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For years the brave Knights Templar of the Demon-keep have kept the peace in Ruddlestone. But now an ancient evil has reawakened in the land: the sorcerer Belgaroth has returned from the dead and will use his powers to bring chaos and terror to this peaceful kingdom.

To ensure his plans succeed, the evil sorcerer has enlisted the services of the Knights of Doom. One heroic knight - YOU! - must creep through a land plunged into war, penetrate the enemy lines and overcome the deadliest foe of them all!

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STEVE JACKSON
AND IAN LIVINGSTONE

Knights of Doom

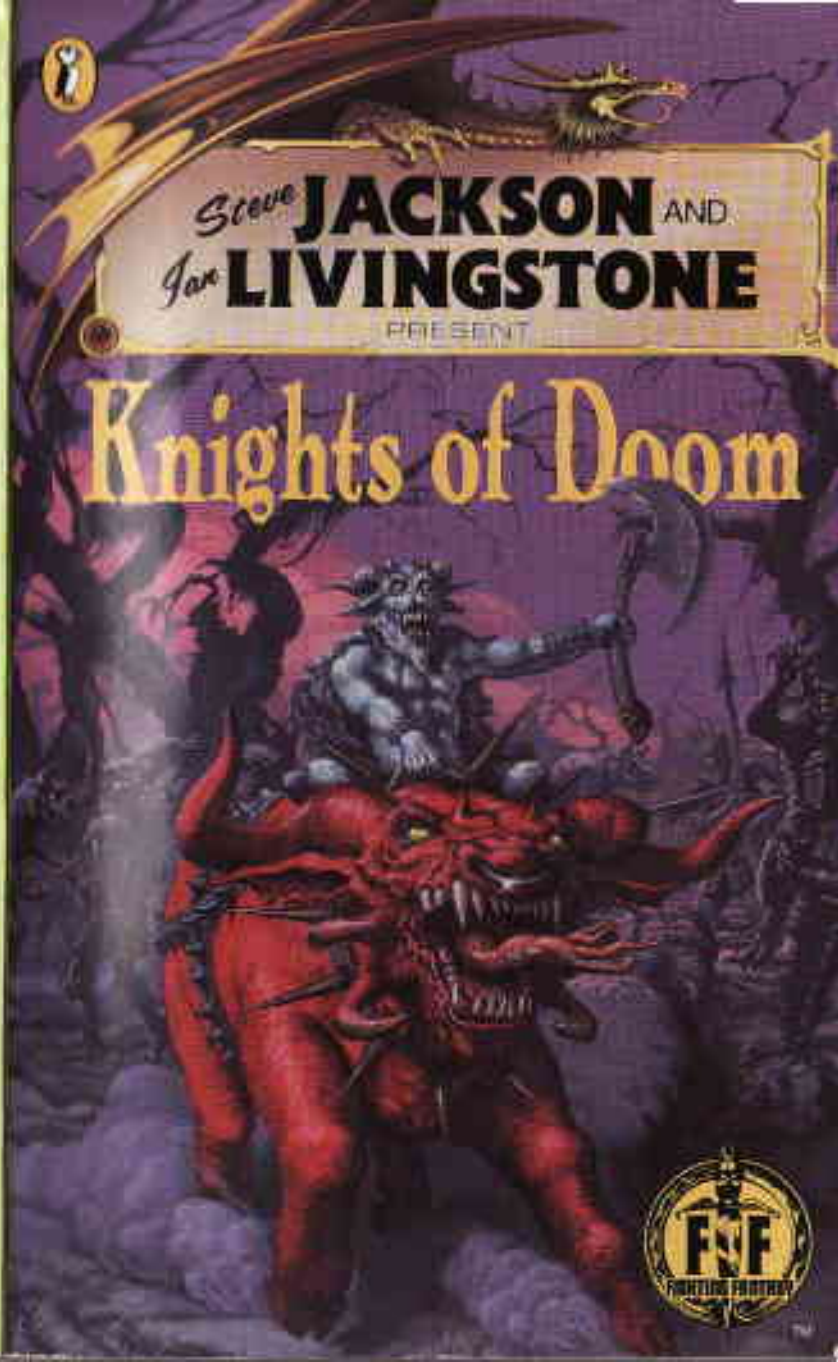
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Steve JACKSON AND
Ian LIVINGSTONE
PRESENT

Knights of Doom



Puffin Books

KNIGHTS OF DOOM

For years the brave Knights Templar of the Demonkeep and the Citadel have kept the peace in Ruddlestone, protecting it from the constant ravages of Orcs and Beast Men. But now an ancient evil has reawakened in the land. The sorcerer Belgaroth has returned from the dead to reclaim his throne at Caer Skaal. His aim is simple: he will settle for nothing less than total dominion of Ruddlestone. His fanatical Knights of Doom will ensure that his evil plans do not fail. One heroic knight – YOU – must sneak through a land plunged into war, penetrate the teeming enemy lines and overcome the deadliest foe of them all.

Two dice, a pencil and an eraser are all you need to embark on this awesome adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress. Uncountable dangers lie ahead and your success is anything but certain. It's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. The future of Ruddlestone is in your hands!

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For the spellbreakers

INTRODUCTION

It has taken several years for you to become a member of the holy order of the Templar Knights of Telak the Swordbearer, in the northern kingdom of Ruddlestone. After your initial training as a Warrior-Priest at the Citadel, you served in the Demonkeep Outpost on the border with war-like Brice. There you rose swiftly through the ranks, undertaking many hazardous missions into enemy territory and becoming renowned not only for your fighting prowess but also for your mastery of the arcane secrets taught by your order, achieved through long hours of study. In time, you were invited to return to the Citadel to continue your training and studies in order to become one of the elite Templar Knights. There you swore the Oath of the Templars: to strive to wipe out Evil and Chaos wherever they may be found and always to uphold the honour of your order.

Since that time, you have faced many foes and completed many dangerous quests to the benefit of your country, overcoming seemingly impossible odds by using your heightened warrior's skills and your mystic priestly powers. You have become one of the most trusted and respected of your order, having recently returned from leading a force against a horde of Orcs and Beast Men whom you succeeded in driving back into the mountains.

Before embarking on your latest adventure, you must first discover your own strengths and weaknesses. You use dice to determine your initial scores. On pages 20–21 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes for recording the scores of your attributes. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina and Luck

Roll one dice. Add 6 to the number rolled, then enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled, then enter this total in the STAMINA box.

Roll one dice. Add 6 to the number rolled, then enter this total in the LUCK box.

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

Your SKILL reflects your expertise in combat, your dexterity and agility. Your STAMINA score is a measure of how healthy and physically fit you are. Your

LUCK score indicates how lucky you are. In all these cases, the higher the score, the better!

Battles

During your adventure you will often encounter hostile creatures which will attack you, and you yourself may choose to draw your weapon against an enemy you chance across. In some situations you may be given special options allowing you to deal with the encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's SKILL and STAMINA scores in the first empty Encounter Box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions that are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent'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 or parried each other's blows: start a new Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2

points from its STAMINA score. You may use LUCK here to do additional damage (see below). Proceed to step 6.

5. Your opponent has wounded you, so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must begin all over again by creating a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one person or creature in combat. Sometimes you will treat them as a single opponent; at other times you will be able to fight each in turn; and then again, at other times you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that, once you defeat an enemy, the next steps forward to fight you! When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any

additional opponents you throw for Attack Strengths in the usual way. If your Attack Strength is greater than your opponent's, in this instance you will not inflict any damage; you can regard it as having parried an incoming blow. If your Attack Strength is lower than your adversary's, however, you will be wounded in the usual way. Of course, you will have to settle the outcome against each additional adversary separately.

Luck

At various times during your adventure, either in battle or when you find yourself in another situation in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may use LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

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

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK, the more risky this procedure becomes.

Using Luck in Battles

From time to time you will be told to *Test your Luck*, and you will then learn the consequences of being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on an opponent you have just wounded or to minimize the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck*, as described above. If you are Lucky, you have inflicted a severe wound; deduct 2 extra points from your opponent's STAMINA score. If you are Unlucky, however, your blow only scratches your opponent; you may deduct only 1 point from your opponent's STAMINA (so that, instead of inflicting the usual 2 points of damage, you now inflict only 1).

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow only grazes you; deduct just 1 point from your own STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 *extra* STAMINA point (i.e. deduct a total of 3 points from your STAMINA).

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



More About Your Attributes *Skill*

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

At various times during your adventure, you will be told to *Test your Skill*. The procedure for doing this is exactly the same as for *Testing your Luck*. Roll two dice. If the number rolled is less than or equal to your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, you do not have to subtract 1 point from your SKILL each time you *Test your Skill*.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat or by falling foul of traps and pitfalls, and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals or Provisions. You start the game without any Provisions,

but during your adventure you will be able to obtain meals. You must keep track on your *Adventure Sheet* of how many meals' worth of Provisions you have left. Each time you eat a meal, you may restore up to 4 points of STAMINA, but at the same time you must remember to deduct 1 meal from your stock of Provisions. You may pause to eat Provisions at any time, except when you are engaged in a battle.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or have created your own luck by some action. Details are given, where appropriate, in the relevant part of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value.

Special Skills

As part of your training as a Templar Knight, you have acquired certain Special Skills appropriate to both a warrior and a priest, and these have proved invaluable on many a perilous adventure. Choose *four* Special Skills from the list below and make a note of them in the Special Skills box on your *Adventure Sheet*. You *must* have at least one Warrior Skill and one Priest Skill.

Warrior Skills

Battle Tactics

As well as being a highly skilled warrior yourself, you are also used to commanding dozens of soldiers in

battle. With your superior experience in the art of warfare, a force led by you is all but unbeatable.

Ride

You are an expert horseman, able to remain in the saddle and guide your steed in even the most adverse conditions. This skill means that you are also likely to be able to ride other mounts, even unlikely and unfamiliar ones.

Target

This skill allows you to use weapons that are thrown or fired (such as bows, spears and throwing-knives) with greater accuracy than normal.

Tracking

As long as there is a trail to follow, you can track humanoid or beast anywhere. Your success in tracking depends on the nature of the trail and how old it is.

Weapon

You are not only an expert swordsman, you have also specialized in the use of another weapon in close combat. Choose one weapon from the following list and record it on your *Adventure Sheet*: axe, lance, mace, spear.

Priest Skills

Arcane Lore

Having spent many hours poring over ancient tomes, you are more knowledgeable than most concerning

the history and legends of Ruddlestone, and you understand many of the secret symbols and other mysteries of your order.

Banish Spirit

By brandishing holy symbols and using certain esoteric phrases, you are able to free one ghostly undead spirit from its earthly constraints at a time.

Commune

Through hours of concentrated meditation you have heightened your mystical powers so that you are able to pick up the psychic vibrations given off by the inhabitants of the Spirit World and, sometimes, beings from higher planes.

Holy Strike

You are able to hit evil creatures such as undead and Demons with a blast of holy power that will drain their evil energies. You may make only one strike at a time.



Honour

As a Knight of Telak you are bound by HONOUR. Your HONOUR is a measure of your unselfishness, your sense of duty and allegiance to the path of Goodness. At the start of your adventure your HONOUR score is 6 (you do not need to roll dice to discover this). You may increase your HONOUR score by undertaking heroic deeds and destroying especially evil opponents. However, you can also lose HONOUR points by acting in an evil or selfish way that is more benefiting to your enemies, or by breaking the Oath of the Templars. Keep track of your HONOUR in the appropriate box on your *Adventure Sheet* and do all you can not to dishonour yourself or your order.

Time

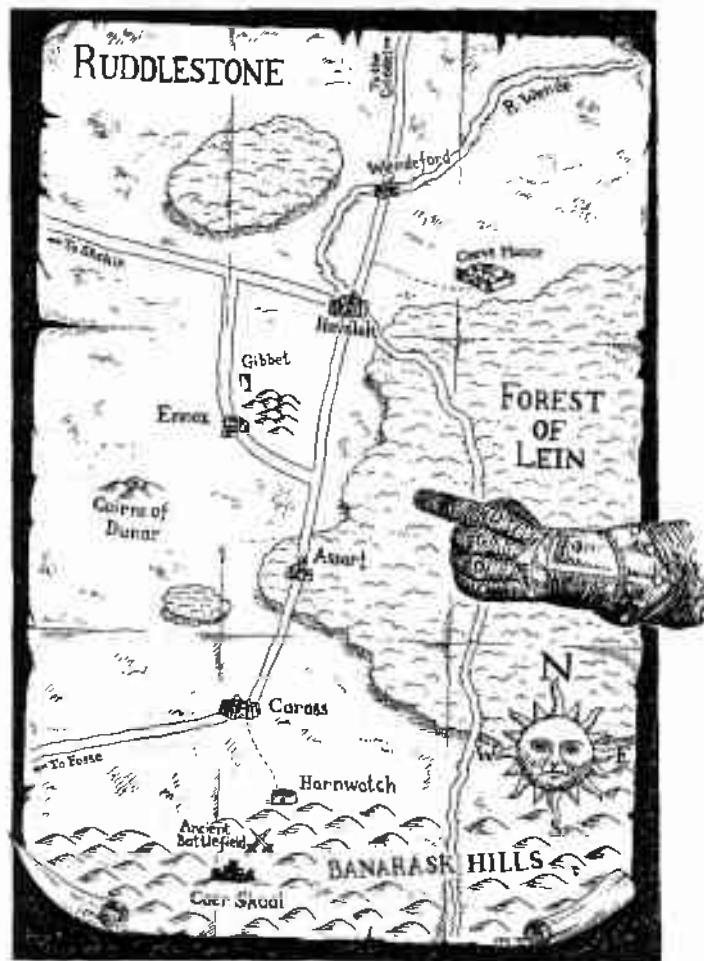
As you pursue your quest, it is important that you keep track of the passage of time. Regularly throughout the adventure, whenever a day draws to an end, you will be instructed to add 1 day to the Time Elapsed. This should be done in the Time Elapsed box which you will find on your *Adventure Sheet*.

Equipment

You start your adventure with the possessions and uniform you would expect of a Knight of Telak: you are dressed in a fine chainmail coat and a white tunic with the design of a golden sword embroidered on it, and you carry a magic sword, a weapon made of the

finest steel and cast with a mystical enchantment. This weapon does not give you any bonus to your Attack Strength but it will harm the undead and Demons because of its holy nature. You travel through the kingdom of Ruddlestone on your steed Firemane, a dark roan with a blazing red mane. As yet you do not have a backpack or any Provisions or Gold Pieces.

You should record your magic sword in the Weapon box on your *Adventure Sheet*; everything else goes in the Equipment box. During the adventure you may only ever carry and use one weapon at a time. However, for as long as you have your horse Firemane with you, you may also carry another weapon on his saddle. If you do this, make a note of it in the Equipment box. If you lose a weapon and Firemane is still carrying the other, then you may use this one. However, you may do this only if Firemane is with you at the time. For example, if you lose your sword in a dungeon, until you get out of that dungeon (or you find another weapon there) you must carry on weaponless. While you are fighting without a weapon, you must reduce your Attack Strength by 2 points. If you ever want to change a weapon during combat and are in a position to do this, you must forfeit one Attack Round and suffer the consequences. Also, whenever you acquire a weapon (or armour) you should record on the *Adventure Sheet* any bonuses that go with it and whether or not it is magical.



ADVENTURE SHEET

SKILL
Initial
Skill=

STAMINA
Initial
Stamina=

LUCK
Initial
Luck=

SPECIAL SKILLS	
Battle Tactics	
Ride	
Target	
tracking	
Weapon	
Arcane Lore	
Banish Spirit	
Commune	
Holy Strike	

HONOUR

TIME ELAPSED

WEAPON

GOLD PIECES

EQUIPMENT AND NOTES

MONSTER ENCOUNTER BOXES

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

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Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

BACKGROUND

'The kingdom is sick and I am mortally ill.' Gasps of dismay come from the crowd; the leaders of all the major religious and secular orders of Ruddlestone are assembled here in the hall that is bedecked with the banners of those orders. You are standing in front of the king's ornately carved oak throne. You are suddenly aware how weak and tired King Rannor looks. Having regained his breath, the king speaks again: 'My physicians tell me that I am suffering from no ordinary illness, and that there is only one cure. The land and the king are one and, because there is chaos in the land, I am dying. If the kingdom is to survive, then the source of this disruption must be destroyed, for without a true king the land itself will die.'

'What is the source of this chaos?' you ask.

Aranandus, the court wizard and adviser to the king, answers your question. 'Several weeks ago, during a terrible storm over the Banarask Hills, a gateway opened between our world and the Spirit Planes, centred upon the ruins of the fortress of Caer Skaal. My fellow sorcerers and I detected the disturbance it was causing on the magical ether, and for kilometres around people saw a great, swirling vortex form amidst the boiling storm-clouds. Eye-witness accounts say that while the portal remained open, terrible screaming spirits could be seen flying across the night sky

throughout the land. It was a truly terrifying spectacle to behold. However, before the vortex closed again, something else was detected escaping from the Ethereal Plane – something of the utmost evil that exuded corruption. Recently reports have been coming from the south concerning a band of dark warriors who are terrorizing the countryside and carrying banners that bear the motif of a metal gauntlet holding a black sword.' You gaze at the old wizard in horror. 'Yes,' he says gravely, 'the arms of the Chaos Knights of Caer Skaal.'

Every Templar knows about that terrible period in Ruddlestone's history. One hundred years ago, the king and head of your order at that time, Chivalras IX, had a brother, Belgaroth, who was also one of the Knights of Telak. But Belgaroth was consumed with jealousy for his brother and desired to be king himself. Although Chivalras was in truth a worthy monarch, Belgaroth considered him a weak king and thought that Ruddlestone should be ruled with an iron fist. As the years passed, Belgaroth spent more and more time away from the Citadel at his own castle on the edge of the Banarask Hills. During that time, he became corrupted by his own hatred and jealousy, so that eventually he rejected Telak and turned to worshipping the Dark Gods of Chaos, that they might grant him the power to destroy Chivalras. As part of his service to his dark masters, Belgaroth founded an order of Chaos Knights to lead his hordes of evil against the Citadel. However, Chivalras's spies uncovered Belgaroth's plans, and so the Crusade against Chaos began. The

war raged on for several months until the Knights of Telak at last stood before Belgaroth's castle, the fortress of Caer Skaal, and besieged it. Within two weeks the battle was won and the Chaos Knights were no more. From that time, the ghost-haunted ruins of Caer Skaal were left to the inhabitants of those wild lands.

'Belgaroth must have returned from the Lands of the Dead and resurrected his dark order,' Aranandus continues. 'His servants strive for disruption and confusion so that Chaos may tighten its grip upon our world. There is talk of witchcraft in the north; the dead are rising from their graves, and there have been many dark portents seen across the land. There are even rumours that in places the ancient Forest of Lein has begun to wither and die. If the land, and the king, are to be saved, then this chaos must be stopped. The Knights of Caer Skaal must be destroyed.'

Addressing you directly, the king takes up the story. 'My advisers tell me that a single skilled warrior would have greater success in this quest than a large force, as a lone knight will be able to travel faster and will find it easier to penetrate the enemy's lines without being detected. We need to strike as quickly as possible, and to prepare an army would take several days,' King Rannor adds. 'You have been chosen to be that knight, for you are one of the greatest of all the Knights of Telak. Your courage, your prowess in battle, and your command of the mystic powers taught by your order are known of throughout the kingdom. You will accept the quest, of course?'

'Yes, my liege,' you reply. 'If my kingdom is in danger then I must do all I can to stop these Knights of Chaos.'

'Good,' says the king, with a sigh of relief. 'You must head south for Caer Skaal and try to stop this evil; this will also give us time to prepare a force, were you to fail in your mission. However, I pray that you do not: should Belgaroth seek his revenge on the royal line of Chivalras, then all Ruddlestone may be doomed!'

You bow to King Rannor and turn to leave the audience chamber. As you do so, the large double doors at the far end of the hall burst open and a chill gust of wind blows through the chamber. From beyond the open portal you can hear the clip-clop of a horse's hoofs on the flagstones. The noise draws closer until it sounds as if it was inside the hall, but you can see nothing. Then it stops and, at the same moment, the temperature in the hall drops. As you watch, a phosphorescent green glow begins to appear in front of you. Something is materializing in the audience chamber. Something not of this world . . .

Turn to paragraph 1.



1

The phosphorescence rapidly increases in size, making a recognizable shape. Directly in front of you a ghostly armoured knight forms, surrounded by an eerie green glow and mounted on a phantom steed. Inside the helmet the knight's face is that of a fleshless skull, its empty eye-sockets staring down at you. The ghost points at you with its sword; its jaw drops open and the dead knight lets out a ghostly moan: 'Beware, mortals. Beware!' Before you can react, the horse rears up on its hind legs and tries to crush you beneath its hoofs. *Test your Luck*. If you are Lucky, turn to 57. If you are Unlucky, turn to 145.

2

If you have taken more than six days to get this far, turn to 159. If you have taken six days or less, turn to 338.

3

As the man flees, he drops several spiked metal balls in Firemane's path. Firemane shies and rears up to avoid galloping into the deadly calthrops. If you have the *Ride Special Skill*, turn to 156. If you do not, *Test your Skill*. If you are successful, turn to 156; if you fail, turn to 170.

4

Eventually your opponent falls. You have not even reached the door when the pressure of the steam inside the boiler becomes too great and the iron chamber explodes -- with cataclysmic effect. The

Juggernaut is blown apart by the blast, as are you. Your adventure ends here.

5

The people of Assart bolt their doors and barricade themselves inside their homes as you set off alone on Firemane, going west towards Myrton. Dusk is falling as you reach the derelict ruins lying under a thick pall of mist. The air is heavy with the smell of death and you can hear the tolling of a bell. Suddenly a great crowd appears out of the mist, blocking the way to Myrton. The undead villagers stumble towards you, moaning and waving farm tools threateningly in your direction. You have no choice but to charge these undead ranks in an attempt to break through their lines. Roll two dice to see how many of the undead strike you. If you have the *Holy Strike* Special Skill you may reduce this number by 2, and you can also do this if you have a lance. For every strike you sustain, lose 2 STAMINA points. If you survive running this gauntlet, the undead ignore you and instead make for Assart, leaving you to go after the Necromancer. Turn to 31.

6

The spell-locked door opens and you gaze into what was obviously once a wizard's laboratory. You are at the top of a staircase that winds round the wall of the circular chamber to floor level. The room is full of tables and benches laden with bizarre pieces of equipment and scientific apparatus. Around the top of the circular wall have been painted pictures of strange mythological creatures, and the domed ceiling is a

deep blue, inset with sparkling gems to form a map of the heavens. Slumped over a book on a desk is a skeleton, wearing a blue robe embroidered with stars and moons. As you descend the staircase, the skeleton remains motionless so you decide to take a closer look at the book. The skeleton is that of Savant, a good wizard in the service of Belgaroth before the Dread Lord was corrupted by his own jealousy to the service of Chaos. When his master turned from the path of goodness and truth, Savant hid himself away and began work on finding a way to stop Belgaroth. What he discovered lies here before you. However, it is written in a strange magical short-hand. If you have the *Arcane Lore* Special Skill, turn to 70. If you haven't, you must *Test your Luck*. If you are Lucky, turn to 70; if you are Unlucky, turn to 189.



7

Already you know that the village of Assart is doomed. With the Necromancer still alive, his army of undead will continue to grow until it is unstoppable. You have not even left the graveyard when you are surrounded by a horde of Zombie-like creatures. You cut down many of the evil undead, but in the end you are overwhelmed and, once dead, you are returned to the sepulchre to meet your new master.

8

Between the trees at the edge of the clearing, the ground is thick with bracken. *Test your Luck*. If you are Lucky, turn to **291**. If you are Unlucky, turn to **216**.

9

The Paladin's Lance is the very weapon that pierced the heart of the Hell Dragon forty years ago. It will be an invaluable weapon if you ever have to take part in a joust; however, it cannot be used in hand-to-hand combat. If you are ever given the option of using the Lance, *Test your Skill*, adding 2 to the number rolled if you do not have the Lance *Weapon* Special Skill. If you are successful, your opponent loses 2 STAMINA points. (Record the Lance in the Weapon box on your *Adventure Sheet*.) Return to **356**.



10

The Giant roars in fury at you for having avoided his hazards. Bellowing, it swings its club at you. Drawing your own weapon, you engage in single combat.

HILL GIANT

SKILL 9

STAMINA 11

If you defeat the brute, turn to **173**.

11

Gripping the Elf-Spear firmly in your hand, you feel its power flowing into your arm, strengthening your muscles. Flinging your arm forward, you hurl Aelfgar through the air, aiming it straight at Belgaroth's chest. *Test your Skill*, subtracting 2 from the dice roll if you have the *Target* Special Skill. If you succeed, turn to **400**. If you fail, turn to **144**.

12

Having removed the Banshee's tooth, do you want to make your way back to the crone's cave so that she can concoct your potion (turn to **217**) or will you go elsewhere (turn to **202**)?

13

Quickly you unsheathe your weapon, ready to fight the hellspawn. Being a denizen of the Eternal Pit, the Demonic Slayer can be harmed only by magical weapons. If you do not have one, you will meet the same fate as that of Herluin under the creature's onslaught. Your adversary's claws are so sharp that they will cut through armour and flesh alike, so any bonuses you may have against damage will have no effect!

DEMONIC SLAYER

SKILL 10

STAMINA 8

If you destroy the horror, turn to **128**.





14

At the top of the steps you enter a long antechamber, at the end of which is a set of double doors made from a dark wood, inscribed with mystical runes. However, at this moment, the spectre of a woman is materializing in the room. Her ragged robes and hair stream out behind her as she flies towards you across the room, her claw-like hands raised, screaming insanely. Upon her head is a crown of Dragon's teeth and the manic look in her eyes tells you that the ghost has been driven completely mad. The spectre is in fact that of Belgaroth's fiend-like queen, Morgwyn of the Dark Tower. A servant of Shekka, goddess of witchcraft, it was she who, during the siege of Caer Skaal, conjured terrible creatures from the Spirit World to assail the crusaders' camp at night and deprive the warriors of precious sleep. Upon hearing the news of her husband's death on the field of battle, Morgwyn took her own life, throwing herself from the highest turret of the fortress. If you have the *Banish Spirit* Special Skill and want to use it to dispel the spectre, turn to 204. Otherwise you will have to fight Belgaroth's queen; turn to 29.

15

The owl suddenly launches itself from its perch and starts to buffet you with its wings, forcing you towards the door. Whenever you strike out at the bird, it flies up to the ceiling, out of your reach. You try to carry on your investigation of Herluin's cell, but the owl begins screeching and continues to hamper any move you make. You decide that you have already wasted

enough time here anyway, so you hastily leave the cell and the wood. Turn to **49**.

16

You notice that, above each archway, a rune has been carved into the stone. From hours spent studying such secret symbols, you can recognize all of them. Above the southern archway is the Rune of the Swordbearer; over the northern archway is the Rune of Enkala, goddess of peace; and the stone above the western archway bears the Rune of Death. Which way will you go?

South?

Turn to **361**

West?

Turn to **391**

North?

Turn to **109**

17

It is early afternoon when you ride back into the courtyard of Cleeve Manor. Lord Varen hurries out to meet you, and when you show him the boar's tusks he is overjoyed. 'At last my people will be able to live without fear again. The Great Boar of Lein is no more.' (Add 1 to your HONOUR score.) Lord Varen invites you to spend another night at the manor; but you feel that, if you leave now you should be able to reach Havalok by nightfall. However, Varen insists on offering you some service in return for killing the boar. Will you ask him:

If you can recruit some of his soldiers

to fight against Belgaroth's forces? Turn to **288**

If he knows anything about recent

goings-on in the forest?

Turn to **158**

What he knows about the Elf-Spear
Aelfgar?

Turn to **206**

18

These man-like creatures are Wodewose, primal spirits of the forest itself, and from it they draw their strength. They will not be easy to defeat, for you must fight them together.

	SKILL	STAMINA
First WODEWOSE	9	7
Second WODEWOSE	9	8

If you win, the bodies of the Wodewose dry up and turn brown. Bewildered by your encounter with these strange creatures, you continue on your way. Turn to **368**.

19

As you and Torrin wait in tense silence, you can hear the sounds of growling and sniffing coming from outside the forge. The Dwarf bolts and bars the door then begins to secure the window-shutters. *Test your Luck*. If you are Lucky, turn to **310**. If you are Unlucky, turn to **375**.

20

Before you even manage to draw your weapon, a dark bolt of energy flies from the warlord's hands and strikes you full in the chest. It feels just as if you have been hit with a Giant's club. You are thrown back across the room and slam into the wall; lose 5 STAMINA points. If you are still alive, turn to **162**.

You can see that parts of the surrounding fields are blackened and blighted. As you ride into Ennox, a group of villagers turns to look at you with hostile expressions on their faces. 'So, a Templar,' one of them says. 'What 'ave we done to deserve the attentions of the likes of you? As if things weren't bad enough with the blight. We don't need your sort snooping around 'ere.' The man's fellows mutter their agreement. Something tells you that your presence isn't welcome here. You have no quarrel with these people, so will you ride on through and leave them in peace (turn to 332), or will you stop and argue in defence of your order (turn to 150)?

25

Fortunately your helmet absorbs most of the force of the blow (lose 1 STAMINA point). The crate that hits you falls harmlessly to the floor, and you turn around as a figure drops from an opening in the ceiling. It is a man dressed in the garb of a labourer and wearing a dyed green hood that covers his face completely with just two eye-holes cut in it. In one hand the man is holding a chain, with a spiked ball on one end of it. With a shout he attacks you.

HOODED ATTACKER SKILL 8 STAMINA 8

Every time your opponent wins an Attack Round, roll one dice. On a roll of 1-4, the spiked ball does the usual 2 STAMINA points of damage. However, on a roll of 5-6, the weapon hits you extra hard, causing 3 points of damage to your STAMINA. If you reduce the man's STAMINA to 2 points or less, you can either try

to question him as to why he attacked you (turn to 235) or finish him off (turn to 354).

26

You step through the door into a scene of utter devastation. The lower storey of the cell is a single room, furnished with bookcases, a large desk and a high-backed chair. However, several of the bookcases have been pulled over, spilling their contents of scrolls, ancient tomes and strange artefacts across the room. Bottles lie smashed on the floor, their precious contents soaking into the packed earth. Lying in the middle of the debris is Herluin the Sage, his body scored by deep gashes that look as though they were made by the claws of some huge creature. As you survey the wreckage, there is the sound of beating wings, and a tawny owl alights on its perch near the desk and gazes at you with large, blinking eyes. If you have the *Commune* Special Skill, turn to 99. If you do not, *Test your Luck*. If you are Lucky, turn to 99. If you are Unlucky, turn to 166.



21

There are no traps hidden by the unnatural darkness but, as you step through it, the marrow-freezing cold drains your strength (lose 2 STAMINA points) unless you are carrying a shield bearing a crescent moon which projects a glowing white barrier round you. You soon emerge from the chilling darkness and find yourself in a chamber faced with slabs of stone. In it stand three large stone coffins. Lying on top of the central sarcophagus is an ancient sword inscribed with interweaving patterns. Do you want to risk taking it (turn to 231); or will you leave the dead in peace and quit this tumulus, passing through the pool of darkness once more, for the loss of 2 further STAMINA points and 1 SKILL point unless you have the moon shield (turn to 316)?

22

The force of the blow sends you reeling, and you fall to the floor. The mercenaries cheer and, as you climb the steps out of the pit, Stronn explains that he could never let his men be led into battle by anyone but the best of warriors. Nothing you can do will persuade Stronn to change his mind, so you decide not to waste any more time at the Mercenaries' Guild. Turn to 314.

23

For much of the day you ride west and south through the Banarask Hills without seeing another soul in the desolate terrain. It is late afternoon when you come to the bottom of a sheer-sided incline. As you start to climb the path to the top, a huge silhouette appears on the horizon. Standing at the top of the incline is an

ugly brute, at least six metres tall. The Hill Giant is covered in hair and is dressed in tatty animal furs, while in its massive hands it holds a small tree as a club. Next to it is a pile of tree-trunks. On seeing you the Giant gives the pile a mighty kick, sending the tree-trunks rolling down the valley, directly towards you. The sides of the path are too steep and there is no time for you to get out of the way of the speeding logs, so you prepare to jump them with your mount. *Test your Skill* four times, subtracting 2 from the dice roll if you have the *Ride Special Skill*. If you succeed on every roll, turn to 10. If you fail at all, turn to 88.

24

As the last Hellhound dies, dawn breaks on another cold Close day; but at least you have survived the night to see it (add 1 day to the Time Elapsed). The memory of that terrible night will remain with you for a long time. Looking across at the old Dwarf, you see that he is bleeding from many savage wounds, but at least is still alive, too. You realize that you have been fighting alongside a true veteran. Regain 1 LUCK point for surviving the demonic pack's attack. Having rested and tended your wounds, you lead Firemane from the stable and continue on your quest, but not before Torrin gives you sufficient Provisions for 3 meals and his best wishes for the journey ahead.

