

Puffin Books

ISLAND OF THE UNDEAD

The storm-wracked Strait of Knives in south-east Allansia has long been under the protection of the mysterious sorcerers of Solani Island. For many years their magic has protected the local people from the ravages of the seas, but now, it seems, their power has been usurped. An evil force holds sway across the land, an evil that seems to have power over life and death itself!

A heroic adventurer is urgently needed to journey to Solani Island and discover what has happened to the wizards. Dare YOU be that adventurer? Who knows what terrible fate awaits you on the island where death holds dominion . . . there is only one way to find out!

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.

Many dangers lie ahead, and your success is anything but certain. Powerful sorcerous enemies are ranged against you, and it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. The mystery of Solani Island must be solved!

Fighting Fantasy Gamebooks

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Steve Jackson and Ian Livingstone
presents

Island of the Undead

by Keith Martin

Illustrated by Russ Nicholson



PUFFIN BOOKS

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INTRODUCTION

Before embarking on this adventure, you must first determine your strengths and weaknesses. You use dice to determine your initial SKILL, STAMINA and LUCK scores. On pages 20-21 there is an *Adventure Sheet* on which you may keep the details of your adventure. There you will find boxes to record your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the page for use in your future attempts to complete this adventure.

Skill, Stamina and Luck

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

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

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

For reasons that will be explained below, SKILL,

STAMINA and LUCK scores change constantly during your adventure. You must keep an accurate record both of these scores and of the changes to them: for this reason you are advised either to write small in the boxes or to keep an eraser handy. Never rub out your *Initial* scores, however. Although you may be awarded additional SKILL, STAMINA or LUCK points, these bonuses cannot raise any score above its *Initial* figure except very rarely, and you will then be instructed to that effect in a particular paragraph.

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

Magic

During your adventure you may find some magic artefacts, although at first you will probably not realize that they are magic nor even be sure what they do! Such objects may give you the ability to cast a magic spell or to create a magical effect; if you find such an item, you will be instructed in its use in the paragraph in which you first come across it. To begin with, however, you are not a mage but a brave warrior, and

you must overcome your enemies by your wits and courage and by the use of your sword!

Battles

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

First record your opponent's SKILL score and STAMINA score in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given every time you have an encounter. The sequence for combat is then:

1. Roll two dice for the opponent. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice for yourself. Add your own SKILL score to the number rolled. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, 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 Strengths are the same, you have avoided each other's blows; start the next Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. (You may use your

LUCK here to do additional damage – see below.)
Proceed to step 6.

5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. (Again, you may use your LUCK here to reduce the amount of damage your opponent does to you – see below.)
Proceed to step 6.
6. Make the appropriate deduction either to your opponent's or to your own STAMINA score (and to your LUCK score if you used LUCK – see below.)
7. Begin the next Attack Round (repeat steps 1–6).
The sequence continues until the STAMINA of either you or your opponent has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one opponent in a particular encounter, the instructions in the relevant paragraph will tell you how to handle the battle. Sometimes you will have to fight them all together; sometimes you will be able to fight them one after the other.

Luck

At various times during your adventure, either in battles or when you are faced by situations in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may call on

your 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 unfortunate or even disastrous!

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the outcome will be helpful to you. If the number rolled is higher than your current LUCK score, you have been Unlucky and will have to pay the penalty for being Unlucky.

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

If things go so badly that your LUCK is reduced to 1 or zero, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So, be cautious out there!

Using Luck in Battles

Periodically throughout your adventure you will be instructed to *Test your Luck*; you will then be told the consequences of your being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on a creature you have just wounded or to reduce the seriousness of a wound the creature has just inflicted on you.

If you have just wounded an opponent you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may deduct 2 extra points from your opponent's STAMINA score (so that your blow reduces its STAMINA by 4 points rather than the usual 2 points). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA score so that, instead of your blow reducing your opponent's STAMINA by the usual 2 points, you may deduct only 1 point from its STAMINA).

If your opponent has just wounded you, you may *Test your Luck* to try to reduce the effect of this wound. If you are Lucky, you have managed to avoid the full impact of the blow and may restore 1 point to your own STAMINA (instead of your opponent's blow causing 2 points of damage to your STAMINA, it is reduced to only 1 point). But if you are Unlucky, then you have suffered a more serious blow and must deduct 1 extra STAMINA point (so that your opponent's blow causes damage worth 3 STAMINA points rather than the usual 2 points).

Testing Your Skill

Sometimes you will be instructed to *Test your Skill*. This happens when you try to achieve something and are uncertain of success; how skilful you are will affect the outcome. You *Test your Skill* by rolling two dice and adding the scores together. If the total rolled is less than or equal to your SKILL, you are successful. If

the total rolled is greater than your SKILL, you have failed. The appropriate paragraph will tell you what the results of success and failure are when you have had to *Test your Skill*. However, do *not* subtract any points from your SKILL score for *Testing your Skill* in this way; this is the crucial difference between *Testing your Skill* and *Testing your Luck*!

Presence

There is also a box on your *Adventure Sheet* for recording your PRESENCE score. PRESENCE is a measure of your force of personality and your will to survive in the tough struggles that lie ahead. If your PRESENCE score is high, you will create a favourable impression with some of the people and creatures you may meet – but you may also be more likely to attract the enmity and the unwanted attention of evil, life-hating creatures and monsters.

Roll one die then halve the number rolled, rounding fractions up. Add 4 to this new number and enter the total in the PRESENCE box on your *Adventure Sheet* (so this score will be between 5 and 7).

Restoring Skill, Stamina, Luck and Presence

Skill

Your SKILL score will not change much during your adventure. Occasionally a paragraph may give an instruction to increase or decrease your SKILL score. A

Magic Weapon may increase your SKILL — but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score cannot exceed its *Initial* score unless you are specifically instructed to the contrary.

Stamina and Provisions

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

Your backpack contains enough Provisions for 12 meals. You may rest and have something to eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 point from your Provisions on the *Adventure Sheet*. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed otherwise in a paragraph.

There will be times during your adventure when you will be instructed that you *must* eat a meal. When you are told to do this, deduct 1 point from your Provisions on your *Adventure Sheet*, but you do *not* regain any lost STAMINA this time. If you have to eat a meal but you don't have any Provisions left, you must deduct 2 points from your current STAMINA score.

During your adventure, however, you should be able to acquire at least some extra Provisions to add to the store you begin with. This will enable you to keep STAMINA up during your adventure. However, you cannot carry more than 12 Provisions at any one time!

Luck

Your LUCK score will also change during the adventure as you *Test your Luck*. Additions to your LUCK score may also be awarded when you have been especially fortunate; likewise, you may be told to reduce your LUCK score when you have made a particularly crucial mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA scores, your LUCK may never exceed its *Initial* value unless you are specifically told this.

Presence

Your PRESENCE score may well change several times during the adventure: it may be drained by particular attacks you will undergo or it may be replenished or even raised in places by special encounters or through powerful magic. Your PRESENCE score may well exceed its *Initial* value if you are very fortunate, although it must never exceed a value of 12.

Equipment

You will start your adventure with very little equipment indeed. All you have is a simple knife, a waterskin and enough Provisions for 12 meals in your backpack.

and some simple fisherman's clothes – fortunately, these are well made to keep you warm and safe from the elements and, with your stout leather jerkin, are as good as leather armour.

You do *not* possess either of the following at the very beginning of your adventure: a sword or a shield for self-protection. You should try to get hold of these items as quickly as possible! You will suffer important combat penalties if you do not possess them. If you do not have a sword, just the knife you begin your adventure with, you must roll one die each time you manage to hit an enemy in combat. If you roll a 5 or a 6, you have been fortunate and may deduct the usual 2 points from your opponent's STAMINA. If you roll 1-4, however, you inflict only 1 point of STAMINA loss on your enemy. A knife simply isn't as good a weapon as a sword. If you do not have a shield, you must deduct 1 point from your SKILL when fighting.

You will sometimes find treasure in the form of Gold Pieces or valuable objects; you should record any items you find in the Treasure box on your *Adventure Sheet*. Your opportunities for trading Treasure for help and information will be very limited in the course of this adventure, but you should still be honest about keeping an accurate record of how much Treasure you obtain!

A special feature of this adventure is that you should always keep empty potion bottles (if you manage to find magic potions) after you have drunk their contents, because the bottles may come in handy as containers

later on! Make sure, when you drink a magic potion, that you cross the potion off your Possessions list on your *Adventure Sheet*; then record 'empty potion bottle' elsewhere on the *Adventure Sheet*.

Hints on Play

Your journey will be perilous and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable in later forays in the adventure, and it will enable you to progress more rapidly to unexplored regions.

Not all areas contain treasure or useful information: many contain traps and wild creatures which you will no doubt fall foul of. You may take wrong turnings during your quest and, while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for. However, the more areas you explore, the better the chance you have for success in the adventure ahead.

Be very wary about *Testing your Luck* unless you are told that you must do this! Generally, when it comes to fights you should *Test your Luck* only to keep yourself alive when an opponent's blow would otherwise kill you (so far as reducing your STAMINA loss from your opponent's blows is concerned). Don't *Test your Luck* in order to try and do extra damage to your enemy unless this is really necessary! LUCK points are precious.

You will quickly realize that paragraphs make no sense

if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise during play.

The only true way to success in the adventure involves minimizing risk; any player, no matter how weak his or her initial dice-rolls, should be able to struggle through to final success and glory.

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

ADVENTURE SHEET

SKILL

Initial Skill=

STAMINA

Initial Stamina=

LUCK

Initial Luck=

HONOUR

TIME ELAPSED

ENEMY
ENCOUNTER

EQUIPMENT LIST

POSSESSIONS

PROVISIONS REMAINING

ENCOUNTER BOXES

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

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Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

BACKGROUND

Life isn't easy in the small fishing towns along the coast facing the Strait of Knives in Allansia. The poor soil of the land, together with the heat and droughts, doesn't yield much in the way of crops to sustain life. Still, it's better than living on the far side of the Glimmering Sea and having to suffer the predations of marauding Lizard Men from the swamplands of Silur Cha. And the fishing here is good; it's how most people make a living. In the past, howling winds whipped the sea into massive waves and whirlpools along the coastline, and violent storms could brew up in an hour or less, until the wizards came to Solani Island.

