turn to 73.



367

Travelling south, the weather grows warmer but light cloud shields you from direct sunlight. Your travels are undisturbed, as will be your sleep tonight, but during the day you *must* eat 2 meals. Turn to 19.

368

In the darkness you make out the form of a sleeping crewman in the boat! He's probably dead drunk but you take no chances, hitting him hard to keep him unconscious. You quietly lower the boat into the water and start rowing away from the ship; turn to 199.

369

You must try to drag the mule down and stop it lashing out at you with its hoofs, which isn't easy. Treat this action as a combat – one which you have to fight with a penalty of 2 points temporarily deducted from your SKILL. You are trying to subdue the mule; it is trying to kick your brains in. The mule has a SKILL of 7. Each time the mule wins an Attack Round, it delivers a kick at you causing 2 points of damage to your STAMINA, but when you have the higher Attack Strength for *two consecutive* Attack Rounds, you subdue the mule. If at any time you decide to give up trying to restrain the mule, turn to 141. If you manage to subdue it, turn to 288.

370

You apply the herbs to the wound in a poultice, and this seems to stop the swelling and ease the pain. You still lose a further 2 STAMINA points, though. If you are still alive, you can get some rest: turn to 183.





371

Fight the locals as a group; if you reduce their collective STAMINA to zero, you will have slain a couple of them, and this show of strength will force the others to back away from you, enabling you to leave.

TAVERN THUGS SKILL 7 STAMINA 9

If you win, you *must* leave town immediately; turn to 114.

372

Do you have a Bronze Bracelet? If you have, turn to 52. If you haven't, turn back to 32 to finish your fight.

373

Jesper looks displeased. 'What's the point of having me around if you won't take my advice? I know what I'm doing.' Unfortunately, the merchant has now sold the eggs to a grimily clad kitchen-maid who, in her gin-sodden stupor, has dropped and smashed them. Distracted for a moment, you allow the mongoose to slip his leash, and he scampers away. You chase after him, but he eludes you and is soon lost to sight. You curse your ill-luck! Now, will you:

Hang around in the Market
Quarter?

Go to the shops for supplies?

Go somewhere else in town?

Turn to 34

Turn to 384

Turn to 229

374

You see on the stairs some caltrops – viciously spiked metal discs which could have injured or even lamed you! You leap over them and attack the man, who has drawn a sword to fight you. Turn to 234.

375

After the Orc with his bloodied whip has gone, you hear the sound of muttering coming from the deck above you. If you have the Acute Hearing Skill, turn to 334. Otherwise, you can't make out what's being said: turn to 172.

376

You pour a little oil over some scrubby brushwood to start a fire, and soon the fragrant smell of roasting venison fills the air. You may gobble down all your stomach can take – which is plenty. Restore your STAMINA to its *Initial* level! Do you have any Preservative Spices? If you have, turn to 347. If you haven't, turn to 136.

377

You get away from the Old Quarter and find a place where you can sleep rough. Your rest is disturbed by nightmares and you wake up, sweating, more than once. Deduct 2 points from your STAMINA. Turn to 287.

378

If you have the Tracking Skill, turn to 277. If you don't, turn to 24.



379

Do you have the Animal Wisdom Skill? If you do, turn to 121. If you do not, pay your 18 Gold Pieces for the camel, and Bokhannon will keep the animal stabled for you until you need it. Now you can do more shopping by turning to 384 or go elsewhere in town by turning to 229.

380

If you have a rope and you want to test out your inexperienced climbing skill using it, turn to 139. If you decide not to try, or if you do not have a rope, you cannot do this; you can either go into the building (turn to 106) or go elsewhere in the ruins (turn to 4).

381

Koyala's Bar is packed with a raffish, noisy group of people of all races, shapes and sizes. In one corner a Lizard Man is belching his appreciation of the house

white! In a bar, you will be out of place if you do not drink, and ale is *not* on the menu. Drinks will have to be paid for, of course! Will you:

Order and drink red wine?	Turn to 113
Order and drink white wine?	Turn to 212
Hang around doing nothing?	Turn to 87
Leave and try the Guursh Bar?	Turn to 64
Leave and try the Gambling Hall?	Turn to 311

382

You approach the door the Zoalinh was guarding, and listen carefully. To your ears, the sounds beyond are strange indeed: you can hear a wailing, cacophonous music, the sound of gurgling water perhaps, and carefree laughter resounding from within. This is hardly what you expected, so you throw open the door.