As Torrin said you would, by mid-morning you reach the lonely village of Ennox. A number of farms and other buildings huddle together round the village square, in the middle of which stands a stone cross.



27

Passing through another opening, you enter a small cave. There in front of you is the Cockatrice. The creature has the head and body of a large cockerel, while a long snake-like tail lashes behind it. The thing half struts and half flies towards you on large, leathery bat-wings. The Cockatrice is a fearless carnivore and has no qualms about taking you on! If you have read about this monster in a bestiary or have the *Arcane Lore* Special Skill, turn to 90. Otherwise you will have to fight the creature.

COCKATRICE

SKILL 7

STAMINA 7

If the Cockatrice wins an Attack Round, as well as pecking you and causing 2 STAMINA points of damage, the creature has poisonous breath which may well paralyse part of your body, and this could be fatal! Roll one dice to determine what the effect is.

Dice Roll	Effect
1-2	Nothing happens
3	Lose 1 SKILL point
4	Lose 2 SKILL points
5	Lost 3 SKILL points
6	Death

If you manage to kill the Cockatrice and you have the word 'Enorc' written on your *Adventure Sheet*, turn to 221; if you haven't, turn to 168.

28

Brandishing the talisman, it is your hope that the creature will be repelled by it. Rather than being

repelled, however, the manifestation seems to be attracted to the amulet. Such talismans are worn by the Darkthorn's servants and cannot be used to harm the evil elemental spirit they worship. Black stems burst through the floor, wrapping themselves round your arms and legs. There is nothing you can do as, held in the Darkthorn's grasp, you are torn limb from limb by the roots.



29

If you are not fighting with a magical weapon, it will be impossible to defeat the spectre and Morgwyn will drain the life-force from your body. If you do have a magical weapon, you may fight on as normal. For the first two Attack Rounds, Morgwyn will use her black arts against you. If she wins the first Attack Round, she will strike you with a bolt of black lightning, causing you to lose 4 STAMINA points. If she has the higher Attack Strength in the second Attack Round, she conjures phantasmal fiends to rend your flesh with

vicious teeth and claws (lose 6 STAMINA points). After that, she will fight on with her clawed hands. If you have the *Holy Strike* Special Skill you may use this against the spectre, causing her to lose 2 STAMINA points and 1 SKILL point.

MORGWYN

SKILL 9

STAMINA 9

If you win, the apparition of the fiend-like sorceress vanishes with a scream in a swirl of vapour. If the spectre hit you at least once, roll one dice. Unless you roll a 6, you will have to deduct 1 point from your SKILL due to Morgwyn's life-draining touch. Turn to 290.

30

Spurring Firemane onwards through the bracken and undergrowth, you cross a stream and lose the track you were following. Undeterred, you press on, hoping to pick it up again soon. However, the further you proceed through the forest the denser the trees become, the canopy of branches above you letting in less light so that an unnatural gloom pervades the woods. Between the trees you suddenly catch sight of something glinting in a ray of sunlight. Remembering that time is pressing, do you want to investigate the source of this glinting (turn to 112) or will you continue on your way through the forest (turn to 353)?

31

An unnatural stillness hangs over Myrton and the whole village seems to be deserted. What could have happened here all those years ago? Much of it is in

ruins, with only a few stone buildings still standing, enveloped in fog. These include the Elders' Meeting House to the north-east, the village lock-up to the south-east and a tall bell-tower, which has remained totally intact, to the north. The tolling comes from the bell-tower and a cloud of bats is flitting about its eaves. You can also see an abandoned graveyard lying to the west, on the far side of the village. Where will you begin your search for the Necromancer?

The meeting house?

The lock-up?

The bell-tower?

The graveyard?

Turn to 215

Turn to 44

Turn to 195

Turn to 381



32

Werne tells you that the Griffin Shield used to be granted to knights for acts of extreme loyalty and bravery. Whenever you are carrying the shield in battle, you may reduce an enemy's Attack Strength by 1 point. Return to 356.

33

You awaken with a start just as the first rays of dawn are penetrating the depths of the forest. Restore 2 STAMINA points and add 1 day to the Time Elapsed. But what of your adversary? Was your battle with the knight all a dream? Looking around, you notice a shield lying against a tree: on it is the image of a flame. If you want to take this shield, in battle you may reduce any opponent's Attack Strength by 1 point. (You may carry only one shield at a time.) You have successfully bested the Champion of the Shrine in combat and have earned the right to finish your journey. As you ride on, the ground gradually rises and eventually you leave the forest. You find yourself at the edge of a chasm which stretches as far as the eye can see to the east and west. It is too wide even for Firemane to leap across – but there is no need for that, since a narrow stone bridge spans the gorge. On the end-pillars of the bridge is engraved the badge of the Templars: a cruciform sword inside a ring inscribed with the Oath. Mist rises from the depths of the chasm so that you cannot see the bottom. There is only one way to go, and you guide Firemane on to the bridge. Do you suffer from the Fear of Heights? If you do, turn to 169. If you don't, turn to 245.

34

'Of course!' exclaims Pyritees in sudden realization. 'The watery element is the missing ingredient. Now I need only combine these compounds and distil the solution they produce. It shouldn't take longer than a week or two. Thank you, my friend. How can I repay

you?' You decide you have nothing to lose in telling the alchemist about your quest and, as you relate your mission to him, Pyritees becomes serious. When you mention the Elf-Spear, Aelfgar, his face lights up with excitement. 'I know something of that fabled weapon,' he says. 'I heard it in a song once, the "Ballad of Sir Rhyaddan the Crusader"'. Now how did it go?

'Still riding through the forest old,
Elven Spear there to behold.
Valiant against the foe,
Ever onward through the land,
Never fearing Death's cold hand'

Also, if you bought any potions from him, Pyritees gives you back the gold you paid for them. Thanking Pyritees for his clue to the whereabouts of Aelfgar, you leave his laboratory. Now, will you try to recruit a small army (turn to 139) or leave Havalok (turn to 314)?



35

Suddenly, Lord Varen's soldiers turn on your other soldiers, siding with the Beast Men. If they are the

only warriors of which your army is composed, you soon fall, **greatly outnumbered**. However, if you have other allies, you defend yourself against the traitorous soldiers, engaging one in combat.

SOLDIER

SKILL 7

STAMINA 7

If the battle lasts for more than four Attack Rounds, turn to 207. If you win in four Attack Rounds or less, turn to 302.

36

You both peer into the pool while the Mistress passes her hands backwards and forwards over its surface. Suddenly the water grows cloudy and the Mistress says, 'Reveal!' An image begins to form in the pool. It seems to be the ruins of a castle but, as quickly as it appeared, the image starts to fade. 'Reveal,' the woman says again, but now all you can make out in the water is a swirling mist. Then you see it. At first it is only a speck moving among the drifting clouds, but as it gets nearer you see that the thing has a ghoulish face with monstrous features, trailing tendrils of mist. Too late you realize that the mists have started to pour from the pool into the room; as they surround you, they chill you with their numbing cold. With a hellish scream, the spectral creature bursts into the chamber through the scrying pool. 'It is a Wyrd,' the Mistress cries, 'an ethereal inhabitant of the Spirit Plane. Destroy it, quickly!' If you have the *Banish Spirit* Special Skill you can make the necessary signs and return the Wyrd to its supernatural home (turn to 164). If you do not have this Special Skill, you must prepare to fight



40

There is a fanfare on a trumpet and the Lord of Cleeve Manor enters the hall, followed by nobles and landed gentry and their many retainers, all ready for the feast. Lord Taris Varen is an imposing figure. He is a tall, handsome man, past his fortieth year, dark-haired and with a well-trimmed beard. He extends his hand in greeting. 'I am glad that you could take the time to visit us here. I know that your quest must be pressing.'

'Thank you for the generous offer of your hospitality,' you reply, 'but I understand that there is another reason for my being here.'

'Ah, yes. The boar,' Lord Varen says, almost casually. 'But that will have to wait until the morrow. Tonight, we feast!' He claps his hands and the assembled guests take their places at the long trestle tables, while the minstrels strike up again. You are seated at the end of the high table, being one of the guests of honour, and settle down to enjoy the meal laid out before you. The evening passes swiftly and pleasurably with Lord Varen's fool, Nuncle, entertaining the guests with his jokes, tumbling and juggling with lighted torches.

Suddenly the door of the great hall swings open and a wolf-like shadow falls across the rush-covered floor. Standing in the doorway is a figure holding a staff and wearing a wolf-skin as a cloak. Lord Varen rises to his feet. 'Awenydion of Bryn Du,' he says. 'It must be a year since you visited us here, soothsayer.'

'Aye, lord, it is,' the gaunt old man replies. 'Now that the world grows cold I seek only food and shelter at

the spirit-form. If you have the *Holy Strike* Special Skill and use it against the Wyrd, you may reduce its STAMINA by 2 points and its SKILL by 1 point. For the duration of this battle you must reduce your own Attack Strength by 1 point due to the chilling ethereal vapours.

WYRD SKILL 9 STAMINA 6

If you win, turn to 164.

37

You manage to follow the tracks left by the Wolf-Riders south-eastwards through the forest. You cross streams and jump boulders in your pursuit of the Orcs – until at last you find them. Mounted on their snarling lupine steeds, the Orcs, adorned with their grisly trophies from past battles and carrying the banners of Belgaroth's Chaos army, turn to face you, bows at the ready. As you gallop towards them, the evil inhuman creatures let fly with their arrows. Roll one dice and divide the result by 2 (rounding fractions down). This is the number of arrows that hit you (lose 2 STAMINA points for each hit). Before they have a chance to fire again, you charge the Orcs. Fight each Wolf-Rider in turn.

	SKILL	STAMINA
First ORC WOLF-RIDER	7	6
Second ORC WOLF-RIDER	6	6
Third ORC WOLF-RIDER	7	5

During this battle, if you do not have the *Ride* Special

Skill you must reduce your Attack Strength by 1 point. If you defeat all three opponents, turn to 136.

38

The man dropping out of the tree just misses you and lands on the road next to Firemane. Two more figures emerge from the copse in front of you, waving ugly-looking cudgels. Your first assailant pulls a long knife from his tunic, and the three murderers run at you. You must fight them all at the same time, but for the duration of this battle you may increase your Attack Strength by 1 point because you are still on horseback.

	SKILL	STAMINA
First MURDERER	7	6
Second MURDERER	6	8
Third MURDERER	7	7

As soon as you have dispatched two of your opponents, turn immediately to 293.

39

The commotion caused by your fighting alerts the other Beast Men to your presence in their camp. You are overwhelmed by sheer force of numbers. Your adventure ends here.



your great manor. Two months ago I left the dolmen of Manog and braved the steppes of Crun and the wilderlands to bring you tidings from the gods.' A servant brings the visitor a plate of food and Awenydion settles down to eat.

When he has finished, he begins to go among the guests, telling them their futures for a few Gold Pieces. Soon he reaches you. 'Noble knight,' he asks, 'might Awenydion tell you your future for just three Gold Pieces?' and gives you a toothless grin. Will you give the old soothsayer 3 Gold Pieces to have your future revealed to you (cross them off your *Adventure Sheet* and turn to 258) or, if you consider him a fraud and don't want to waste your money, will you ignore him (turn to 125)?

41

As you pull the bottle containing the potion from your pack, a huge tendrilled, hand-like growth grabs you and begins to squeeze the life out of you (lose 4 STAMINA points). The grip tightens and you almost black out, dropping the potion. The bottle shatters on the flagstones and its precious contents run away between the cracks. Suddenly you feel the Darkthorn's grasp weaken and you manage to struggle free, with the monster putting up no resistance. A foul shriek rises from the creature's mouth and, as you watch, the roots that comprise its body shrivel and break apart. In moments, all that remains of the manifestation is a decaying mass of plant tissue. The Witherwell must have reached the Darkthorn's root-structure under the

ground (regain 1 LUCK point). Hearing a terrible crackling sound, you are roused from your stupor and, looking up, you see that the roots covering the ceiling and walls are also dying now that the power of the Darkthorn has gone. But the roots are the only thing that is keeping the temple from collapsing! Blocks of masonry start to fall round about you, and the members of the sect run, screaming, for the exit. As the others flee, you see Bryar, the Arch-Cleric, escaping through a secret door at the back of the platform. You cannot let him get away to continue his evil schemes. Roll one dice. If you roll 1-4, turn to 157; if you roll 5 or 6, turn to 287.

42

The guardian dead, you concentrate on how you will open the great black granite door. The door has no lock or handle and you cannot see any means of opening it. Above the lintel is an inscription which you can just make out in the lantern-light:

Beyond this portal lies the body of the foul Necromage who brought death and sorrow to Myrton. Let not any speak his name lest his atrocities be remembered.

If you know how to pass beyond the door of skulls, do it now. If you do not, there is no way you could possibly break down the immense stone door, so you have no choice but to leave the sepulchre in failure. Turn to 7.

43

The Assassin's Dagger streaks towards you, intent on your destruction. However, as you will soon discover,

the knife-wielding spectral hand is no ordinary opponent. As it has no body of any sort, the hand cannot be destroyed in combat, only fended off. If you win an Attack Round against the spirit, you will not do it any damage but merely keep it at bay. While you are doing this, the Assassin's Dagger will try to stab you to death!

ASSASSIN'S DAGGER

SKILL 10

You are not going to be able to overcome this opponent through combat, so you will have to try something else. If you win two consecutive Attack Rounds or, otherwise, after four Attack Rounds, you will have worked yourself into a position from which you can try to escape from the spectral assassin. Will you run into the copse to hide from it (turn to 373) or will you leap on to Firemane's back and flee on horseback (turn to 211)?

44

The door to the small stone lock-up hangs half off its hinges. Descending a short flight of steps, you see that the damp circular cell at the bottom is empty, with rusted manacles hanging, unused, on the wall. However, you do not notice the rotten trapdoor at the foot of the steps. *Test your Luck*. If you are Lucky, you pull yourself back just in time as the wood gives way under your weight. If you are Unlucky, you fall into a lower dungeon whose floor is several metres lower down (lose 3 STAMINA points for falling), then you have to struggle out again. Finding nothing useful here, you leave the lock-up; return to 31 and choose again.

45

You are within sight of the South Gate when you find the way temporarily blocked by a procession of clerics passing along the street. The priests are wearing long green robes and are chanting in a low monotone. As you survey the scene before you, you overhear a merchant talking to a servant: 'The Clerics of Lein are a charitable priesthood who do much to help the poor and needy of this town, but they are also a very secretive group. Only the initiated may enter their temple.' If you have either or both of the words 'Rellim' and 'Nroht' written on your *Adventure Sheet*, turn to 77. If you haven't, turn to 219.

46

Apart from his rather unusual weapon, the cleric possesses nothing else of interest except a talisman, made in the shape of intertwined metal brambles cast from some alloy, tied to a piece of vine. As you hold the talisman in your hand, you notice the surrounding plants beginning to move in its direction. You wave the charm at them and they become still again. You deduce that the talisman must be one of plant control. If you decide to take it, add the Cleric's Talisman to your *Adventure Sheet*. Still harbouring suspicions about the cleric and his actions, you return to Firemane and leave the Forest of Lein. Turn to 17.

47

You hurry along the tunnel and, reaching another wooden door, fling it open and run through. You are standing inside a vast, pillared chamber. A flight of

steps leads up the side of one wall to an iron-bound door. The room is full of macabre torture instruments. In the middle of the room is a rack, an iron maiden stands against one wall and small confining cages hang from chains in the ceiling; and there are various braziers, branding irons and other devices used to inflict pain lying about the place, all thick with dust and cobwebs. Several skeletons are still hanging from the lichen-covered walls by chains and manacles, and a number of grilled doors lead away from here to cells and deeper dungeons. However, you are convinced that what you seek lies beyond that door at the top of the steps. On one side of the torture chamber is a large chair with metal clasps attached to its arms and legs. Your head is suddenly filled with whispering voices seductively telling you to sit down and rest for a while. You are sure that the voices mean no good, but their suggestion sounds so tempting. *Test your Skill*, adding 2 to the dice roll if you have the *Commune* Special Skill. If you succeed, turn to 240. If you fail, turn to 155.

48

You follow the road south out of the ancient and mysterious forest and enter a region of open heathland. In the distance lies the menacing dark line of the Chaos-ridden Banarask Hills. From a point several kilometres south of you, this side of the hills, a thick plume of smoke is rising, like a dirty smudge, into the sky. The road seems to be leading you straight to it. Coming to the top of a rise, at last you can see what is causing the smoke. The walled town of Carass lies

ahead of you and parts of it are on fire; it is being besieged by a force of dark-clad warriors carrying black banners. The warriors' activities appear to be centred round a grim stone tower on the southern side of the town. Even at this distance you can hear the clamour of battle as the townspeople defend their homes against the attacking horde, and, above that, a regular booming sound as if something is being struck against the walls. Before you even see the iron gauntlet and black sword emblems of the attackers, you know that they are from the ranks of Belgaroth's fanatical Chaos Warriors. When the wind changes direction momentarily, the smell of slaughter and carnage is carried to your nostrils. Incensed, you kick your heels into your steed's sides and charge to the aid of Carass. The gate in front of you has been left unguarded while the town militia concentrate their forces along the southern walls to stop the Chaos horde breaking through. However, one of the enemy, an ugly Troll, has seized the opportunity and is entering the town at this undefended spot. Hearing your approach, the Troll hefts its pole-arm into position, ready for combat. You attack immediately.

TROLL

SKILL 9

STAMINA 9

If you defeat this member of Belgaroth's force, turn to 98.

49

Firemane carries you southwards across many kilometres of bleak moorland in the direction of Havalok. After you have been travelling for several hours, you

catch sight of a horse and rider galloping along a track that runs from the east, parallel to the edge of the dark forest that is still a long way off in the distance. It looks as if the horseman's course will intercept yours if you continue at your present speed. If you are happy to meet this rider, turn to **147**. If, however, you want to spur Firemane into a gallop to avoid the stranger, turn to **191**.

50

Before you stands the Juggernaut. The imposing stone tower is over twenty metres high and is built on top of a huge war-carriage drawn by wheels four metres in diameter. Near the top of the siege engine a metal Demon's head belches out smoke and steam while at its base a battering-ram, fashioned like a spiked iron fist, swings rhythmically in and out of an opening, demolishing another section of wall by its constant bombardment. Under the Demon's head is a huge shield with the motif of a skull over a black tower: the crest of *Caer Skaal*. From inside the Juggernaut you can hear terrible roars, groans and creaking. Maybe the thing is driven by Demons. Putting aside such fears, you look for a way into this impregnable moving fortress. A ladder, fixed to the undercarriage near the back wheels, leads up to a trapdoor in the tower's base. You decide to make this your target. *Test your Luck*. If you are Lucky, turn to **220**. If you are Unlucky, turn to **146**.

51

Make a note of the word 'Enorc' on your *Adventure Sheet*. You tell the hag about your encounter with the

Lich. 'Good,' she says, 'then you can collect the first ingredient, but you must do it now, by moonlight.' Returning to the scaffold, you get the grisly job over and done with as quickly as possible. Fortunately the Lich remains dead while you carry out the task.

At dawn (add 1 day to the Time Elapsed) you leave the cave and, following the crone's directions, set off in search of a Cockatrice that has been terrorizing the local area recently. At the end of a steep rocky gorge you find the entrance to the network of caves in which the monster has its lair. Tethering your mount to a rock, you light your lantern and enter the gloomy hole. Your footsteps echo round the walls as you step warily down the tunnel, and water drips from the ceiling into pools on the floor with an eerie plopping sound. A few metres further on, you come to a T-junction. Do you want to go to the left (turn to **182**) or to the right (turn to **126**)?

52

Wrapped in a piece of velvet you find a triangular prism made of glass. Return to **274**.



53

As you are led along the dark stone corridors of the guild, you pass several doors from behind which you can hear the sounds of soldiers practising their fighting skills. Stronn leads you into a circular torch-lit room, in the centre of which is a pit several metres deep. The mercenaries crowd into the room as you are directed down a flight of steps into the brawl-pit. A cheer goes up from the spectators as a portcullis on the far side of the pit rises and the mercenaries' champion enters the arena. The man looks as tall as an Ogre and is built like an ox. The only armour he wears are leather crossbelts looped over his muscular torso and a spiked helmet which hides his face. He is armed with a vicious-looking sword with a jagged blade, and a long knife. Stronn raises his hands and a hush descends over the mob. 'This is not a fight to the death,' he announces. 'The winner shall be the first to knock the other to the ground. Are the combatants ready?' You and the mercenary nod in reply. 'Then let the trial by combat commence!' With an animal roar the champion charges at you across the pit while his fellows shout his name in encouragement.

MERCENARY CHAMPION SKILL 10 STAMINA 11

If the mercenary wins an Attack Round, roll one dice. On a roll of 1-3 his jagged blade does the usual 2 points of STAMINA damage; on a roll of 4-6 it inflicts 3 STAMINA points of damage on you. If you roll a double-6 when calculating your Attack Strength, and if you win that Attack Round, your blow hits your opponent with such force that you knock him to the



ground (turn to 117). If the mercenary's Attack Strength is ever 22, turn at once to 22. Otherwise, if you reduce the mercenary's STAMINA to 4 points or less, turn to 117; if he reduces your STAMINA to 4 points or less, turn to 22.

54

If you have the *Commune* Special Skill, turn to 122. If you haven't, *Test your Luck*. If you are Lucky, turn to 122; if you are Unlucky, turn to 14.

55

You lift the dragon shield from the statue's arm and place it on your own. It feels light and, although damaged by time and previous use, it should prove a useful means of defence. Whenever you are involved in combat and you are carrying this shield you may reduce an enemy's Attack Strength by 1 point. If you want to take this shield and you already have another, then you must leave the first here. Turn to 353.

56

The Necromage grabs you and lays one hand on an exposed area of your skin. At once, disgusting maggot-like worms burst from his putrid flesh and start burrowing into you. Roll one dice and add 1 to see how many Flesh Grubs latch on to you (lose 1 STAMINA point for each Flesh Grub that is nibbling into you). The flesh-eating maggots can easily be pulled off and crushed, but first you will have to destroy the Necromage. Return to 116 and continue the fight.

57

You throw yourself out of the way as the phantom horse's hoofs crash down on the flagstones where you had been standing just a moment before. Ignoring you, the ghostly knight urges its mount towards the king, raising its weapon, ready to strike. You must act quickly. Will you:

Use the *Banish Spirit* Special Skill, if you have it?

Turn to 105

Use the *Holy Strike* Special Skill, if you have it?

Turn to 303

Attack the ghost?

Turn to 255

58

The double raises its weapon and advances towards you. What will you do now? Defend yourself (turn to 113) or stay as you are (turn to 286)?

59

You come to on a cold stone slab. You try to move but discover that your arms and legs have been tied to the stone with strong vines. Looking around, you see that you are on a raised platform at one end of a vast hall, the walls and ceiling of which are covered with thick root-like growths. The hall is filled with a great throng of initiates while, surrounding you, are the so-called Clerics of Lein, one of whom has been left holding your backpack (your weapon is missing). The Arch-Cleric, a bald, bearded man wearing green robes adorned with twisting bramble-like designs, then addresses the crowd: 'Brothers and sisters, the

Darkthorn grows stronger with every passing day, and soon our purpose will come to fruition. The ancient forest is weakening and, with it, the elemental powers that control it. Soon it will pose no threat to our ally, the Dread Lord, and a forest of the Darkthorn shall rise up in its place! The priest turns to you and raises his hands. 'O, great Darkthorn, ancient spirit,' he intones, 'I summon thee to take this sacrifice so that the Root of Evil may never wither!' Suddenly the flagstones heave and thick black roots burst through the platform. Desperately you struggle with your bonds. Roll four dice. If the total is less than or equal to your STAMINA score, turn to 279. If the total is greater than your STAMINA score, turn to 108.

60

Under a leaden sky these bleak moors look even more desolate. Riding along undisturbed, you are almost lulled into a false sense of security. It is then that you hear the sound of pounding hoofs and catch sight of a distant group of riders galloping towards you from the south-east. There is no way that you can avoid them, and as they draw rapidly closer you see that they are not mounted soldiers at all but four Centaurs, creatures that are part man and part horse. As they charge towards you, the Chaos Centaurs scream a war-cry, proclaiming death to the Templars. You must face them all simultaneously! You have time to use either a crossbow or a lance against one of these adversaries before you engage in hand-to-hand combat.

	SKILL	STAMINA
First CHAOS CENTAUR	10	9
Second CHAOS CENTAUR	9	10
Third CHAOS CENTAUR	10	10
Fourth CHAOS CENTAUR	9	11

If you do not have the *Ride* Special Skill you must reduce your Attack Strength by 2 points for the duration of this battle. If a Centaur scores a hit against you, roll one dice; if the number rolled is odd, the chaotic's weapon wounds you, causing 3 STAMINA points of damage. If you strike a Centaur, roll one dice; if the number rolled is odd, the chaotic's armour reduces the severity of the damage from your weapon by 1 point. If you are triumphant in this titanic struggle, turn to 332.

61

The door opens into a room full of great cogs and wheels which are turning, operating huge pieces of machinery and strange contraptions. Some of the workings here swing the battering-ram in and out of an opening in the tower to your left, while in front of you a great iron chamber fills the space between floor and ceiling. Attached to this are levers, dials and other fittings; the chamber itself has been constructed to look like a gargantuan scaled beast. Everything you have seen here suggests that the Juggernaut is not controlled by some supernatural force but that it is powered by a colossal steam-engine. Destroying it may be easier than you had first imagined. First of all, however, you must get past the bald half-Giant in charge

here. The man is stripped to the waist and, despite the sweat and grime covering his torso, you can see that he has been branded on his chest with the mark of Chaos. Roaring, he charges at you, his fists his only weapons.

WEAPONMASTER SKILL 10 STAMINA 12

If you defeat the half-Giant, turn to 178.



62

You jump out of the way just in time, and the cart trundles past harmlessly. You manage to spot the thieving mummers as they are going into a run-down old building. Bursting through the door, you surprise the gang just as they are handing over their ill-gotten loot to an older man who, you guess, is their leader, the playwright Oddfellow. 'Curse you, Templar!' he shouts. 'You'll regret ever interfering in our schemes.' With that, the mummers attack you. The players use improvised weapons, such as chair-legs, to fight with. You do not want to kill the players, merely to disarm them or knock them unconscious. Once you have won two Attack Rounds against an opponent, you manage to do this. However, you are also pulling your blows so as not to injure the thieves seriously (deduct 1 point from any damage inflicted by a successful strike) and must therefore reduce your Attack Strength by 1 point for the duration of this battle. Fight the mummers two at a time in the confined space of the room.

	SKILL	STAMINA
KNIGHT	7	6
WITCH	6	6
HORSEHEAD	6	7
PICKPOCKET	6	5
ODDFELLOW	7	7

If you defeat all the mummers, or after sixteen Attack Rounds have passed, turn to 152.

63

With a baleful howl the ghost departs this world. Searching the chamber, you find nothing of any use to you, so you leave to search elsewhere. Return to 243 and make another choice.

64

The starving woman stands directly in front of you: she raises her hands and mutters something under her breath. At once you are filled with the most terrible hunger. Before this day is out, you must eat three meals or drink one tot of your Restorative Potion (without recovering any STAMINA points) as a result of the spell cast by the prophet who represents famine. Turn to 114.

65

The holy blast bathes the Lich in a silvery light, and it doubles up in agony. Roll one dice: this is the number of STAMINA points you may subtract from the undead horror before you finish it off with your weapon. Now return to 283 and fight the corpse.



66

Stumbling over the pronunciation of some of the words, you finally make it to the end of the page. You pause, expecting something to happen at any moment – and happen it does. A thin wisp of smoke rises from the page in front of you and forms into a thick black cloud. The dense vapour rapidly condenses into the shape of a grotesque creature with a lengthened humanoid skull, bony lumps protruding from its spine and two powerfully muscled arms that end in huge clawed hands – although from the waist down the horror is no more than a smoky trail. You have just completed reading a spell for summoning demonic assistance, and you are not standing inside a protective pentagram. The Demonic Slayer glares at you from the depths of its glinting, midnight-black eyes and, snarling, flies at you with claws raised. What will you do now?

Use the *Holy Strike* Special Skill (if you have it)?

Turn to **223**

Use the *Banish Spirit* Special Skill (if you have it)?

Turn to **237**

Try to reverse the spell?

Turn to **321**

Attack the Demon with your weapon?

Turn to **13**

67

Early on your men weaken under the Chaos spawn's onslaught. Suddenly the ranks of Beast Men part and a monstrous, bull-like creature charges at you, snorting. The raging animal has a blood-red hide and demonic black horns. A Beast Man sits astride its back, waving

a battle-axe in one clawed hand while gripping the creature's spiked metal collar with the other. You must fight the Chaos Steed.

CHAOS STEED SKILL 9 STAMINA 12

If you win, deduct 1 point from the Beast Men's Battle Strength, then *Engage in Battle* once again. If this time you have the advantage, turn to 149. If you have the disadvantage, turn to 254.

68

Among the trophies are the expected deer, foxes, wolves and bears. However, there is also a sabretoothed tiger, a unicorn and a mantichore. Looking at the unicorn, the steward says, 'My lord's late father caught that in the forest using the usual lure and entrapment of a young maiden and a wreath of flowers. The mantichore had its lair in the Banarask Hills and its capture won the hunting competition, held in celebration of the Overlord's marriage.' Turn to 40.

69

As you are hacking your way through the undergrowth, a large trunk suddenly moves into your path, blocking your way. Two branches reach towards you from the tree and, hidden in the thick cracked bark, you make out a mouth and a pair of small but incredibly ancient eyes. You have disturbed one of the gardeners of the forest: a Tree Man. The plant-like creature lumbers forward on its splayed roots, ready to deal with you as it deals with all trespassers.

TREE MAN

SKILL 8

STAMINA 8

Both branches (with 8 STAMINA points each) will lash out at you each Attack Round, so it will be as if you are fighting two opponents. The Tree Man is far too strong to kill, but if you sever its two main branches (reduce both their STAMINA scores to zero) it will retreat back into the forest, leaving you to go on your way. Turn to 324.



70

You are able to decipher the wizard's jottings and realize that his findings are truly incredible. Savant discovered five Words of Power which, when spoken backwards in front of something tainted with Chaos, would counteract its power and bring back order and harmony; anything driven by the power of Chaos would be destroyed. However, the use of such magic could prove to be equally hazardous to whoever spoke the words. You can only guess why Savant was unable to use his discovery against Belgaroth.

Perhaps he tried but did not have the strength to complete the utterance. The Words are written on the page in front of you: 'Xi Syte Nind Naderd Nuhen.' You commit them to memory and hope that you never have to put yourself into the position of having to use them. You decide not to waste any more time searching Savant's laboratory, so you leave, following the tunnel back in the direction of the portcullis. Turn to 212.

71

Lothar was a doughty Dwarf fighter from the town of Crun at the foot of the mountains. Many were the times when he led the Warriors of Telak from the Demonkeep Outpost to repel attacks from barbarians and the soldiers of the warmongering Lord Meracass of Brice. In every battle Lothar would fell his enemies with his trusty axe. When using the axe, unless you have an *Axe Weapon Special Skill*, you must reduce your *SKILL* by 1 point, although it still does only 2 *STAMINA* points of damage (note this in the *Weapon* box on your *Adventure Sheet*). Return to 356.



72

And then he is dead. (Write down the word 'Ronnoc' on your *Adventure Sheet*.) If you wish, you may take Connor's Magic Sword, which will harm undead and Demons but confers no other bonuses, and his shield, which bears the motif of a rampant lion (when you use this in battle, you may reduce an opponent's *Attack Strength* by 1 point). Having offered a prayer to Telak for Connor's soul, you remount Firemane and set off in pursuit of his murderers. *Test your Skill*, subtracting 2 from the dice roll if you have the *Tracking Special Skill*. If you succeed, turn to 37. If you fail, turn to 397.

73

The Cockatrice, the villagers will tell you, has taken up residence in a network of caves in the hills east of Ennox. Following their directions, you are soon leading Firemane along the steep rocky gorge towards the cave mouth. Tethering your mount to a rock, you light your lantern and enter the gloomy hole. Your footsteps echo round the walls as you step warily down the tunnel, and water drips from the ceiling into pools on the floor with an eerie plopping sound. A few metres further on, you come to a T-junction. Do you want to go to the left (turn to 182) or to the right (turn to 126)?

74

The mill, a large stone building, is not hard to find: it stands at the edge of the village, next to the River Wende. The great wheel groans as it is turned slowly by the millstream, and you can hear the steady mechanical grinding of machinery inside the building. The

door to the mill swings open at your touch and you find yourself looking into an empty room, motes of dust sparkling in the sunlight from the doorway. The place seems to be deserted. Do you want to enter the mill and explore further (turn to 187), or will you leave Wendeford altogether (turn to 49)?