Why the magicians chose Solani as their home, no one is certain. Perhaps they liked the solitude, since they had to share their island with just a small community of monks, who didn't bother them. The wizards were specialists, using the magic of the elements in their studies. They soon came to an arrangement with the folk of the fishing villages which benefited everyone. The fisherfolk left the wizards alone and kept them regularly supplied with food, wine, cloth, tools – and with those raw materials for their magical experiments which couldn't be found on the island: balls of sulphur, vials of quicksilver, pure silver and bronze. The villagers are poor people and normally cannot afford such

rarities, but the wizards' part of the bargain more than recompensed them for their offerings: in return, the wizards used their power to calm the elements. Storms and gales no longer afflicted the coast and the waters now were calm and offered excellent fishing. With such rich pickings available to them, and able to fish every day, the villagers could sell their excess catch to passing ships, to sell on to others along the coast who could not rely on such good harvests from the sea. The wizards let it be known that they would not take kindly to others coming in and stealing the fish from your home waters, and other folk were wise enough not to incur the wrath of the wizards! The wizards were held in high esteem; why, they even set up a magical beacon of light in the old lighthouse on Solani, to protect ships approaching from the open sea.

Recently, though, something has clearly gone wrong. A bad storm a week ago drowned all the men on board one fishing vessel, the first loss of people to the seas for some years. There have been rumours of a dead man being washed ashore from the wreck; they said that the corpse walked on the sands and killed two goatherds before it was destroyed by fishermen. Then, just last night, a freak wave swept in along the shoreline and overwhelmed two more fishing boats, killing a dozen men.

Something is wrong in Solani, and the livelihoods of many hundreds of people are threatened. That includes you! Although you have listened to seamen's tales and you have longed for a life of adventure in the strange

and wonderful lands they speak of, you still support your family by fishing with your father and brothers.

The elders of the villages met and decided that a group of men must go to Solani in the strongest, stoutest boat the village can muster. The morning weather looked set fair, sunny and calm, a beautiful summer's morning with the gulls crying and swooping over the azure waters. Everyone aboard took a weapon and strapped on leather armour, uncertain what menaces Solani Island might present. The boat made it half-way across the strait before a wave rose almost vertically upwards from a placid sea and smashed down over it. Men were swept overboard; two were crushed as the single mast broke across their backs, and the boat keeled over and soon sank.

You were swept into the raging current of the now-boiling sea, desperately holding your breath to stop yourself from drowning. You struggled against an inexorable force that was dragging you down, and your eyes saw only red before them as your heartbeat thumped in your ears. You couldn't hold your breath any longer, as you passed out you knew you were going to die and you woke up lying on the shore and coughing brine from your sodden lungs. Mercifully, most of what you carried seems to be with you, and your food, wrapped in waterproof cloth, still looks fit to eat. Checking by the sun, you guess that you have been washed up on the western coast of Solani Island. You can't see anyone else along the beach. Perhaps you are the only survivor of the wreck. Now

it is up to you alone to solve the mystery of Solani and discover what terrible fate has befallen the wizards.

Now turn to paragraph 1.



I

Summoning what strength you have left, you get painfully to your feet and walk along the shoreline, looking for anything washed ashore from your ship. You're almost ready to abandon the effort when you spot a ragged figure lying, face down, in the sand. You rush over to see if you can help the man and turn over his body. You recognize him: he was the navigator. Suddenly his muscles twitch, the dead eyes open and his hands claw at your throat! His corpse has been animated by some fell magic, and you will have to fight for your life!

SEA ZOMBIE

SKILL 6

STAMINA 7

If you win, you clamber up the sandy incline in order to get a better view around you. You notice some driftwood and planks being washed up by the tide from the north-east, although you saw no wreck when your boat sailed towards the bay. To your east is an expanse of barren, high moorland with jagged rocky outcrops scattered here and there. To the south, a fair expanse of woodland, starting in the near distance, extends well into the centre of the island and towards a western promontory. On the eastern edge of the woods a hillock rises; it would certainly make a good vantage-point for looking round the island. Lastly, just to the north of east, across the moorland, you can make out the white tower of a lighthouse. Will you head:

North-east along the coastline?

Turn to 351

South towards the woodland?

Turn to 57

East into the moorland?
 South-east towards the hillock?
 Towards the lighthouse?

Turn to 90
 Turn to 186
 Turn to 333

2

At the foot of the stairs you open a door and find yourself looking into a long passageway which is lit by magical glowing globes, set into wall-sconces. To your left, the passageway ends at a glowing screen of blue light beyond which you cannot see, and there is a door on the wall opposite, a few paces to your left. Looking to your right, there is a door at the end of the passage; a set of chiselled stone steps leading down are set into the wall opposite, again a few paces to your right. Will you:

Open the door to your left?
 Open the door at the far right of the passage?
 Descend the steps?
 Try to pass through the screen of light?

Turn to 15
 Turn to 385
 Turn to 56
 Turn to 37

3

You can attempt to erase the pentagram by pouring some liquid into the magical diagram to dissolve the markings. If you have any of the following you can use it here: olive oil, grog or Monks' Herbal Liqueur (a whole bottle of liqueur will be needed). Decide which liquid to use, remove it from your Possessions, and turn to 116. If you don't have any of these liquids, or if you prefer not to use any here, return to 302 and choose another course of action.

4

Smashing the Brass Orb at your feet cloaks you in an aura of magical force. The Master of Fire flings a handful of white magical missiles at you, but they strike the aura and are dissipated, causing no damage! You can completely ignore the effects of the next two (and only two!) spells cast at you (this includes the effects of running through magical fire, if this would otherwise damage you). Regain 1 LUCK point for your wise action. Now rush the wizard; turn to 364.

5

Trying to climb the rigging when a storm is in full spate is simply suicidal. You manage to climb 10 metres up before a vicious, gale-force gust tears you from the boat and into the sea, breaking you on the sharp rocks below. Your adventure ends here.



6

You enter the scrub margin of the marshland which leads into the denser swamp to the south. There is a track you can follow which keeps your feet out of the inky pools and channels of brackish water that periodically release stinking bubbles of marsh gas. Clouds of insects buzz and drone over the filthy water and the plant life is mottled with a yellow blight. Fronds of mangrove trees blot out the sunlight above you and the swamp has an aura of sickness and disease about it. If you have a vial of Green Cream, smear this on yourself to keep the insects away, otherwise you must deduct 3 points from your STAMINA because of their bites during your trek through the swamp. If you have Lung Rot, turn to 315. If you don't have this disease, turn to 384.

7

Fight the Homunculus normally, but with one exception: due to your adversary's small size and its ability to dodge and duck as it flies, your Attack Strength is reduced by 1 point whenever you strike at it.

HOMUNCULUS

SKILL 8

STAMINA 5

After three Attack Rounds (this includes any free hit the Homunculus had if you tried parleying with it), the far door in this room flies open and a bedraggled young man in tattered robes peers round the door. He takes in the situation and prepares to cast a spell at you. If the Homunculus is still alive, you must continue

fighting it; turn to 184. If you have already killed the Homunculus, you can attack the young man (turn to 395) or try to parley with him (turn to 262).

8

The trail grows narrower and finally emerges into a circular clearing with no obvious route for further exploration. However, you notice a patch of very unusual purple fungi here. Their caps have strange, thick, pink tendrils hanging down, looking for all the world like rats' tails. If you have a book which tells you about the plants of Solani Island, turn to the paragraph with the same number as that on the page on which the Rats' Tail Fungus is described. Otherwise you must backtrack and take the southern route through the woods, so turn to 345.



9

Test your Skill. If you are successful, you manage to seal the manikin inside the chest before it can escape. Now you can examine the swords, if you haven't already (turn to 103), or leave and search elsewhere (turn to 79). If you fail, the manikin bursts out of the chest and grows to full human size, and you are forced to fight it; turn to 268.

10

The diamond pulses and glows, absorbing the energies of the Dire Spectre's attacks into itself. Regain 5 points of STAMINA, and you also gain 1 point of PRESENCE! You may now drink a Blue Potion if you have one (turn to 117), move to attack the Spectre (turn to 242), or coat your sword with Spectrebane, if you have any (turn to 174).



11

As you run back along the passageway, you are hit by a buffet of wind which batters you to the ground. Deduct 3 points from your STAMINA. You pick yourself up and keep running. Turn to 23 to choose another area to search, but make a note that you can return here from the main passage by turning to 340.



12

Your weapon is useless against the Elemental, which lashes out at you with a hard blow. Deduct 2 points from your STAMINA. You are forced to flee; turn to 379.

13

It takes quite some time to make even a cursory examination of the shelves, there are so many of them; you must eat a meal during your search. The books themselves are indecipherable to a non-magical person such as yourself, but you do find a scrap of paper covered in very crabbed and angry handwriting. You read, 'He's a FOOL! Stupid! It's obvious to a moron that progress will depend upon getting the Earth element correctly infused. The Airy element can be wholly ignored at this stage.' The note continues, full of invective and abuse, with a bitter diatribe against the Master of Air. The tone of the jottings is wild and furious, and you feel sure that the wizard who wrote so angrily must have been half crazy at the time. Now return to 110 and select an option you haven't chosen before.





14

The Pocket Dragon continues its telepathic messages. *I'm a wizard's familiar, it explains. Belonged to Shantizair, Great Wizard of Gallantaria; I suppose you've heard of him, hmmm? You have no reply. Oh well, anyway, he's dead now. Drowned in the wreck down there. He was trying to investigate the wizards of Solani. They'd been dredging up the dead from the sea, playing with animating them by magic, then there was some kind of argument — Shantizair wasn't certain about that, but it was something to do with a stone circle in the woods as I recall. The monks at the monastery along the coast, one of them had found out something. He hid some crystals, left some secret with the hermit of the woodlands, and went to the shr . . .*

The Pocket Dragon's message stops abruptly as a stony fist smashes down on the tiny fluttering creature.

You stare in horror at the creature which seems to have appeared spontaneously in the lighthouse cupola. The bestial, inhuman thing has wild hair, mad eyes and clawed fingers, and is dressed in rotting rags. Its skin is covered in stony nodules and plates, and its undead claws rake at your flesh. You must fight the Stonewight for your life.

STONEWIGHT

SKILL 9

STAMINA 10

If you win and you were struck twice at most by the Stonewight, turn to 135. If you win, but you were struck three times or more, turn to 190.