This is the Great Hall of the Master of Chaos, the Cheater of Deaths; you know this as soon as you lay eyes on the man – even though *he* is hardly what you expected either. At the far end of a long table, laden with food and fruit, wine and sweetmeats, sits a slim young man swathed in silver-and-black robes, holding a wooden staff, the design of which you cannot make out at this distance. In this palatial chamber hang fine tapestries and paintings, and in a side-room a fountain of crystal-clear water gushes into a pool. The young man clicks his fingers carelessly, and two bizarre tiger-woman servants beside him turn and walk away down cool marbled steps,

through bead-fringed curtains, to chambers beyond. Shanzikuul gives you a brilliant, flashing smile, white teeth gleaming in the pearly light cast by ornate and embellished wall-lamps. 'You are late,' he admonishes you, 'but never mind, I have plenty of time,' and he smiles mischievously. 'Come and sit down to dinner. I have a proposal for you,' and he gestures to a seat on his left-hand side.

This is all quite astonishing! Will you race to attack Shanzikuul (turn to 163) or walk across and sit by him (turn to 209)?

383

Do you have a mark on your forehead? If you have, you will be forced to fight – the man will not parley with you: turn to 324. If you do not have a mark, turn to 84.

384

Whenever you go shopping, you must keep careful track of how much money you spend and adjust your Treasure accordingly; any purchases you make should be added to your Possessions. There are several shops you may care to visit. Do you wish to try:

Food shops?	Turn to 33
Bokhannon's Stables and Travel Shop?	Turn to 150
Ali Haji-Sheikh's Weapons Store?	Turn to 91
Hotsalt the Herbalist?	Turn to 195
Sukifiri's Magic Shop?	Turn to 275

385

You run for all you're worth, to the jeers of the onlookers. Of course the Captain – with his wooden leg – can't chase you, but his crew are hunting you down. You soon get lost in the unfamiliar docks, where two of them corner you against a pile of crates in a blind alley. Do you have the Climbing Skill? If you do, turn to 119. If you don't, turn to 225.

386

Several times during the night you awaken with a start, to hear something scuttling away – perhaps your keen sense of hearing has saved your life. But loss of sleep makes you heavy-limbed and fatigued when morning comes; deduct 2 points from your STAMINA.

You will not be able to disguise the evil the mark on your forehead denotes, and you *may not* enter the nomad camp – if you do, you will be killed! Still, you can sneak into the ruins of Kabesh and explore other areas. Turn to 4.

387

You race after the boy, but he escapes. Fortunately, in his hurry he dropped something – a small bag of gems! The merchant and his men soon arrive, and you hand over the bag. Gratefully the merchant offers you 4 Gold Pieces as a reward (add this to your Treasure); he also offers you a job shifting cargo at his warehouse. The pay is fair, he says. Will you accept his offer (turn to 86) or decline and go elsewhere in town (turn to 229)?

388

In the journey ahead, remember that when you are instructed that you *must* eat Provisions, you must deduct the stated number of Provisions from the *Adventure Sheet*, or lose 2 STAMINA points for every meal you fail to eat.

If you have a riverboat ticket, turn to 331. If you have bought a camel, turn to 367. Otherwise, you are leaving on foot: turn to 320.

389

The huge Half-Ogre totters and falls, and the crowd stands and cheers your triumph! Stewards in chain-mail usher you away after you have taken your bows before the foot-stamping, shouting masses. You get your reward of 12 Gold Pieces, but now you will be the talk of the town – add 2 points to your NOTORIETY.

You are allowed to rest and recuperate in a room near the stadium, looked after by a friendly inn-keeper who gives you a meal (regain 4 STAMINA points). His son had been foolish enough to challenge the Gladiator, so the man is delighted that you have beaten the Half-Ogre. Now you must try another part of town: turn to 229.



**390**

It is an especially hot day today. Roll one die and halve the number rolled (rounding fractions up); this is the number of your Provisions which spoil in the heat. You must throw them away (reduce your Provisions by this amount).

However, you notice a group of small deer in the distance; and you halt and stay still, quietly dismounting if you are not already on foot. Fresh meat would be a real pleasure, and you need extra food! If you have a crossbow, turn to 65. If you haven't, but you *do* have the Animal Wisdom Skill, turn to 219. If you have neither of these, but you possess the Move Silently Skill, turn to 261. If you have none of these, turn to 78.

391

You manage to react just in time and jump out of the way as a sharp-spined tentacle flails at you from behind a pile of crates; but now you must fight this unexpected enemy! Turn to 264.

392

The dart just nicks you and causes you 1 point of damage, deducted from your STAMINA. You reach

the top of the stairs, to find that your enemy has drawn a sword; turn to 234.

393

Eventually the parrot gets bored with berating you and flies away. Turn to 77.