75

During the night you wake up, sensing that all is not well. Hovering above you you see a ghostly white hand clutching a dagger, the blade glinting in the moonlight, poised and ready to strike. What will you do to defend yourself? Will you use the *Banish Spirit* Special Skill, if you have it (turn to 141), or unsheathe your weapon, ready to fight it (turn to 43)?

76

With a voice like the sound of rustling leaves, the first creature speaks. 'You have trespassed in the forest,' it says. 'It is many years since a mortal has wandered this far. You must come with us.' The bark-and-fungus humanoid takes Firemane's reins and prepares to leave the clearing. Will you go with these strange creatures (turn to 368) or will you attack them now (turn to 297)?

77

A charitable priesthood? The actions of these 'Clerics of Lein' you have witnessed so far could hardly be described as charitable. There is evil at work here. If you wish to investigate further, turn to 93. If you do

not want to waste any more time here in Havalok, turn to 219.

78

Your reactions are too slow and you are caught by the rope, throwing you backwards off your mount. You hit the road painfully on your back (lose 3 STAMINA points and 1 SKILL point) and sit up, dazed; turn to 205.

79

You let fly with your righteous attack just as Belgaroth launches a dark force bolt at you. The two blasts of energy collide and cancel each other out in a blaze of yellow sparks, throwing you to the floor (lose 2 STAMINA points). Turn to 162.





Armed and ready for your quest, you hurry to the stables, where you find that Firemane has already been saddled and is eager to be on his way. You are handed a backpack and inside it you find enough Provisions for five meals, a lantern and tinderbox, and a purse containing 20 Gold Pieces. There is also a flask marked with the Rune of Healing which contains some of Aranandus's Restorative Potion. There is enough here for two tots, and each tot will restore your STAMINA to its *Initial* level. Urging your trusty steed forward, you gallop through the main gates and leave the Citadel. Taking the main road south, towards the town of Havalok which lies two days' ride away, you pass through well-cultivated fields and pleasant hills. However, as you travel further away from the capital, you begin to see some of the results of the disruption in the kingdom: a distinct atmosphere of gloom is hanging over the hamlets and farmsteads, and you pass many beggars on the road. There is a sharp chill in the air as the month of Close tightens its grip on the land, and you fear for those people whose crops have not been as plentiful as they might have hoped.

It is early afternoon when you catch sight of a strange-looking procession coming towards you along the road. It seems to be composed of a motley crowd or peasants and farmers, but at their head are three bizarre figures. The first is tall and dressed in a long black habit. In one hand he holds a scythe, its blade gleaming dully, and beneath his hood you see that he is wearing a wolf-skull mask. The next is of average

height but is swathed in torn rags and bandages. As he trudges along the road he rings a bell warning that he is unclean — a leper! The third figure is a gaunt woman, her almost skeletal body covered by a tattered cloak. It looks as if she has not eaten for weeks.

The first man stops and raises his hand for the procession to halt. 'What have we here?' he says. 'I do believe it is a knight errant, or should I say an errant knight?' The crowd laugh at their leader's remark and begin to jeer you. 'Enough!' he shouts. 'This is the epoch of our damnation. While the common people starve, our blessed Templars live in splendour and plenty! We three are the Prophets of Doom, come to save the people. The doom we prophesy shall be yours!' At these words the crowd cheers and several raise pitchforks and other improvised weapons, ready to fulfil their leader's prophecy. Some have already begun to edge round you. You are going to have to act fast to get out of this unpleasant situation. Will you try to ride through the mob (turn to 114), attack the prophets (turn to 154) or try to talk your way out (turn to 197)?

81

Kneeling at the altar, the tiredness and pain in your body ease and you feel invigorated. Restore both your STAMINA and SKILL scores to their *Initial* levels. Having been blessed, you leave the shrine. Turn to 23.

82

Before leaving, Lord Varen gives you a parcel containing enough Provisions for 3 meals. You ride through

the gatehouse and leave Cleeve Manor behind as you make for Havalok. You are within sight of the walls of the town when dusk falls. Riding on in the fast-failing light, you pass a copse of trees at the edge of the road. Suddenly a dark shape drops out of the branches of one tree as you pass under it. *Test your Luck*. If you are Lucky, turn to 38. If you are Unlucky, turn to 346.

83

Before you realize what is going on, you inhale a great lungful of pollen and fall into a deep sleep. Turn to 59.

84

As the flames from the oil die down, the villagers make their break for freedom. You are starting to climb carefully down from the Wicker Man when you hear the crackling of burning wood. Looking down, you see with horror that the Wicker Man has caught alight and the fire is spreading rapidly. There is nothing else for it: you are going to have to jump! Launching yourself into space, you just hope that the ground isn't far away. *Test your Luck*. If you are Lucky, you suffer only minor bruising when you land (lose 2 STAMINA points). If you are Unlucky, you twist your ankle and skin your knees as you hit the ground (lose 4 STAMINA points and 1 SKILL point). The villagers are evading the enraged and bewildered Beast Men by fleeing into the hills. The Wicker Man, now well ablaze, topples forward when the wooden supports holding it up burn through; with a tremendous crash it collapses on top of the crowd of Beast Men, sending a great flurry of sparks up into the night sky. You make the most of

your opportunity and run back to Firemane, knowing you have prevented a terrible atrocity from taking place and that you have saved the villagers from incineration (add 1 point to your HONOUR score).

Galloping away through the darkness of the hills, you find yourself approaching the smouldering remains of a ransacked village. A hastily erected wooden stockade stands in the middle, and from your vantage point you can see only one guard at its entrance. Do you want to tether Firemane here and sneak into the Beast Men's camp for further investigation, now that night has fallen (turn to 340), or do you want to ride on, away from here (turn to 296)?

85

Your perseverance is rewarded when you crest a rise and see the lights of a stone building beckoning to you through the darkness. Torrin's forge.

Seeing you soaked to the skin and shivering with cold, Torrin Silverblade hurries you into his home and sits you down beside the fire while he stables Firemane. You soon find a bowl of hot rabbit stew in your hands and, tucking in, you feel a lot better (restore up to 4 STAMINA points). 'It is a long time since I last saw any of the Order,' the Dwarf says, remembering his days as one of the Warriors of Telak. 'Tell me, how are things at the Citadel? Have you heard from the Demon-keep Outpost of late? And what brings you here on such a dreadful Close night?' You do your best to answer Torrin's questions and tell him about your quest and what has befallen you so far. Having heard

your tale, the Dwarf looks grave. 'Belgaroth must be stopped and, if anyone can do it, a Knight of Telak can! I have something that I feel you may have greater need of than I.' Walking to the far side of his workshop, Torrin drags the anvil to one side to reveal a hidden trapdoor. Opening this, he takes out a treasured possession, a coat of silvered chainmail. 'This chainmail is my finest piece of work,' Torrin explains, 'woven with charms of protection and resilience. Take it.' Eagerly you change your battered chainmail armour for this new coat. While you are wearing it, you may reduce any damage done against you in battle by 1 point but, because the chainmail is magical, you need make no change to your Attack Strength. (Regain 1 LUCK point for this new acquisition.) The sounds of the rain gradually fade, and you and your host prepare for sleep.

You are woken by a blood-curdling howl which cuts through the night. 'That was no wolf!' Torrin says, looking anxiously at you. It also sounded as if the beast was quite close. Do you want to leave the safety of the forge and investigate (turn to 295) or will you wait and see what happens (turn to 19)?

86

To prove to Lord Varen that you have been victorious in your hunt, you decide to take the boar's tusks back to Cleeve Manor, before setting off north through the forest on the return journey. As you are riding sedately through the leafless trees, you feel a gust of chill wind, and you shiver. Nor can you shake off the feeling that

you are not alone and that your progress is being watched. It is then that you hear the distant sound of chanting in the west, coming through the ancient woodland. The voice is far off, so you cannot make out what it is saying. If you want to investigate the chanting, turn to **365**. If you do not, turn to **17**.

87

From an old herbal, you recognize that the orange fungi are Ironbane. The spores of the plant corrode metal on contact – which would have been very dangerous for you if you had entered the clearing. However, the mushrooms could prove a valuable weapon if you could collect some safely. Do you want to try to gather some of the Ironbane fungus (turn to **250**), or will you ride round the clearing to avoid the fungi altogether (turn to **8**)?

88

You misjudge a jump and a tree-trunk smashes into Firemane, knocking him and you to the ground (lose 2 STAMINA points). You pick yourself up in time to see the Hill Giant running towards you, angrily swinging his club and bellowing ferociously.

HILL GIANT

SKILL 9

STAMINA 11

If the Giant wins an Attack Round, roll one dice. If you roll a 5, the blow causes 3 points of damage to your STAMINA. If you roll a 6, you are knocked off your feet. It takes one Attack Round to get up again; meanwhile the Giant gets in an unopposed strike (lose 2 STAMINA points). If you win, turn to **173**.

89

You wave the amulet of plant control at the weeds and they retreat from you. Unsheathing your weapon, you rush at the Arch-Cleric, who prepares to defend himself with his twisted staff.

BRYAR

SKILL 9

STAMINA 9

If you win, turn to **185**.

90

You remember that, if the Cockatrice catches sight of its reflection in a mirror, it will die . . . Easier said than done! If you do not have a mirror or if you do not want to try this plan of attack, return to **27**; otherwise, *Test your Luck* twice. If you are Unlucky on either occasion, the beast attacks you (return to **27** and fight the monster, remembering that it has automatically won the first Attack Round already); if you are Lucky both times, the Cockatrice looks into the mirror and, seeing its reflection, drops dead. If you have the word 'Enorc' written on your *Adventure Sheet*, turn to **221**; if you haven't, turn to **168**.

91

This splendid helmet is surmounted by a polished eagle with wings outstretched at its crest. It was taken at the sacking of Ventarc during the Second Ruddlestone War, in 1805 Old Time, and yet time has not tarnished it. Return to **356**.

92

'I have made my judgement,' the Lord of the Forest intones. 'You have caused harm to these ancient wood-

lands and you are a danger to all who dwell here. Therefore I pronounce that you be given to the forest to pay for your crimes.' These words spoken, the Wodewose surround you and dispense justice. Your adventure is over.

93

Keeping well out of sight, you follow the procession of clerics to their innocuous-looking temple at the edge of the town. When all have entered, you wait for a few moments before following them inside. You find yourself in a long-deserted temple. Ancient wall-hangings, covered in strange, plant-like patterns, still adorn the building, but any other objects of worship are missing. At the far end of the room you find a stone staircase that ends at a large set of double doors. Surrounding the doors are thick, dark roots which break through the walls in many places. Carefully trying the doors, you discover that they are locked. If you have anything with which to disguise yourself, you could use it now. Do you want to knock on the doors to gain someone's attention, as they look far too thick and heavy to be broken down (turn to 172), or will you leave the temple and Havalok altogether (turn to 219)?

94

You take one step towards the macabre edifice and there, directly in front of you, stands a terrifying spectre. The apparition makes a grasp for you with decayed hands reaching from under its burial shroud, while its jaw drops open and lets out a rasping howl,

no doubt warning others in the tomb of your presence. You must deal with the Haunt swiftly. If you have the *Banish Spirit* Special Skill, and you wish to use it, turn to 190. Otherwise, you will have to fight the apparition; turn to 376.

95

Entering the northern tumulus, you walk down a sloping passage cut into the mound until you reach an area of darkness which the light from your lantern cannot penetrate. An intense cold, even colder than the Close air, also radiates out of this pool of blackness. Do you want to risk entering this section of the tunnel (turn to 21) or would you rather retrace your steps and leave the cairn (turn to 316)?

96

The bird disappears through the archway, deserting its master – or is it? You struggle on, blocking blows from Belgaroth's vicious Runesword while trying to find a chink in your enemy's armour. Suddenly a horde of Chaos Knights runs into the chamber, warned of their leader's plight by the bird. You are quickly surrounded and overcome, Belgaroth himself dealing the death-blow.





'Enter,' says the voice, and the doors are opened. The initiates lock them again and, so as not to draw attention to yourself, you follow the passage that leads eastwards for as far as you can see. The tunnel seems to be endless. You must have walked several kilometres away from the town before the passageway opens out into a small antechamber. Peering through an archway, you find yourself looking into a vast hall, the walls and ceiling of which are covered with thick, root-like growths. At the far end of the chamber is a raised stone platform, standing on which are the Clerics of Lein, while a great throng of initiates fills the hall in front of them. You are surprised and shocked to see that, as well as many commoners among the initiates, there are also nobles and high-ranking members of the various religious orders of Ruddlestone. As you enter the hall, the Arch-Cleric, bald and bearded and wearing green robes adorned with twisting bramble-like designs, is addressing the assembled sect: 'And so, brothers and sisters of the Darkthorn, I, Bryar, Arch-Cleric of our order, thank you, for our purpose is coming to fruition. The ancient forest is weakening and, with it, the elemental powers that control it. Soon it will pose no threat to our ally, the Dread Lord, and a forest of the Darkthorn shall rise up in its place. All praise the Darkthorn!'

'All praise the Darkthorn!' the throng reply.

So it is the clerics who are behind the destruction of the forest with their foul weeds and nutrient-stealing brambles! They must be stopped – but how? It must

be the Arch-Cleric who holds the power here; if you were to defeat him, you might weaken the power of the Darkthorn itself. Disguised as you are, you make your way through the throng unhindered, as far as the stone platform. Drawing your weapon, you leap on to the dais, ready to grab the sect's high priest. Seeing you, the Arch-Cleric raises his hands and mutters a dark incantation. The ground heaves and thick black roots burst through the stone floor between you and the priests. The fibrous stems grow rapidly upwards for several metres, intertwining until they have formed into a gigantic, plant-like humanoid covered in vicious thorns. Two emerald orbs glow with an evil awareness and, with its trunk-like legs still firmly rooted in the ground, the manifestation of the Darkthorn reaches for you with knotted hands. You are going to have to defend yourself against this dark elemental spirit. Will you:

- | | |
|--|-------------|
| Draw your weapon and do battle? | Turn to 143 |
| Use the <i>Holy Strike</i> Special Skill (if you can)? | Turn to 239 |
| Use the <i>Banish Spirit</i> Special Skill (if you can)? | Turn to 260 |
| Use a Cleric's Talisman (if you have one)? | Turn to 28 |
| Use the potion Witherwell (if you have it)? | Turn to 41 |

Riding through the town, you soon reach the central guard-post. Dismounting, you enter and ask a guard

to take you to his captain. 'Captain Vair died this morning,' the man says. 'He was killed while trying to defend the south wall against the Chaos Warriors' attack. Since losing our leader, morale among the men is low, and many have resigned themselves to defeat.' You cannot let Carass fall to Belgaroth's evil legion. You tell the guard to gather together all those members of the town militia who can be spared, and within half an hour you are addressing the exhausted and battle-weary soldiers. First of all you find out what has happened here. It was two days ago that the Chaos Warriors made their attack, the assault being led by the Juggernaut, the tower you saw on the south side of the town. It is an awesome war-machine, armed with many siege weapons including a destructive battering-ram, and the walls were soon breached. Some of the soldiers believe the tower to be driven by Demons and will not go near it. You formulate a plan: If you could break through the enemy lines and board the Juggernaut, perhaps you could find a way to destroy it and so remove the enemy's main advantage. The soldiers all agree that this is an excellent strategy. If you have the *Battle Tactics* Special Skill and you want to use it, turn to 201. If you do not, turn to 382.



99

As you are deciding what to do next, all of a sudden you hear a voice speaking inside your head. *Brave knight, it says, listen carefully, for my spirit is swiftly departing from this world. The clerics are in league with the Usurping Serpent. The forest is in danger. Waste no more time here. Do not . . . I was foully slain . . . a Demon.* Then the spirit of Herluin the Sage is gone. Turn to 166.

100

Keeping to the main corridors and staircases, you manage to infiltrate the tower without attracting the attention of Belgaroth's guards. You soon find yourself in a huge feast-hall with a high vaulted ceiling. In the centre of the room is a long wooden table with chairs all round it, one, larger than the others, bearing morbid carvings. Dark banners carrying the motifs of a metal gauntlet holding a black sword and a skull above a black tower hang from the walls of the chamber – the arms of Belgaroth's Chaos Knights and the Fortress of the Skull. The place is deserted and an eerie whine fills the feast-hall as a draught blows in through cracks in the mortar holding the stones of the walls together. A broad flight of steps leads up out of the room, and you make for this. If you have the word 'Ronnoc' written on your *Adventure Sheet*, turn to 54; otherwise, turn to 14.

101

You burst out of the room and hurtle down the spiral staircase to the trapdoor. Flinging it open, you drop to the ground and then run full pelt until you think your

heart will burst with the exertion. You throw yourself behind the remains of a wall just as the pressure of the steam, building up inside the boiler, causes it to explode! The grim edifice is torn apart by the blast and a great ball of fire erupts from the siege-engine, flying high into the sky. Burning wreckage and rubble from the tower rain down all round you but, miraculously, you are not hit. What is left of the devastating war-machine is now a raging inferno – the Juggernaut is no more. With their siege-engine destroyed, Belgaroth's troops panic and, totally demoralized, flee in disarray.

When you stagger back to the guard post a great cheer goes up from the crowd of citizens and militia-men gathered there. Your victory has won them the day and saved Carass (regain 1 LUCK point and add 1 point to your HONOUR score). Undoubtedly you have also set Belgaroth's plans back somewhat. Unfortunately, you have to turn down the citizens' kind offers of hospitality as you had planned to get beyond Carass before nightfall. However, the townspeople insist on giving you a new sword if you have no weapon, as well as enough Provisions for 5 meals and a purse containing 20 Gold Pieces. You also receive the attentions of a physician (restore up to 5 points of STAMINA). Those members of the militia who are left are more than willing to fight for you should you want them to, if you are recruiting your own force to take on Belgaroth's troops (write down the word 'Ecrof' on your *Adventure Sheet* if you want to take them with you).

Leaving Carass, you turn off the road and head south, following a track into the hills in the direction of Caer Skaal. If you have the word 'Ecrof' written down on your *Adventure Sheet*, turn to 306. If you do not, turn to 2.



102

The start of the track into the woods is marked by two stone posts; it does not look as if the path has seen much traffic recently. The landlady also told you that the villagers leave Herluin alone and that some say he talks to the woodland creatures. As you guide Firemane along the path between the trees, you become aware of the fact that the further you go, the less birdsong you can hear. At last you enter a clearing, which is completely silent, where you find the sage's simple round stone cell, built as two storeys. Disturbingly, you see that no smoke is rising from the chimney on a cold Close day such as this. You knock on the cell's sturdy door but get no reply. You knock again and call out to the sage, but to no avail. Trying the door, you discover that it is unlocked. You sense that something is very wrong here. Will you enter the cell (turn to 26) or leave the wood and Wendeford as quickly as possible (turn to 49)?

103

A Banshee is an undead spirit that has been trapped on this plane in such a hideous form as punishment for some horrific crime committed when it was alive. As you pronounce the incantation, the Cailleach is ripped from this world to its final resting place with a hellish scream. (Write down the word 'Eehsnab' on your *Adventure Sheet*.) Now, if you came here from paragraph 175, turn to 316. If you came from paragraph 163, turn to 202.

104

At the shaman's death, the imprisoned villagers suddenly become aware of what is going on and in desperate panic try to free themselves. However, many are exhausted or too weak to be of much help to themselves. If they do not get free soon, either the Wicker Man will catch alight or the Beast Men will break through the ring of fire surrounding you. Taking hold of a pole, you start to climb the precarious structure. If you suffer from the Fear of Heights, *Test your Skill*, adding 2 to the dice roll. If you fail, after climbing several metres you are overcome by dizziness and, losing your grip, fall from the funeral pyre outside the blazing barrier (turn to 265). If you succeed, or if you are not afflicted with this fear, turn to 192.

105

Hurriedly, you make the necessary arcane gestures to banish the ghost. The dead knight lets out a baleful shriek, and both it and its phantom mount fade away before your very eyes. Turn to 356.

106

Dazed, you turn as a figure drops from an opening in the ceiling. It is a man dressed in the garb of a labourer and wearing a dyed green hood that covers his face completely, with just two eye-holes cut in it. In one hand the man is holding a chain with a spiked ball on one end of it. Yelling, he attacks you. For the duration of this battle you must reduce your Attack Strength by 1 point because of the blow on your head.

HOODED ATTACKER SKILL 8 STAMINA 8

Every time your opponent wins an Attack Round, roll one dice. On a roll of 1-4, the spiked ball does the usual 2 STAMINA points of damage. However, on a roll of 5-6 the weapon hits you hard and causes 3 points of damage to your STAMINA. If you reduce the man's STAMINA to 2 points or less, you can either try to question him as to why he attacked you (turn to 235) or finish him off (turn to 354).

107

Suddenly your mind is filled with terrible thoughts and evil desires. Although you try to resist the corrupting influence of the Chaos Rune, it is all in vain. Your armour blackens and tarnishes under the rune's tainting power, as does your heart. You will become Belgaroth's new champion and lead his inhuman hordes against the Citadel. Ruddlestone is doomed!

108

You are unable to break the vines holding you. The root-like growths shape themselves into a grotesque,

thorny humanoid, several metres tall, whose emerald eyes glow with evil malevolence. The manifestation reaches for you with great tendrilled hands. Your blood shall give the Darkthorn new strength.

109

The passage opens into a huge vaulted chamber in which countless coffins are resting. You are horrified to see that every one of the caskets has been smashed open and desecrated. As you survey this scene of devastation, a glowing, ghostly shape begins to materialize in the middle of the vault. If you have the *Banish Spirit* Special Skill, and you wish to use it, turn to 63. Otherwise, will you flee from this chamber (return to 243 and choose somewhere else to explore), or will you prepare to fight (turn to 304)?





110

At the far end of the hall a grotesque, bloated Beast Man, covered in thick matted fur and with two goat-like horns growing from his head, is sprawled on a carved wooden chair. The creature is clad only in a loin-cloth and two armoured shoulder-pads, while round its neck hangs a Chaos Talisman. This is the Beast Men's chaotic leader, Murgrim the Cruel. Well does he deserve that name, for at his command countless settlements have been put to the torch and the blood of hundreds of innocents spilt. At the moment he is enjoying torturing a group of prisoners who hang, suspended by their wrists from an iron chain, over a large fire. The chain passes through a pulley, fixed to a roof-beam, and its other end is wound round a wooden drum. Murgrim is gradually letting the capstan off a notch at a time, slowly lowering the prisoners towards the flames. In a far corner of the hall is a large cage, completely covered by a black drape. Drawing your weapon, you run across the hall. Grabbing a double-headed battle-axe, the Chaos Beast Lord rises from his chair and prepares for combat.

MURGRIM

SKILL 10

STAMINA 11

If you win, turn to 242.

111

Among a heap of scrolls and charts you find a piece of vellum with a message written on it in black ink in an untidy scrawl. It reads as follows:

The clerics continue to pursue their dark designs, weakening the elemental forces of the forest by their

actions. The fools! They are upsetting the natural order in the land. I have discovered that their temple is somewhere near Havalok. But I fear that they have a spy in Wendeford — Master Graye, the miller. I must summon help to stop their evil machinations.

This note gives you another line of enquiry to follow. Do you want to look for the miller (turn to 74) or will you ignore Herluin's suspicions and continue searching his cell (turn to 274)?

112

Having dismounted and tethered Firemane to a tree stump, you make your way to the source of the glinting. Standing between the trees, half hidden in the undergrowth, is the moss-covered stone statue of an armoured warrior. The quality of the stonework has been slightly worn by the passage of time, but you can still make out the attention to detail paid by the sculptor. The realism of the warrior's sword and armour, and the tension in the muscles of the figure, could almost make you believe that the statue was once a real man who had been turned to stone. Resting on the warrior's arm is a shield which catches the sunlight on its battle-scarred surface; on the shield is the faded design of a Dragon, painted gold. Pulling away weeds and tall grasses from its base, you can just make out two inscriptions carved into the stone. The first is in the Common Tongue but the second is in some strange runic script you do not recognize.

HERE STANDS A MONUMENT TO CANDRAZ

VTAT EVDJJE T XBDLXATJ JI 1ND1ATY

THE BOLD WHO DIED IN THIS THE FOURTH
NV 1AT NV 1AT FJ JVJE JV T BLLEJ

YEAR OF THE REIGN OF QUEEN VAXILLIA THE
TAT E F JV T ATFV F FLAT ATYAAAT JV T

JUST. MAY THE DRAGON KEEP SAFE HIS OWN
LEJO XTY JV T ATFV F VTTA ETAT VJE ENJO

Before continuing through the forest do you want to try to take the shield (turn to 55) or will you leave it where it is (turn to 353)?

113

You strike out at the double, but for every blow you land it lands one of even greater force. There is nothing you can do as the monster steadily beats you to the ground. The last thing you ever see is your own face, horribly distorted and smiling, as the fatal blow strikes you. Your adventure is over.

114

With a shout, you kick your heels into Firemane's flanks. The horse whinnies and leaps forward into the crowd. Driving your mount forward, you charge past the startled protesters. As you flee, however, you are struck by a pike (lose 2 STAMINA points). Soon you are well past the angry mob, but you acted dishonourably towards the starving people (lose 1 HONOUR point). Wasting no more time, you continue southwards; turn to 200.

115

Hurriedly you help Torrin to secure and barricade all the entrances to the forge. Two windows are left unprotected, so you take up positions next to them. Roll one dice and add 1 to the number rolled to find out how many Hellhounds try to enter through the window you are guarding. Because you are defending a small opening, you may increase your Attack Strength by 1 point during the Hellhounds' assault, and only one monster can attack you at a time. Each beast has the attributes: SKILL 7, STAMINA 6; at the end of each Attack Round, on a roll of 1 or 2 on one dice you are burnt for 1 additional STAMINA point of damage. Before you fight each of the demonic dogs, you may use one - only one - of the following (if you have them): the *Holy Strike* Special Skill (which does the monster 2 STAMINA points of damage), one dose of Holy Oil, fire a crossbow once, or throw a dagger (*Test your Skill*, deducting 2 from your SKILL score if you do not have the *Target* Special Skill; if you succeed, the dagger does 2 STAMINA points of damage). This battle will be a hard one. If you defeat all your opponents, turn to 24.

116

'Sso, mortal. You may be able to overcome my minions, but you will never destroy me. I wasss exsspelled from my grave by the foul sssicknesss that iss in the land. Now none can ssslay me.' You were right. It is the power of Chaos that has restored the Necromage and mutated his body while in the sarcophagus. The sorcerer stalks towards you, ready to

use his decaying hands as weapons. If you have the Fear of Spiders, for the duration of this battle you must reduce your Attack Strength by 1 point because of the Necromage's arachnid form.

CADAVER

SKILL 10

STAMINA 12

If the Undead Lord wins two consecutive Attack Rounds, turn immediately to 56. If you win, turn to 199.

117

You stand with your sword poised mere centimetres from the champion's throat and claim victory as yours. 'Very well,' says Stronn. 'I would trust such a warrior as you to lead my men into battle. I only ask that you give us a little time to ready ourselves for such an important campaign.' You agree to meet Stronn and his mercenary band at the deserted outpost of Harnwatch in one day's time. (Write the word 'Ecrof' on your *Adventure Sheet*.) Secure in the knowledge that at least you will now have others fighting for you against the Dread Lord's forces, you prepare to leave Havalok. Turn to 314.

118

Taking the orb from your pack, you raise it above your head, hoping somehow to release its power. Belgaroth gives a short laugh at the sight of the artefact and, raising his palms in your direction, unleashes a dark bolt of energy at you. The Crystal Orb once belonged to a Black Sorcerer and it amplifies the effects of any dark magicks used in its presence. As a

result, Belgaroth's bolt strikes you with devastating effect, charring the flesh from your bones. Your adventure is over.

119

The book is written in a language that you do not understand. If you have the *Arcane Lore* Special Skill, turn to 203; if you do not, turn to 66.

120

Belgaroth whistles shrilly and the Night-mare desists from its attack. The beast flies up to the flat-topped tower; the Dread Lord mounts his demonic winged steed and, although you run up the staircase, you are too late to stop the warmonger taking to the air and making his escape. By the time you reach the roof he is out of range of bows and spears. Belgaroth must be fleeing in order to lead his army against the Citadel. You cannot let him get away, but how on Titan are you going to pursue him now? If you have a Golden Feather, you know what to do with it. Convert the name you have to say into a number, using the code A = 1, B = 2, C = 3 ... Z = 26. Add the numbers corresponding to the letters in the name together, multiply the total by the number of times you have to say the name, then turn to that paragraph. If you do not have a Golden Feather and do not know what to do here, turn to 210.

121

Hurriedly you search the man's body; however, you find nothing but a small charm carved out of a dark

wood in the shape of a raven, a bird of ill-omen. On the bodies of the other two murderers you find 3 Gold Pieces. As night has fallen, you decide that it is time to head for Havalok. Turn to 241.

122

As you cross the hall, you hear a terrible moan; fearfully, you spin around to discover its source. Sitting in the larger chair, slumped over the table in a pool of blood, is a semi-transparent figure that glows with a faint phosphorescence. The figure raises its head and sits upright. Horrified, you recognize your dead friend and fellow Templar, Sir Connor of Achenbury. The terrible injuries he suffered at the hands of the Orc Wolf-Riders are all too apparent and several arrows still protrude from his blood-soaked tunic. Connor's ghost turns to face you and his dead eyes give you a piercing stare. 'I bring you a warning,' he intones. You stand frozen to the spot and listen to what your dead friend has to say. 'There is a traitor, known only as the Raven, among those who claim fealty to the king. The Raven will betray you. Speak the traitor's true name to reveal the truth...' Connor's ghost fades away, his message passed on. Regain 1 LUCK point for receiving this warning and write down the word 'Rotiar!' on your *Adventure Sheet*, then turn to 14.





You pay the old woman (deduct 5 Gold Pieces from your *Adventure Sheet*) and she gestures for you to go through a curtained doorway. At the end of a short corridor is an ornate wooden door; on it is the symbol of an eye inside a triangle, made out of polished brass. You open the door and step into the chamber beyond. You find yourself standing in a large room laid with a plush red carpet with the same esoteric symbols you saw outside the shop embroidered into it; it is lit by candles positioned at regular intervals round the mahogany-panelled walls. Sitting opposite you, on a gilded high-backed chair, is a beautiful, pale-skinned young woman with long black hair, wearing flowing robes and a circlet of silver round her head as well as numerous silver charms on necklaces. Hanging on the wall behind her chair are two wall-hangings representing two Cards of Divination: the Cup of Fortune and the High Priestess, meaning hidden secrets. On the wall above the chair is a larger version of the brass triangle and eye – the symbol of the Third Eye. Sweet-smelling smoke rises from two incense-burners that hang from the ceiling on either side of the chair, and to the woman's left is a stone bowl containing a pool of water. The effect of the decorations and objects in the room is to create an atmosphere of mystery and magic. 'I have been expecting you, Templar,' the woman announces without warning. 'I am the Mistress of the Sight, a diviner granted the powers of clairvoyance by the gods, just as my mother before me and her mother before her. I know of your quest and may be able to help you gain vital information.

Through the scrying pool you could try to spy on the Dark Tyrant and his forces, or perhaps you would prefer to see your own future in the cards. The choice is yours.' Will you spy on Belgaroth (turn to 36) or find out what the cards have to reveal (turn to 277)?

124

You are inside a room that spans the whole width of the Juggernaut. As you step through the door, you are hit by a tremendous blast of heat. A number of chained slaves are shovelling fuel into the huge, demonic iron mouth of a furnace; they are encouraged to work harder by an armour-clad Ogre overseer carrying a bullwhip. The searing heat in the chamber is so oppressive that you break out in beads of sweat, while several of the prisoners look as if they are about to collapse from exhaustion. You must do what you can to help these poor people, so you attack the Ogre.

OGRE OVERSEER SKILL 9 STAMINA 10

Because of its armour, you must reduce the damage done to the Ogre by your weapon by 1 point. If the Ogre wins an Attack Round, roll one dice. On a roll of 6 the whip wraps round your weapon and, though it does you no harm, it pulls the weapon out of your grasp; you must fight on with your SKILL reduced by 3 points. If you win the battle, you may recover your weapon and, having freed the grateful prisoners and told them the way to escape, leave the furnace-room. Turn to 311.

125

The feast over, you retire to a luxurious room for the night; you wake up at sunrise, rested and invigorated (restore up to 4 STAMINA points and add 1 day to the Time Elapsed). A guide and escort of two soldiers are already waiting for you when you descend from your room. Firemane has been saddled and has also recovered from the previous day's ride. It does not take long for you to reach the edge of the forest and, leaving tilled fields behind, you enter the ancient, shadowy tangle of trees. Your guide keeps you on an almost completely overgrown path until you reach a fork in the track, then he stops. 'This is the last place where the monster was seen,' he says. 'It turned on a soldier and left him terribly wounded. We will go no further. From here you're on your own.' You stare at the two soldiers, but they try to avoid your gaze and shift uneasily in their saddles. With an exasperated sigh you decide which route to take. If you have the Tracking Special Skill, turn to 309. If you do not, will you take the left (turn to 385) or the right fork (turn to 291)?