15

You open the door into a storeroom which has been almost emptied of its contents. Empty jars, sacks with but a handful of stale grain, scattered empty bottles and the like litter the shelves here. It looks fairly barren; if you want to make a prolonged search, turn to 65. Alternatively, going back to the passage, will you:

Open the door at the far end of the passage, if you haven't already done so?

Turn to 385

Descend the steps?

Turn to 56

Try to pass through the screen of light?

Turn to 37

16

The hermit evades your blow with staggering agility and ease by leaping up into a tree. From there he empties the contents of a small bag of spores over your head. You can't avoid breathing in the fungal spores; they irritate your throat and eyes and make you cough horribly. After you've rubbed the tears from your eyes, the hermit is gone – and you have contracted the disease, Lung Rot (make a note of this on your *Adventure Sheet*). Turn to 168.

17

The Master of Fire suddenly stands upright beside his throne and begins to cast a spell. You cannot see him clearly through the heat haze, but he looks a powerful, tall and commanding figure in his red-and-black robes,

and you are in no doubt that he is about to unleash something very unpleasant upon you. What will you do now? Will you:

Run down the left-hand stairs

towards the Black Skeleton?

Turn to 131

Run down the right-hand stairs?

Turn to 239

Throw acid at the Master of Fire, if you have some?

Turn to 120

18

A stone monastery stands behind a thicket of heavy tanglebriar in front of you. As you approach the tunnel-like passage through the forbidding plant barrier, the thorned and heavily barked branches of the plants lash out to strike at you. If you have some Green Cream and wish to use it here, turn to the paragraph with the number that is twice that of the paragraph where you found the Green Cream. If you have no cream, you can risk forcing a way through the vegetation (turn to 33) or leave and find somewhere else on the island to investigate (turn to 281).

19

The thin-faced young fellow lowers his hands, realizing that you have no intention of killing him. Clearly he's desperately afraid, though, and he is shaking and trembling as he speaks. He doesn't know who you are and won't give you his name; he says he is a wizard's apprentice and is imprisoned here. You sense that threatening him won't get you anywhere, so you must make some gesture of friendship. You can offer him

food (deduct 1 from your Provisions), a Potion of Stamina, some grog or a dose of Monks' Herbal Liqueur. If you do this, remove the appropriate item from your *Adventure Sheet* and turn to 48. If you won't give him anything, he won't trust you – so you can either attack him (turn to 30) or leave him here and go elsewhere (turn to 76).

20

As you leave the great central barrow, the moon's light is beginning to fade and the last of its rays are illuminating the central arch. You decide that you may find yourself trapped in whatever realm this magical terrain is sunken in during the day if you do not get away swiftly; who knows if the living can survive here as the dead do? You climb a tree to get some sleep; turn to 276.

21

A powerful feeling of well-being surges through your body. If you had any disease, it is now cured. Restore your STAMINA to its *Initial Level*, and you may add 1 point to that *Initial* value (to a maximum of 24). Turn to 245.

22

The final strike by the undead creature paralyses you! Unfortunately you can still feel pain as the monster begins to feed on your flesh . . .

23

Standing in the main passageway, choose an area to explore which you have not yet investigated. Will you:

Open the brown door?

Turn to 215

Open the black door?

Turn to 381

Descend the stairs?

Turn to 322

Open the rosewood door?

Turn to 71

Head for the hazy yellow light in the distance?

Turn to 340

24

Searching along the clifftop a little way from the tower, you find a path leading down, so you investigate it. Hidden behind a screen of windblown shrubs half-way along, you discover a hidden tunnel leading towards the base of the black tower. You can enter this lightless passage if you wish (turn to 399); otherwise, you return to the tower (turn to 128).

25

Whatever you may choose to do with the crystals will achieve nothing here. Roll one die; from the fingers of the Master of Fire fly the same number of white magical darts and they all strike you in the chest and arms; deduct 1 point from your STAMINA for each dart. If you are still alive, you decide to run straight at the wizard, so turn to 364.

26

You jump as an owl hoots close by. You had nodded off to sleep! Rubbing your tired eyes, you see that the scene in the clearing is quite different now that moonlight is shining softly down on the area. The crescent moon above the stone arch radiates a soft white light and within the clearing stands a circle of standing

stones. Enclosed within the ring are three barrows of earth, each with a darkened entrance, one to either side of you and one with its entrance directly in front of you.

If you want to enter a barrow, you need a lantern in order to see properly. If you don't have a lantern, you must deduct 2 from your Attack Strength during any combats in any of the barrows, and you will be very vulnerable to traps. What will you do now?

- | | |
|----------------------------------|-------------|
| Climb a tree and get some sleep? | Turn to 276 |
| Enter the right-hand barrow? | Turn to 38 |
| Enter the left-hand barrow? | Turn to 160 |
| Enter the large central barrow? | Turn to 59 |

27

Attacking the Lizard Man is a serious tactical error. You saw only one, but there are nearly a dozen of them here, armed with spears, tridents and nets. You are swiftly overwhelmed and netted, then they carry you off for lunch. Your adventure ends here.

28

Molander was the first life-meddler. He played with simple forms of life: algae, plant life, amoebae and the like, using them as simple substrates for his later experiments, creating hybrids and mutants and the like. Few of his creations ever survived. Beware the monster in the pool room; try to lure it out to attack you out of the water. There are valuable things in his alchemical laboratory — good magic there, but the door is dangerously trapped. There is a magical box in

his study which creates food, too. The spirits are fading and can say no more; turn to 167.

29

The gross, filthy horror advances towards you with a disgusting undulation, squelching in its own acidic slime, eager to devour you!

SLIMEWORM

SKILL 8

STAMINA 10

If you win, will you:

- | | |
|---|-------------|
| Climb the stairs? | Turn to 376 |
| Open the trapdoor? | Turn to 261 |
| Leave and make for the wreck? | Turn to 291 |
| Leave and find somewhere else to visit? | Turn to 70 |

30

You strike out and slay the newly trusting young man, a shameful act. Lose 1 point each of PRESENCE and LUCK. Turn to 76.

31

As you make your way back to the landing, you notice that a strange change has taken place in the pentagram. It seems to have expanded and now is pulsing slightly with a dim yellow light; it almost seems to be growing across the woodwork even as you look at it. It's impossible to bypass it, and you take your courage in both hands as you step into it and cross to the stairs below. Turn to 392.



32

The Spectre glides across the burnt-out ruins of his study, intent on throttling the life out of you. He will fight with his life-draining spectral hands in the second and subsequent Attack Rounds of this combat, but in the first Attack Round he will cast a spell at you. If you have the higher Attack Strength in this first round, you wound him and ruin his spell-casting. If he has the higher Attack Strength, he will encircle you with a whirling radius of ice and superchilled hail, and you will lose 5 STAMINA points!

MASTER OF WATERS SKILL 10 STAMINA 14

If you win, and the Spectre struck you at least once, roll one die. If you roll any number other than a 6, you must deduct 1 point from your SKILL because of the life-draining chill caused by the Spectre's strikes. However, you gain 1 point of PRESENCE for dispelling this awful undead creature. You can see clearly that nothing in this room is of any use to you. You can now open the left-hand door (turn to 317) or the right-hand door (turn to 263).

33

You do your best to fend off the attacks of the tanglebriar as you push your way through to the monastery. You must lose 3 STAMINA points through scratches and lashes, but then you succeed in getting close to the front door of the monastery, which is slightly ajar. There doesn't appear to be any other entrance to the building. Roll two dice and add the numbers rolled. If the total is less than, or equal to,

YOUR PRESENCE, turn to 206. If the total is greater than YOUR PRESENCE, turn to 222.

34

Where will you go now? Pick an area which you have not previously investigated to explore next:

The lighthouse (north-east)	Turn to 333
The stone building (north-east)	Turn to 18
The woodlands (west)	Turn to 57
The marshlands (south)	Turn to 6

35

Roll two dice. If the total is less than, or equal to, your PRESENCE, turn to 148. If the total is higher than your PRESENCE, turn to 341.



36

You place the Tiger Eye inside the pentagram, and a soft, golden-brown glow emanates from its centre. You step back as a solid pillar of rock rises at the far margin of the pentagram, but still within it. A great fisted Earth Elemental stands before you! It makes no motion but simply waits. What will you do here? Will you:

Ask the Elemental for material aid?	Turn to 247
Ask the Elemental to travel with you in order to help you?	Turn to 304
Ask the Elemental for magical aid?	Turn to 238
Attack the Elemental?	Turn to 358



37

You touch the screen of blue light and recoil with a yelp of pain as a sharp shock rushes up your arm and numbs it. Lose 2 points from your STAMINA. Because your arm has been weakened for a time, you must deduct 1 point from your Attack Strength during your next combat. Now, will you:

Open the door at the far end of the passage, if you haven't done so before?	Turn to 385
Open the door along the passage, if you haven't already done so?	Turn to 15
Descend the stone steps?	Turn to 56

If you don't have a lantern, you fail to see the crude pit a couple of metres inside the entrance; you fall down on top of sharp stones and broken bones. Lose 3 STAMINA points, but at least you can drag yourself out of it. Inside the barrow is a stench of decay, caused partly by the leaves which have blown in and rotted away, and partly by other things you don't want to investigate. Yellowed bones break the crude earthen surface; this must have been a mass grave. You really don't want to disturb the dead here, do you? If you do, turn to 87. If you prefer not to, will you instead:

Climb a tree and get some sleep?
Enter the left-hand barrow, if you
haven't already?
Enter the large central barrow?

Turn to 276

Turn to 160

Turn to 59



You have to overcome a final barrier before you can attack the Master of Fire: his magical wall of fire. If you have a Fire Ruby, you know how many facets it has; multiply that number by two and add thirty, then turn to the paragraph with that number. If you don't have this item, turn to 308.

You tap gently the indicated number of times and the door swings open. The cabin behind the door is clean and tidy. A small book lies open on a desk, a half-eaten meal some days old rests on a table and a set of robes is laid out on the bunk bed. A small wooden coffer is wedged under the bunk bed. There is no sign of the person who occupied this cabin. Checking carefully first, you then drag the coffer out from under the bunk. You force it open and find a small Gold Key (make a note of this paragraph number as the one where you found this key) and a Potion of Stamina. This Potion can be drunk at any time, except during combat, and will restore lost STAMINA points up to one-half of your *Initial* STAMINA (round fractions up). You also find a vellum scroll secured with a black ribbon; you untie it and read with interest:

Dear Shantizair,

Your Work in tracking down the Elementalists is much appreciated. Take great Care if you plan more direct Investigations! Consult Brother Kendris at the Monastery of Hamaskis before you contemplate entering the Circle of Summoning itself - if you can reach it! Indeed, a Spirit there might serve you, but practise Caution! Kendris may have found a Truename which will give you Power over one of the Wizards. And he will have the Crystals which will protect you against their Magic. Almost certainly the Shrine will be used to safeguard at least some of them. Old Father Honorton has a Key to the old Crypt below the Tower, which might also be

important if you decide to investigate the Wizards directly.