394

Settling down in your place again after all the excitement, you continue your observations, keeping one eye open for any chance to make some money! After a while, as it grows late, you notice that three places in particular seem to be attracting many comings and goings, so you decide to pay a visit to one of them. Koyala's Bar is notable for the bottles of wine in the window, the bunches of grapes over the door, and the airs and graces affected by the customers who drift in and out – clearly it isn't a place where beer is served! Will you visit:

Koyala's Bar?

Turn to 381

Kanstrin's Guursh Bar?

Turn to 64

Stavian's Gambling Hall?

Turn to 311

395

'Spawn of Undeath!' one of the nomads curses, and they draw their weapons! You flee back north, into the encroaching night. Their pursuit is fruitless, but now you are utterly exhausted, and are forced to seek a place to sleep out in the open. If you have the Acute Hearing Skill, turn to 386. If you do not have this Skill, turn to 152.

396

Having destroyed the skeleton guards, you begin a search of the Mausoleum. This takes time: it is a large place and you favour caution! However, eventually you find 5 Gold Pieces in one of the tombs (add this to your Treasure) and a book sealed inside another. On the spine you read the title: *The Three Hundred and Thirty Incantations of Ssassuzlit*. This book radiates both magic and a faint aura of evil. If you want to give this book to someone, you know which paragraph to turn to! Otherwise, you may take this book with you if you wish (if you do, record it and its title in your Possessions). In any event, it is time to go elsewhere; turn to 4.



397

You try your luck gambling with the men: a mixture of impassive card-sharks, half-drunk sailors throwing their money around, and amateurs whose bluffs and triumphs can be read in their eyes while they hold their cards close to their chests. Roll one die: if

you roll 1, you win 3 Gold Pieces; if you roll 2, you win 2 Gold Pieces; if 3, 1 Gold Piece; if 4, you neither win nor lose; if 5, you lose 1 Gold Piece; if 6, you lose 2 Gold Pieces. If you want to try gambling with either of the other groups, you will need to have at least 2 Gold Pieces left! Will you:

Gamble with the Dwarfs?	Turn to 265
Gamble with the Gnomes?	Turn to 61
Leave and find somewhere to sleep?	Turn to 27

398

You wander around in the nomad camp, but all you see is the devout at prayer, people putting up tents and tending to their goats and oxen. The one useful thing you can do here is buy food; 1 Gold Piece will buy you enough for 2 meals (2 Provisions per Gold Piece spent), but you cannot buy more than 10 Provisions in total, since the nomads have no more spare food than this. Keep careful track of how many Provisions you buy here: you *may* return to buy extra Provisions, but the figure of 10 *total* purchases *must not* be exceeded. Now turn to 4 to find somewhere to visit in the ruins.

399

In the morning, you stretch your limbs in the sun, then eat the breakfast which the shy, brown-eyed girls of the camp bring you. For rest and food, regain 4 STAMINA points. Now turn to 4 to decide where next to go.



400

Naas lies dead at your feet. You tuck the Staff of Power under your arm, and then you notice a faint gleam in Shanzikuul's amulet. You guess that this is some sort of teleportation-magic item, and you pray desperately that it will be powerful enough to transport you home, as you hear the screams and howls of cleaver-wielding Mutants approaching down the passage beyond the door. You know nothing about the way magic works, so you pray to the Gods of Law and Good to help you, and you hold the amulet tight round your neck, trying to conjure up an image of Amberon and the place you met while still concentrating fervently on the amulet, as your fingers turn white and you hold on to it for dear life . . .

. . . and the magic works! You are standing among a gathering of cowed wizards, one of whom is reading from an ancient scroll of vellum, browned with age; and they stand, gazing in astonishment upon the relic you have brought back to them. Their bewilderment turns to relief, and smiles spread over the faces of men whose expressions are usually so serious, they look as if they have never smiled in their entire lives.

'I'm sorry this isn't a more light-hearted occasion,' Amberon confides to you at the feast held later in your honour, 'but some of the wizards are still shaken, despite their relief, by what has happened. And, just between you and me, some of them aren't exactly proficient at rejoicing and making merry.' Looking around at the old wizards, you can believe

it. 'But at least there are the rewards to look forward to. The older wizards have been scouring the Guild of Wizardry for objects which might make a fitting reward. There are a good magical weapon or two they found lying about, and a magic platter which provides food whenever you need it – how good that sounds! – and a suit of the finest magical chainmail the Elven warrior-wizards have made in years – and one or two other items too. That is, if you're interested, of course . . .' Amberon smiles as he sees that you are very interested indeed, and then he goes on to enumerate the gold, and the gems, and the intelligent warhorse . . .

You smile and stretch out in comfort. It's going to be a long night, and you've deserved it a hundred times over!



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