126

Following the tunnel into the caves, eventually you enter a low cavern. As you make your way across it, you hear a loud hissing sound and your lantern illuminates a mass of slithering bodies. Dozens of snakes cover the chamber floor and many look as if they could be poisonous. Do you suffer from the Fear of Snakes? If you do, turn to 252; otherwise, turn to 300.

127

'So you're the traitor, Lord Taris Varen!' you shout before the bird has time to leave the chamber. Belgaroth freezes, and you stagger away from him to catch your breath. The raven lets out an agonized squawk and drops to the ground as if stunned. What you witness next is terrible to behold. The raven grows in size and changes shape, its legs becoming longer and its tail retracting into its body as Lord Varen resumes his natural human form. Belgaroth granted him the Enchantment of Transformation, giving him the ability to shapechange at will. However, because you have broken the spell, Varen no longer has control over the charm and the transformation does not go as smoothly as it should. Standing in front of you is a hideous mutant. Varen has regained his human form except that, in place of his right arm, a huge black wing sprouts from his shoulder and his left leg is that of a bird, while his head is part-human, part-raven, with an ugly black beak. 'I'll kill you for this, *croak!*' Varen squawks as he stumbles towards you, consumed by an enraged madness. As you prepare to fight the mutant, you glimpse Belgaroth making his escape through the archway.

RAVEN

SKILL 7

STAMINA 8

If you kill the vile traitor, turn to 176.

128

Well now you know what killed Herluin. He must have tried to summon the Demon in order to find out more about Belgaroth and the Chaos Knights. Return to 166.

129

Remembering your gift from the Guardian Elves, an idea forms in your mind. It is just a hunch but, as the doors are made of wood, maybe the sap from the mysterious ancient forest will have some effect. Uncorking the ornate bottle, with its glass reliefs of leafy stems, you pour the oozing milky-white liquid on to the doors. The sap slowly soaks into the old dead planks and, as it does so, something incredible happens. With a stretching sound, fresh green shoots burst from the doors as the dark wood remembers that it was once a living tree. Creaking loudly, the doors contort, individual planks forming into gnarled trunks as the raw elemental energy surging from the sap gives the ancient wood renewed life. The growing doors split apart as they break through the walls of the castle, leaving the way into Belgaroth's throne room, and the inner sanctum of the Order of the Knights of Chaos, open.

The throne room is circular, lit by torches round the walls, with the Rune of Chaos laid into the floor of the chamber in polished black granite. Banners of the Fortress of the Skull and the Chaos Knights adorn the walls, and on the far side of the room is a high-backed throne of black wood. In the centre of the room stands a ring of black-armoured knights who are completely silent and motionless. At their head, standing before the throne, is a huge man clad in full, shining black, platemail armour. His horned helmet has been fashioned to look like a skull, while bands of metal across his breastplate resemble a ribcage. The armour is also

covered with spikes and demonic sigils, picked out in red tracery, while a long cloak the colour of night is fastened round the knight's shoulders. This can only be Belgaroth, the Dread Lord, himself. When you made your peculiar entrance, the warlord seemed to be talking to a large black bird perched next to his throne. However, he now turns and the burning coals of his eyes fix you with a stare full of hatred and fury. With a wordless command from their liege, the Elite Order of the Knights of Chaos, resurrected from the dead, turn as one and advance towards you across the throne room. If you know five Words of Power and dare to utter them here, speak them backwards now. If you do not know such an incantation, or if you do not want to use it, turn to 276.

130

The ride south is uneventful since the road passes through cultivated fields, then on to barren moorland. To the east lies the sprawling expanse of ancient woodland that is so bound up in legend. It is said that objects made from wood taken from its trees retain some of the elemental magical energies of the forest and that Elves, as well as stranger creatures, dwell within its depths, keeping it from harm. The road gradually swings towards the trees and you enter a narrow wooded stretch. Suddenly a rope that was spanning the road is jerked up from under its cover of leaves on the ground and is pulled taut. You are galloping straight towards it. *Test your Skill*, adding 2 to the dice roll if you do not have the *Ride Special Skill*. If you succeed, you duck under the rope just in time; turn to 205. If you fail, turn to 78.

131

Carefully you reach into the coffin and slide the ring from the knight's finger. *Test your Skill*. If you are successful, you take the ring without disturbing the mould. If you fail, you knock the body while removing the ring and a second spore-cloud is released (lose 2 STAMINA points unless you have the word 'Eugalp' written down on your *Adventure Sheet*, in which case you must lose 4 STAMINA points). Add the Shield Ring to your possessions. There is nothing else for you here, so you leave the crypt. Turn to 243 and choose another option.



132

As Firemane trots across the clearing, scores of the orange fungi burst open, releasing their spores into the air. Before you know it, you have inhaled a great lungful of the spores and you begin to cough violently (lose 2 STAMINA points). Quickly you steer Firemane

towards the edge of the clearing. However, more worryingly, as the spores come into contact with your armour, the metal starts to corrode, turning to rust. You have fallen foul of a fungus known as Ironbane. Roll one dice: this is the number of pieces of armour, weapons or metal objects, such as your lantern (but not including Gold Pieces), that both you and Firemane are carrying that turn to rust. Cross pieces of equipment totalling that number off your *Adventure Sheet*. Away from the spore cloud, you lead Firemane round the edge of the treacherous clearing. Turn to 8.

133

Refusing to help the people of Ennox was a selfish and dishonourable act (lose 1 HONOUR point). Jeering, the villagers drive you out of town, waving pitchforks and hurling rotten vegetables in your direction. Turn to 332.

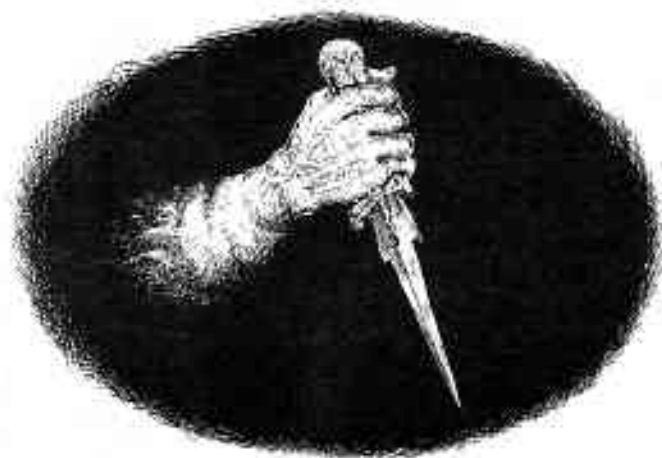
134

The landlady tells you that years ago the surrounding hamlets and farmsteads were terrorized by a monstrous wild boar which lived within the borders of the Forest of Lein. Eventually it was tracked down by Felder the Hunter and his pack of legendary hounds, was trapped in a staked pit and slain. Now will you ask her where you can find Herluin the Sage (turn to 362) or ask her about any local rumours (turn to 268), or will you leave the Bristling Boar and Wendeford (turn to 49)?

135

You explain to the old woman that you mean her no

harm, and she soon calms down. 'I thought you'd come 'ere to turn me out of me 'ome,' she says, 'but seeing as 'ow you 'aven't, perhaps you'd take shelter for the night.' You gratefully accept the crone's invitation, and she provides you with a meal of spit-roast rabbit (regain up to 3 STAMINA points). As you eat, the old woman rambles on about her life in these lonely hills and tells you that she can concoct potions to cure almost anything. 'I could rid you of your worst fears even, although for that I'd need special ingredients: the moss from a dead man's scalp taken by moonlight, the tongue of a Cockatrice and a Banshee's tooth.' If you suffer from a fear and want to take the old crone up on this offer, turn to 51. If you do not, you turn in for the night and, at dawn, leave the cave and its strange occupant (add 1 day to the Time Elapsed and turn to 379).



Your quest is of great importance, and if you are worthy to attain Aelfgar then some perils you will face will be lessened. However, if we are to help you, we must know that you intend the forest only good.' If you have a twisted staff, turn to 315. If you do not, turn to 194.

137

The track that leads into the southern mound looks both well used and as if something has travelled along it recently. Now, having lit your lantern, will you enter the mound to the:

North?
South?
East?
West?

Turn to 95
Turn to 175
Turn to 339
Turn to 350

138

His Elite Knights may be dead once more, but the Dread Lord still lives. Standing before his throne is Belgaroth, the Dark Tyrant, the Usurping Serpent, the Iron Fist, the Warmonger of Caer Skaal, Lord of Havoc and servant of the Dark Lords of Chaos. 'So, you are the Templars' champion,' Belgaroth says with a guttural snarl. His voice alone fills you with foreboding. 'You have caused me much aggravation, but your progress to my fortress has been observed every step of the way. Do not think that I am unprepared. You will merely be the first of thousands to die - or will you turn from Telak and join my Knights of Chaos?' What can he mean? Is Belgaroth a fool? You would never betray your holy order or your kingdom - at

least, not of your own free will. A thought suddenly crosses your mind. Your eyes drop to the floor and you realize in horror where you are standing: in your struggle with the undead Chaos Knights, you have strayed into the pattern of the Chaos Rune set into the flagstones. Belgaroth mutters a few words under his breath, invoking its power. Roll one dice and add 7 (add 2 more points if you are carrying a moon shield). If the total is less than or equal to your HONOUR score, turn to 218. If the total is greater than your HONOUR score, turn to 107.

139

Having made a few discreet enquiries, eventually you find yourself outside the impressive headquarters of the Mercenaries' Guild, the best place to recruit an army. The tall stone building itself looks like a small fortress, the entrance being barred by a portcullis. After you have rung the bell next to the door, a hunchbacked figure appears at the window above the portcullis and asks you your business. You explain your desire to assemble an army of brave fighters and are soon standing before the Guildmaster, Nasra Stronn, and a crowd of rough-looking, battle-scarred ruffians. 'So, you want to hire an army, but you haven't got the money to pay us,' Stronn booms. The mercenaries burst into raucous laughter.

'But your bravery and heroism would go down in legend,' you say. 'This is no petty dispute between rival lords but a battle against the very forces of Evil and Chaos, the outcome of which will determine



You have avenged the death of your friend, Connor the Templar (add 1 to your HONOUR score). The Orcs possess nothing of any use to you, so you set off again. With a thud, a white arrow embeds itself in a tree next to you. The shaft is engraved with runes that you cannot read but which you know are Elven in origin. Six slender, white-haired figures almost melt out of the forest, their bows trained on you. These are the Guardian Elves of the Forest of Lein who patrol and tend the ancient woodland. 'Stranger,' says one of the Elves, 'what are you doing so far into the forest?' The Guardian Elves of Lein are unerring servants of Good so you have nothing to lose in telling them of your encounter with the Orcs, your quest and your search for Aelfgar. 'Come with us,' says the Elf. Dismounting, you lead Firemane through the trees, following the Elves.

You have not gone far when you find yourself standing at the edge of a grove of trees which is beautiful beyond description. On the far side of the lush lawn, which is covered with bright flowers even at this time of year, stands a six-sided plinth of pure white stone, engraved with what you suspect are prayers. You are greeted by a female Elf who possesses an almost unearthly beauty, long flowing white hair, pale skin and large, deep-green eyes. The leader of the Elf patrol relays to her what you have told him, then she addresses you. 'Templar, I am Elaina, Sorceress-Priestess of the Guardian Elves of Lein. The times are troubled indeed and our beloved forest is sickening.

the fate of the kingdom, if not of the Old World itself! Think of the honour and prestige. Such rewards are worth far more than mere gold.'

The mercenaries are silent. After a moment's thought, Stromm speaks again: 'I still don't understand why the Warriors of Telak aren't prepared themselves — but that's not my concern. All right, we'll join your crusade if you can prove your own skill as a warrior. You must best our champion in combat.' Will you agree to these terms and fight (turn to 53), or will you leave the Mercenaries' Guild, and Havalok itself, and continue on your quest (turn to 314)?

140

At first the creatures recoil at the sight of the talisman, but then their attitude of fear becomes one of fury and the plant-like humanoids leap at you. You have no choice but to draw your weapon and defend yourself. Turn to 18.

141

Hurriedly, you make the signs and mutter the words that will banish your supernatural assailant. As you complete your incantation, the ghostly hand drops the dagger to the ground and dissolves into the cold night air. If you wish, you may take the dagger (if you do so, add it to your *Adventure Sheet*). The Assassin's Dagger is a favourite weapon of vindictive practitioners of the occult. Someone obviously knows about your quest and does not want you to complete it, but you have halted their evil scheme, for now at least

(regain 1 LUCK point). The rest of the night passes without incident, and at dawn you are on your way again (add 1 day to the Time Elapsed and restore 2 STAMINA points). Turn to 285.

142

At the foot of the escarpment on the eastern side of the castle, hidden behind scrubby bushes and boulders, you find a small cave mouth and, beyond that, a rocky tunnel leading into the hill beneath the fortress. Perhaps the tunnel was made by the crusaders, a century ago. Whoever dug it out, it should take you into the castle dungeons. Do you want to explore the passageway further (turn to 167) or would you rather return to the gatehouse and enter that way (turn to 363)?

143

You rain blow after blow upon the monster, but to no effect: all you manage to do is prevent it striking you. Suddenly some of the thorns fly from its body directly at you. Roll one dice and add 2. This is the number of thorns that hit you, each one inflicting 1 STAMINA point of damage. Unable to injure the creature in the usual way, will you now use:

The <i>Holy Strike</i> Special Skill?	Turn to 239
The <i>Banish Spirit</i> Special Skill?	Turn to 260
A Cleric's Talisman?	Turn to 28
The potion Witherwell?	Turn to 41

If you can use none of these, the Darkthorn grabs you with one huge tendrilled hand and crushes the life out of you. Your adventure ends here.

144

The silver-tipped spear sails past Belgaroth's head. Laughing cruelly, he releases his dark bolt of energy. It slams into your chest, knocking you from your mount's back, into oblivion.

145

You try to throw yourself out of the path of the crushing hoofs but are just too late. The horse hits you in the back, knocking you to the floor (lose 3 STAMINA points). Ignoring you, the ghostly knight urges its mount towards the king, raising its weapon, ready to strike. You must act quickly. Will you:

Use the *Banish Spirit* Special Skill, if
you have it?

Turn to 105

Use the *Holy Strike* Special Skill, if
you have it?

Turn to 303

Attack the ghost?

Turn to 255

146

As you dash under the Juggernaut to get to the ladder there is a rumbling sound above you and a mass of red-hot ash drops down a chute, hitting the ground with a shower of sparks. Some of this waste from the siege-engine hits you and you cry out in agony as you are terribly burnt (lose 5 STAMINA points). Turn to 220.

147

As the horseman approaches, you see that he is wearing the livery of the Lord of Cleeve Manor. When he

is within ear-shot he reins in his horse and calls out to you. 'I have been sent by my lord to offer you the hospitality of Cleeve Manor and to request your aid,' he says. 'My lord has heard of your quest and thought that you would appreciate a more restful night. There is also a more serious matter, for which we would be most grateful of your help. The tenants on the manor's lands are being terrorized by a rogue boar from the forest. Our best soldiers have tried to kill it, but all have failed. Some say that the beast is enchanted and cannot be slain. Will you help us?' A night in a bed would certainly be very refreshing, and you have pledged to keep order in the kingdom. However, such an expedition will take up valuable time. Will you go with the messenger to Cleeve Manor (turn to 325) or will you press on and try to reach Havalok before nightfall (turn to 191)?



148

The villagers cheer at your announcement. You must act tonight so as to save time and protect Assart from the cursed twilight existence of the undead. If you have the *Battle Tactics* Special Skill and want to try to organize the villagers into a small fighting force, turn to 224. If you do not have that Special Skill, or if you do not want to use it, turn to 5.



149

Hacking your way among the enemy, you suddenly break through their lines and are confronted by a scene that makes your blood boil with fury! The bodies of your companions litter the ground in front of one of the Beast Man warriors. The creature is almost three metres tall, with a wolf-like head, dagger-length fangs and a row of long spines projecting from the top of its skull and down its back. It has huge muscular arms that end in great clawed hands; in one of them it is gripping the broken axle-shaft of a war-chariot with one wheel still attached and ending in a vicious curved blade. Iron chains are bound round the Beast Man's torso, and hanging from a belt are the heads of previous opponents. In the midst of its battle-frenzy, the foul Chaos spawn swings its weapon at you.

BEAST MAN CHAMPION SKILL 12 STAMINA 14

If the Champion hits you with the sickle-blade from the war-chariot, the implement will inflict 3 points of damage to your STAMINA. If you defeat this terrifying adversary, turn to 236.

150

You explain to the villagers that the Templars are not 'snoopers' but protectors of the citizens of Ruddlestone. In fact, at this very moment you are on an arduous mission to defend the kingdom and its people from an evil tyrant whose return would bring bitter war and destruction.

'There's already corruption in the land,' the spokesman replies. 'Many of our crops have failed this year because of the blight brought to these parts by a terrible monster. Everyone lives in fear of it, for its breath either paralyses or kills anything it touches. If you're our protector, you'll root out the Cockatrice and slay it!' Again his companions mumble in agreement. Will you agree to help these people (turn to 73) or will you leave Ennox and press on with your primary quest (turn to 133)?

151

Picking up a large stone, you throw it just outside the circle of light thrown by the torches. Hearing the noise, the guard suddenly becomes alert. You throw another stone, and the Beast Man leaves his post to investigate. Quickly you creep towards the opening in the stockade. *Test your Skill*. If you succeed, the guard does not hear you (turn to 247). If you fail, you do not move quietly enough and the guard hears you (turn to 386).

152

Hearing shouts of 'Make way for the Watch!' you find yourself surrounded by a patrol of the town guard who overcome the felons and clap them in irons. Having heard your explanation, the Captain of the Watch thanks you profusely for your help in catching the thieves and says that all the stolen goods will be returned to their rightful owners (add 1 point to your HONOUR score). He also gives you a reward of 8 Gold Pieces and says that you will always be welcome in

Havalok. However, time is pressing and you can remain here no longer. Turn to 45.

153

The carvings on the walls around you suddenly distort and transform into hundreds of screaming human faces. Their anguished features fill your vision and their wailing all but deafens you. These are the poor souls held in perpetual torment by the Necromancer's dark powers to be his slaves. Then everything is as it should be again. However, you are disturbed by this experience and while you remain in the Sepulchre you must reduce your SKILL by 1 point. Turn to 243.

154

You charge towards the prophets, and immediately the crowd are upon you. Roll one dice. If you roll 1-2, turn to 183; 3-4, turn to 298; 5-6, turn to 64.

155

You cannot help but sit down in the chair and rest your weary body. Clasps immediately snap shut, trapping your wrists and ankles, while another closes round your neck and one round your waist. Instantly you are jolted free from the mind-dulling effect of the voices, but it is too late. There is nothing you can do as hidden mechanisms in the chair are triggered and whirr into action. Sharp blades and pointed spikes emerge from the device and move ever closer to your immobile body. You will soon discover why this device is called the Throne of Agony.

156

You manage to keep your seat in the saddle and guide your steed round the hazard. You soon catch up with the desperate man and cut him down easily. Turn to 121.

157

As you chase after the High Priest, a manic Initiate bars your way. Armed with a long, black thorn, she is intent on revenge. You must fight her.

INITIATE

SKILL 7

STAMINA 6

If the battle lasts six Attack Rounds or less, you continue after Bryar; turn to 287. If it takes longer, turn to 364.

158

'There has only been the matter concerning the Great Boar. I know about nothing else,' says Lord Varen, 'except, of course, that the forest is a mysterious place, controlled by ancient elemental forces and by Elves.' Turn to 81.

159

Dusk falls as you ride south. Gradually, you become aware of a sound coming from somewhere in the distance ahead of you. As it gets louder you can hear shouts, war-chants, terrible roaring sounds and the thunder of hoofs on the ground. Then you can see them coming over a rise: Belgaroth's army. Charging towards you is a horde of Orcs, some mounted on wolves; also Trolls, Ogres, black-clad warriors,

demonic Hellhounds and savage Beast Men. Ahead of them ride the Chaos Knights of Caer Skaal, their steeds mighty war-horses. Behind them, riding a demonic winged horse with blood-red eyes, is a shadowy figure whom you know to be the warmongering Dread Lord Belgaroth himself. Under the veil of night the Usurping Serpent is leading his army towards the Citadel. You cannot hope to overcome such incredible odds. It will not be long before Ruddlestone is crushed beneath the Iron Fist.



160

The strange liquid tastes strongly of wild garlic, but it also seems to have healing properties (restore up to 4 points of lost STAMINA). Now will you read the letter (turn to 377) or leave the mill (turn to 49)?

161

Rummaging through the debris, you uncover a locked iron box. If you have a small iron key and want to open the box, turn to 232. If you do not have such a key but you find one later, make a note of this paragraph so that you can return here if you wish to open the box. For now, turn to 274.



162

As you rise to your feet, Belgaroth strides towards you across the throne room. 'I shall crush you, Templar!' he spits vehemently. 'Then there will be no one to stop me and the prophecy will never be fulfilled!' You just have time to ready your weapon while the Dread Lord unsheathes his great black Runesword. Charged with the powers of darkness, a blow from the Runesword will inflict 3 points of damage to your STAMINA and it will also drain 1 HONOUR point as it taints you with the foul infection of Chaos. If your HONOUR score reaches zero, you will have been totally corrupted and will come under Belgaroth's control, to become his new champion.

BELGAROTH

SKILL 12

STAMINA 17

You must reduce any damage you cause the Dread Lord by 1 point because of his heavy plate armour. When you do strike him, he does not bleed; instead, his wounds ooze a vile green slime: every fibre of his undead being is corrupted. As soon as you reduce Belgaroth's STAMINA score to 7 points or less, if you have the word 'Reggad' written on your *Adventure Sheet*, turn to 238; otherwise, turn to 251.

163

With a soul-rending scream, a hideous spectre flies at you out of the darkness, tearing a deep gash in your sword-arm with a clawed hand (lose 2 STAMINA points and 1 SKILL point). Standing in front of you is a ghastly undead creature which looks like a shrivelled and stooped old woman with long matted hair and,

strangely, only one large nostril and a single tooth. As the hideous creature howls mournfully, you look into its red-rimmed eyes which are filled with blazing fury and indescribable sorrow. You are now facing the terrible Banshee, known as the Cailleach, that haunts the Cairns of Dunar. (Make a note of the number of this paragraph.) If you have the *Banish Spirit* Special Skill and wish to try to use it now, turn to **103**. If you do not have it, turn to **345**.

164

Although you have stopped the ethereal Wyrld, the Mistress has obviously been shaken by the experience. 'Dark powers are at work here. Not only does the Usurping Serpent have physical guards, he also has servants among the other planes. I pray that you can overcome such terrible odds, but I am afraid that there is nothing more I can do for you.' The young woman sits down, shivering. 'Now go.' You do not want to cause her further distress, so you leave 'The Mind's Eye'. Turn to **248**.

165

With a heaving groan, the floor of the chamber falls away into a now clearly visible fiery pit many metres deep, leaving only a pinnacle of rock beneath the badge of the Templars on which you are standing. The height makes you feel dizzy and you have to concentrate hard on keeping your balance. There is a beating of wings and three Imps fly out of the pit; they have bat-like wings and barbed tails. As they swoop down to attack you, jets of flame shoot from

their mouths. You must fight all the Fire Imps at the same time, with your Attack Strength reduced by 2 points because of your vertigo.

	SKILL	STAMINA
First FIRE IMP	9	4
Second FIRE IMP	8	4
Third FIRE IMP	7	5

If you defeat all three, turn to **222**.

166

The owl continues to fix you with a piercing stare. You see that a large book has been left lying open on the desk, and next to it is another volume, bound in red leather, that may be of interest. You may now choose to carry out two of the following actions. (You will be told to return to this paragraph after each choice.) However, once you have performed two of them, you must turn immediately to **15**. Will you:

Read the large open book?	Turn to 119
Take a look at the red book?	Turn to 392
Make a thorough search through the wreckage in the cell?	Turn to 274
Leave immediately?	Turn to 49

167

Tying Firemane's reins to a stunted tree hidden among the shrubs, then lighting your lantern, you set off along the tunnel. The ground slopes upwards until you find yourself inside a small cave. On the other side of the cave is the entrance to another tunnel, but it is blocked by a padlocked iron gate. Coming from

the darkness beyond the gate, you can hear something large moving about and grunting in the distance; there is also a strong animal smell. Because the gate is locked and you have no key, some other means of opening it will have to be found if you want to proceed further. Ironbane, if you have some, will rust the lock and the gate itself, letting you pass. A grenade, if you have one, used successfully will blow the lock apart, allowing you to open the gate. Otherwise, you will have to break the gate open with your weapon. If you have a smashing weapon, such as a mace or a war-hammer, you make short work of the problem. However, a pointed or edged weapon requires greater effort to break the lock (lose 1 STAMINA point through your exertions). If you use one of the above methods to get past the gate, turn to 294. If you decide against this route after all, turn to 363.

168

Cutting off one of the Cockatrice's claws to take back with you as proof of your victory, you leave the caves and return to Ennox. There, you find the group of villagers waiting outside the local tavern, the Wild Goose, the sign of which depicts a farmhand chasing just such a fowl. They are startled to see you with evidence of your conquest. 'We didn't think you'd actually go through with it,' says their spokesman, 'but you have our thanks. Maybe the Templars really are our guardians after all.' Add 1 to your HONOUR score for ridding Ennox of the Cockatrice and restoring the people's faith in your order. As a sign of their thanks, the people give you 2 meals' worth of Provisions and

ask if they can help you in any way in your quest. You realize that these farmers are not great fighters and have recently suffered enough hardship, so you ask them if they know anything concerning the Elf-Spear, Aelfgar. Legend tells of a weapon of great power lying in one of the burial mounds of the ancient kings, the Cairns of Dunar, half a day's ride south-west of here across the moors. However, I warn you, the Cairns are also said to be haunted by the Cailleach, a terrible undead monster.' Do you want to make this added diversion to the burial mounds (turn to 323) or, knowing that time is fast running out, will you stay on the road heading south (turn to 332)?

169

The mists part momentarily to reveal jagged rocks at the base of the gorge, hundreds of metres below. *Test your Skill*, adding 2 to the dice roll. If you succeed, you manage to control your vertigo; turn to 245. If you fail, you panic and your head begins to spin. You lose all sense of balance and topple from Firemane's saddle, over the parapet of the bridge. Your death plunge lasts several seconds, before your body is smashed to pieces on the rocks below.

170

You are unable to keep your seat when Firemane rises up on his hind legs. You land on top of one of the calthrops and its vicious metal spikes dig into your back (lose 2 STAMINA points). By the time you have recovered yourself, the man has disappeared into the encroaching darkness and you decide against further pursuit. Searching the murderers' bodies, you find 3

Gold Pieces but nothing more. As night has fallen, you decide that you must now make for Havalok. Turn to **241**.

171

Ducking behind the mound, you can see your next move. It is only a few strides to the cauldron full of oil and, putting all your weight behind it, you manage to tip the vessel over. Its contents gush down the slope and collect round the base of the mound. In the confusion that ensues, a torch falls into the river of oil; it goes up instantly, forming a wall of fire between the Beast Men and the mound and leaving you and the villagers unharmed, but with the furious shaman trapped with you. With the other Beast Men roaring encouragement, the shaman attacks. Fight the battle as normal but if he wins the first Attack Round, the shaman blasts a bolt of dark energy at you which causes 5 points of damage to your STAMINA. After that, he tries to rake your flesh with his talons.

BEAST MAN SHAMAN SKILL 8 STAMINA 7

If you win, turn to **104**.

172

You bang on the doors, and after a few moments you hear someone unlocking them from the other side, then they open just a crack. Are you wearing a green cloak and hood? If so, turn to **307**; if not, turn to **225**.

173

Quickly searching the body of the Giant, you find

nothing of interest or value, so you spur Firemane onwards. If you have the word 'Ecrof' written down on your *Adventure Sheet*, turn to **306**. If you do not, turn to **2**.

174

Gently you tug at the stalk of one of the plants – when it snaps in your grasp and the mushroom sends a cloud of spores into the air. Roll one dice and divide the number by 2 (rounding halves up). This is the number of pieces of armour, weapons or metal objects, such as your lantern, you are carrying at the moment (not including Gold Pieces or any weapons carried by Firemane) that are destroyed by the Ironbane. Cross pieces of equipment totalling that number off your *Adventure Sheet*. You decide it is not worth trying to collect the Ironbane, so you quickly remount and leave the clearing. Turn to **8**.





175

Creeping into the darkened passage, you are assailed by a stench of decay and putrefaction. Following the tunnel a little further, you round a bend and come upon a circular chamber littered with bones and filth, and smelling like an animal's den. Hearing your approach, the inhabitant of the mound turns, dropping the human arm it was gnawing when you arrived, and lets out a soul-shredding wail. The grotesque thing standing before you looks like a shrivelled and stooped old woman with long matted hair and, strangely, only one large nostril and a single tooth. As the hideous creature howls mournfully, you look into a pair of red-rimmed eyes filled with blazing fury and indescribable sorrow. You are now facing the terrible Banshee, known as the Cailleach, that haunts the Cairns of Dunar. (Make a note of the number of this paragraph.) If you have the *Banish Spirit* Special Skill and wish to try to use it now, turn to 103. If you do not have it, turn to 345.

176

Sprinting through the archway, you race up a flight of stone steps and on to the crumbling battlements of Caer Skaal after Belgaroth. Night has fallen and lightning crackles from raging stormclouds overhead. You know that something of a supernatural nature is taking place. Belgaroth stands, not far from you, at the top of another flat-roofed tower with a staircase ascending it round its outside. The warmonger has his arms raised to the turbulent skies as if in supplication. Against the dark clouds you can make out an even darker shape

approaching at great speed on feathery red-tipped wings. The midnight-black winged horse is one of the demonic steeds of the Wild Hunt – a Night-mare! Seeing you, Belgaroth shouts a command to the Night-mare and, beating the air with fiery-tipped hoofs, it closes in on you, ready to tear you apart with its razor-edged teeth. There is time to use a crossbow once, if you have one. The *Holy Strike* Special Skill, if used against the beast, will cause 2 points of damage to its STAMINA and 1 point of damage to its SKILL.

NIGHT-MARE SKILL 10 STAMINA 11

If you reduce the demonic Night-mare's STAMINA to 6 points or less, turn to 120.



177

This breastplate has saved many a warrior from otherwise certain death. While you wear it you may reduce by 1 point any damage done against you in battle. However, this piece of armour is also quite heavy, so you must also reduce your Attack Strength by 1 point during combat. Now return to 356.

178

Your opponent topples backwards at your death-dealing blow and falls with a crash into the gears and clanking mechanisms of the Juggernaut, jamming its workings. There is a terrible groaning, then something buckles, sending cogs and metal shafts flying from their mountings. In the confusion, warriors and guards are running everywhere, but ignoring you. Just to make sure that the Juggernaut will be completely destroyed, you locate the safety valve on the boiler and jam it shut. Having begun the destruction of the war-machine you must flee. *Test your Luck*. If you are Lucky, turn to 101. If you are Unlucky, turn to 233.

179

You manage to hold your breath before the sleep-inducing pollen can affect you. Lunging at the man, you deliver him a fatal blow and he slumps to the floor, dead. You hurry outside and wait for the pollen to disperse before re-entering the mill to investigate further. Turn to 354.



180

As the final word begins to form on your lips, sweat breaks out on your brow and you realize that you cannot contain the eldritch power writhing within you. A surge of elemental Chaos, generated as a reaction to your charm, rushes into your body as you stumble over the last word. In a searing explosion of pain, tensed muscles go into spasm and sinews snap. Your adventure ends here.

181

Gasping for breath and exhausted by your struggle, you climb back into the saddle and press on through the night and the torrential rain. To the east you can make out a low range of hills, but there is still no sign of the village or the forge. Do you want to try to find shelter in the hills (turn to 327), or will you push on in hope of reaching your desired destination (turn to 85)?



182

You walk for several kilometres along the uneven tunnel floors until you reach a large cave chamber with no other exits: a dead-end. By the time you have trudged back to the junction, you are quite tired (lose 1 STAMINA point). Having rested briefly, you take the right-hand passage (turn to 126).

183

Feeling a sharp pain, you look down to see the prophet representing the threat of death pulling his scythe from your leg (lose 2 STAMINA points). You cannot hope to fight off all the mob, so you make your escape. Turn to 114.