The scrawled signature is illegible. Pondering the meaning of the information in the note, it's time for you to go elsewhere. Turn to 356.



41

You look down over the chalky cliffs at the foam-flecked breakers rushing in upon the jagged rocks along the shore, and you see at once that there is more violence afoot than that of sea clashing on stone. Down in the bay, a massed group of Mermen, some riding great Sea Horses, are battling furiously with an equally large band of Shark-Kin, creatures with the torsos and fang-filled jaws of sharks yet with the arms and legs of humans, allowing them to use tridents as well as their lethal bites. What will you do here?

Look for a way down the cliffs?
Head south-westwards through the
plains?
Travel east to the black tower?

Turn to 55

Turn to 201

Turn to 124

42

As soon as you enter this room, you discover the source of the strange sounds you heard coming from it; this chamber is a natural grotto, filled with stalactites and stalagmites of exceptional beauty and size, striated limestone columns and deep pools of water, milky with salts and minerals that have been dissolved from the rocks around. The pools bubble and seethe, and the noise is coming from them. As you look around, fascinated by all this, one pool starts to bubble very violently and a creature comes to the surface and emerges from it. You have never seen anything like this – it looks for all of Titan like a vast blancmange, with huge, round, brown eyes and with pseudopods and suckers dotted over its surface, and even the remains of a limb or two. You're not sure whether it intends to attack you – and now your senses register another unfortunate surprise: the door to this chamber has slammed shut behind you. A hard tug on it tells you that it isn't going to open easily. In the meanwhile, the amoeba-like beast is undulating excitedly before you. What are you going to do now? Will you try:

Communicating with the beast?

Turn to 60

Tugging at the door to open it?

Turn to 112

Feeding the monster?

Turn to 130

Searching for another way out?

Turn to 169

Attacking the monster?

Turn to 189





43

As you trudge along, a thin, reedy voice greets you from behind some trees. 'What do you want here?' pipes a scrawny and ragged old man. You see that he is sitting in a peculiarly twisted tree. The wild-eyed hermit nervously peels a fruit of some sort with his filthy-nailed, gnarled old hands and you wonder what to say to him. If you don't know the hermit's name, turn to 73. If you know his name, convert it into a number using the formula $A = 1$, $B = 2$, $C = 3$, ..., $Z = 26$. Add up the numbers corresponding to the individual letters of his name, and then turn to the paragraph of the same number as this total. If that paragraph doesn't begin "'Well met ...'", you got it wrong, so you will have to turn to 73 instead.

44

You must have a magic sword to be able to harm him. If you don't have a magic sword you are forced to flee; turn to 134. If you do have a magic sword, you can fight it normally, but the wizard's attacks on the first two Attack Rounds will be special ones. In the first Attack Round, if he has the higher Attack Strength he will blast you with a hail of flying rocks and stones, and you will have to lose 5 STAMINA points. In the second Attack Round, if he has the higher Attack Strength he will drench you with a vicious jet of acid, and you must deduct 5 points from your STAMINA. Thereafter, the wizard strikes with his hands, which will damage you by chilling and numbing your vitality; you will lose 2 STAMINA points for each successful strike he makes. You cannot flee from the combat now!

MASTER OF EARTH SKILL 10 STAMINA 14

If you win, you search this chamber, but you find nothing of value to you. You return to the main passage; turn to 23.

45

Pushing open the door at the bottom of the stairs, you stumble into the extensive cellars of the monastery. They're dark, but fortunately there is a lantern with plenty of oil here, so you take this to light your way (add it to your Possessions). You also take two small bottles of Monks' Herbal Liqueur; each half-bottle dose is a wonderful stimulant, restoring 4 points of STAMINA when drunk, which you can do at any time except during combat. You can't carry more than two small bottles. Now, if you want to make an extended search of the cellars by prodding around in dark and dingy corners, turn to 313. Alternatively, you can leave the kitchens and go back to the passage, either opening the door opposite if you haven't done this before (turn to 398) or heading down the passage to the T-junction further into the building (turn to 154).

46

You turn and run while the manikin continues to expand in size until it measures some two metres in height. You slam the door just as one of its fists punches you in the back; deduct 2 points from your STAMINA. It batters at the door as you close it, and you need something to wedge the door shut. You can use a wooden pole to do this, or you can wedge a

stone axe under the door; you must have the item you wish to use, of course, and you must leave it behind. If you are able to wedge the door shut, turn to 79. If you have neither of these items, the manikin will break through the door and you must fight it; turn to 268.



47

You hold out your empty hands trying to show that you mean no harm. The Lizard Man eyes you carefully, as do about a dozen others who appear here and there on the trail. The Lizard Man knows a few halting words of your language, and you get by with a few gestures in reply. The Lizard Man makes it plain that he expects some offering from you, a goodwill gift. You can give him any one of the following, and it will satisfy him: 5 Gold Pieces, a Gold Chain, a Gold Key or a Silver Skeleton Key. If you will not or cannot give him any of these, you must backtrack and choose another route through the swamp: either the southwestern trail (turn to 69) or the rope-bridge of vines (turn to 84).

If you give him one of these objects, he smiles and gives you a flask of fresh water in return, which you greedily gulp down. To your parched throat it tastes like nectar (regain 4 points of lost STAMINA). Finally, he gives you a warning: there are renegade and hostile Lizard Men further along this trail; they are somehow altered or different from ordinary Lizard Men. The Lizard Men round you all look either angry or saddened at this reference; there is much swishing of tails and poking of spears! After this warning, you might want to return to the south-western trail (turn to 69) or to the rope-bridge (turn to 84). If you prefer to press on along this route, turn to 241. If you prefer to try to get some rest among the Lizard Men, turn to 214.

48

The young man gratefully accepts what you offer him. He says his name is Vesperen; he served one of the four wizards who lived in the tower and dungeons. He is afraid to leave because of the guards outside the tower; they may attack him. His supplies have run very low and he doesn't know where to get any more food or water. You may tell him how he can get out of the tower (if you have killed the guards or smuggled yourself in through the cliffs, for example), and he's desperate to leave. But first he will give you some information. He'll tell you about two and only two of the subjects listed below; when you consult one of the paragraphs, you will be referred back here; but after you have learned about the two subjects of your

choice, Vesperen will have his bags packed ready to leave, and you haven't the heart to stop him. So, will you ask about:

What happened to the wizards?	Turn to 386
Dangerous traps in the dungeons?	Turn to 293
What is in the upper levels of the tower?	Turn to 138
Elementals in the dungeons?	Turn to 161
Undead in the dungeons?	Turn to 213
How to get past the blue screen of light, and what's behind it?	Turn to 246

After you have made your two choices and got your information, turn to 76.

49

The plain wooden door opens to reveal a square chamber beyond. The floor here is clearly sunken, because the room is filled with water. If you want to reach the door on the far side of this chamber, you'll have to wade through the water. What will you do here? Will you?

Wade into the water to cross the room?	Turn to 133
Try to test the depth of the water?	Turn to 64
Try to find out if there's something in the pool?	Turn to 83
Leave and open the other door along this side-passage?	Turn to 366
Leave and search elsewhere?	Turn to 106

50

You grip the sapphire in your hand and push on the plaque to open the door. The shifting face of the gargoyle sinks its teeth into your wrist and you shriek at the ferocious pain which rips along your arm. Deduct 4 points from your STAMINA, but you make it into the room beyond. Turn to 383.

51

If you decided to use a pearl which you had, turn to 207. If you used any other item, it has not affected the slimy liquid at all, so you can either break the glass of the tank (turn to 176) or find somewhere else to search, leaving this chamber (turn to 106).



52

Below decks you see a door swinging loose. It opens into the seamen's mess where hammocks swing wildly as the boat rocks in the water; there's no one there, and nothing to catch your eye. However, there are also two closed cabin doors and one of them has a strange magical symbol etched on it. Beyond them is a double door, which you guess may open into a large hold at the bow of the ship. Will you:

Open the double door?

Turn to 85

Check the magical symbol on one of the cabin doors?

Turn to 97

Open the other cabin door?

Turn to 114

53

Parraine lets you know that he senses that his bones are not far away, to your left. You gather them up and place them beneath a cairn of stones you have collected, saying a few prayers to the good gods of Titan to protect your helper and friend. Of course, now you have no services left to call on from the Spirit, but you gain 1 LUCK point and 1 point of PRESENCE for your good deed. Now you can either make straight for the black tower (turn to 128) or search along the cliffs (turn to 24).

54

You move across the etheric terrain determinedly but slowly, given your unfamiliarity with it. The hateful undead creature before you croaks with a venomous, guttural voice and its very speech crystallizes in the ether into black, spiked motes of magical force which fly at you and strike you. Roll one die; you are struck by as many motes as the number rolled, each of which inflicts 1 point of damage to your STAMINA. But you close doggedly in on your final assailant; turn to 242.



55

You find a hazardous descent to the bay and clamber down, lucky not to turn an ankle or plummet headlong on to the rocks. You wade into the battle . . . but will you help the Shark-Kin (turn to 139) or the Mermen (turn to 173)?

56

One step at a time, you make your way carefully down the stone stairway, looking for traps. *Test your Skill*; if you don't have a wooden pole with you to test the steps ahead, you must add 2 to the total rolled. If you are successful, turn to 144. If you fail, turn to 101.



57

Striding out into the deciduous woodland, your acute hearing picks up the sound of quiet birdsong and the scurrying of small creatures in the thick undergrowth. Your nerves are on edge here; every snapping twig, every rustle or sudden whirring of a startled bird taking flight preys on your mind. You edge forward cautiously; and soon your path diverges within the woods. Will you take the southern fork (turn to 345) or the northern fork (turn to 8)?

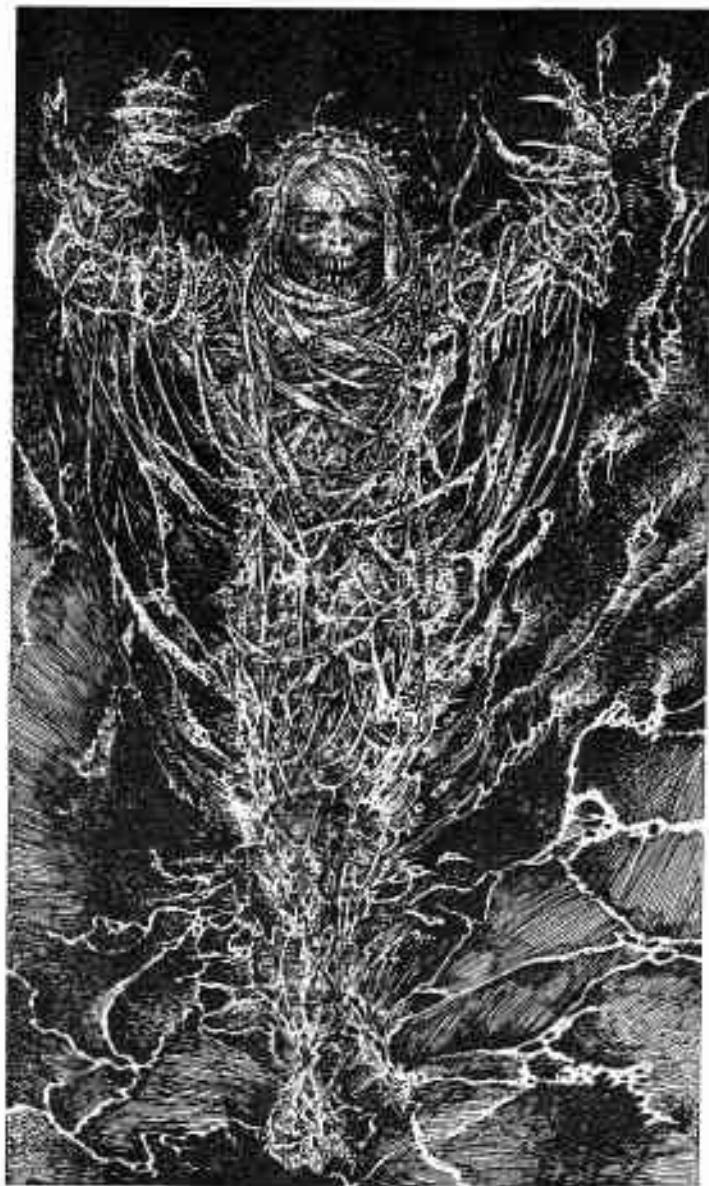
58

You decide to investigate something which you haven't already examined in the laboratory. Will you inspect:

The green glass globes?	Turn to 72
The red glass globes?	Turn to 88
The potions and bottles?	Turn to 140
The oils and unguents?	Turn to 259
The vat?	Turn to 273
The chest?	Turn to 284

When you're ready to leave this laboratory, return to the main passage and find somewhere else to search by turning to 106.





59

Your heart is pumping frantically as you enter the large barrow mound. Uneasy dead do not rest quietly here. You inch forward into the supernatural chill of the barrow, and you think you can hear mutters and murmurs coming from the gloom around you. You imagine the terrors dwelling in deep tombs and you imagine foetid breath on your face, rank and foul. But it's no imagining! Before you stands a ghastly shrouded corpse, its decaying body weakly phosphorescent. Lumps of flesh hang from its skeletal arms, and its sightless eye-sockets writhe with maggots. It extends its bony hands to embrace you with the paralysing touch of the grave. You strike at it blindly with your sword. The thing, whatever it is, has a **SKILL** of 8; work out which of you has the higher **Attack Strength** for this first **Attack Round**. If yours is the higher, you hit the thing for 2 points of damage to its **STAMINA**; turn to 137 and deduct 2 points from its **STAMINA** as given in that paragraph. If your undead enemy has the higher **Attack Strength**, turn to 102.

60

There's no way you can communicate with a five-metre-wide mutated amoeba in a state of wobbling excitement! It's growing a little angry now . . . you guess that it wants food. Turn to 130.

61

The door here opens into a once-splendid chamber in which someone – or something – has clearly gone berserk. Furnishings have been smashed, a fine rug is

ripped in ribbons, and some of the teak panels have been gouged away from the walls. This room is an utter shambles. If you want to search it, you will have to *Test your Luck* to see whether you can find anything at all. If you are prepared to do this, turn to 104. Otherwise, you leave this room; will you:

Leave the monastery?

Turn to 281

Head along the passage to the other door, if you haven't already opened it?

Turn to 255

Climb the stairs?

Turn to 302



62

You get half-way along the passage and the Skeletons are all standing still – then suddenly one of them extends a bony leg and sends you flying with a well-timed trip. As the Red Skeletons swarm round you, you fall heavily (deduct 1 point from your STAMINA) and you are winded, so you must subtract 1 from your Attack Strength for the first three Attack Rounds of the combat you cannot now avoid. Turn to 275.

63

You take the brass orb in your hands. It seems magical even to one such as yourself who is unschooled in arcane matters, and you are glad to have it, even though you do not know what help it may give you. Make a note of this paragraph number as the one where you found the orb. Now it's time to leave the barrow; turn to 20.

64

If you don't have a wooden pole, you can't really be sure about the depth, so return to 49 and choose another course of action.

If you do have a wooden pole, you poke it into the water until it touches the bottom. You estimate that the water must be nearly two metres deep. Just as you are about to withdraw the pole, something in the pool snatches it from your hand and you lose it! Return to 49 to decide what to do next.



65

You must eat a meal during your search here. You don't find any useful articles here but you do find a secret door in one of the walls. If you have a Silver Skeleton Key, you can, if you wish, open this door; if you don't have that key, you cannot open it. Will you:

Open the secret door?
 Open the door at the far end of the passage, if you haven't done so before?
 Descend the steps?
 Try to pass through the screen of light?

Turn to 89

Turn to 385

Turn to 56

Turn to 37



66

As you examine the charred corpse, just for an instant its melted eye-sockets glow with a terrible, infernal, inner light. Its blackened hands clutch at your arm and its finger-bones rake your flesh, even as they crumble to ash; deduct 2 points from your STAMINA. Horrified, you step back from the thing as it collapses to the floor. You now have an indelible black mark on your arm from its touch; make a note of this. You flee from the room; turn to 106.



67

The Red Skeletons do not react to your presence and you can hardly believe your good fortune as you walk cautiously past them. Gain 1 LUCK point. You reach the red door at last; turn to 260.



68

The Orb lands harmlessly at the Master's feet; this action has achieved nothing, except that you have thrown away something which might otherwise have protected you. Roll one die; that many white magical darts fly from the fingers of the Master of Fire. They strike you in the chest and arms; deduct 1 point from your STAMINA for each dart. If you're still alive, you decide to make a run for the wizard, so turn to 364.



69

The trail winds among some heavy clumps of vegetation, and suddenly you miss your footing and slide down into a pool of disgusting swamp water. You accidentally swallow some of the filth and come out, coughing, spluttering and nauseous; deduct 3 points from your STAMINA. Something has taken an interest in your strenuous activity: sliding through the swamp waters comes a huge swamp alligator! Its massive jaws open to fasten on your legs and you must fight the thing. You're half in the swamp, so you cannot flee.

SWAMP ALLIGATOR SKILL 8 STAMINA 10

If at any time the alligator has an Attack Strength of 20, turn to 162. If you win, turn to 188.

70

You head back across the moorland towards the centre of the island and eventually find shelter below a rocky outcrop. It's beginning to grow late; you need rest, sleep and food. You must eat a meal here. Drawing your blanket over you, you manage some restless sleep during a warm night. Regain 2 lost STAMINA points, but in the morning you must eat a meal. Roll one die; if you roll an odd number, turn to 111. If you roll an even number, turn to 212.

71

The rosewood door is simply a trap. It is a false door and, as you try to push it open, the door handle

springs out and hits you hard in the midriff. You double up in pain; lose 2 points from your STAMINA. Try somewhere else! Turn to 23.

72

As soon as you touch one of the green globes it explodes, showering you with fragments of glass at point-blank range; lose 4 points from your STAMINA. Return to 58 and choose something else to check!

73

Roll two dice and add them together. If the total rolled is less than, or equal to, your PRESENCE, turn to 204. If the total rolled is greater than your PRESENCE, turn to 118.

74

This is a terrible mistake. As the body jerks into life, the clawed hand grasps the crystals and crushes them, while a ghastly cackle of glee accompanies the gesture. You've just thrown away a source of power, and your combat here will be hard indeed. Turn to 17.

75

You must *Test your Skill*. If you do not succeed, you fail to spot a pit trap and fall heavily, losing 3 points from your STAMINA. If you are successful, you observe the pit in time and edge past it without harm. Now you can see that the passage terminates at a door, which you push open to reveal the chamber beyond. This room has smoothed stone walls, and a magical pentagram has been etched into the floor here. The design of a golden-swirled Tiger Eye stone is promi-

nent in the centre of the pentagram. If you have a Tiger Eye stone and you wish to use it to activate the magical pentagram, then you also have a ruby: turn to the paragraph with the same number of facets as the ruby. Otherwise, you must leave the chamber and follow the passage in the opposite direction if you haven't explored there yet (turn to 320) or go back to the chute and climb out (turn to 334).

76

Leaving the apprentice's chambers, will you:

Open the door along the passageway,
if you haven't done so before?

Turn to 15

Descend the stairs?

Turn to 56

Try to get through the blue light
screen?

Turn to 37



77

The Squirting Octopus lashes at your face and limbs with its adhesive, grey-green-suckered tentacles – and, while the teeth in its beak may be small, they are razor sharp . . . and there are scores of them!

SQUIRTING OCTOPUS SKILL 7 STAMINA 9

If you win, you may retrieve your fishing net. If you have acquired a chest from your diving, turn to 202. If you have no chest, but you managed to bring up a bottle, turn to 279. If you obtained neither, turn to 387.

78

Looking along the side-passage at the far right of the main tunnel, you can see one door half-way along and, at the end of the tunnel, a heavy door with a brass plaque. Even from where you stand, odd whooshing and slurping sounds can be heard coming from behind the nearer door. Will you:

Open the nearer door?

Turn to 42

Open the far door with the brass plaque?

Turn to 328

Search elsewhere?