184

Dusk falls as you come in sight of the smouldering remains of a ransacked village. In the twilight haze you can just see that a hastily erected wooden stockade stands at its centre. However, as you near the site you hear a terrible din. Coming over the hill towards you a mass of beast-headed creatures suddenly appears. The noise is made by them banging weapons against shields and making animal hootings, grunts and bellows. Firemane snorts in excitement at the prospect of battle. Driven by a maniacal bloodlust, the bestial warriors charge your small force. The Beast Men's Battle Strength is 10. (If you took four days or less to get this far, deduct 2 points from the Beast Men's Battle Strength.)

Now *Engage in Battle*. To do this, roll two dice and add

your army's Battle Strength. Now roll two dice and add the Beast Men's Battle Strength. If the totals are the same, deduct 1 point both from your army's Battle Strength and from that of your opponents, then *Engage in Battle* again. If the totals are not the same, the side which is at a disadvantage (has the lower total) must deduct 2 points from its Battle Strength, then you return to the top of this paragraph. If your Battle Strength ever falls to zero or below, turn at once to 207 (make a note of this). If your enemy's Battle Strength ever falls to 2 or below, turn at once to 149. For now, however, if your force has the advantage, turn to 149. If your force has the disadvantage, turn to 67.

185

The evil servant of the Darkthorn falls to his knees at your fatal blow and grabs your tunic. 'So, this is how it ends,' he gasps. 'You may have thwarted the Clerics of the Darkthorn, but Belgaroth lives again. You and all your order are now as good as dead. Curse you, Templar! From this moment onwards, fear and dread shall rule your life!' Then he is dead.

A sudden chill overcomes you and your mind is filled with irrational fear. Roll one dice. If you roll 1 or 2, record the Fear of Spiders on your *Adventure Sheet*; on a roll of 3 or 4, write down the Fear of Snakes; and on a roll of 5 or 6, record the Fear of Heights. You may have defeated an ally of the evil warlord, but you have paid dearly for it. (Add 1 to your HONOUR score.) Next to Bryar's body lies his twisted staff; it is a curious object and you may take it if you wish. If you

were captured by Master Graye the Miller, turn to 213. If you were not, having composed yourself you now take stock of your bearings until, after walking several kilometres westwards, you reach the outskirts of Havalok and return to the deserted temple's entrance. Turn to 219.

186

Kneeling before the altar, you feel a surge of energy pass clean through you. Regain up to 4 STAMINA points, 1 SKILL point and 1 LUCK point. For a moment your hands are surrounded by fire but you feel no heat; then the flames vanish. You have been granted Khrizat's Gift: you may conjure a small magical ball of fire which will do 4 STAMINA points of damage when aimed against an enemy. However, you may use this gift only once. Having been blessed, you leave the shrine. Turn to 23.

187

Cautiously you creep across the floorboards towards another shadowy doorway in the wall opposite. As you peer into the gloom there is a swishing sound from above and something hard and heavy hits you on the back of your head. If you are wearing a helmet, turn to 25; if you are not, turn to 370.





188

The mummers are all dressed in the traditional colourful rag robes of their profession and are re-enacting the popular story of a knight's battle with a fire-breathing dragon and a spiteful old hag in their own comical style. Each of the mummers is wearing a piece of costume that identifies him as a certain character. One has a knight's helmet and another is wearing a pantomime horse's head, while a third has his or her face covered by a witch-mask. The most remarkable costume, however, is that of the dragon. It is worn by two people operating a mechanism that makes the dragon's wings flap and its jaws snap open and shut. A short blast of flame bursts from the creature's nostrils, causing the crowd to gasp once again. Caught up in this display, the audience do not notice another of the mummers dancing among them, relieving them of their purses – but you do. You cannot let this felony go unchallenged, so you shout out, 'Stop thief!' The pickpocket looks around in horrified surprise, then makes off through the crowd. You follow in hot pursuit but find your way blocked by the dragon. The thing spins around to face you and a jet of fire shoots from its nostrils. *Test your Luck.* If you are Unlucky, turn to 208. If you are Lucky, the flames miss you, but only just, and you find yourself in combat with the mummers' dragon (turn to 328).

189

You are unable to make any sense of the wizard's jottings and so, deciding not to waste any more time searching in Savant's laboratory, you leave and take the tunnel back to the portcullis. Turn to 212.

190

Without even thinking, you make the appropriate gestures and utter the words to dismiss the Haunt. The evil guardian spirit screams in pain as it is sucked into the earth at your feet. Turn to 289.

191

You are within sight of the walls of Havalok when dusk is falling. Riding on in the fast-falling light, you pass a copse of trees at the edge of the road. Suddenly a dark shape drops out of the branches of one tree as you pass by under it. *Test your Luck*. If you are Lucky, turn to 38. If you are Unlucky, turn to 346.

192

Clinging on to the Wicker Man with one hand, you start to open the cages and free the prisoners. As you climb higher, a volley of spears and other projectiles is launched at you from the seething throng of Beast Men, who are howling with rage. Roll one dice. On a roll of 1-3, a spear thuds into your back, causing you to fall from the structure and land outside the ring of fire (turn to 265). On a roll of 4-6, turn to 84.

193

Beyond the door you find yourself in a room filled with what is undoubtedly the clutter of a scholar. There is a loud bang, and a cloud of dirty smoke billows through an archway on the far side of the room. Coughing and spluttering, a thin, middle-aged man, wearing scorched and well-worn robes and with an untidy beard and shock of hair, staggers into the

chamber. 'Oh, excuse me,' he says, 'just a minor technical hitch. I'm sure if I heat the crucible before adding the ... Oh, but you don't want to hear about that.' The man beams at you jovially: 'Now, what can I do for you?' You mention the sign you saw on the door. 'Ah yes, of course,' says Pyritees. 'Follow me.' Leading you into his laboratory, the alchemist shows you the potions he has for sale. Those you are most interested in are listed below; if you buy any potions, amend your *Adventure Sheet* accordingly.

Witherwell – This concoction acts on any plant like acid, causing it to wither and die. Cost: 4 Gold Pieces.

Antitoxin – An antidote to the poison of venomous creatures such as snakes and spiders. There is enough for two doses. Cost: 3 Gold Pieces.

Healing Draught – This elixir has the effect of restoring STAMINA points equal to half your *Initial* score (rounding fractions up). Cost: 3 Gold Pieces.

Revelation – Drinking this potion briefly heightens your psychic and spiritual awareness as if you had the *Commune* Special Skill. Cost: 6 Gold Pieces.

When you have made your purchases, Pyritees says, 'I don't suppose you could help me with a problem I'm having? It won't take long.' If you want to help the alchemist, turn to 227. Alternatively, you could leave the laboratory and try to recruit a small army (turn to 139) or leave Havalok without any further ado (turn to 314).

194

You cannot prove to the Elves that you mean the forest no harm. They wish you well in your quest but swiftly escort you away from their sacred grove, before vanishing again among the trees. You know that you will not be able to find the grove again because of the Elven magic that protects it, so you hurry on your way. Turn to 278.

195

You enter the bell-tower through a small door at its base and climb a spiral stone staircase to the top. Here you find a square room with an arched opening in each wall. A large iron bell is swinging on its frame in the centre of the chamber, tolling sombrely. The only occupants of the belfry are several large bats, hanging upside down from the rafters. Do you want to try to stop the bell tolling (turn to 234), or would you rather leave the tower and search elsewhere (return to 31 and choose another option)?

196

Your heart pounding in your chest, you utter the terrible syllables of the incantation. As you speak the five Words of Power, you feel their awesome might twisting through every fibre of your being. But do you have the physical strength to control the energies you are about to release? Roll three dice. If the total rolled is less than or equal to your STAMINA score, turn to 229. If the total is greater than your STAMINA score, turn to 180.

197

'Wait, good people,' you call out over the hubbub. 'What is it that you want?'

'We have travelled from village to village, gathering those worthy of our cause to us,' says the first prophet. 'We seek to petition the king, that he may give food to the starving and healing to the sick, for is he not the divine representative of our gods on this Earthly Plane? The end is nigh. Our priest-king need only see the truth, and the land shall be healed. But it is the likes of you who keep the truth from him!' You are going to have to say something quite amazing to deter the mob. *Test your Skill*, adding 1 to the dice roll. If you succeed, turn to 348. If you fail, turn to 261.



198

The door is unlocked and, once through, you slam it shut behind you. You walk along a short passageway until you come upon a T-junction. To the left, after a few metres, the corridor ends abruptly. To the right you can see a heavy iron portcullis, beyond which a

flight of stone steps leads upwards. Do you want to turn left and make a thorough investigation of the dead-end (turn to 335), or will you turn right and inspect the portcullis (turn to 212)?

199

The Necromage lets out a deathly shriek as, with your killing blow, his rotten flesh drops from his bones, which dissolve into slime. Soon all that is left of the diabolical undead sorcerer is a pool of fetid sludge. With Cadaver dead, the tormented souls under his control are free, and his undead army stops in its tracks and crumbles to dust. You have won this victory for the people of Assart! Regain 2 LUCK points and add 1 to your HONOUR score. Now all that remains for you to do is to leave the sepulchre and return to Assart. If you have the word 'Reggad' written down on your *Adventure Sheet*, turn to 249. If you haven't, turn to 374.

200

The afternoon winds on as you and Firemane head south. While you ride along, undisturbed, you consider the different paths that you could take that may lead to success in your quest. The most direct form of action will be to make your way to Caer Skaal as quickly as possible. However, if you are going to have to face Belgaroth's Chaos Knights and Warriors, it may be wise to try to recruit your own small force as you proceed. Aranandus's words about the Forest of Lein also interest you; you know that the vast expanse of woodland is a mysterious place, protected by ancient elemental

powers, powers which may be able to help you in your quest. There is also another option open to you: to find the legendary Elf-Spear, Aelfgar. Stories about this mystical weapon pre-date the Crusade against Chaos. Forged by the Elves of Lein, centuries ago, it is rumoured to be imbued with the power of the gods themselves. Legends tell how it has been wielded many times against the forces of darkness and has saved the land from eternal night. To find Aelfgar would be a momentous undertaking but could prove to be the way to victory.

Night falls and, having tethered Firemane to a tree stump, you settle down for the night in the shade of a copse just off the road. With a gentle breeze blowing through the leaves of the trees you are soon lulled to sleep. If you have the *Commune* Special Skill, turn to 75. If you do not, *Test your Luck*. If you are Lucky, turn to 75; if you are Unlucky, turn to 228.





201

Rallying the town's militia, you lead them out against the enemy. On the other side of a great gaping hole in the south wall stands the forbidding edifice that is the Juggernaut. Scrambling over piles of debris and rubble, you run up a flight of steps to the battlements, followed by your band of brave soldiers whom you deploy along the walls. The Chaos Warriors are swarming up tall ladders to the top of the walls. With a stifled cry, a beleaguered sentry falls at the hands of a black-clad human. The Chaos Warrior steps over the sentry's body and prepares to swing his two-handed sword at you.

CHAOS WARRRIOR SKILL 10 STAMINA 9

On a successful hit, the warrior's weapon will cause 3 STAMINA points of damage. While fighting in such a restricted position on the battlements, you must reduce your Attack Strength by 1 point. If your adversary's Attack Strength is ever 22, the force of the blow he lands causes you to lose your balance and knocks you over the battlements to your doom. If you win, turn to 50.

202

Dusk has fallen by the time you leave the burial mounds. If you do not have the word 'Eehsnab' written down on your *Adventure Sheet*, turn to 163. If you do, you spend the night in peace, not far from the cairns, and next day you set off feeling refreshed (restore 2 STAMINA points and add 1 day to the Time Elapsed). Rather than return to Ennox, you set off eastwards

across the moors to rejoin the road leading south, in an attempt to make up for lost time (turn to 60).

203

Although you do not understand the actual words, your hours spent studying ancient treatises over the years mean that you can work out the gist of what you are reading. It appears to be a spell, and there is something about 'summoning' and 'assistance'. If you want to keep reading, turn to 66; otherwise, return to 166.



204

Swiftly you make the proper arcane holy signs and utter the words of banishment. The spectre stops, a miasma of dark energy playing about her insubstantial form, then she starts to laugh cruelly. Morgwyn is using the power of dark sorcery to protect herself. A jagged bolt of black lightning streaks from one taloned hand and slams into your body (lose 4 STAMINA points). If you are still alive, you draw your weapon and prepare for combat. Turn to 29.

205

You are immediately surrounded by a band of ruffians, dressed in rough clothes of brown and green. They are armed with an assortment of weapons, ranging from staves to daggers, and they look a motley bunch. There is a one-eyed cut-throat, a woman wearing metal-studded leather armour, a renegade monk and their leader, a tall man whose face is hidden by a hood. 'A Templar, eh?' he says in a refined accent. 'Rich pickings indeed.' And with that the outlaws attack. If you are still mounted, you may fight the outlaws one at a time and add 1 to your Attack Strength for the duration of the battle. If you have been unhorsed, you must fight all your opponents simultaneously.

	SKILL	STAMINA
CUT-THROAT	6	5
BANDIT	7	6
RENEGADE MONK	6	7
WOLFSHEAD	8	7

If you defeat the robber band, turn to 246.



206

'Aelfgar,' Varen says with a distant look on his face. The legendary spear wielded by Sir Rhyaddan against Belgaroth's forces during the Crusade against Chaos. I know that in accounts written after the battle, the whereabouts of Aelfgar becomes a mystery. However, I do believe I heard once of a weapon from legend resting in the Cairns of Dunar. I am afraid that is all I know.' Turn to **82**.



207

One by one, your brave fighters fall before the savage Beast Men's attack. You dispatch many of the foul Chaos spawn until, eventually, you too are overwhelmed by the enemy. Although you die heroically, Ruddlestone is still doomed.

208

The scorching flames hit you fair and square, sending you staggering back in agony (lose 4 STAMINA points). While you are stunned, the dragon – or, rather, the people inside the costume – charge towards you. Turn to **328**.



209

Firemane takes a flying leap over a particularly large boulder and lands awkwardly on the far side. As the horse stumbles, you are unable to keep your seat in the saddle. You are thrown over your mount's neck and hit the ground painfully (lose 2 STAMINA points). You remount quickly so as not to lose your quarry and charge off after it. Turn to **256**.

210

Chaos Knights and Warriors are storming on to the battlements from all directions. You watch in despair as Belgaroth vanishes into the night and you are surrounded by his army. You are soon overwhelmed and your crushed body is hurled from the battlements.

211

As you leap into the saddle, your ghostly attacker makes a final lunge at you. *Test your Skill.* If you succeed, you parry the blow and escape without injury. If you fail, the dagger sinks into your back (lose 2 STAMINA points) before you are able to ride off into the night. Only after you have put several hours of hard riding between you and the spirit assassin do you stop again for what remains of the night. (Add 1 day to the Time Elapsed and write down the word 'Reggad' on your *Adventure Sheet*.) At dawn you are on your way again; turn to 285.



212

The portcullis, although very heavy-looking, does not appear to be locked in position. You could use Ironbane on it, if you have some (turn to 372), or try raising the portcullis with your bare hands (turn to 259).

213

Walking westwards through the forest, you soon emerge close to the outskirts of the town of Havalok. And standing near by, cropping the grass, is Firemane.

Your steed must have followed you and your captors from Wendeford to the clerics' temple. Thanking the gods for such a loyal companion, you show Firemane your appreciation. Having remounted, you decide that there is no time to visit Havalok itself, so you press on with your quest.

Two roads lead away from Havalok. The westerly road eventually forks, one branch leading south to the village of Ennox. You know that the Dwarf blacksmith Torrin Silverblade has his forge near Ennox. In his youth, Torrin was a Warrior of Telak, but now he is renowned for the quality of the armour he makes which, some say, has magical properties. He could well provide you with a valuable defence against the attacks of your enemies. However, to find his forge would mean making a long detour to the village of Ennox. Do you have time to make such a journey? If you think you have, and you want to visit Torrin, turn to 283. If you would rather head more directly south towards Caer Skaal, skirting the Forest of Lein, turn to 130.



214

You push against the heavy stone lid and with a grating noise it slides open. Lying in the sarcophagus is what remains of a tall man. Draped over his skeleton is the uniform of a knight, bearing the insignia of a Golden Dragon. An unpleasant grey mould covers the bones; when you opened the coffin, a cloud of spores flew into the air. You cannot avoid inhaling a lungful, and you start coughing violently. The spores of the poisonous mould affect your breathing and you must lose 3 STAMINA points. If you have the word 'Eugalp' written on your *Adventure Sheet* you must lose 6 STAMINA points and 1 SKILL point instead, because the leper's wasting disease is aggravated by the spore-cloud. When the cloud has cleared, you look into the sarcophagus to see if the dead knight has anything that may be of use to you. His weapons of war have long since rusted and are of no use to you. However, on one bony finger you notice a gold ring inscribed with the picture of a shield. Do you want to take the ring, at the risk of releasing another cloud of spores from the asphyxiating mould (turn to 131), or will you leave the crypt and search elsewhere (turn to 243 and choose again)?

215

Searching the rooms of the Elders' Meeting House, you come upon something interesting in what was once the treasury. Under a thick layer of dust, an old journal lies open on a desk. The last entry in it is dated 'The Third day of Locking, Two Hundred and Sixteen Years After Chaos' and reads as follows:



It is two months since the vile Necromage, Cadaver, was laid to rest, but still we are beset by all manner of torments and agonies. Creatures of the night stalk the streets of our once proud village and the Great Bell has begun to toll again. I fear our doom to be decreed. There is no hope for us now.

Disturbed by this message, written by a long-dead hand, you leave the meeting house to continue your exploration of the village. Return to 31 and choose another option.

216

It is the densely growing bracken that stops you spotting a forester's trap, constructed, no doubt, to catch the rogue boar. The covering of branches gives way under your horse's weight and you both fall into the pit. Fortunately it is not staked but, as he falls, Firemane knocks you into the side of the pit and traps your leg under his body (lose 3 STAMINA points and 1 SKILL point). Your mount pulls himself free of the trap with ease and you climb up after him, slightly less easily. Once you have remounted, you are on your way again through the forest. Turn to 291.

217

Dusk has fallen by the time you leave the burial mounds. You spend the night in peace and the next day set off refreshed (restore 2 STAMINA points and add 1 day to the Time Elapsed). You reach the cave after several hours' riding, and the crone quickly sets about brewing your potion. In another hour it is

ready. Without hesitation you gulp down the foul-smelling, thick, black liquid. The potion makes you feel slightly sick, but at the same time it fills you with renewed confidence and determination. Lose 2 STAMINA points, but restore 1 LUCK point and 1 SKILL point, and cross off any fear you may have recorded on your *Adventure Sheet*. Thanking the old crone, you mount Firemane and head south. Turn to 332.



218

Your inherent goodness and the purity of your purpose protect your will from the corrupting power of the Chaos Rune. Belgaroth hesitates for a moment, sensing that his own supremacy may be threatened. The Dread Lord now appears to be concentrating. What is he

preparing? You had better make the most of this opportunity to attack Belgaroth. What will you use to attack him?

A Black Crystal Orb?	Turn to 118
Aelfgar, the Elf-Spear?	Turn to 262
A crossbow?	Turn to 299
The <i>Holy Strike</i> Special Skill (if you have it)?	Turn to 79
Your weapon?	Turn to 20

219

Remounting your trusty steed, you make your way through the South Gate, out of Havalok. Two roads lead away from Havalok. The westerly road eventually has a branch leading south to the village of Ennox. You know that the Dwarf blacksmith Torrin Silverblade has his forge near Ennox. In his youth, Torrin was a Warrior of Telak, but now he is renowned for the quality of the armour he makes – which, some say, has magical properties. He could well provide you with a valuable defence against the blows of your enemies. However, to find his forge would mean making a long detour to the village of Ennox. Do you have time to make such a journey? If you think you have, and you want to visit Torrin, turn to 283. If you would rather head more directly south towards Caer Skaal, skirting the Forest of Lein, turn to 130.

220

You reach the ladder without further mishap and, unnoticed, climb quickly up it. The trapdoor is not locked; pushing it open, you find yourself in a small

dark chamber at the base of the tower. There is an iron-bound door in the wall of the room and a spiral staircase leads upwards into the Juggernaut. You can feel heat coming from behind the door and you hear a deep roaring sound. Do you want to open the door (turn to 124) or ascend the staircase (turn to 311)?

221

Cutting out the Cockatrice's tongue, you return to the crone's cave. 'A terrible Banshee, called the Cailleach, haunts the Cairns of Dunar, half a day's ride south-west of here across the moors. You'll have to kill it in the flesh and get the last ingredient for yer potion,' the old hag cackles. If you want to go after the Banshee and its tooth, turn to 323. If you would rather forget the whole idea now, you decide to waste no more time in this area and to head southwards again; turn to 332.

222

Once again, everything is as it was when you entered the chamber. You move towards the gilded doors, but there is yet another surprise in store for you. Hearing footsteps behind you, you turn to see yourself standing on the other side of the mosaic. However, as you watch, your double undergoes a horrifying transformation. First it begins to grow in size, then terrible sores appear on its skin; they burst open, revealing decaying flesh beneath. Its hands become cruel talons and unholy fires burn within its eyes. At the same time your double's armour and weapon tarnish, and its tunic

becomes a grave-shroud. What will you do? Will you attack the horror (turn to 113) or wait to see what happens (turn to 58)?

223

The hellspawn reels under the force of your righteous power and, as it recovers from your blast, you draw your weapon, ready to fight. The Demonic Slayer can be harmed only by magical weapons. If you do not have one, you will soon meet the same fate as Herluin under the creature's onslaught. Your opponent's claws are so sharp, they will cut through armour and flesh alike, so any bonuses you may have against an opponent's damage will have no effect!

DEMONIC SLAYER SKILL 9 STAMINA 6

If you destroy the horror, turn to 128.

224

You give the forester your instructions and by the time dusk is falling you have your makeshift army ready, armed with crude weapons and farm implements - your old commander at the Demonkeep Outpost would have been proud of you! Carrying torches and singing to keep their spirits up, the villagers follow you west to Myrton, while you ride at their head on Firemane, who is excited at the prospect of battle. You soon come in sight of the derelict ruins which are lying under a thick pall of mist. The air is heavy with the smell of death and you can hear the tolling of a bell. Emerging from the enshrouding mist are the bodies of the dead returned to life. With a shout you

lead your army against them in an attempt to break through their lines. Roll one dice. If the result is odd, turn to 358; if it is even, turn to 275.

225

Rough hands grab you and pull you through the doors. Before you know what is going on, someone pushes a sweet-scented cloth into your face and you inhale deeply. Everything goes black... Turn to 59.



226

You stroll nonchalantly up to the guard, ready to spin it some yarn about wanting to join Belgaroth's forces. As soon as the Beast Man observes your livery bearing the badge of the Templars, it snarls and leaps at you. Turn to 386, but disregard the instructions about using a crossbow.

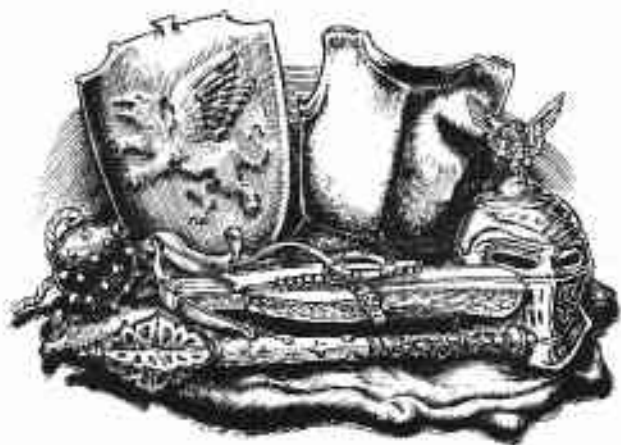


227

Pyritees takes you over to a workbench on which is laid out a piece of parchment with a grid drawn on it. In the squares of the grid have been placed the various solutions and compounds needed for an alchemical experiment. At the end of each row and column a number has been written, except at the bottom of two columns: there is also one empty square. Pyritees explains that a friend of his in Shekin has sent him the formula for a life-extending elixir, including details of the ingredients required and their respective quantities. Unfortunately, as a result of one of the alchemist's all too frequent 'accidents', the letter that came with the formula was destroyed before the experiment was fully set up. Now all Pyritees has are the weights of the combined compounds in each row and column, except for two, and one missing ingredient. (Take a look at the illustration opposite this paragraph.) The ingredients – ether-mist trapped in glass spheres, dew from the Forest of Lein, volcanic ash from Hellsbreath Peak, and lumps of sulphur-rock – each represent one of the four elements. If you could work out the weight of each element, from the combined weights, you might be able to work out the missing ingredient. If you could do this, you would also be able to work out the two missing numbers from the two columns. If you manage this, add the two missing weights together, then turn to the paragraph with the same number. If you cannot solve the problem, you leave the alchemist's laboratory and either try to recruit a small army (turn to 139) or leave Havalok (turn to 314).

228

Feeling a sharp pain in your side, you wake up with a start. Hovering above you is a dagger, its hilt glinting in the moonlight and its blade dripping with blood – your blood! Lose 2 STAMINA points. A ghostly white hand clutches the dagger and is poised, ready to strike again. What will you do to defend yourself? Will you use the *Banish Spirit* Special Skill, if you have it (turn to 141), or unsheathe your weapon, ready to fight it (turn to 43)?



229

As you declaim the final word of the charm, the knights drop their weapons and clutch their heads with gauntleted hands. They stagger about, reeling under the eldritch forces that are assailing their undead bodies. Some fall to the floor and lie perfectly motionless. As you watch, foul green slime oozes out of their helmets and through gaps

in their armour, which starts to dissolve. Roll one dice and add 5 to the number rolled (add 1 further point if you have the *Holy Strike* Special Skill) to see how many of the Chaos Knights succumb to your attack (there are twelve in all). The words spoken, they lose their power and may not be used again. You will have to fight any knights not destroyed by the charm, one at a time. Each Chaos Knight has SKILL 10 and STAMINA 12. When fighting the knights, you must reduce any damage you do by 1 point because they are protected by their black armour. If a knight hits you, roll one dice. If the number rolled is odd, the knight's weapon causes 3 STAMINA points of damage rather than 2. If you manage to destroy or defeat all your knightly opponents, turn to 138.

230

At the close of the month of Dark in the year 185 After Chaos, the battle-weary crusaders laid siege to the fortress of Caer Skaal. Among them was the young warrior-priestess, Shamar. With her finely crafted crossbow she shot down many of Belgaroth's nightmarish flying creatures that were preventing the brave warriors from reaching the castle walls – until she was hit by a dark balefire, launched from a catapult inside the fortress. The crossbow has six bolts that go with it, three of which are made from a blessed magical alloy so that they will also harm undead and Demons. When you are given the option of using the crossbow, *Test your Skill*, adding 2 to the number rolled if you do not have the *Target* Special Skill. If you succeed, the bolt will hit, doing 2 STAMINA points of damage. If you fail, it misses. Now return to 356.

231

As you lift the sword from the slab the dead do not awaken and nothing else untoward happens. You are holding the ancient magical blade, Shadowbane, a weapon woven with a blessed enchantment to harm the undead. If you take the sword, whenever you are in combat against one of the undead you may add 1 point to your Attack Strength and inflict 3 STAMINA points of damage upon it after a successful hit (against all other opponents Shadowbane does the usual 2 STAMINA points of damage). Regain 1 LUCK point for this find. Leaving the burial mound, passing once again through the chilling darkness you will lose a further 2 STAMINA points and 1 SKILL point unless you are carrying the moon shield or Shadowbane. Turn to 316.



232

Inside the box is an orb of black crystal. Such rare crystals are sometimes used by sorcerers to store spells. Having been locked away, it could be very valuable – or very dangerous. Return to 274.

233

As you make for the door in order to leave the boiler-room, a black-clad Hobgoblin steps in front of you, blocking your exit. It has seen what you have done and will try at all costs to stop you.

HOBGOBLIN FANATIC SKILL 7 STAMINA 6

If this fight lasts more than four Attack Rounds, turn to 4. If it lasts four Attack Rounds or less, turn to 101.

234

You have no trouble silencing the bell: you smash it to pieces with your weapon; by doing so you have slightly weakened the evil powers at work here. From now on, while you are in Myrton, you may reduce the SKILL of any undead creature you have to confront by 1 point. Regain 1 LUCK point for this good fortune. However, something else is less happy at your stopping the death-knell. One of the bats drops from its roost and, exposing two elongated fangs, attacks you. You are going to have to kill the Vampire Bat before you can leave the tower!

VAMPIRE BAT SKILL 7 STAMINA 6

If you defeat the bloodthirsty guardian of the belfry, you notice a battered, but usable, lantern standing in one corner of the room. If you do not have a lantern, you may take this one; then you descend the tower safely and leave it, to search elsewhere. Return to 31 and choose another option.

235

You pull the hood off the man's head and demand that he tell you why he attacked you. 'Curse you, Templar!' he shouts. 'I shall never betray the sect!' And with that he pulls something out of a pocket and flings it in your face. The air is suddenly filled with a cloud of sweet-smelling Sleeping Grass pollen. *Test your Luck.* If you are Lucky, turn to 179. If you are Unlucky, turn to 83.

236

Such a victory was exactly what your army needed. The Beast Men are not stunned by their champion's defeat, because their insane bloodlust drives them on; but it gives your men the confidence, determination and strength to defeat their opponents. It looks as if you are winning. If you have Lord Varen's soldiers among your force, turn to 35. If you haven't, turn to 302.

237

You mutter the arcane phrases and make the necessary gestures – but to no effect. The horror you are now facing is not an undead spirit but a Demon from the Everlasting Abyss. It strikes you, its huge talons tearing

right through your armour and into your body (lose 3 STAMINA points). Turn to 13.

238

As you fight on against your mighty foe, you feel a sudden cold stab of pain in your chest. The last thing you see before you lose consciousness is Belgaroth looking down at you as the Assassin's Dagger hovers above you, its blade dripping with blood. At last it has caught up with you and fulfilled its purpose.



239

The beast reels under your righteous blast, giving you time to perform another action. Will you:

- | | |
|---|-------------|
| Attack it with your weapon? | Turn to 143 |
| Use the <i>Banish Spirit</i> Special Skill? | Turn to 260 |
| Use a Cleric's Talisman? | Turn to 28 |
| Use the potion <i>Witherwell</i> ? | Turn to 41 |

240

Shouting aloud the battle-cry of the Templars, you hear the voices in your head turn to screams, then they are gone. Relieved, you start to leave the macabre torture-chamber. With a clang, a branding-iron strikes a pillar just in front of your face. You spin around as a length of chain rises from the floor into the air. This can mean only one thing: you are being attacked by a Poltergeist. Spiteful and malevolent spirits, Poltergeists are invisible and immaterial and so cannot be hit by weapons. If you have the *Banish Spirit* Special Skill, you can use your talent to send the Poltergeist to the Ethereal Plane (turn to 198). If you do not, you will have to defend yourself against the ghost as it hurls torture implements at you.

POLTERGEIST SKILL 9

It will take you five Attack Rounds to reach the door exiting the torture-chamber, during which time you will have to fend off the Poltergeist's attack. When the five Attack Rounds are up, and if you are still alive, turn to 198.

241

You find that the gates of Havalok have been securely shut for the night. However, as soon as the guard sees that it is an elite Templar Knight of Telak who seeks entry to the town, he hurries down and unbars the gate, letting you into Havalok. You find a room and a hot meal for the night, at a cost of 3 Gold Pieces, at the Red Herring, a large inn, popular among the

adventuring fraternity. Having eaten, you retire for the night. As you are preparing for sleep, through your window you suddenly catch sight of a blazing ball of light shooting across the blackened sky, a fiery tail trailing behind it. The comet soars onwards until it disappears over the hills on the distant horizon. It is a well-known fact that a comet is a sign of impending disaster, and you have just witnessed such a portent. It is some time before sleep eventually overcomes you.

You rise early, feeling refreshed after an untroubled night's rest (restore up to 2 points of STAMINA and add 1 day to the Time Elapsed). Having left the Red Herring, you get ready to explore the town. Havalok is not a large town but, as time is pressing, you still do not want to spend too long here. In Havalok you should be able to find some useful equipment that you may need later in your quest, and surely here would be a good place to try to recruit a small army with which to oppose Belgaroth's forces, if that is what you intend to do. If you want to visit the markets, turn to 334. If you want to try to recruit an army, turn to 139.





242

Hastily you free the prisoners and usher them out of the hall. At that moment you hear a voice inside your head: *Brave warrior, free me.* Something is speaking to you telepathically, in a calm warm voice that fills you with a sense of well-being.

You turn your attention to the draped cage. Taking one corner of the black cloth, you pull it away. For a moment you are blinded by a dazzling light and fling up an arm to shield your eyes. When you grow accustomed to the brilliance, you peer between the iron bars. Trapped inside the cage is a gigantic bird looking somewhat like an eagle in shape and form, but far larger and with a crest of feathers rising from its head and along its neck. Each of the bird's feathers glows with a golden radiance which lights up the entire hall, and you can feel the creature's powerful aura of goodness.