Turn to 106



79

Standing in the middle of this strange chamber with your back to the door you entered by, you must open a door you haven't tried yet. Will it be:

The door to your left?

Turn to 211

The door to your right?

Turn to 46

The door straight ahead of you?

Turn to 310



80

You use the Gold Key to open the door; then you reach into the alcove below and lift out a heavy tract bound in red leather. Clearly, a monk managed to hide this prized book before the monastery was utterly ravaged; it is a herbiary, describing the medicinal uses of plants. You are no scholar, but three of the entries have been dog-eared and annotated. Make a note of the three dog-eared pages and their contents: page 311 on the Rat-tailed Fungus, page 175 on the Pitcher Plant, and page 266 on the vicious-looking Axeplant. After this brief literary excursion, will you:

Leave the monastery?

Turn to 281

Go along the passage to the other door, if you haven't already opened it?

Turn to 61

Set off up the stairs?

Turn to 302

81

The Master's fingers flicker and move through the air, and a chunk of the ceiling above you comes crashing down. A heavy stone block strikes you a glancing blow on the shoulder, ruining your aim just as you are trying to throw the acid. Lose 4 points from your STAMINA. If you are still alive, you can make a dash for the left-hand set of stairs (turn to 98) or the right-hand set of stairs (turn to 248).



82

You whisper the name, 'Molander', and the gargoyle-face hesitates, sinking back into the plaque as you push the door open. You move hastily through into the room beyond. Turn to 383.

83

The best way to discover whether anything is living in the water is to throw in some food. If you wish to do this, you can either toss ordinary food into the water (subtract 1 from your Provisions) or you can use a flask or a bottle containing slime instead (if you have some). Will you:

Throw some food or slime into the water?

Turn to 95

Spread some slime round the edge of the pool?

Turn to 254

Wade through the water?

Turn to 133

Leave this room and open the other door?

Turn to 366

Leave and search elsewhere?

Turn to 106





84

You clamber up towards the vines and, when you get there, you find that the network of creepers and branches forming the rope-bridge makes quite a safe footing. Mercifully it's cooler up here, and you make good headway along your airy route – until suddenly the bridge gives way and you plunge six metres down into a pool of slime-clogged, bug-infested swamp water! Deduct 2 points from your STAMINA as you emerge, gasping for air. Swarming down on top of you are several creatures unlike any you've seen before: they are a metre tall, half amphibian and half human in appearance, with yellow-green, frog-like skin and bulging eyes. They carry sharp wooden spears, and one or two even have stone knives. Fight the Grupplers as a single opponent here.

GRUPLERS

SKILL 7

STAMINA 10

If you win, you see a horde of the little horrors heading towards the spot where they deliberately cut the rope-bridge; they are armed with the same weapons. You are forced to run for your life, returning to the area where you think the trail is. Now you must *Test your Luck*. If you are Lucky, turn to 147. If you are Unlucky, turn to 327.

85

The forward hold is partly waterlogged and the timbers are pierced by a sharp rock. You can hear the grinding of wood on stone but, even though the vessel is shipping water, you don't think it's about to go down just yet. You can see some useful items here,

so you set about gathering them up. You must *Test your Skill*; if you are successful, turn to 145; but if you fail, turn to 396.



86

What will you do now? Will you:

Start running down the left-hand steps?

Turn to 98

Start running down the right-hand steps?

Turn to 248

Throw acid at the body, if you have some?

Turn to 199

Throw the Elemental Crystals you have at the body?

Turn to 74

Throw your diamond at the body?

Turn to 136

Throw a Brass Orb at the body, if you have one?

Turn to 187

Throw a red glass globe at the body, if you have one?

Turn to 113

87

You find a single Gold Piece and a sword which, although rusty, looks as if it won't fall apart too readily, so add it to your Possessions if you aren't carrying one already. This search takes some time, though, so you must eat a meal here. Fortunately, the dead don't attack you here. Now, will you:

Climb a tree and get some sleep?

Turn to 276

Enter the left-hand barrow, if you haven't already?

Turn to 160

Enter the large central barrow?

Turn to 59

88

When you touch one of the red glass globes, you feel warmth emanating from it, but you really can't tell what effect it might have. If you want to smash one as an experiment, turn to 108. If you want to take one (only one – they are bulky!), you may do so; return to 58 to choose something else to examine.



89

Beyond the secret door a long tunnel stretches into the distance; it is very dark here. Peering into the gloom, you see a crypt chamber in the distance; the air is dank and foul. Entering here is hardly a pleasant

prospect; if you wish to do so, turn to 178. Alternatively, you can leave this place and search elsewhere on this dungeon level by turning to 277.

90

The moorland is very heavy underfoot, and you must stop and eat a meal during your leg-wearying march. As you make your way further into the heart of the island, you see that a large stone building lies to the south-east, apparently surrounded by a thick hedge of dark-green vegetation that is utterly unlike anything else you've seen on the island so far. You also notice that, while woodland lies to the south, it doesn't cover the whole width of the island and that on the far side of the central hillock the eastern half of the southern area seems to be swamp or marsh. So will you now head:

North-east to the lighthouse?	Turn to 333
South-east to the stone building?	Turn to 18
South-west to the woodland?	Turn to 57
South to the hillock?	Turn to 186
For the swamp?	Turn to 6

91

The howling of the wind suddenly stops; stones and rocks rain down on the ground and are still. The storm is over and the spirits of the wizards are no longer battling each other; they both look very pensive. 'A Vortex of Discord,' Caltarelair mutters, 'that's how he made us quarrel. Created an endless strife

between air and earth right in the middle of us. No wonder we came to blows, and finally to killing.'

'We couldn't enter before because we were too angry with each other ever to join and pass the portal,' Remishaz explains. 'As Masters of our own Elements, we could have done so, but the discord was sown well. And this means that the Master of Fire has become Master of all the Elements now – or, at least, he has mastered Air and Earth to create this Discord. He put us at each other's throats as he murdered Molander, Master of the Waters. Yet it was Molander who first started playing with the forces of life, claiming that water was the basic sustainer of life. It was he who led...' Remishaz is unable to continue and the eyes of the spirit widen in surprise. 'I cannot speak his name, the Master of Fire. He has put a command on me, and I cannot speak it.' Turn to 179.

92

You trigger a trap by dislodging a pile of wood; a set of darts flies out of a wall-alcove and strikes home. Lose 3 points from your STAMINA. Now, you can take the staircase up (turn to 316) or down (turn to 2).

93

Rubbing the Brass Orb achieves absolutely nothing. Roll one die; that many white magical darts fly from the fingers of the Master of Fire. They strike you in the chest and arms; deduct 1 point from your STAMINA for each dart. If you are still alive, you decide to make a dash for the wizard, so turn to 364.

94

'Well met, Ralsteen,' you say with as much friendliness as you can muster, and the unpredictable, wild old man springs down from the tree and shakes you warmly by the hand.

'My dear friend!' he shrieks as he jumps up and down. 'Let me give you a gift!' He reaches into his filthy beard and draws forth a small pearl. 'Purifies the waters, you know,' he mutters rather vacantly. You don't know exactly what he means by this, but you accept his offering (add the pearl to your Possessions). Now Ralsteen's demeanour changes suddenly. 'Do you have a gift for me in return for the priceless information I am about to impart?' he pleads in a whining voice. Turn to 204.

95

You throw the stuff into the water. It floats in the middle of the inky expanse of water for a few moments, then there is a sudden explosion of bubbles and foam, and you see a reptilian monster of some kind snatch the food into its toothy maw before diving back as suddenly as it appeared! All is quiet. Will you:

Spread some slime round the edge of the pool?

Turn to 254

Wade through the water?

Turn to 133

Leave this room and open the other door?

Turn to 366

Leave and search elsewhere?

Turn to 106

96

The Merman leader sees the Gold Chain you are carrying. 'That was to be brought to us by our friend, Shantizair the Wizard. He knew all about the wrongs perpetrated by the wizards of this island and he wished to put them right. We know his ship was lost and that he is dead. I do not believe you obtained that chain by killing him, and I would have it for my people. It possesses a magic that, while useless to you, is of value to us. May we have it?' If you are willing to let the Mermen have the Gold Chain, turn to 216. If you will not give up the Gold Chain, the Mermen swim sorrowfully away. You climb the cliffs, and now you can head south-west to the building in the far distance (turn to 201) or east to the black tower (turn to 124).



97

Study the symbol carefully. Unless you can decode the number concealed within it you won't be able to enter the room beyond. If you think you know what the number is, turn to the paragraph with that number. If you can't decipher the number, you must find somewhere else to go, so turn to 356.

98

You rush down the stairs towards the Black Skeleton. If you drank a Blue Potion when you entered this room, turn to 105. Otherwise, the horror is ready to fight you as the body begins to stir on its throne; turn to 224.

99

'Master of Air,' you plead, 'Remishaz, do not be angry with me, I am not your enemy. I have spoken with your apprentice, Vesperen, and he has told me that you were not evil in life. I do not seek to harm you.' The spirit looks troubled, uncertain what to do. 'I seek only to destroy the evil here; storms and the undead have come to my home and people, men and women have died.'

The spirit looks down at the floor, ashamed, but Remishaz replies, 'It was not my doing. It was the Master of Earth, rot his guts! I will drive him down to a final death!' The spirit is almost raving, and the suddenness of his change of mood startles you.

'I know not of him,' you reply swiftly, 'I only know you are not at peace. Nor will you be while evil remains here. Help me.'



Remishaz looks wary and suspicious. Slowly and softly, after thinking long and hard, he replies, 'Then give me something to show I can trust you. A spirit such as myself has little I can take from you, but you must sacrifice something to gain my trust.' In order to satisfy the spirit, you must give some of your own life force to him; you must give up 1 point of both your current and *Initial* SKILL, LUCK or PRESENCE. If you are unwilling to do this, you must leave and search elsewhere; turn to 23. If you are willing, make the appropriate changes on your *Adventure Sheet* and turn to 314.

100

At the top of the lighthouse you fling the Magic Stone in the air and recite the incantation on the scroll; the yellow globe flashes into brilliant radiance. The Magic Stone disappears in a tiny flash of its own light (remove it from your Possessions). Once again, seamen will be protected by this beacon from the hazards of the rocks. Gain 1 LUCK point and 1 point of PRESENCE. You head down the stairs to ground level ... and there's something awaiting you. It looks like a small, spiny-backed dragon with a forked tail and very fine, rainbow-coloured wings. It's about 20 centimetres long from its pert little snout to the tip of its tail. Buzzing in the air, the tiny Pocket Dragon plants a message telepathically into your mind. *You fool, it says, now you've announced to the necromancers that there's someone on their island.* It buzzes angrily for a minute, then it calms down. *Oh well, I suppose you're going to need all the help you can get, it continues. Let me tell you a bit about the place ...* Will you:

- | | |
|---|-------------|
| Listen to the Pocket Dragon? | Turn to 14 |
| Leave and investigate the wreck in the bay? | Turn to 291 |
| Go down and investigate the trapdoor, if you haven't already? | Turn to 261 |
| Leave and find somewhere else on the island to visit? | Turn to 70 |

101

The stairs suddenly incline at an angle to create a smooth slope. You slip and go clattering down the stairs, falling heavily on the hard surface of the passageway below; deduct 3 points from your STAMINA. What's worse, the noise of your untimely arrival has alerted the guardian. From your right a creature comes whistling along the passage; it seems to be nothing more than a whirling vortex of air and dust, but it begins to buffet you with blows and wind pressure – and, what's worse, it crackles with static electricity! Though not as strong as an Air Elemental, this creature is still a dangerous opponent. If the Pneumozone has an Attack Strength of 21 in any round when you fight it, it knocks you down so that you cannot attack it in the next Attack Round (it automatically attacks you successfully and inflicts 2 points of STAMINA damage on you).

PNEUMOZONE SKILL 9 STAMINA 9

If you win, turn to 144

102

The monster's claws extend and stretch outwards, sweeping an arc in the air, and, on the ground, skeletal

hands rise to claw at your legs, hampering your movement and making it hard for you to keep your balance. You must deduct 2 points from your **SKILL** for the duration of the combat you now face. Turn to 137.

103

Removing the sword from the clips which hold it in place causes a sealing plug in the wall to be prised loose, and a stream of black powder flows out, pouring over the mantel and into the fire. It explodes very noisily on impact, and you get a faceful of smoke, ashes and flame. Deduct 3 points from your **STAMINA** (4 points if you have the disease, Lung Rot). You think you can hear a gloating laugh coming from somewhere ... The sword looks very well crafted but, alas, it's just an ordinary sword. Now you can force open the chest if you haven't already done so (turn to 115) or leave this room and search elsewhere (turn to 79).



104

Test your Luck. If you are Lucky, turn to 230. If you are Unlucky, you find nothing and you leave this room, so will you:

- | | |
|--|-------------|
| Leave the monastery? | Turn to 281 |
| Head along the passage to the other door, if you haven't already been there? | Turn to 255 |
| Head on up the stairs? | Turn to 302 |

105

You speed past the Black Skeleton, managing to avoid its blow; astonishingly, once you are past it, the horror does not follow you but becomes inert once more! The effects of the Blue Potion are wearing off now and you will not be able to gain the combat bonuses from your potion in the fight to come, but at least you're closing in on the Master of Fire. Turn to 364.

106

Choose somewhere else to search (where you have not been before) in this dungeon level. Will you try:

- | | |
|--|-------------|
| The central door in the main passage? | Turn to 371 |
| The left-hand door in the main passage? | Turn to 352 |
| The right-hand door in the main passage? | Turn to 289 |
| The right-hand side-passage? | Turn to 78 |
| The left-hand side-passage? | Turn to 219 |

107

There should be healing magic at the shrine. It's on the south-western tip of the island. You have to go through the marshes, and the Swordplains, to get there. Return to 394.

108

When you throw the globe on the ground, it breaks and the heavy red gas sinks on to the stone, forming a circular puddle of red, gelatinous slime that sticks to the floor like glue. If you want to take the other red

globe, you may do so. Return to 58 to choose something else to check.

109

You find a small rosewood cabinet at the far end of the room and open its panelled doors. Inside stands an array of crystal glasses, a decanter of brandy, and a full bottle of rich, heavy, port wine. Looking at them, the word 'poison' rises unbidden to your mind, but the drinks may be fortifying and refreshing . . . What will you do? Will you:

- | | |
|--|-------------|
| Drink some brandy? | Turn to 123 |
| Drink some port? | Turn to 203 |
| Burn the painting if you haven't
already done so? | Turn to 335 |
| Leave and try elsewhere? | Turn to 79 |

110

You utter the word, 'Elementarae', and the door opens. You step into a blue, hazy light and feel a momentary ringing sensation in your ears and a slight disorientation. You half fall; regaining your balance, you look around to find yourself in a library, standing just outside a magic circle. The room is full of shelves, groaning under the weight of leather-bound tomes; a comfortable armchair and a pair of ornate writing desks complete the furnishings. Beside the armchair is a small table bearing a decanter of red wine. The far end of the room has no wall, simply a screen of blue light. Will you:

- | | |
|----------------------------------|-------------|
| Investigate the screen of light? | Turn to 357 |
|----------------------------------|-------------|

Sit down, take a rest and drink some wine?

Turn to 306

Search through the desks?

Turn to 377

Examine some of the bookcases?

Turn to 13

Walk back into the magic circle?

Turn to 337

111

You are fortunate; as you get up and shake the grass off your blanket, you spot a nest of large eggs near by. Raw eggs may not be ideal as a food, but they're nutritious and there are enough here for 2 meals (add 2 to your Provisions). Gain 1 LUCK point for this fortunate find. Turn to 212.

112

If you have oil of any kind (olive oil, Ethereal Oil or oil in your lantern) you can squirt some into the lock (the oil must be removed from your Possessions); if you have a bag of metal spikes and rods, you can jemmy the door open. But you must still *Test your Skill*. If you're successful, you get out and slam the door behind you, wedging it shut with whatever comes to hand; find somewhere else to search by turning to 231. If you fail, the amoeba advances quickly on you and forces you to fight, so turn to 189. If you don't have any oil or spikes, you'll have to fight anyway!

113

The red globe explodes and covers the body in a filigree of red, sticky strands. When you come to fight the Master of Fire, you may subtract 1 point from his Attack Strength. Turn to 17.



114

You have opened the door to the Captain's cabin. It has teak-lined walls, a magnificent mahogany desk and chair, a globe of the world of Titan, navigational charts on the walls, and ornaments and items you want to start inspecting . . . except that the remains of the Captain bar your way! Foaming at the mouth and snarling with fury, his decaying form lunges towards you in the ragged remains of his once-resplendent uniform. You can avoid this combat by slamming the door and fastening it shut; if you wish to do this, turn to 356.

GREATER GHOUL

SKILL 9

STAMINA 11

If the Greater Ghoul hits you three times, turn to 22; if you win before the Greater Ghoul has managed to hit you three times, turn to 236.

115

You insert a knife into the chest and prise it open, half surprised that no poison darts come flying out at you, but the surprise inside might be worse. Lying in the chest is a tiny bronze manikin; it is crafted in the shape of a faceless human form and begins to increase in size as soon as you open the lid. As it grows, its metal hands reach out towards you. If you want to try to close the chest before the thing can get out, turn to 9. If you want to attack the manikin straight away, turn to 268. If you want to let the manikin out and just wait and see what happens, turn to 369. If you want to run away, turn to 46.

116

Unfortunately your action triggers the summoning spell that has been cast on the pentagram. Lose 1 LUCK point and turn to 392.

117

You drink the Blue Potion before the Sceptre can summon up its magical forces, then you race across the ether and prepare to strike at it! Turn to 257, and you will be able to gain the full combat benefits that come from drinking the potion.

118

The hermit does not seem to react too kindly to you as he springs down from his lofty perch. 'I require some wonderful gifts in return for the help I have to give,' he snivels. Turn to 204, and you must offer the hermit TWO items from the list there in return for any information he may give.

119

As you push open the door, the magical ward here discharges an immense force of magical cold. Quite literally it turns your blood to ice and your body-tissues to frozen slush. No one can stand such a shock and live. Your adventure ends here.

120

The wizard is busy casting a spell; you are in the middle of throwing some acid at him. Work out Attack Strengths for yourself and the Master of Fire (who has SKILL 11). If you have the higher Attack

Strength, turn to 271. If he has the higher Attack Strength, turn to 81.

121

Within the crystalline chamber beyond the door is a howling whirlwind of chaos. Rocks and stones are being whipped around like a great, fragmented spinning-top within a hurricane of airy force. As the spirits of the wizards gaze into this flux of magical energies, they grow angry again and you can see that they are preparing to attack each other. You have to get in and somehow deal with the mayhem in this room. If you have both a Tiger Eye stone and a Topaz gem, you know how many facets the Topaz has. Multiply that number by ten, and turn to the paragraph with the same number. If you don't have both these items, turn to 378.

122

Carefully examining the trees, shrubs, grasses and flowers, you find absolutely nothing at all. Unfortunately, you do manage to overlook a rabbit hole ... and you twist your ankle as you step into it. You fall heavily and it's a nasty sprain. Deduct 2 points from your STAMINA. Now you can leave the woodlands after all this time-wasting (turn to 363) or just hang around in the area to see if anything happens (turn to 249).

123

You made the wrong choice. The brandy feels fiery in your throat, but you begin to gag and choke as the

poison it contains seeps into your entrails. Your adventure ends here.

124

The dark tower is now clearly visible in the distance and it will not take you more than an hour or so to reach it. However, to your right you notice that the ground has given way and opens into a rough and rock-strewn chute, leading down to a darkened tunnel below ground level. You may clamber down if you wish, although it would be safer if you had a rope. Will you:

Climb down the chute?

Turn to 158

Use a rope to descend the chute?

Turn to 210

Ignore the chute and continue eastwards?

Turn to 334



125

You draw your sword and approach the mutated monster. It spits at you and the gobbet of corrosive acid hits you on the bare flesh; deduct 2 points from your STAMINA. As you slit its throat, the monster groans in relief at being released from its torment and pain. Gain 1 point of PRESENCE. Now you can search the room, if you haven't before (turn to 151); otherwise, you return to the main passageway and search somewhere else (turn to 106).

126

You can rub the Brass Orb (turn to 93), throw it at the Master of Fire (turn to 68) or smash the Orb at your own feet (turn to 4).

127

You are driven forward by sheer force of will, and you realize with a cry of triumph that the Spectre has descended to using a cheap trick – an illusion! Your mind is not fooled. You rush through the ring of illusion as the Spectre wails its frustration and rage; turn to 257.