Thank you, good knight, it says. I am the Celastrix, perhaps you have heard of me from your legends? You nod, awe-struck. The Celastrix, so legend says, is a messenger of the gods, a magical bird of divine origin. In times past, when people were closer to their gods, I visited this Earthly Plane regularly, relaying messages to and from my masters. Centuries have passed in your world since last I came here, but now the situation demands it. Disorder and Chaos are on the rise and so I was sent to this plane to offer divine aid. However, I was caught by these vile Beast Men through dark sorcery, for the Dark Tyrant fears the dead king's prophecy. If you release me, I will offer you my help.

Searching Murgrim's body, you find a bunch of keys and, sure enough, one opens the lock on the cage. Free of its prison, the Celastrix stretches its wings then flies up to the ceiling, picking you up in its talons. *Now let us leave this place.* The bird smashes through the wooden roof of the hall and, beating its great wings, soars away from the camp across the night sky. Your aerial journey is soon over when the Celastrix drops to the ground and deposits you near Firemane. Before it flies off again, the huge bird plucks a feather from its breast and drops it at your feet. *When you need my help, simply burn this feather and call my name three times.* With that, the divine messenger flies away over the hills and disappears beyond the horizon. Taking the bird's golden feather, you remount Firemane and ride off to the south. Regain 1 LUCK point and add 1 to your HONOUR score for defeating another of Belgaroth's allies and for releasing the Celastrix. Turn to 296.

243

A passage leads from the steps into a square chamber which has the same ornamentation as the exterior of the sepulchre. Three archways lead further into the tomb. If you have the *Arcane Lore* Special Skill, turn to 16. If you haven't, you must decide which passageway to follow. You have entered from the east so will you go:

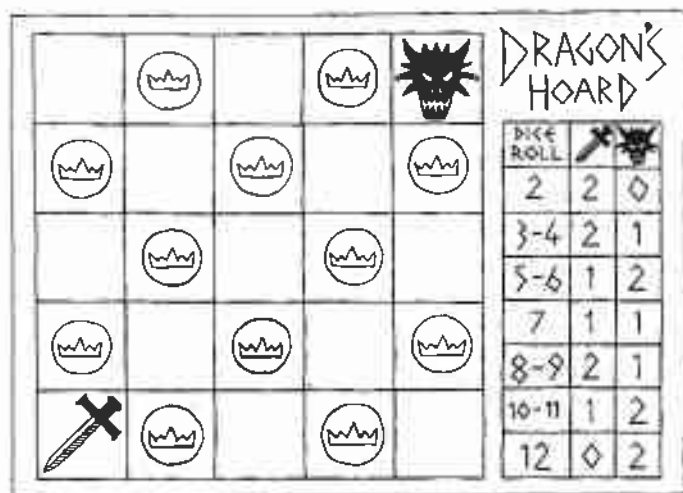
South?
West?
North?

Turn to 361
Turn to 391
Turn to 109

244

The men are playing a game called 'Dragon's Hoard'. As you watch, you soon manage to work out the rules. The board on which the game is played has been divided into a grid of 25 squares and on some of these squares have been placed Gold Pieces. There are also two playing pieces on the board, one carved and painted to resemble an armoured warrior, the other a fearsome-looking Red Dragon. The labourers roll two dice, then consult a table on one side of the board: it tells them how many squares each piece can move in that round. They then move the warrior, while the soldier moves the dragon closer to try and catch them. Each time the labourers land on a Gold Piece, they remove it from the board and add it to a pile in front of them. However, as a result of the dice roll, the soldier is able to move his dragon so that it lands on the same square as the warrior. The labourers groan and hand over their pile of coins, and the soldier removes the others from the board. As the two men slouch away, the man-at-arms asks if you would like a game. If you do not want to play 'Dragon's Hoard', turn to 40.

If you do, the man explains the rest of the rules to you. The warrior and dragon start at opposite corners of the board. The aim of the warrior is to collect as many Gold Pieces as possible and then escape. Escaping can be done at any time by moving back to the warrior's start square. However, any coins left on the board then go to the dragon. Also, if the dragon lands on the warrior's square, the dragon wins and claims all



the Gold Pieces. The table of dice rolls shows how many moves the warrior can make in a turn and how many squares closer the dragon can move. Movement can only be made horizontally or vertically, not diagonally. In order to play, you have to put down a stake, equalling the soldier's, of 6 Gold Pieces. If you cannot afford this, or do not now want to play, turn to 40. If you do, then the board is laid out as above. Use counters for the warrior and dragon, then start by rolling the dice. Whoever wins the game claims his or her winnings as soon as it is over, and you leave. Turn to 40.

245

Having crossed safely, you follow the track that leads from the gorge south-eastwards through the rocky

hills. This boulder-strewn wilderness makes a complete contrast to the sheltered paths of the forest. A cold wind whips across the bleak grey highlands, making you shiver at its chill touch. The landscape becomes even more odd-looking as the track leads you between the half-buried bones of some leviathan from a bygone age. And then you see it. Set into the side of a rocky hillock are two great stone doors, flanked by the statues of two armoured warriors; the Shrine of the Templars. You dismount and approach the doors. A deep, booming voice makes you start, echoing out across the barren hilltops: 'Who seeks entrance to the sacred Shrine of the Templar Knights of Telak the Swordbearer?' You give your name and await a response. If your HONOUR score is 11 or greater, turn to 330. If it is less than 11, turn to 257.

246

You search the outlaws' bodies and find a total of 8 Gold Pieces and a silver locket. You may take any of their weapons if you wish to, remembering the restriction on the number you can carry or use at any one time. There is a quarterstaff, a dagger and two swords, none of which is magical. When you are finished here, you set off south again with Firemane. Turn to 332.



247

Inside the stockade is a wooden hall, decorated with human heads impaled on stakes round the edge of its roof. Is there no end to these creatures' barbarism? Chained to a post in front of the doors of the hall is a two-headed, wolf-like creature which at present is sucking the marrow from a human leg-bone. However, as soon as you step forward, the monster glances up and growls, baring its teeth. You will have to get past this creature if you are going to enter the hall. Will you throw the animal some food (turn to 342) or will you attack it with your trusty weapon, which has proved its worth in many battles (turn to 351)?

248

Exploring the market, it does not take you long to find the articles you believe will be of use to you on the journey ahead. You may buy any of the things on the list (deducting the correct number of Gold Pieces from your *Adventure Sheet*).

Rope	1 Gold Piece
Lantern	1 Gold Piece
6 Crossbow bolts	3 Gold Pieces
Extra Provisions	1 Gold Piece each meal
Breastplate	5 Gold Pieces
Mirror	2 Gold Pieces
Healing Salve	4 Gold Pieces
War-hammer	6 Gold Pieces
Flask of Holy Oil	7 Gold Pieces
Spear	3 Gold Pieces
Ziridian Charm	4 Gold Pieces

If you do not have a lantern, you must buy one here. The crossbow bolts are of any use only if you already have a crossbow. The breastplate will reduce any damage you suffer in battle by 1 point, but because it is quite heavy you must reduce your Attack Strength by 1 point while wearing it. The Healing Salve may be used at any time except during combat and will restore up to 6 points of lost STAMINA. While using the war-hammer in combat you must reduce your Attack Strength by 1 point, but any successful hit against an opponent will inflict 3 STAMINA points of damage. The Holy Oil is a very valuable item: if thrown over an undead spirit, it will have the same effect as the *Banish Spirit* Special Skill. It can also be used against other undead and Demons as if you had the *Holy Strike* Special Skill. There are two doses of oil in the flask. If you have the *Spear Weapon* Special Skill you will be able to use the spear in hand-to-hand combat: the spear does 2 STAMINA points of damage. If you buy the Ziridian Charm, the next two times you are instructed to *Test your Luck* you may take the result as being Lucky without having to lose any LUCK points.

As you are leaving the market, you pass a building which has a brass plaque inscribed with the words 'Aureus Pyritees - Alchemist, Purveyor of Potions and Elixirs' attached to the door. Do you want to:

Enter this building?	Turn to 193
Now try to recruit an army?	Turn to 139
Leave Havalok altogether?	Turn to 314

249

As you climb the steps leading out of the sepulchre,

you sense an evil presence close by. What can it be? Surely all the Necromage's creatures have been destroyed? Hovering at the top of the steps is your nemesis. The Assassin's Dagger has tracked you down at last, following the psychic trail you have left like a fingerprint on the ether. The blade glints dully in the moonlight in the grasp of the ghostly hand. If you have some Holy Oil, you cast it over your supernatural assailant and the spirit dissolves into the night air, dropping the dagger (cross the Holy Oil and the word 'Reggad' off your *Adventure Sheet*; you may also take the dagger if you wish, and then turn to 374). If you do not have any way of banishing the spectral hand, you must fight it once again.

ASSASSIN'S DAGGER

SKILL 10

After four Attack Rounds, or if you win two consecutive Attack Rounds, you work yourself into a position in which you can escape from the sepulchre. Racing up the last few steps, you slam the heavy stone doors behind you, trapping the Assassin's Dagger inside. Turn to 374.



250

You dismount and tear off a square of cloth from your tunic to put the mushrooms in. Bending down at the edge of the clearing, you reach gingerly towards the fungi. *Test your Skill*. If you succeed, turn to 266. If you fail, turn to 174.



251

Belgaroth is beginning to weaken under your attack; out of the corner of your eye you notice that the large black bird that was sitting on the back of the Dread Lord's throne is flapping from its perch towards an archway that leads out of the throne room. If you have the word 'Rotiart' written down on your *Adventure Sheet*, turn at once to 360. If you haven't, turn to 96.



252

At the sight of all these snakes you start to panic. *Test your Skill*, adding 2 to the dice roll. If you succeed, you manage to overcome your phobia and face the serpents, but while you are fighting them you must reduce your Attack Strength by 2 points (turn to 300). If you fail, you run out of the caves in terror and, remounting Firemane, ride away from Ennox (lose 1 HONOUR and 1 LUCK point for your cowardly behaviour, and turn to 332).

253

The crossbow zips through the air, straight into the fleeing scoundrel's heart. His lifeless body drops to the ground (regain 1 LUCK point). Turn to 121.

254

One of the warriors standing next to you drops dead and you turn on his killer, a hairy, goat-headed creature. One long horn protrudes from its skull, which it

lowers as it runs at you with the intention of goring you.

GOREHORN

SKILL 8

STAMINA 9

If the Beast Man wins two consecutive Attack Rounds, roll one dice. If the number rolled is odd, the chaotic gores you with its horn, causing 4 points of damage to your STAMINA. If you win, deduct 1 point from the Beast Men's Battle Strength, then *Engage in Battle*. If you have the advantage, turn to 149; otherwise, turn to 207.

255

Drawing your magical, blessed sword, you prepare to defend yourself against this ghostly adversary.

SPECTRAL KNIGHT

SKILL 9

STAMINA 8

If you defeat the spirit, turn to 356.





256

You manage to stay in the saddle as you and your steed negotiate difficult terrain. Suddenly, in a small clearing, the boar stops and turns to face you. The rogue beast is at least three metres long from snout to tail; it is covered in short, dark hair, with darker bands along its back. It snarls, revealing its huge yellow tusks and sharp teeth. With a bestial roar the animal runs at you. If you have a crossbow or a lance, you may use one of these weapons once before having to draw your weapon. Deduct from the boar's STAMINA score any damage you have already inflicted upon it, then fight the battle which follows in the usual way.

GREAT BOAR

SKILL 8

STAMINA 8

If you kill the beast, turn to 86.

257

The voice addresses you, saying, 'You are not worthy to enter this place. Only the bravest and most honourable may share the secrets of the Templars.' You know that there is nothing you can do to enter the shrine and so, greatly disheartened and having wasted a day's travel getting here, you turn Firemane towards the west and set off at a gallop through the hills towards Caer Skaal (lose 1 LUCK point and turn to 23).

258

Awenydion starts feeling the bumps on your head and tells you how you will have a large family and be well loved by the citizens of Ruddlestone. Then, suddenly,

he freezes and his eyes glaze over. It is as if he has gone into a trance. When he speaks, you sense that it is not he who is controlling his tongue: 'Brave knight, the forces of darkness and Chaos seek your ruin. Beware the beasts that are men, and heed well the words of the warrior of stone. Time is running out. Hurry now to the Fortress of the Skull.' Awenydion has been granted the Third Eye by his gods, and they have given you a warning through him (regain 1 LUCK point). Turn to 125.

259

Unfortunately, this method creates a lot of noise when the portcullis rattles up into the walls, with metal grating on stone, and it is not long before you hear the sound of armoured guards running down the steps in front of you. Several ugly Orcs and black-clad Chaos Warriors appear at the portcullis, which is hurriedly raised, and you are soon overpowered by the guards. You die quickly but valiantly.

260

Your mystic talent has no effect on the creature! The Darkthorn is an elemental spirit, not an undead one. The thing lashes out at you with a vine-like growth, which knocks you off your feet (lose 2 STAMINA points). What will you do next? Will you:

- | | |
|---|-------------|
| Attack with your weapon? | Turn to 143 |
| Use the <i>Holy Strike</i> Special Skill? | Turn to 239 |
| Use a Cleric's Talisman? | Turn to 28 |
| Use the potion Witherwell? | Turn to 41 |

261

You try to calm the crowd by telling them that you are on an urgent mission, but your oratory skills are not good enough to appease the seething mob. 'Avenge yourselves with the death of this accursed Templar!' the incensed prophet yells. You have no choice but to try to escape. With a shout, you kick your heels into Firemane's flanks. The horse whinnies and leaps forward into the crowd. Driving your mount forward, you charge past the startled protesters. As you flee, however, you are struck by a pike (lose 2 STAMINA points). Soon you are well away from the angry mob; but you acted dishonourably towards the starving people (lose 1 HONOUR point). Wasting no more time, you continue southwards; turn to 200.

262

As you grip the Elf-Spear's shaft you feel its power flowing into your arm, strengthening your muscles. Belgaroth screams upon seeing the weapon that caused his death a century ago. Before you can hurl it at him, the Dark Tyrant raises his hands and unleashes a dark bolt of energy at you. It slams into your body, throwing you back across the room (lose 5 STAMINA points). If you are still alive, turn to 162.

263

The sun is low in the sky by the time you reach the Cairns of Dunar, and you can sense the presence of evil in the area. The site is made up of four tumuli constructed round a central ring of stones with one at roughly each point of the compass. A dark hole in the

side of each mound provides access to whatever is waiting inside. If you do not want to search the barrows – which you can do only if you have a lantern – you can leave the Cairns of Dunar by turning to 202. If you have the *Tracking Special Skill*, turn to 137. If you do not, having lit your lantern, which mound will you enter first? The one to the:

North?

Turn to 95

South?

Turn to 175

East?

Turn to 339

West?

Turn to 350



264

Several vines suddenly shoot out of the undergrowth and wrap themselves round your ankles, dragging you to the ground with a thump (lose 1 STAMINA point). You hack at the plants until you manage to free yourself, but now the man is nowhere to be seen, and the surrounding brambles cover up his tracks. Puzzled by what you have just seen, you return to Firemane and leave the Forest of Lein behind you. Turn to 17.

265

The Chaos spawn are on you in an instant. Driven by insane bloodlust, the Beast Men do not even bother to add you to the funeral pyre but simply cut you down where you stand, before setting a torch to the Wicker Man and its prisoners. The Dark Gods will be well pleased tonight.



266

Taking great care you push the soil away from a cluster of the fungi and gently lift them from the earth into your ready-made pouch. With the cloth securely tied with a piece of vine, you put the fungi in your backpack. If you ever use the Ironbane against an armoured opponent, roll one dice before combat begins. On a roll of 1 or 2, the spores destroy your adversary's armour so it loses any protection it may have against your blows. On a roll of 3 or 4, your opponent's weapon, provided it is made of metal, is

destroyed, so your enemy will have to fight you with his **SKILL** score reduced by 3 points. On a roll of 5 or 6, the Ironbane destroys both the armour and the weapon. However, this new weapon may be used only once. Turn to 8.

267

Connor manages to swallow the liquid and recovers sufficiently to tell you what has befallen him: 'I was ambushed ... Archers ... There were three of them riding wolves ... And their banners bore the gauntlet and sword symbol of Belgaroth's forces ...' You tell Connor quickly of your quest and swear by Telak's golden sword that you will do all you can to avenge him. The knight manages a weak smile and then, although his breath is coming in short bursts, he speaks again: 'Yesterday I encountered two Chaos Warriors raiding a farm on the southern edge of the forest. Before I slew them, I overheard part of a conversation. They said that Belgaroth has gained the support of the Chaos Beast Lord, Murgrim the Cruel, and his horde of Chaos Beast Men. One of them also said that the Beast Men have captured the Bird of Light and mentioned something about a prophecy.' Connor suddenly cries out in pain. 'I'm afraid there is nothing more you can do for me ... Go now and do your duty.' Turn to 72.

268

The landlady makes the most of any opportunity for a good gossip and readily tells you all the rumours that are going about in these parts. 'They do say that there

is upset in the land,' she tells you conspiratorially. 'Only last Earthday, Serlo, the gravedigger, saw the ghost of a priest in the graveyard, and at the end of Hiding the moon itself was the colour of blood. There's also talk of druids carrying out dark rites in the forest and robber bands roaming the countryside. It's not safe any more.' Next, will you ask her where you can find the sage (turn to 362), ask her about the inn's name (turn to 134), or will you waste no more time here and leave Wendeford (turn to 49)?

269

The corrosive spores of the fungus begin to work straight away. (Cross the Ironbane off your *Adventure Sheet*.) The iron body of the Golem rapidly turns to rust and falls apart before your very eyes. Soon all that is left of this ultimate killing machine is a heap of red powder. Now roll one dice. On a roll of 1 or 2, turn to 347; otherwise, turn to 50.





270

You whisper Cadaver's name and the great black door swings open. A blast of air escapes from the tomb chamber beyond, causing you to gag at the reeking stench. Stepping through the grim portal, you descend a flight of steps into a high-ceilinged, cavern-like chamber. Stalactites hang down and the alcoves in the walls hold gruesome statues of Demons and the undead. Standing in the middle of the room is a huge stone sarcophagus, its lid covered in strange glowing writing. As you step towards the tomb, green fire begins to play about the crack of its lid. Slowly the heavy stone slab rises into the air, then slides to the floor with a hollow boom. What you witness next is like something out of your worst nightmare. A decomposing body, still wearing the robes of a sorcerer, sits up in the stone coffin and turns to face you. A sinister smile forms on its decaying lips and a rasping hiss rises from its throat. However, more horribly, you see, protruding from the corpse's torso below its arms, are four huge spider's legs, covered in bristly black hairs. Trailing strands of a thick gelatinous substance, the Necromage climbs out of his sarcophagus, while you remain rooted to the spot, petrified. 'Well, Deathsss-head, it sseemss we have a vissitor.' When the undead sorcerer speaks, a human skull, glowing with faint phosphorescence, rises from the coffin and stares at you with two jaundice-yellow eyes, its jaws clicking incessantly.

'Bite and tear, bite and tear,' the snapping skull jibbers as it flies towards you. The *Holy Strike* Special Skill

will inflict 2 STAMINA points and 1 SKILL point of damage upon this adversary. Whether you use this power or not, you are going to have to fight the Necromage's servant, Deathshead.

DEATHSHEAD SKILL 9 STAMINA 5

If you win, turn to 116.

271

You keep to the main passageways and staircases that riddle the walls of the tower, trying to avoid discovery, in order to find the Usurping Serpent himself. Turning a corner, you come face to face with a Chaos Warrior patrol. You prepare to fight, but one of the warriors has already sounded the alarm and soon the patrol is joined by a horde of Orcs, Goblins and other soldiers. You are soon overwhelmed. Ruddystone is doomed!

272

As you move to attack the Arch-Cleric, the weeds wrap themselves round your legs, hampering your movements. For the duration of the battle you are about to fight, you must reduce your Attack Strength by 2 points. You lunge at Bryar with your weapon while he defends himself with his twisted staff.

BRYAR SKILL 9 STAMINA 9

If you win, turn to 185.

273

Materializing in the middle of the chamber is a large coiled serpent. A long forked tongue flicks in and out

between its fanged jaws, and two horns sprout from its head. You must fight this monster – but with your Attack Strength reduced by 2 points because of your phobia.

HORNED SERPENT SKILL 8 STAMINA 13

If you destroy the slithering horror, turn to 222.

274

Under the gaze of the owl, you start to search through the debris of broken bookcases and scattered papers. Roll one dice. On a roll of 1, turn to 305; if you roll 2, turn to 52; if you roll 3, turn to 111; and on a roll of 4, turn to 161. If you roll 5 or 6, you find nothing of value. Repeat this action two more times. If you roll a number that you have rolled before, you find nothing. After three rolls of the dice, you can find nothing else, so you conclude your search. Taking any objects that you have found and want to keep, you decide what to do next (return to 166).

275

Charging out of the mist come three terrifying Undead Horsemen, waving scythes. The flesh is falling from their bodies and their steeds are skeletal creatures, their skin stretched taut over their bones. There is no time to use a crossbow or a lance or any mystic skills before they all attack you at once.

	SKILL	STAMINA
First HORSEMAN	7	7
Second HORSEMAN	6	7
Third HORSEMAN	7	6

For the duration of this battle you must reduce your Attack Strength by 2 points unless you do have the *Ride Special Skill*. If you are victorious, the villagers continue to battle against the dead army while you go after the Necromancer. Turn to 31.

276

Courageously, if somewhat foolishly, you engage the Chaos Knights in combat. Each of these foul undead warriors is almost your equal, and these are not creatures of honour. They surround you and the mighty blows of their weapons smash your body to the floor.

277

The Mistress lays out her elaborately decorated Cards of Divination, face down, in a mystical pattern, then turns them over one by one to interpret their meaning. 'Darkness shrouds your path, death surrounds you and the way may be perilous. Dark powers are coming to the fore, but there are those who would help you. The Lord of the Forest awaits your coming and the prisoners of the Wicker Man require your aid. Do not tarry, for the Dread Lord increases in strength with each passing day and creatures of Chaos come to join his evil horde.' The consultation over, you decide not to delay here any longer and so leave the diviner's abode. Turn to 248.

278

The day draws on as you ride through the ancient woodland. Having crossed a river, the further you

travel the stronger grows the sense of mystery that pervades your consciousness. You also feel increasingly that you are being watched, which is quite unsettling. Every time you look around you detect a slight movement in the undergrowth but nothing to be seen causing it. It is then that you hear the sound of something large moving among the trees, a little way off to your left. It could be a forest creature, such as a bear. Do you want to try to discover what is making the noise (turn to 69) or will you ignore it and continue on your present path (turn to 324)?



279

With a gargantuan effort you manage to snap the vines and fling yourself from the slab, snatching your backpack from the surprised cleric holding it. Rapidly the fibrous stems grow upwards for several metres, intertwining until they have formed into a gigantic, plant-like humanoid covered in vicious thorns. Two emerald orbs glow with an evil awareness and, with its trunk-like legs still firmly rooted in the ground, the manifestation of the Darkthorn reaches for you with knotted hands. You are going to have to defend yourself against this dark elemental spirit. Will you.

- | | |
|--|-------------|
| Draw your weapon and do battle? | Turn to 143 |
| Use the <i>Holy Strike</i> Special Skill (if you can)? | Turn to 239 |
| Use the <i>Banish Spirit</i> Special Skill (if you can)? | Turn to 260 |
| Use a Cleric's Talisman (if you have one)? | Turn to 28 |
| Use the potion Witherwell (if you have it)? | Turn to 41 |

280

'Although you have committed crimes against the forest, your intentions are of the greatest good and ultimately you seek peace for these ancient woodlands,' says the Lord of the Forest. 'Therefore I pronounce that you may pass freely through these lands in your search for the Elf-Spear.' Forest maidens return your weapon and hand back Firemane's reins to you. The Wodewose watch you depart, then dissolve into the undergrowth. However, you know that they will still be keeping an eye on your movements while you remain in the great forest.

When night falls you are still within the confines of the Forest of Lein. Having tethered Firemane, you settle down to sleep. You are woken by the sound of pounding hoofs. Galloping straight towards you and clearly visible in the darkness is a knight, riding a fiery steed. The warrior is dressed in orange and carries a shield bearing the image of a flame. In one hand he wields a blazing fire-sword. The horse's mane and tail seem to be on fire, while wisps of scintillating flame

fly from its hoofs. You must face the fiery warrior in combat.

KNIGHT OF

THE FLAME

SKILL 12

STAMINA 12

If you are hit by the fire-sword, you must lose 3 STAMINA points rather than the usual 2. If you are victorious in your struggle against the knight, turn to 33.

281

The band of musicians are playing The Ballad of Sir Rhyaddan the Crusader. The song tells of the heroic knight's adventures at the time of the Crusade against Chaos. The minstrels are very skilled and you pause to listen to the lilting melody and words:

'Then firm was his resolve,
His will strong, his spirit true.
Riding t'wards the sunrise,
Ever onward through the land,
Ever onward, sword in hand.'

Now turn to 40.

282

Buffeted by the wind, the Celastrix suddenly rises almost vertically. You tip over backwards, losing your grip on the bird's crest. The next second you are clutching at thin air as you plummet earthwards. The Celastrix turns and tries to catch up with you as you fall, but it is not fast enough. Your adventure ends here.



283

Galloping along the road that leads westwards across the desolate moorland, it is several hours before you reach a signpost directing travellers south to the village of Ennox. Taking this route, you pass no one else on the road, and the sky grows overcast with heavy grey clouds. Dusk falls and still you are not in sight of Ennox or Tornin's forge. You ride on, determined to find shelter before it starts to rain, and soon you come upon a gibbet, a macabre landmark in this otherwise barren wilderness. The corpse hanging from it looks as if it has been here for several weeks: its flesh is rotted and in places its skin has split, exposing yellowed bone. The gibbet creaks ominously as the body hanging from its frayed noose swings in the breeze. There is a rumble of thunder overhead and the skies open, catching you in the downpour. After a sudden loud crack a bolt of lightning streaks down from the clouds, hitting the gibbet just as you are passing underneath it. In a vivid explosion of light, the rope snaps and the body falls on top of you, knocking you from your mount on to the sodden ground (lose 1 STAMINA point). Horrified, you push the corpse away from you and pick yourself up out of the mud. Suddenly the body springs to its feet and its diseased yellow eyes flick open. The Lich has been animated by the corruption that is infecting the land and you must fight it. If you have the *Holy Strike* Special Skill and wish to use it, turn to 65. If you do not, you draw your weapon and engage in combat in the driving rain.

LICH

SKILL 8

STAMINA 9

After three Attack Rounds, if the battle is not over you must reduce your Attack Strength by 1 point because the road has turned to mud and you are fighting in it up to your ankles. If you win, turn to 181.



284

Dismounting, you tether Firemane and quickly formulate a plan to rescue the villagers. It must be the shaman's Chaos magic that is preventing the prisoners from saving themselves, so, if you could stop him, you could break his hold on the villagers' minds. Keeping low and making use of any cover you can find, you creep past the Beast Men towards the Wicker Man. *Test your Skill* three times. If you fail on any of the rolls, you are spotted; turn to 265. If you succeed on every roll, turn to 171.

285

It is mid-morning when you enter a pleasant valley, at the bottom of which nestles the settlement of Wendeford. To the west lies an area of woodland, while on the distant horizon you can make out the dark edge of the Forest of Lein. The road on which you are traveling runs on southwards, out of the village, to Havalok; but you feel you may glean information here that could be of use to you on your quest. For a start, you know that the reclusive sage, Herluin, lives not far from the village. Do you want to try to find out more here in Wendeford (turn to 317) or, as time is precious, will you ride straight through (turn to 49)?



286

Suddenly it dawns on you what you have to do. Laying down your weapon, you kneel before the horror and bow your head: the double, you realize, is a manifestation of the dark side of your nature. All the hatred, anger, malice, envy and pride that lurk deep

inside you stand before you now, multiplied and exaggerated out of all proportion. However, by submitting to the double, you are admitting that the negative qualities it displays are part of you. Knowing and facing one's own weaknesses is a sign of strength and courage. The double raises its weapon to slay you – then vanishes. Now you understand: everything you have encountered in the shrine has been in your own mind, nothing but illusions. If you have fought any battles here, restore any STAMINA points you may have lost in combat.

The golden doors swing open, allowing you to enter the inner sanctum. At the end of a short hall stands a stone altar with golden drapes and, behind that, the massive golden statue of a heavily armed warrior: Telak the Swordbearer, God of Courage and patron of your holy order. Lying on the altar is the object of your quest: Aelfgar the Elf-Spear. It is a marvellous weapon, one metre in length, its tip made from the purest silver and its shaft fashioned from wood from the Forest of Lein. Eleven bands of Elven runes, picked out in silver, surround the shaft, and as you take the spear in your hands they glow with divine energy. If you have the *Spear Weapon Special Skill*, you may use Aelfgar in combat and add 1 to your Attack Strength while wielding it. The Elf-Spear will also injure undead and Demons. Offering a prayer of thanks to Telak, you feel that a great weight has been lifted from you. (Cross any fear you may have off your *Adventure Sheet* and regain 1 LUCK point.) Do you have a shield? If you have, turn to 344; if you haven't, turn to 23.

287

A split second after you nip into the secret passage the temple roof caves in, blocking the way back and burying alive all those still trapped inside. As you run along the damp tunnel, it slopes upwards until you burst through a fern-shrouded opening and find yourself in a clearing in the forest. The trees in this area are stunted and mis-shapen, while the undergrowth is being throttled by weeds and brambles. Bryar is standing, a few metres from you, holding his twisted staff which has a weasel's skull fixed to the top. Before you can react, he waves the staff in the air and the weeds surrounding the clearing shoot towards you. If you have a Cleric's Talisman, turn to 89; if you do not, turn to 272.



288

'Gladly,' Varen says. 'If that is how I can help destroy the corruption that is infecting our land, then that is what I must do. However, my men will need time to prepare, so it would be best if you continue your quest, and my soldiers will join you later.' You agree to meet at the deserted outpost of Harnwatch, two days from now. (Write the word 'Ecrof' on your *Adventure Sheet*.) Turn to 82.

289

The flickering light from your lantern casts eerie shadows on the morbid carvings that adorn the walls of the sepulchre when you descend into its depths. If you have the *Commune* Special Skill, turn to 153. If you do not, *Test your Luck*. If you are Lucky, turn to 243; if you are Unlucky, turn to 153.

290

Standing in front of the large double-doors, the aura of the enchantments binding them is tangible and fills you with dread. You are sure something of a magical nature will be required to open these doors and that without such an item you will be unable to pass through them. As you do not carry any Chaotic artefacts you will need something else. If you have some sap from the Forest of Lein, now may be the time to use it (turn to 129). If you haven't any, turn to 388.

291

You come across clear signs that the boar travelled this way not long ago, in the direction leading away from you and further into the ancient woodland. Quickly you set off after your prey. *Test your Skill*, adding 1 to the dice roll if you do not have the *Tracking* Special Skill, but subtracting 1 from the dice roll if you have a Hunting Charm. If you are successful, turn to 343. If you fail, turn to 30.

292

The wicked hag throws some dust in your eyes that makes your reactions sluggish (reduce your Attack

Strength by 1 point for this combat), before lunging at you with her bone dagger.

CRONE

SKILL 6

STAMINA 5

If you win, you settle down in the cave to sleep. You wake up the next day, eager to be on your way (restore 2 STAMINA points and add 1 day to the Time Elapsed). Searching the cave, you decide to leave the crone's sorcerous brews and possessions well alone, but you do find two rabbits hanging up (enough for one meal each) and you take them with you. Remounting Firemane, you rejoin the road and ride towards Ennox. Turn to 379.



293

While you have been dealing with two of your opponents, the third murderer attempts to make his escape. You will have to stop the rogue. If you have a crossbow, you may use it now; if you are successful in its use, turn to 253. If you fail, or if you do not have a crossbow (or you do not wish to use it), you will have to pursue the felon on Firemane; turn to 3.



294

Making your way cautiously along the passage, it is not long before you step through an archway into a high-roofed chamber. The stone floor is littered with straw and bones of many creatures, some human. Set into the ceiling, some metres above your head, is a large grille through which you can see the deep blue of the night sky. A small wooden door in the wall opposite leads out of the chamber. However, as you step into the pit you disturb its occupant. With a roar a gigantic, Dragon-like creature emerges from a gloomy corner of the pit. It is wingless and its rough hide is scaly. Its enormous jaws are lined with razor-sharp teeth, but the monster's eyes do not hold the glint of intelligence of dragonkind. Its great tail lashes around, blocking the way back. If you want to avoid having to fight the beast, you can make a run for the far door. If you do this, *Test your Luck*. If you are Lucky, you dash across the pit and, opening the door, run through it (turn to 329); if you are Unlucky, the monster strikes you with a great clawed foot (lose 2 STAMINA points) and you have to turn and fight.

REPTILIAN

SKILL 10

STAMINA 15

If you slay this mighty beast, you step over its prone body and, opening the wooden door, leave the pit. Turn to 329.

295

Opening the door, you step into the night. Everything is still, with nothing seemingly out of the ordinary. Walking further, you suddenly freeze, hearing up ahead sounds of panting that are approaching rapidly. Then you see them: scores of blazing red eyes appear out of the darkness as in horror you see the pack of huge, midnight-black dogs bearing down on you across the moor. It would be foolish to try to face the whole pack in such an exposed position, so you turn on your heels and run back towards the forge. Torrin stands at the open doorway yelling for you to hurry. Roll two dice; the total is the distance you have to cover before you reach safety. Now roll two dice again. If the total is less than the distance you have to cover, turn to 359; if it is greater than that distance, turn to 398. If the two numbers are the same, *Test your Luck*: if you are Lucky, turn to 398; if not, turn to 359.





296

After you have put several kilometres between you and the Chaos Beast Men's camp, you stop to rest. When you wake up again, you find that you have slept well into the next day (restore 2 STAMINA points and add 1 day to the Time Elapsed). The desolate landscape of the Banarask Hills is unchanging as you ride on under the cold grey sky for several hours. And then you see it: on a hilltop stand the dark ruined towers of Caer Skaal, the Fortress of the Skull. From here you can see its grim keep, still intact after surviving the onslaught of the besieging crusaders a century ago. Black flags fly from its crenellated turrets, the sight of which fills you with unease. Before you can reach the forbidding castle, you must first cross the ancient battlefield on which the final battle of the Crusade against Chaos was fought. It was on this field that Belgaroth was felled in battle by Sir Rhyaddan the Crusader, along with his Chaos Knights. The battlefield is shrouded in a thick pall of mist, and here and there you can make out the indistinct shapes of broken weapons, war-engines and the skeletal remains of armoured warriors. You half expect the bodies of the fallen to rise up against you as you ride out across the ancient battle-site.

A large raven sits perched on the branch of a lone gnarled and leafless tree near by. Seeing you, it gives a hoarse croaking cry then flaps off through the mists towards the fortress. A moment later you hear the sound of hoofs galloping towards you. Trailing tendrils of vapour, a black horse with its rider emerges out of

the mists. The knight is covered from head to foot in shining black spiked plate armour. His helmet is horned and decorated with weird patterns inlaid with red tracery, as is the rest of his armour. The Chaos Knight levels his black lance and spurs his steed on towards you without saying a word. You must overcome Belgaroth's champion in a deadly joust. If you do not have a lance, or if you do have one but don't have the *Lance Special Skill*, you must reduce your Attack Strength by 1 point for the duration of this battle, and by 1 further point if you do not possess the *Ride Special Skill*.

CHAOS KNIGHT

CHAMPION

SKILL 12

STAMINA 12

If the Chaos Knight wins two Attack Rounds, you are unhorsed (lose 4 STAMINA points of damage rather than the usual 2) and you must fight on with your normal weapon and your Attack Strength reduced by 2 points. If you are using a lance and you win two Attack Rounds before the Chaos Knight does, you unhorse him and may increase your Attack Strength by 2 points. If you win this deadly contest, turn to 351.

297

What will you use to defend yourself against these strange creatures?

A Cleric's Talisman?

Turn to 140

The potion Witherwell?

Turn to 349

Your weapon?

Turn to 18

298

You feel a clammy hand grip your leg and, looking down, you see that the leper, who embodies plague and pestilence in the land, has touched you. As he is swallowed up by the crowd you hear him say in a harsh whisper, 'So my fate shall be yours.' You have been cursed with the leper's terrible wasting disease. (Lose 3 STAMINA points, 1 SKILL point and 1 LUCK point; also write down the word 'Eugalp' on your *Adventure Sheet*.) Turn to 114.

299

As you prepare your crossbow, Belgaroth lets fly a bolt of dark energy from his hands: it slams into your body, causing you to drop the crossbow and throwing you back across the room into the wall (lose 5 STAMINA points). Turn to 162.

300

Drawing your weapon, you defend yourself against these venomous adversaries. Fight them as if they were a single opponent.

SNAKES

SKILL 8

STAMINA 11

Unless you are able to drink the potion Antitoxin, each time the snakes strike you successfully, you must lose 4 STAMINA points because of their poisonous bites. If you win, you have managed to clear yourself a way across the cavern. Turn to 27.

301

Your reactions are not quick enough and you are hit by one of the cart's shafts (lose 3 STAMINA points). By

the time you have picked yourself up, your quarry are long gone and not even the *Tracking Special Skill* will enable you to pursue them further, as there is no trail to follow on the hard cobbles. Lose 1 LUCK point. Returning to the square and Firemane, you find the Watch leading the dragon mummers away to the town cells. You explain to them that, unfortunately, the rest of the gang have escaped, and then leave (turn to 45).

302

Just when it looks as though victory is yours, you hear the animal roars and cries of a band of chaotic reinforcements making for the twilight battlefield from the direction of the decimated village. Do you want to fight on (turn to 207), or will you command your men to retreat and you yourself try to break through the enemy lines on Firemane, to continue with your mission (turn to 322)?

303

Your blast of holy energy hits the ghost, apparently to no effect. The spirit cannot be truly evil: it is merely a portent, possibly a sign of what is to come. The knight turns to face you and prepares to attack (turn to 255).

304

Just as you are unsheathing your weapon, the apparition cries out, 'No!' You pause, then see that the ghost is that of an ageing priest. Sensing its goodness, you listen as it speaks to you: 'My name is Guildas and I

was once the priest of Myrton. I have been dead for many decades, as has the foul Necromage. There is sickness in the land and this has caused his return. While he lives, none here may rest in peace. A courageous knight lies to the south and may have weapons that would help you defeat the undead lord who reigns here. To find the Necromage, speak his name before the Door of Skulls. Now go and free the poor souls enslaved by him.' With that, the ghost fades from view. If you ever find yourself in front of the Door of Skulls, and you know the Necromage's name, convert it into a number using the code, A = 1, B = 2, C = 3, ..., Z = 26. Total the numbers which correspond to the letters in his name, then multiply the total by five and turn to the paragraph with that number. Without further hesitation, will you look for the knight's tomb by going south (turn to 361) or will you follow the western passage (turn to 391)?

305

Inside a shattered earthenware pot you find a small iron key and a hunting charm that has been carved from a piece of bone to resemble a wild boar. Some people believe that such a charm gives a hunter a better chance of successfully tracking prey. Return to 274.

306

It is not far from here to the ruined outpost of Harnwatch, where you have arranged to meet your army. The outpost has been deserted since the Crusade against Chaos, a century ago. All that remains of it

now is a crumbling stone stockade. Waiting, hidden inside its walls, is your force of brave warriors. Before you engage the enemy in battle, you must determine your army's Battle Strength, which at present is zero. Consult the table below and total up the points given for each fighting unit you have comprising your army:

Lord Varen of Cleeve Manor's soldiers	4 points
Nasra Stronn's Mercenaries from Havalok	5 points
The villagers of Assart	3 points
Carass's Town Militia	4 points

This total is your Battle Strength. If you have the *Battle Tactics* Special Skill, you may add 2 more points to your Battle Strength.

There is no time to lose, so, your army ready, you set off into the Banarask Hills towards the Fortress of the Skull. If you have taken more than six days to get this far, turn to **355**. If you have taken six days or less, turn to **184**.

307

'Password!' a voice hisses from behind the doors. If you know the password, convert it into a number, using the code A = 1, B = 2, C = 3 ... Z = 26. Add the number corresponding to the letters in the password together then turn to the paragraph with the same number as the total. If you do not know the password, turn to **225**.

308

If you are going to search for Aelfgar, you must know

where it is – but do you know how to get there? If you do, you will have found three clues that give you directions to the Elf-Spear's resting-place. There is a number hidden somewhere in each clue. Put the three numbers together in sequence, in the order in which you found them, to give you a fourth three-digit number, and turn to that paragraph. If you do not have all the clues, you will have to abandon your quest for Aelfgar and head south (turn to **48**).



309

Although the track is several days old, you can still tell that a very large animal has passed along the right-hand path. However, along the path to the left you can just make out some faint humanoid footprints leading both towards the fork and away from it. Now, will you take the left (turn to **385**) or the right track (turn to **291**)?



310

With a tremendous splintering crash, a huge black shape smashes through a window near you, showering you with shards of broken glass, and lands in a crouch in the centre of the room. The beast is midnight-black in colour and is as large as a wolf. Snarling, the Hellhound turns to face you, baring its black teeth, then it springs. There is no time to use your powers against it. Once again you are fighting for your life, while Torrin tries to secure the window.

HELLHOUND

SKILL 7

STAMINA 6

As well as its savage bite and sharp claws, the demonic creature has another attack: it can also shoot goutts of flame out of its mouth. After each Attack Round, roll one dice. If you roll 1 or 2, the monster's fiery breath burns you for 1 additional point of STAMINA damage. If you kill the Hellhound, turn to 115.

311

The staircase takes you up to another chamber with another iron-bound door. From behind this door comes a steady rhythmic clanking and grating. Do you want to open this door (turn to 61) or will you climb the staircase to the next level (turn to 357)?

312

Seeing his creation destroyed, the priest panics and tries to flee. You want to know what has been going on here, so you chase after the man. *Test your Luck*. If you are Lucky, turn to 394. If you are Unlucky, turn to 264.

313

You find a crack between one section of wall and the floor, and a loose brick. When you push the brick, the wall swings open to reveal a short passageway, which ends in an ornately carved oak door; inscribed on it is a strange magical symbol, but there is no lock or handle. You have heard of such spell-locks and you know that you will be unable to force entry here. The only way through is to decode the number hidden in the symbol.



If you can work out what the number is, turn to the paragraph with that number. If you are unable to break the spell-lock, you will have to return to the portcullis; turn to 212.

314

Leading Firemane towards the South Gate, you pass through a square where a crowd of people seem to be enjoying some spectacle or other. As you get closer, you see that a crude stage has been set up in the square and over this is stretched a moth-eaten banner with the words 'Oddfellow's Mummers' painted across it. Occasional gasps of amazement and peals of laughter rise from the crowd as they watch the show being put on by the travelling players. Do you want to pause for a moment to watch the mummers (turn to 188) or do you prefer to make for the South Gate (turn to 45)?

315

Showing Elaina the Arch-Cleric's staff, you tell her how you vanquished the Darkthorn and its servants. 'By this heroic action you have helped in part to restore the elemental powers of the forest and halt the sickness affecting it. Erillia, the Elf Mother, will bless you for this, and you certainly deserve our aid.' The sorceress-priestess takes an ornate bottle from an Elf and hands it to you. 'This bottle contains some of the very life-blood of Lein: sap taken from the trees in this ancient forest. Keep it safe and use it wisely, and the prophecy will be fulfilled.' Before the Elves lead you away from their sacred grove and vanish back into the

undergrowth, they also give you an Elven Amulet. Filled with hope once more, you hurry on your way. Turn to 278.

316

Which of the mounds will you explore now: the northern mound (turn to 95); the southern one (turn to 175); the eastern one (turn to 339) or the western one (turn to 350); or will you leave the Cairns of Dunar (turn to 202)?

317

Wendeford's only inn is the Bristling Boar, and you decide that this would be as good a place as any in which to acquire information. Inside, the bar is dark and musty, although the clientele seems friendly enough. 'Well, what can we do for you?' asks the rotund landlady. If you want to buy a drink, a tankard of ale will cost you 1 Gold Piece and will restore up to 2 points of STAMINA. What will you ask the landlady?

Where you can find Herluin the

Sage?

Turn to 362

About any local rumours?

Turn to 268

About the inn's name, if you are curious?

Turn to 134

318

You have no time to prepare any other defence as Belgaroth unleashes the dark bolt at you. It hits you squarely in the chest, knocking you from the back of the Celastrix. Over the rushing of the wind you can

hear the Dread Lord's evil laughter in your ears as you plunge to your death.



319

The villagers are very understanding of your reasons and they wish you well in your quest, but you leave Assart under a veil of fear and despair. Undoubtedly you have doomed the village to death and just as surely you have broken the Oath of the Templars, bringing shame and infamy on your holy order (lose 2 HONOUR points). At the edge of the forest, not far from the village, you discover a woodman's abandoned hut and decide to sleep here for the night. If you have the word 'Reggad' written down on your *Adventure Sheet*, turn to 371. Otherwise, that night your dreams are filled with images of horrific undead. You wake up the next morning only partially refreshed and set off quickly southwards. Regain 1 STAMINA point and add 1 day to the Time Elapsed. Turn to 48.

320

As you draw your weapon, you feel a tingling sensation in the finger on which you are wearing the ring. Distracted for a moment, you look down and see a shield of golden light flicker into existence on your arm; this is powerful magic indeed. Whenever you find yourself in combat, while you are wearing the Shield Ring this magical shield will appear and protect you from an enemy's blows (reduce your opponent's Attack Strength by 1 point). Add 1 LUCK point and return to 391 to fight the skeletal dog.

321

Reversing the Demon Summoning Spell will not be easy while the raging Demonic Slayer is in the room with you! *Test your Skill* and add 1 to the roll. If you are successful, you manage to read part of the spell backwards while avoiding the creature's attack. If you fail, the Slayer hits you while your guard is down (lose 3 STAMINA points). You must repeat this process until you have made the roll successfully three times. If you achieve this, turn to 128. If you fail two consecutive rolls, the Demon knocks the book out of your hands; turn to 13. You can abandon this line of defence whenever you want to by turning to 13.

322

With a shout, you kick your heels into Firemane's sides and rush straight at the enemy lines. You fell several of the Beast Men in your charge and break through their ranks before the reinforcements arrive. Your soldiers scatter and flee southwards, towards

Harnwatch. The exhausted chaotics follow only a short way before stopping and raising a great hooting cheer, believing they have routed your troops. You ride in a wide circle round the Beast Men's camp, avoiding any unwanted attention. From your vantage point you can see the stockade quite clearly among the ruined houses. You cannot see any people, and there appears to be only one guard at the stockade's entrance. Do you want to tether Firemane here and sneak into the Beast Men's camp for further investigation, now that night has fallen (turn to 340), or do you want to ride on, away from here (turn to 296)?

323

A bitterly cold wind is howling over the moors as you and Firemane journey across the desolate heath. After two hours' ride you see a single standing stone rising up out of the otherwise featureless landscape. Known as the Maiden, the stone once had the carving of a young woman on it, but this has been almost completely eroded by time and the weather. If you have the *Commune* Special Skill, turn to 380. If you haven't, *Test your Luck*: if you are Lucky, turn to 380; if you are not, turn to 263.





324

The sun is sinking towards the horizon as dusk approaches, and under the trees a grey twilight permeates every nook and hollow. Firemane steps warily over tree boles and exposed roots and you start to think about making camp for the night. You bring your steed to a halt in a small clearing that is littered with fallen leaves and with a fungus-covered log lying at its edge. As you dismount, you hear a rustling sound and stare in startled amazement as the leaves draw themselves together into a shape that then stands upright; the figure now looks like a man covered from head to toe in leaves. At the same time, the 'log' starts to unfold with a creaking sound and, looking like a humanoid with bark for skin and with fungus growing out of it, gets to its feet. The leaf-man stretches out an arm towards you and you recover your amazed state. Will you move to defend yourself (turn to 297) or wait for these strange humanoids to make the first move (turn to 76)?

325

Cleeve Manor is served by a small hamlet, including a smithy, and is surrounded by a number of small farms. You arrive at dusk and, as soon as you have dismounted, you are taken to the great hall by the steward of the manor, while Firemane is led away to be stabled. Inside, the hall is a picture of bustle and activity. Long trestle tables are being laid with food and drink and a large woman is supervising the cooking of venison on a spit in the middle of the room, while a minstrel band starts playing a popular tune. In

one corner of the hall, a man-at-arms is playing some kind of board game with two labourers. Large tapestries cover the walls of the hall; above the lord's table on the raised dais at the end of the room hang decorative shields and the coats-of-arms of several noble families, while at the opposite end of the chamber are mounted the trophies of hunting expeditions. The steward explains that the feast to be held here will begin very shortly. Before it does so and while you are waiting, he will be happy to show you round the hall. Do you want to:

- | | |
|------------------------------------|--------------------|
| Study the tapestries? | Turn to 341 |
| Watch the board game? | Turn to 244 |
| Look more closely at the trophies? | Turn to 68 |
| Listen to the minstrels? | Turn to 281 |

326

Reaching the edge of the stockade safely, you hide in the shadows. The Beast Man on guard has the head of a boar, and spittle drools over its large yellow tusks. It is armed with a halberd and round shield, and torches are burning on either side of the entrance it is guarding. The sharpened stakes of the stockade look far too tall and treacherous to climb, so how will you get in? Will you:

- | | |
|------------------------------------|--------------------|
| Attack the guard? | Turn to 386 |
| Try to distract it and sneak past? | Turn to 151 |
| Bluff your way in? | Turn to 226 |

327

Not far into the hills, you find the entrance to a large cave: the perfect place to shelter. As you lead Firemane

towards it, however, you see that the cave mouth has been crudely decorated by someone, or something, with animal skulls and skins. Then an old hag appears at the opening; she is wearing ragged robes and necklaces of teeth and is yelling at you angrily and waving her arms frantically. Do you want to attack the crone (turn to **292**), or do you prefer to speak to her and calm her down (turn to **135**)?

328

Using up the last of its fire-breath, the dragon lets out a blast of flame directly at the crowd, who flee in panic, so giving the other mummies a chance to escape. The dragon-costumed players then run at you, trying to batter you with its wings and bite you with the rather too realistic jaws.

MUMMERS' DRAGON SKILL 8 STAMINA 7

If you win, you do not actually kill the people in the costume but merely disable the contraption they are wearing and leave the mummies unable to escape (turn to **387**).

329

You find yourself walking along the stone-faced corridor. With a sucking sound, something drops on to the ground behind you and you recognize the jelly-like creature as an Iron-Eater. These amoeboid animals are not carnivores but instead, as their name suggests, feed on metal. Moving carefully forward, you hear another creature detach itself from the ceiling of the passage above you.

IRON-EATER

SKILL 4

STAMINA 5

Roll as usual for the first Attack Round. If the Iron-Eater loses the Attack Round, it misses you, hitting the floor, and can easily be dispatched with one blow. If the creature wins, it lands on top of you and starts to feed: cross off one piece of armour from your *Adventure Sheet*, and lose any bonuses that go with it. Then fight the battle in the usual way. If you win an Attack Round, you manage to knock the Iron-Eater off; if not, it destroys another item of armour. Once you have defeated the giant amoeba, turn to 47.

330

The voice addresses you, saying simply, 'Enter.' The great stone doors swing open and you step between them into the shrine. You walk along a pillared corridor, lit by a golden glow from the ceiling, past statues of knights and warriors, standing to attention or at prayer, your footsteps on the stone floor the only sound. The corridor ends at a large circular chamber, the floor of which is a mosaic showing the badge of the Templars. In front of you is another set of double doors, but these are plated with gold and adorned with two huge dragon carvings. The beauty and majesty of the place fill you with awe and wonder. Even as you are marvelling at the intricacies of the decoration of the shrine, something is happening in the centre of the room. If you suffer from the Fear of Spiders, turn to 366. If you are afflicted with the Fear of Snakes, turn to 273. If you have the Fear of Heights, turn to 165. If you suffer from none of these fears, turn to 222.

331

Horried, you now see that the monster is foaming at both of its mouths – it is rabid! Slavering at the prospect of having you as a tasty meal, the Chaos Hound springs at you, straining at its chain.

RABID CHAOS HOUND

SKILL 7

STAMINA 7

During every Attack Round, each of the monster's heads will attack you, so you must treat it as two opponents. On the fifth Attack Round, turn to 39. If you win the fight before the fifth Attack Round and if you were bitten at least once by the hound, you must lose an additional 2 STAMINA points from its rabid bite (4 points if you have the word 'Eugalp' written on your *Adventure Sheet*). If you are still alive, you enter the hall (turn to 110).



Eventually you rejoin the main road heading south, and by late afternoon you come in sight of the edge of the great Forest of Lein. Not far along the track you reach the village of Assart, built in a huge clearing inside the border of the forest. As you ride into the village you see a group of people in fierce debate. 'But if we don't do something we're all as good as dead!' a young, scholarly-looking man is saying desperately.

'What can we do?' a burly forester replies. 'There are too many of them, and more come each night. There are those who would be willing to fight if we had a strong leader to take us into battle.'

Failing that, we need someone who would be prepared to go there alone and kill the Necromancer,' an old woman declares. She suddenly catches sight of you and adds, 'Someone like a Templar.' You ask the group what the problem is, and the old wisewoman tells you about the Necromancer and the ghost village. 'Not far from here, to the west, lies what's left of the village of Myrton. It's been deserted for years and most of it's in ruins now – but no one's ever been there because of the stories. A Necromancer lies buried there and people do say that the place is haunted. But now it looks as if the tales are true, for last Moonsday night the dead of Myrton rose from their graves and attacked our village, carrying off three people. They've been back every night since, their number increasing all the time, so we have to lock ourselves in our homes. Four more were taken last night. It seems as if the Necromancer is back and is building himself an army of the undead.' It

certainly does, but you cannot help thinking that Belgaroth's corruption and Chaos may be the source of this problem. 'Everyone in Assart's afraid,' the woman continues, 'and no one dares go to Myrton itself, not even during the day. Will you help us?' Will you help the people of Assart (turn to 148) or, still having several days' travel ahead of you, will you go directly for what you think is the root of the problem (turn to 319)?



Chaos Knights and Warriors are storming on to the battlements from all directions. Using your lantern, you set fire to the feather and call the name of the Celastrix three times. A brilliant light immediately appears on the southern horizon and soars across the night sky towards you. The dazzling bird, its radiance lighting up the battlements, alights on the roof of the tower and allows you to climb on to its back, while Belgaroth's hordes cower in fear. *Hold on tight, my friend*, you hear its warm tones say within your mind. Gripping on to the divine bird's crest of feathers, you hang on when the Celastrix beats its great wings and rises into the sky. Riding on the back of a huge bird is

not easy, as it climbs steeply into the wind. *Test your Skill*, adding 2 to the dice roll if you suffer from the Fear of Heights but subtracting 2 from the dice roll if you have the *Ride* Special Skill. If you succeed, turn to 396. If you fail, turn to 282.

334

As you lead Firemane along the main street that leads to Havalok's market, you pass a shop decorated with esoteric symbols. An elaborately painted sign over the front informs you that this is 'The Mind's Eye'. Would you like to enter this unusual establishment (turn to 367), or will you go to the market (turn to 248)?

335

Test your Skill, subtracting 2 from the dice roll if you have the *Tracking* Special Skill. If you succeed, turn to 313. If you fail, you find nothing, so you double back to the portcullis; turn to 212.

336

Havgar was a legendary hero from the times before the founding of your order. Single-handedly he vanquished a tribe of Giants, killing the chief with one blow from his huge, spiked club. Havgar's mace breaks bone and stone with equal ease and will do 3 STAMINA points of damage. However, because of its weight unless you have a *Weapon* Special Skill in using a Mace you must reduce your Attack Strength by 1 point when fighting with it (make a note of this in the Weapon box of your *Adventure Sheet*). Now return to 356.

337

All the opened graves seem to be empty; no doubt their occupants are among the undead army attacking Assart. However, you find that the rotted wooden coffin at the bottom of one grave has been left undisturbed. The epitaph on the tombstone reads: *Gildas, Priest of Myrton. Left this life aged 75 years.* As you are reading this inscription, there is a terrible splintering sound and a grotesque mandibled head bursts through the lid of the coffin. This is followed by a slime-covered, worm-like body which swiftly wraps itself round your legs as the creature tries to bite you with its mandibles. Normally restricted to eating the remains of the dead, the smell of hot blood and living flesh has drawn the Grave-Worm out to hunt.

GRAVE-WORM

SKILL 8

STAMINA 6

If you kill this feeder on the dead, you decide not to waste any more time but head for the sepulchre. Turn to 94.





338

Dusk falls as you ride south through the bleak highlands. However, just as you are considering making camp for the night, you breast a rise, to see a bizarre ritual taking place. A horde of beast-headed, inhuman creatures is gathered at the foot of a small mound on which stands a huge wicker structure; it is made out of cages of wooden poles, lashed together in the shape of a giant man. The Wicker Man is packed with live human prisoners who are doing nothing to try to escape, as if they were under a hypnotic spell. The Beast Men are making a terrific din, braying, roaring, bellowing and banging weapons against their shields. Some hold torches aloft and all are watching a smaller figure who is chanting and carrying out a peculiar dance between the feet of the wicker structure. This figure is dressed in weird-patterned robes and has a pair of antlers growing out of its hideous, bestial skull. It looks as if the captured villagers inside the funeral pyre formed by the Wicker Man are about to be sacrificed by the shaman to the Dark Lords of Chaos. Will you try to rescue the villagers (turn to 284) or will you ride on towards Caer Skaal (turn to 399)?

339

Inside the barrow is a circular chamber which contains nothing of any use to you. However, it is home to a nest of Giant Spider's eggs which have just hatched. The Spiderlings drop on you from the roof of the chamber and bite you before you can brush them off and escape. This strain of spider also happens to be venomous. Roll one dice and add 2. This is how many

points of damage to your STAMINA the Spiderlings' injected poison does. If you have some Antitoxin, you may halve the damage done (rounding fractions down). If you have a Fear of Spiders, you run from the mound, screaming in terror, ready to flee the cairns altogether (turn to 202). If you do not have such a fear, turn to 316.

340

You enter the village unnoticed and make silently but swiftly for the stockade. *Test your Luck*. If you are Lucky, turn to 326. If you are Unlucky, turn to 393.

341

Most of the tapestries carry the usual designs of fabulous beasts and knights on horseback, but there is one that stands out from all the others. It covers half of one wall and shows a man with a pack of hounds fighting a huge wild boar. The steward explains that the tapestry depicts part of the legend of the Great Boar of Lein, when the monster was finally caught and killed by a brave hunter. Almost hidden among the embroidered trees of the forest, watching the scene, you pick out a group of men and women who seem to be covered from head to toe in leaves. Turn to 40.

342

You throw 2 portions of your Provisions, one for each head, as far from the doorway as possible but still within reach of the chained beast (cross these off your *Adventure Sheet*). The creature pounces on the food and starts to gulp it down. You run past it, through the doors and into the hall. Turn to 110.

343

Your skills do not fail you. You burst into a clearing where a monstrous boar is rooting among the leaf debris, doubtless looking for acorns. This creature must be the Great Boar of Lein. Seeing you, it turns and flees into the forest; however, before it leaves the clearing you have time to use a crossbow once, if you have one. Then you are off after the beast. As you gallop through the trees in pursuit of your quarry, your steed jumps over fallen branches and rocky mounds. If you have the *Ride Special Skill*, turn to 256. If you haven't, *Test your Skill*. If you are successful, turn to 256; if you fail, turn to 209.

344

What design does your shield carry? Is it that of a:

Griffin?	Turn to 369
Golden Dragon?	Turn to 395
Rampant Lion?	Turn to 81
Flame?	Turn to 186

If your shield does not bear any of these emblems, nothing more happens, so you leave the shrine (turn to 23).

345

Screaming, the ghastly spectre lunges at you with frightening speed and tries to slash you with its clawed hands.

CAILLEACH

SKILL 12

STAMINA 12

The Banshee's spine-chilling howl proves a very off-

putting distraction to you during this combat. At the start of each Attack Round you must *Test your Skill*. If you fail in the dice roll, the creature's soul-rending shrieks transfix you with fear and you will automatically lose the Attack Round. If you defeat this grisly undead horror, turn to 383.

346

A pair of feet slam into your chest, knocking you from the saddle, and you land awkwardly on the road with your assailant on top of you (lose 2 STAMINA points). For a moment you wrestle with the man before you manage to throw him off. Quickly you jump to your feet and draw your weapon as two more figures emerge from the copse, holding cudgels. The first attacker pulls a long knife from his tunic and advances towards you. 'We're goin' to slit yer throat, Templar!' he spits, then the murderers are upon you. You must fight them all at the same time.

	SKILL	STAMINA
First MURDERER	7	6
Second MURDERER	6	8
Third MURDERER	7	7

As soon as you have dispatched two of your opponents, turn immediately to 293.

347

While Belgaroth's men are distracted by having to fight the town militia, you scramble across the wreckage between the ruins of the south wall and the Juggernaut. Hearing a shrill whinnying behind you,

you turn to see a great War-horse, its black armour bearing the device of Belgaroth's Chaos army, charging towards you. Although riderless, the beast's evil intent is the same as that of its masters. Neighing, the horse rears up on its hind legs and tries to strike you with its iron-shod hoofs. Once again you are forced into retaliation.

WAR-HORSE

SKILL 8

STAMINA 9

If you win, turn to 50.

348

'Have faith,' you say. 'At this very moment I am on a quest to rid the kingdom of this sickness and to save Ruddlestone from bitter war and certain destruction. The Knights of Telak are not petty rogues and saboteurs. We seek only peace and hope for the people of Ruddlestone and, with courage, we shall overcome this threat to the security of our country.' You continue for several minutes in this vein, your speech slowly restoring the people's confidence in your order. When at last you stop talking, the crowd cheers and parts to let you pass, while the prophets bow and wish you well on your quest. Turn to 200.

349

You throw the potion over the two plant-like humanoids and they emit a shriek as they instantly begin to dissolve. Soon nothing is left of the bizarre creatures after the wind disperses their dry and brown residue across the forest floor. Free now to go, you continue on your way. Turn to 368.

350

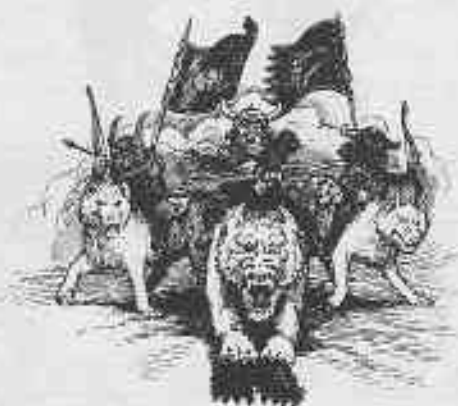
A blood-curdling howl suddenly rings out over the cairns, making you freeze for a moment. What on Titan could make such a mournful cry? Without waiting to find out, you hurry into the tumulus. A series of stones lines the sides of the tunnel leading into the burial place and, because of the occasional bone breaking through the earth, you guess that they mark long-forgotten graves. *Test your Luck.* If you are Unlucky, you trip over a partially exposed ribcage and hit your head on one of the stones (lose 2 STAMINA points). If you are Lucky, you suffer no such accident. At the end of the tunnel, a pyramid of human skulls half hides a circular black shield bearing a white crescent-moon motif. If you take this shield (remember you can carry only one shield at a time), you may reduce any opponent's Attack Strength by 1 point in battle. Returning to the stone circle, you decide where to go next. Turn to 316.



351

Having used all your skills of horsemanship and weapon mastery to defeat Belgaroth's champion, you are filled with new hope (regain 1 LUCK point). You

ride on across the sterile plain towards Caer Skaal, Firemane's breath appearing as clouds of steam in the cold air. As you near the castle, you notice that the broken battlements are in the course of being rebuilt. The Dread Lord is strengthening the fortress's defences, preparing for war! Scanning the forbidding walls, you see no sign of any guards. Perhaps Belgaroth did not expect to be challenged on his own soil, or maybe he just did not expect any enemy to get this far. Caer Skaal is surrounded on three sides by a steep escarpment and the other approach is protected by the imposing gatehouse. However, on closer inspection the gate has been left wide open, with the gatehouse itself seemingly completely deserted. A half-filled, trench-like ditch, a relic, no doubt, of the time of the Crusade, runs almost straight to the gate. Do you want to use the ditch as cover and enter the fortress this way (turn to 363), or do you want to look for another way in (turn to 142)?





352

With a shout you leap into the clearing. At once the man jumps to his feet and turns to face you. Before you can reach him, he pulls a phial from his robes and, uncorking it, pours its contents on the ground. Dark tendrils immediately break through the cracked earth and with unnatural speed shoot up into the air. As you watch, the thick stems and woody growths take on humanoid form and in a matter of moments a grotesque creature is standing in front of you. Its body is covered in sharp thorns and its head is flat and broad, with large tooth-like growths protruding from its mouth. Its eyes are translucent emerald orbs, and green veins pulse all over its body. The Thornbeast lifts one leg and pulls a root-like foot out of the ground. It does the same with the other, then begins to move towards you across the clearing. You draw your weapon and prepare to defend yourself against this plant-like monster.

THORNBEAST

SKILL 8

STAMINA 10

If you defeat the creature, write down the word 'Nroht' on your *Adventure Sheet* and turn to 312.

353

Hearing a movement in the undergrowth ahead of you, you suddenly catch sight of the boar. It is a monstrous creature with vicious-looking tusks and stiff bristles running the length of its back. Then it is off. Urging Firemane forward, you set off after your quarry. As you gallop through the trees in pursuit of the boar, your steed jumps over fallen branches and rocky

mounds. If you have the *Ride Special Skill*, turn to 256. If you do not, *Test your Skill*. If you are successful, turn to 256; if you fail, turn to 209.

354

At your feet lies the body of Master Graye, the miller of Wendeford. You cannot understand why he tried to ambush you, so you set about searching the mill to find some answers. In the miller's living quarters you find enough food for two meals, a pouch containing 6 Gold Pieces, a bottle full of some thick yellow liquid that smells of herbs and a letter with a green wax seal that has been broken. As well as his green hood, you also find a cloak made of the same dyed cloth. (Write down the word 'Rellim' on your *Adventure Sheet*.) Having decided what you want to take with you, will you now read the letter (turn to 377), drink some of the liquid in the bottle (turn to 160), or leave the Wendemill and the village (turn to 49)?

355

Dusk falls as you march into the hills. Gradually you are becoming aware of a sound coming from somewhere in the distance ahead of you and, as it gets louder, you can hear shouts, war-chants, terrible roaring sounds and the thunder of hoofs on the ground. Then you see them coming over a rise: Belgaroth's army. Charging towards you and your small force is a horde of Orcs, some mounted on wolves; also Trolls, Ogres, black-clad warriors, demonic Hellhounds and savage Beast Men. Ahead of them ride the Chaos Knights of Caer Skaal, their steeds mighty war-horses. Behind

them, riding a demonic winged horse with blood-red eyes, is a shadowy figure whom you know to be the warmongering Dread Lord Belgaroth himself. Under the veil of night the Usurping Serpent is leading his army towards the Citadel. You cannot hope to overcome such incredible odds. It will not be long before Ruddlestone is crushed beneath the Iron Fist.

356

As the ghost is sent on its way to its final astral destination, it cries out, 'Beware! Belgaroth livess . . .' Then it is gone.

The king thanks you for delivering him from the spirit but, once you have recovered, he urges you to be on your way. 'The dead knight was a portent, maybe of what was, what is, or what is to come. Since Belgaroth himself has returned to our world, your mission becomes of the utmost urgency and importance. Equip yourself from the armoury, but go with all haste.'

Bidding the king and his council farewell, you leave the audience chamber and make for the Citadel's ancient, and much renowned, armoury. Inside the vast cellar beneath the castle Werne the Armourer and his team of weaponsmiths, metallurgists and engineers are busy making and repairing weapons for the Knights of Telak. Werne, a broad, well-built man stripped to the waist and wearing a leather apron, puts down the tongs he has been using and leads you to a large iron door at one end of the armoury. He unlocks it with a key selected from a large bunch hanging from his belt and leads you inside. 'This,' he says, 'is where we keep

the more precious weapons. Some once belonged to the crusaders and heroes of the past.'

Looking around the vault, you see row upon row of racks, heavy with gleaming weapons and polished armour. With Weme's help you pick out several weapons and pieces of armour that may be of use to you. From the list of items below choose a maximum of two to take on your quest (record them in the appropriate boxes on your *Adventure Sheet*), then turn to the paragraphs listed by them to find out more about your choice. (Remember: you can only use one weapon at a time and carry another on your steed, Firemane. If you wish to take two weapons from the armoury, you must discard your own magical sword.)

Havgar's Mace	Turn to 336
Paladin's Lance	Turn to 9
The Crossbow of Shamar the Shield-Maiden	Turn to 230
The Axe of Lothar of Crun	Turn to 71
The Griffin Shield	Turn to 32
Dwarven Breastplate	Turn to 177
The Helmet of Ventarc	Turn to 91
Iron Gauntlets	Turn to 389

Once you have chosen your equipment, turn to 80.



357

The stone steps wind upwards for quite some way. When at last they come to an end, you find yourself standing inside a large guardroom. Fortunately, most of the warriors who would normally be here are outside fighting. However, two Chaos Warriors are still here. They immediately rush at you, wielding their deadly weapons.

	SKILL	STAMINA
First CHAOS WARRIOR	9	8
Second CHAOS WARRIOR	8	9

If you win, you survey the guardroom. A plain wooden door on your right goes out of here, and a short flight of steps leads up to a trapdoor in the ceiling. Judging by how far you have already climbed up the tower, you guess that the trapdoor opens on to the roof, and you have no reason for going up there! So, will you descend the spiral staircase and open the door on the floor below (turn to 61) or open the plain wooden door in this room (turn to 390)?



358

Suddenly you find yourself facing a skeletal warrior, dressed in remnants of chainmail armour and wielding a barbed longsword. The warrior has retained all its fighting knowledge even in death. There is no time to use a crossbow or lance or any mystic skills before you engage in combat.

UNDEAD CHAMPION SKILL 9 STAMINA 7

If you are using an edged or pointed weapon against the skeleton, a successful strike will be turned by its bones and do only 1 point of damage to its STAMINA. Smashing and crushing weapons, such as an axe, mace or war-hammer, will do normal damage. If you vanquish this opponent, the villagers fight on while you go after the Necromancer. Turn to 31.



359

Although you run as if the Demon-Lord Myurr himself were after you, you cannot outrun the Hellhounds. The hellish creatures leap on you and pull you to the ground. Your adventure ends here.

360

What was it Connor's ghost said about the traitor? 'The Raven will betray you.' Of course, the black bird is a huge raven. Could it be that this is in fact the traitor in another guise? 'Speak the traitor's true name to reveal the truth.' If you think you know the identity of the Raven, convert the traitor's name into a number, using the code A = 1, B = 2, C = 3 and so on, to Z = 26. Total the numbers which correspond to the letters in the traitor's first and last names, then turn to the paragraph with that number. If the paragraph makes no sense, you are wrong in your assumption; turn to 96. If you have no idea who the Raven is, turn to 96.



361

Entering a chamber at the end of the tunnel, you behold a scene of destruction and desecration. The crypt is full of stone coffins but every single one of them has been broken open, and the bodies inside are missing – every one, that is, except for a sarcophagus resting on a plinth at the end of the chamber. Do you

want to open and search this last coffin (turn to 214), or would you rather leave this crypt and search elsewhere in the sepulchre (turn to 243 and make another choice)?

362

'That old recluse!' the landlady exclaims, surprised. 'What do you want with him?' You tell her that you are just seeking his advice on a certain matter. 'Well, if it's about curing warts or when the next eclipse is, don't bother. He's got no patience for time-wasters.' You persist, and she tells you that Herluin has his cell in the woods to the west. If you want to follow her directions and go in search of the sage, turn to 102. Otherwise, you can either ask the landlady about any local rumours that may be going around (turn to 268), ask her about the inn's name (turn to 134) or leave Wendeford and continue southwards (turn to 49).



363

Leaving Firemane, you duck down into the ditch and creep along the muddy trench, hidden by clumps of grass growing over its edge. Ten metres from the fortress wall, having made sure that the way ahead is clear, you swiftly move from cover towards the open archway. The dark towers and parapet of the gatehouse are decorated with grotesque statues and carvings of

bestial winged creatures which seem to leer at you as you pass beneath them. Entering the outer courtyard of the fortress, you see the rotting skeletons of catapults and ballistas used against the besieging forces of the Warriors of Telak. Disused stables and out-houses stand in ruins as they have done for years. There is no sign of life ... or is there? Hearing a grating sound behind you, you turn in time to see several of the gargoyles from the gatehouse animate and launch themselves into the air on great leathery wings. You manage to draw your weapon just before the Gargoyles swoop down to attack you with rending claws and talons. If you do not have a magical weapon, you will be unable to make any impression on these evil creatures' stony hides and will quickly perish horribly. If you do have such a weapon, you must fight the Gargoyles two at a time, with your Attack Strength reduced by 1 point as the creatures can fly out of reach of your blows.

	SKILL	STAMINA
First GARGOYLE	9	10
Second GARGOYLE	9	11
Third GARGOYLE	10	9
Fourth GARGOYLE	9	10

If you destroy all your ferocious attackers, turn to 384.

364

With a tremendous crash the roof of the temple caves in, burying alive all those still trapped inside, including you, under tonnes of rubble and earth. Your adventure is over.

365

You guide Firemane through the undergrowth as quickly as possible. As you get closer to the owner of the voice, you notice that the number of briars and weeds growing round the trees is increasing and that the other plants of the forest look unhealthy and stunted in their growth. Eventually you reach the source of the chanting. You dismount and crouch down, hidden by the undergrowth. A man, dressed in long green robes, is kneeling in the middle of an area of cleared ground, his hands pressed flat to the earth. As he continues his strange chant, cracks begin to appear across the ground as if the very life-giving nutrients of the soil were being drained away. At the same time, you can almost sense the weeds growing round the edge of the clearing. What is going on here? Do you want to burst into the clearing and interrupt the man, who may be a priest of some kind (turn to 352), or will you leave the forest and head back to Cleeve Manor (turn to 17)?

366

A huge, grotesque, bloated, black body, sprouting eight hairy legs, materializes in the middle of the chamber and, clicking its mandibles, scuttles towards you. You are turned almost to stone as you stare into the cold black orbs that are the creature's eyes. A monster from legend has returned to challenge you - Veracna, Queen of Spiders. During this battle you must reduce your Attack Strength by 2 points because of the terror you feel at confronting the Giant Spider.

VERACNA

SKILL 9

STAMINA 10

If you are victorious, turn to 222.

367

A bell rings as you open the door and step into a cramped room, furnished with drapes. Standing behind a counter is a wizened old woman. 'You'll be wanting to see the Mistress of the Sight then?' she says. 'It'll cost you five Gold Pieces for a consultation.' Are you willing to pay this fee and meet the Mistress of the Sight (turn to 123), or would you rather leave and continue on your way to the market (turn to 248)?





368

You find yourself in a large clearing with a roof formed by a canopy of branches. Emerging from among the trees and out of the undergrowth come more of the strange plant-like people you have already encountered. They look as if they are clothed entirely in leaves, moss, bark, bracken and fungus, but you know now that these are not clothes. Some of the men and women have long green hair plaited with ivy and other plants. They are all watching you intently, and you feel the same scalp-tingling sensation you had in the forest when you thought you were being watched. These man-like creatures are the Wodewose, also referred to in folklore as the Green Men. They are primal spirits of the woods, ancient elemental beings of nature. Two of the Wodewose hold your arms while your weapon is taken from you. You are then led to the far side of the clearing and made to kneel on the ground in front of a screen of branches. The branches are drawn apart and you find yourself facing a huge figure, seated on a great chair that seems to be rooted in the earth. The figure is a giant of a man, wearing a robe of leaves. His beard and hair are green and matted with moss, and his skin is grey and cracked like bark, covered with knotty brown veins. The giant's eyes are ringed like the stumps of branches, and when he speaks his voice is like the creaking of branches in the wind. 'I am the Lord of the Forest,' he says. 'You have trespassed in the forest and your progress has been observed. This woodland comes under my protection and I cannot allow it to be harmed by careless humans. However, before I pass

judgement on you, you may speak and defend your actions.' Quickly you relate the events that have taken place so far on your adventure and explain the nature of your quest.

Read through the following list of actions that you may have carried out to date in the forest or possessions you may have acquired, and total the number of points for all that apply:

For trespassing in the forest	+ 3 points
For hunting a wild boar in the forest	+ 2 points
For having some of the fungus Ironbane	+ 2 points
For having a Cleric's Talisman	- 1 point
For having a twisted staff	- 1 point
For having the potion Witherwell	+ 4 points
For having an Elven Amulet	- 1 point
For fighting Orc Wolf-Riders	- 1 point
For fighting a Tree Man	+ 4 points
For killing one of the Wodewose	+ 5 points

Roll two dice. If the total is less than or equal to the number of points you have scored, turn to **92**. If the total is higher, turn to **280**.



369

As you kneel at the altar, the tiredness and pain in your body ease and you feel invigorated. Restore your STAMINA score to its *Initial* level. Having been blessed, you leave the shrine (turn to **23**).

370

The sharp crack on your skull sends you reeling (lose 2 STAMINA points). Roll four dice. If the total is less than or equal to your STAMINA score, turn to **106**. If your total is greater than your STAMINA, turn to **59**.



371

You awaken with a start when the moon is high in the sky, convinced you heard the hut door creak. The door is indeed open and there in front of you ... Oh no, it cannot be! Is this a dagger you see before you? The ghostly hand glides towards you, poised and ready to strike. Once again you find yourself fighting the spectral Assassin's Dagger. If you have some Holy Oil, you cast it over your supernatural assailant and the spirit dissolves into the night air, dropping the dagger (cross the Holy Oil and the word 'Reggad' off your *Adventure Sheet*; you may also take the dagger if

you wish). The rest of the night passes without incident; however, you are too het-up to get any proper sleep. First thing next morning you set out, going south. Add 1 day to the Time Elapsed and turn to 48.

If you do not have any way of banishing the spectral hand, you must fight it once more.

ASSASSIN'S DAGGER

SKILL 10

After four Attack Rounds, or if you win two consecutive Attack Rounds, you work yourself into a position from which you can escape from the hut. You run out, slamming the door behind you and trapping the Assassin's Dagger inside while you flee on Firemane. Several kilometres on, you stop but are unable to sleep for the rest of the night. At dawn you are more than ready to be off and soon you are again on the road leading south. Add 1 day to the Time Elapsed and turn to 48.

372

The spores of the fungus start to corrode the metal bars of the portcullis as soon as they come into contact with them and in moments all that is left is a heap of red powder. Climbing the steps, you find yourself inside what you conclude must be the keep of the fortress. The sound of warriors preparing for battle echoes down the dark passageways. Belgaroth must be intending to mobilize his forces tonight! You must move quickly if you are to stop him. *Test your Luck* twice. If you are Lucky both times, turn to 100. If you are Unlucky at all, turn to 271.

373

You sprint into the clump of trees and duck down in a fern-covered hollow, hardly daring to breathe. Crouching among the bracken, you wait until you decide it is safe to leave. You jump up with a cry as the dagger sinks into your sword-arm (lose 2 STAMINA points and 1 SKILL point). You are going to have to escape on horseback, but before you can reach your steed you will have to fight the Assassin's Dagger again.

ASSASSIN'S DAGGER

SKILL 10

After four Attack Rounds, or if you win two consecutive Attack Rounds, you manage to reach Firemane and, leaping on to his back, escape into the night. You only stop again after you have put several hours of hard riding between you and your ghostly adversary. (Add 1 day to the Time Elapsed and write down the word 'Reggad' on your *Adventure Sheet*.) At dawn you are on your way again; turn to 285.



374

Outside the charnel-house, you gulp in great lungfuls of air to rid yourself of the clinging stench of death and decay. Returning to Assart, you are given a hero's welcome. The villagers' means are not great, but they still give you a purse containing 5 Gold Pieces and

Provisions enough for 3 meals, while the local wise-woman tends your wounds. Restore STAMINA points equal to half your *Initial* score (rounding fractions up). Then it is time for rest.

Not many hours have passed before you are woken by cock-crow, and you prepare to set off again (add 1 day to the Time Elapsed). As you mount Firemane, Ben, the forester, offers the villagers' thanks once more and adds that, if there is anything they can do to help, you need only ask. If you wish to, you can recruit some of the villagers to fight with you against Belgaroth's forces; you agree to meet them at the ruined outpost of Harnwatch that night, so that they have time to recover from the previous night's struggle (write the word 'Ecrof' down on your *Adventure Sheet* if you have not done so already). Now, if you want to follow the road south towards Caer Skaal, turn to 48. However, if you prefer to set off in search of Aelfgar, the legendary Elf-Spear, turn to 308.

375

With a tremendous splintering crash, a huge black shape smashes through a window and hurtles straight into you, showering you with broken glass and knocking you to the ground. The midnight-black dog is as large as a wolf and its cavernous mouth is just centimetres from your face. It snarls, and the smell of its fetid breath makes you gag. With a roar, a ball of fire bursts out of the monster's mouth into your face. You scream in pain as the flames burn you and, opening your eyes, you find that the savage attack has damaged your

sight (lose 2 STAMINA points and 1 SKILL point). Throwing the Hellhound from you, you get to your feet as the monster springs at you again. There is no time to use your powers against it. Once again you are fighting for your life, while Torrin tries to secure the window.

HELLHOUND

SKILL 7

STAMINA 6

As well as its savage bite and sharp claws, the demonic creature has another attack: it can also shoot goutts of flame from its mouth. After each Attack Round, roll one dice. If you roll 1 or 2, the monster's fiery breath burns you for 1 additional point of STAMINA damage. If you kill the Hellhound, turn to 115.



376

In order to harm this undead guardian spirit you will have to be wielding a magically charged weapon. If you are not fighting with such a weapon, the Haunt

tears through both flesh and armour with its skeletal claws, draining away your very life-force. If this is not the case, once again you find yourself opposing a servant of the powers of Evil. If you use the *Holy Strike* Special Skill against the spirit, you may reduce its STAMINA score by 2 points and its SKILL score by 1 point.

HAUNT

SKILL 9

STAMINA 8

The spectre's insubstantial form finds your armour no resistance so, unless it is magical, you must ignore any bonuses you receive from wearing it. If you defeat the Haunt, turn to 289.

377

You unfold the letter and begin to read:

Master Grage,

News has reached us that the Templars have sent a warrior to defeat our ally and we must act to prevent this from happening. An Assassin's Dagger has been dispatched but, should this knight survive such an attack, we rely on you to inform us of their progress and to stop the accursed Templar, if you can.

The sect meet again at the allotted time but the word of entry has been changed. It is now 'Wolfsbane'.

Bryan, Arch-Cleric of the Darkthorn

Will you now drink some of the liquid (turn to 160) or will you leave the mill and Wendeford (turn to 49)?

378

The Ballad of Sir Rhyaddan the Crusader spoke of Aelfgar resting in the Shrine of the Templars. Of course – you just hope that it is still there. The whereabouts of the Shrine, however, has always been a closely guarded secret. It is said in the legends of your holy order that only the most worthy have any chance of finding the place and, even then, they may not be admitted. The ballad said, 'T'wards the sunrise,' eastwards; 'Through the forest old,' surely the ancient Forest of Lein; and 'High upon a barren peak,' in the hills somewhere. Beyond the forest lies the eastern edge of the Banarask Hills ... that must be where the Shrine lies.

Leading Firemane away from the road, you set off into the great untamed expanse of woodland that is older than Ruddlestone itself. Leafless branches like skeletal fingers reach out across your path through the bracken. Suddenly you catch sight of a riderless horse between the trees. Directing Firemane towards the steed, you see that its fine saddle and harness are those of a knight, and they bear the insignia of the Templars. It does not take you long to find the rider – and you are horrified when you see who it is. Slumped against a tree is your old friend, Sir Connor of Achenbury. The two of you served together at the Demonkeep Outpost and, like you, he too entered the order of the Elite Knights of Telak. His tunic is torn and bloodstained

and several arrows protrude from his chest. Hearing you approach, Connor manages to lift his head and open his eyes. 'Ah, a friendly face . . . It has been a long time. I only wish we were meeting again in happier circumstances . . . Orc Wolf-Riders . . . carrying the banner of *Caer Skaal* . . .' Connor is failing fast. If you have a Healing Draught or a tot of *Aranandus's* Restorative Potion that you would like to give to your dying friend, turn to 267. If you haven't, turn to 72.

379

By mid-morning you reach the lonely village of *Ennox*. A number of farms and other buildings huddle together round the village square, in the middle of which stands a stone cross. You can see that parts of the surrounding fields are blackened and blighted. As you ride into *Ennox*, a group of villagers turns to look at you with hostile expressions on their faces. 'So, a *Templar*,' one of them sneers. 'What 'ave we done to deserve the attentions of the likes of you? As if things weren't bad enough with the blight. We don't need your sort snooping around 'ere.' The man's fellows mutter their agreement. Something tells you that your presence isn't welcome here. You have no quarrel with these people, so will you ride on through and leave them in peace (turn to 332), or will you stop and argue in defence of your order (turn to 150)?

380

Just at the edge of hearing you detect a soft, tinkling voice calling to you. When you strain to listen, the

voice becomes more audible and a shimmering figure begins to materialize next to the standing stone. Sensing a strong aura of goodness, you watch as the apparition of a beautiful woman, almost Elven in appearance and swathed in flowers, speaks to you: 'Before dark magic imprisoned me within this stone, I was a Fey Sorceress of some power. It is not my destiny to be released by you, worthy knight, but for now the paths of our fates cross and I may offer you aid. The Bird of Light must be freed if you are to defeat the Usurping Serpent, and the Champion of the *Templars* must be overcome . . .' Having spoken, the ghostly woman fades from sight. Pondering her words, you ride on once more. Turn to 263.

381

Of course, where else would you look for the deceased Necromancer but the graveyard! Many of the graves are open, and the cemetery is dominated by a grim-looking sepulchre that is decorated with carvings of skeletons and has the image of a huge skull on its granite doors. These doors stand open, revealing a flight of stone steps that lead down into the gloom of the mausoleum. Of course, you would not dream of descending into the darkness without some means of lighting your way, would you? If you do not own a lantern, you leave the graveyard to search for one in the village; turn to 31. In the mausoleum, you sense, is where you will find the Necromancer. Do you want to enter the sepulchre straight away (turn to 94) or would you prefer to examine some of the opened graves first (turn to 337)?



382

While the last of Carass's militia make their final stand on the southern wall, you set off alone to try to penetrate the besiegers' lines; the town's fate rests on your achieving your goal. Hacking your way past several Chaos Warriors, you see a clear way through the breached walls to the Juggernaut. Then, with a crash, part of a building a few metres away from you collapses and its burning roof falls in, as a gigantic figure smashes through a wall, sending bricks and broken wooden beams flying into the street. As the dust clears, you find yourself confronted by what at first looks like a two-and-a-half-metre-tall walking suit of armour. However, there are no gaps in the armour and through the slit of the visor you can see a red glow suggesting that barely controlled magical energies are powering the metal warrior. The Iron Golem is a deadly fighting machine, almost impervious to weapons and hell-bent on your destruction. If you have some Ironbane and wish to use it now, turn to 269; otherwise you must fight it.

IRON GOLEM

SKILL 10

STAMINA 16

Any damage you inflict on the Golem will be reduced by 1 point because of its sturdy construction. However, on a successful hit, its metal fists will pound you for 3 STAMINA points of damage. If you ever roll a double when calculating your Attack Strength, you break your weapon against the Golem, such is the force of your blow and the hardness of its body; you must fight on with your Attack Strength reduced by 3 points. If the Golem wins two consecutive Attack

Rounds, it manages to pick you up and throw you against a wall; roll one dice and lose that many STAMINA points. If you are victorious in this mighty contest, roll one dice. On a roll of 1 or 2, turn to 347; otherwise, turn to 50.

383

Write down the word 'Eehsnab' on your *Adventure Sheet*. Now, if you have the word 'Enorc' already written on your *Adventure Sheet*, turn to 12. If you haven't and you came here from paragraph 175, turn to 316. If you came here from paragraph 163, turn to 202.

384

You hurry through an archway and beneath a raised portcullis into the inner courtyard of Caer Skaal. This area is in sharp contrast to the outer part of the castle. From buildings around the bailey you can hear great numbers of warriors preparing weapons, armour and steeds for battle. Belgaroth must be intending to mobilize his forces tonight! You will have to move quickly if you are to stop him. Without further hesitation, you enter the keep which looms in front of you like a grim sentinel against the darkening sky. *Test your Luck* twice. If you are Lucky both times, turn to 100. If you are Unlucky at all, turn to 271.

385

Guiding Firemane through the undergrowth, you encounter a large fallen tree, blocking the path. By the time you have taken a detour round it, you have lost the path. You ride on through the ancient woodland

with a deep sense of unease. You are sure that you are being watched and, when you turn your head to look around, you spot a sudden movement in the dense bracken. Eventually the trees part and you find yourself at the edge of a small clearing. The floor of the clearing is covered with orange mushrooms. If you have the *Arcane Lore* Special Skill, turn to 87. If you do not, *Test your Luck*. If you are Lucky, turn to 87. If you are Unlucky, to go on you will either have to ride round the edge of the clearing (turn to 8) or straight across it (turn to 132).

386

You have time to use a crossbow once here, before attacking the Chaos Beast Man.

CHAOS BEAST MAN SKILL 8 STAMINA 8

If the battle lasts more than six Attack Rounds, turn to 39. If you defeat the guard in six Attack Rounds or less, turn to 247.

387

You chase after the other mummers and catch sight of the group running down a narrow back-street. You turn the corner just in time to see the mummers push an empty wagon, that was standing in the road, in your direction. The cart comes thundering down the alleyway towards you. *Test your Skill*. If you are successful, turn to 62. If you fail, turn to 301.

388

Your attempts to break open the doors are entirely futile and only serve to summon Caer Skaal's guards.

Trapped in the antechamber, you finally succumb to their onslaught. You were so close to the completion of your quest, but at the last stage you have failed.

389

Werne explains that these iron gauntlets were made by his tutor, the armourer Rastin. Every joint in the gauntlets matches those of the human hand so that they will not restrict movement in any way. Return to 356.

390

Opening the door, you enter the Juggernaut's armoury. Dark-bladed swords and pole-axes rest in racks lining the walls, along with bows and black-feathered arrows. You decide against taking any weapons that belong to an army of Chaos, but something else does catch your eye. A wicker basket in one corner is full of spiked iron spheres with wicks protruding from their metal casings: grenades. These vicious explosive devices have been developed by alchemists and are known for their destructive power – not to mention their unreliability. If you ever want to use a grenade, you should light the fuse with your tinderbox, or a nearby fire source, then hurl it at your target. When you use a grenade, roll one dice: on a roll of 1, the grenade is a dud and will not go off; a roll of 2-5 means that it hits its target, doing 1 dice worth of damage; however, on a roll of 6, the thing explodes prematurely, causing *you* 1 dice worth of damage! You can carry up to four grenades with you. Leaving the armoury, you descend to the floor below and open the heavy iron-bound door there (turn to 61).

391

The sickly-sweet smell of decay grows stronger as you make your way along the passage and the tunnel soon opens into a small, bare chamber, littered with bones of both human and animal origin. On the opposite side of the room is a huge door of black granite, its surface covered with skulls that have been carved in high relief on the stone. This is all you have time to take in before your attention is distracted by a rattling sound. Some of the bones covering the floor are starting to move jerkily towards one another. Suddenly the bones leap into the air and join together, forming the complete skeleton of a large dog. Snarling, the charnel-house guard springs at you. If you have the *Holy Strike* Special Skill, you may use this righteous attack against the dog (reduce its STAMINA by 2 points and its SKILL by 1 point). If you have a Shield Ring, turn to 320.

SKELETAL DOG

SKILL 7

STAMINA 6

Edged weapons, such as swords, will be deflected by the skeleton's bones and will do only 1 point of damage to its STAMINA. Smashing and crushing weapons are not affected in this way. If you destroy the undead dog, turn to 42.

392

The volume is a bestiary; thumbing through its pages, you come across a section about the rare mythological beast called the Cockatrice. You read on with interest. Also known as the 'king of serpents', the Cockatrice is said to come from a hen's egg hatched by a toad. It is

a strange combination of a large cockerel, a bat and a snake, and is a fearless carnivore. A distant relative of the Basilisk, the Cockatrice is renowned for its poisonous breath which paralyses anything it touches. However, the monster does have one major weakness: if it should catch sight of its own reflection in a mirror the creature will die. The text is accompanied by a woodcut of one of these monsters. Now return to 166.



393

Rounding the corner of a stone building, you come upon a patrol scouting through the ruins for survivors. The two Rat Men have large eyes and ears, and beneath their leather armour you can see that they are covered in short fur, while rat-like tails trail behind them. Drawing their short swords they run at you.

	SKILL	STAMINA
First RAT MAN	5	6
Second RAT MAN	6	5

If you win, turn to 326.

394

When you are just within arm's reach of the man, several vines suddenly shoot out of the undergrowth, just missing your ankles, and proceed to tie themselves in knots. You grab the hem of the man's robe and he spins around to face you. The cleric prepares to defend himself with a long, black thorn.

CLERIC

SKILL 6

STAMINA 6

If you win, turn to 46.

395

As you kneel at the altar, you hear a deep, rumbling voice inside your head saying, 'Truly you are a Knight of Telak.' You feel filled with new life and hope, ready for whatever the remainder of your journey may bring. You have received Telak's Blessing. Restore your STAMINA, SKILL and LUCK scores to their *Initial* levels and add 1 point to your HONOUR score. Having been blessed, you leave the shrine. Turn to 23.





396

With the cold night air buffeting your face, you peer into the night. Below you are the swiftly dwindling turrets of the Fortress of the Skull and the barren rocky peaks of the Banarask Hills. Then, ahead of you, you see the Dread Lord on his hellish mount. As you draw closer, the Night-mare turns and gallops, shrieking, through the sky towards you. You can see that Belgaroth is preparing to cast another bolt of dark energy at you. You must act quickly. If you have the Elf-Spear, Aelfgar, turn to the paragraph with the same number as the number of bands of runes on the spear's shaft. If you do not have the legendary weapon, turn to 318.

397

Although you ride south-eastwards for several kilometres through the forest, you soon lose the trail left by the Wolf-Riders (deduct 1 point from your Luck). Time is running out and your quest for the Elf-Spear must come before any desire for vengeance you may have. You resolve to avenge Connor's death on Belgaroth himself and so, filled with new determination, you spur Firemane onwards. Turn to 278.

398

Reaching the doorway, you fling yourself through it. Torrin slams the door behind you, quickly bolting and barring it. *Test your Luck.* If you are Lucky, turn to 310. If you are Unlucky, turn to 375.

399

For consigning the villagers to their fate, lose 2 HONOUR points and 2 LUCK points! Riding away from the scene through the twilight, you find yourself approaching the smouldering remains of a ransacked village. A hastily erected wooden stockade stands in the middle, and from your vantage point you can see only one guard at its entrance. Do you want to tether Firemane here and sneak into the Beast Men's camp for further investigation, now that night has fallen (turn to 340), or do you prefer to ride on, away from here (turn to 296)?

400

The silver-tipped spear streaks through the air and pierces the Dread Lord's breastplate, sinking into his black heart. Belgaroth lets out a blood-curdling scream of horror and surprise as a silvery glow envelops Aelfgar; then, with a terrible sucking sound, Belgaroth's body collapses in on itself. His death-scream is lost beneath the sound of a rushing wind: a vortex is forming in the sky at the point where the Dread Lord died, drawing air into its centre and opening a doorway to another world. With a shrill cry the demonic Nightmare disappears into it. *Let us leave now*, the Celastrix says in your head then, beating its powerful wings, begins to drag you away from the centre of the rapidly widening vortex. Beneath you, the towers and battlements of the dark fortress are being torn apart by the force of the vortex: great lumps of stone and masonry are hurtling upwards from the castle into the heart of the whirlwind. With a deafening sound, the

ground buckles and cracks and the entire fortress is dragged into the air. While the Celastrix is flying away from the spiralling vortex, you look back over your shoulder and witness the final destruction of Caer Skaal as it is drawn through the gateway between the planes and you catch sight of the nightmarish dimension into which it has been drawn: jagged black mountains rising from plains covered entirely with bones, volcanoes spouting columns of fire into a blood-red sky and the pitiful screams of lost souls ringing out across the Realms of the Damned. You turn away in horror, and the vortex closes with a deep resounding boom which echoes across the hills. Nothing has been left either of Belgaroth's Fortress or of his evil hordes to show that they ever existed. The spot where Caer Skaal stood has been cleansed of every trace of Chaos. You suddenly become aware of an insubstantial figure, floating in the sky in front of you. The man has a long grey beard and on top of his regal head he wears a crown, while his tunic and kingly robes bear the holy emblem of the Knights of Telak. His voice is powerful and resonates in your mind:

When the earth in sickness lies
And the year, in twilight, dies,
The Usurping Serpent's iron hand
Shall crush the life from this fair land,

Ever will his vengeance burn
Till the Bird of Light's return
And Lein Wood the fortress see —
The Dread Lord will then vanquished be.

'Thanks to you, brave knight, the prophecy has been fulfilled,' says the ghost, 'and, with my evil brother's death, the source of the corruption in the kingdom is gone. Ruddlestone and the king are safe once more and all will soon be made whole again. You are a truly noble and honourable warrior. My blessings go with you.' With that, your vision of King Chivalras IX dissolves into the night. Riding on your winged mount towards the Citadel, you know that, thanks to your bravery, your homeland has been saved for a second time from the tyranny of Belgaroth, the Dread Lord, and his Knights of Doom.