128

You creep towards the black tower and observe it carefully from behind rock cover. There is a main door before which stand a pair of two-headed, mutated Lizard Men, bearing great clubs. They are ugly creatures, with oversized arms and shoulders and knobbed ridges of bone along their backs and heads – they would make dangerous combat opponents! Sneaking round the perimeter, you notice that there is a smaller door at the back of the tower which you might be able to approach unseen – if the creature flying over the tower doesn't spot you and dive to attack, of course. Will you:

Make for the large front door?

Turn to 226

Go round to the small back door?

Turn to 270

Back away and search the cliffs?

Turn to 24

129

'There were five of them altogether. Very secretive, never seen around the island. Their sniffing little apprentice did their legwork for them, got the food and clothes from the boats that came here with that air spirit, can't remember its name now. Mischievous and difficult thing, but it's trapped at the Circle and it would serve you if you overcame it. Used to be a wizard itself, I believe. The wizards stuck to their dungeons below their black tower. Guarded with magical traps, of course. Mind you, they're all dead now, one way or another, although there's not one of them at peace. One of them drew down the Great Undead, as I said. Don't want to think about what happened to him.' The hermit shudders. Return to 394.

130

If you have a container of slime to give to the creature, it will happily engulf it and reward you with a glutinous belch. Anything else you may offer it will be unacceptable, and it will attack you (turn to 189). If you manage to distract the amoeba's attention with food, you can now try to open the door in order to get out; turn to 112.

131

A gout of thick, glutinous acid spurts from the wizard's fingertips and comes flying towards you. *Test your Skill.* If you are successful, you manage to run so fast that only a splash of the stuff hits you; deduct 1 point from your STAMINA. If you fail, you are hit across the chest and arms by a great gobbet, and you must lose 4 STAMINA points. Turn to 98.

132

You whisper the name, 'Molander', and you hold the sapphire in the hand which you put on the plaque. The gargoyle-face breaks into a leering smile and a haze of magical energies plays about it, bathing your hand in glowing warmth; regain 2 STAMINA points. The door opens, revealing the large room beyond; turn to 383.

133

Wading cautiously, you get about half-way across when a large, bony head breaks the surface of the water and a seemingly endless reptilian neck rears up and coils above you, ready to strike. The Great Eel is a tough, evil thing, its mottled body pure muscle and its

jaws capable of snapping one of your limbs in half with the power of its bite. Up to your chest in water, you're at a real disadvantage here; you must subtract 2 from your Attack Strength during this combat.

GREAT MORAY EEL SKILL 8 STAMINA 11

If you win, you wade through the water and try to open the door on the far side of the room; turn to 153.

134

As you turn to run, a hail of flying stones and rocks slams into your body. Deduct 5 points from your STAMINA as you slam the brown door shut behind you. You must now return to the main passage and choose somewhere else to search, so turn to 23. If you want to return here, you will be able to do so, but in the mean time the Bone Golem will have become enchanted and reanimated, and you will have to face it again!

135

You pick up from the ground a small gold chain that the Pocket Dragon has on its crushed body. It is divided by beads into eight sections, each of a dozen links (make a note of this). Now will you:

- | | |
|---|-------------|
| Investigate the wreck in the bay, if you haven't already? | Turn to 291 |
| Open the trapdoor on the way out, if you haven't before? | Turn to 261 |
| Leave and find another area of the island to visit? | Turn to 70 |

136

The diamond shatters as it passes over the ring of magical fire and shards fly into the body. Make a note that the Master of Fire must lose 3 points from his STAMINA because of this action, then turn to 17.

137

You dodge and weave to avoid the flailing, razor-sharp claws of the undead monstrosity before you, and to keep away from its noxious, stinking breath. Fight this horror normally, but with one exception: if when you roll the dice for the thing's Attack Strength you roll 10 or higher (before you add its SKILL), its foul breath weakens you and you must deduct 1 from your Attack Strength for the rest of the combat.

BARROW GUARDIAN SKILL 9 STAMINA 12

If you win, you still have a problem: the Guardian's breath has infected you with Lung Rot (record this on your *Adventure Sheet*). Turn to 307.

138

'Don't waste your time up there — there are only guards and there's absolutely nothing of value to you.' Return to 48.

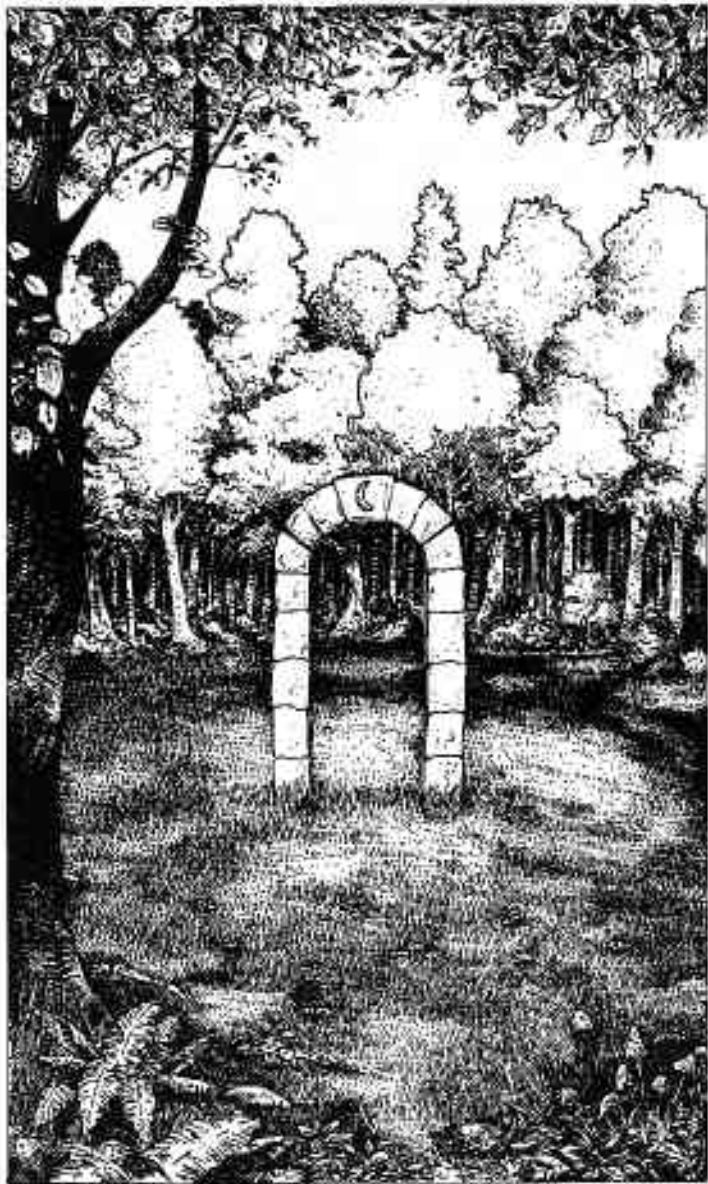
139

You help the evil, brutal Shark-Kin kill the Mermen, and the monsters prevail. They feast on Merfolk flesh and they feast on human flesh, too! Your adventure ends here.



140

Most of the potions and bottles are unlabelled, and the contents of several have evaporated or decayed. You don't much fancy trying them, and the glassware here is too filthy for you to use. There are two exceptions, however. One is a Potion of Luck; you can drink this at any time, except during a combat, and it will restore 1-3 lost LUCK points (roll one die and divide by 2, rounding fractions up). The other is a vial, still clamped within a complex construction of glassware and metal; it contains a syrupy blue liquid from which drifts a pleasing smell of coriander, turmeric and lemongrass. If you want to take the Blue Potion, you will have to *Test your Skill*. If you are successful, turn to 157. If you fail, turn to 182. If you would rather not attempt this, turn to 58.



141

You amble through the woodland for an hour or two, so you must eat another meal. You find yourself walking into an almost perfectly circular clearing in the woods, where only lush green grass and some woodland flowers grow. Before you stands a simple stone archway. Filled with anticipation, you walk through the archway . . . but nothing special happens and you find yourself standing on the verdant, lush grass on the other side of it. Walking around and exploring the clearing doesn't reveal anything interesting either. What will you do now?

Leave the woodland?

Turn to **363**

Explore the clearing very thoroughly?

Turn to **122**

Just wait?

Turn to **249**

142

The wizard is in the middle of casting a spell; you are preparing to throw some acid at him. Work out Attack Strengths for yourself and the Master of Fire (who has SKILL 11). If you have the higher Attack Strength, turn to **391**. If he has the higher Attack Strength, turn to **332**.

143

Searching thoroughly, you find nothing of obvious value, but this action takes time and you must eat a meal here. If you want to try to clean up the shrine, turn to **195**. If you would rather leave and set off to the east, turn to **390**.

144

You are standing in the middle of another long passageway which is magically illuminated. To your left, the stone of the walls is brown-tinged; this brown stone continues until it disappears in a vaporous yellow haze in the far distance. The wall facing you has two doors in it: straight ahead of you there is a black wooden door with iron hinges and lock; to the left, between you and the yellow haze, there is a door made of reddish wood, not unlike rosewood. To your right, the passage ends at yet another door, this time of brownish wood. Diagonally across from you, stone steps lead downwards. Will you:

Open the black door?	Turn to 381
Open the brown door?	Turn to 215
Open the rosewood door?	Turn to 71
Descend the stairs?	Turn to 322
Head for the yellow haze in the distance?	Turn to 340

145

You salvage a glass bottle, a rope and a sealed vial containing some gunky green cream (make a note of this paragraph number as the one where you found it). Now, will you:

Check the magical symbol, if you haven't already?	Turn to 97
Open the other cabin door, if you haven't already?	Turn to 114
Leave the ship?	Turn to 272

146

The plain wooden door here has a spider's web pattern traced across it in a fine silvery metal; the tracery appears to be growing on the wood like mould on stale bread. You cannot be certain, but you think that it is glowing faintly and you suspect a magical trap may be laid upon this door. If you wish to open it anyway, turn to 349. If you want to open the door opposite you instead, if you have not done so before, turn to 211. If you prefer to open the door opposite the one through which you entered, turn to 310.

147

Fortunately you chance upon the fork in the trail. Now, will you take the south-western route (turn to 69) or the south-eastern fork (turn to 372)?

148

As you are striding across the room, a large hump suddenly appears in the pile of sacking – something underneath it is getting to its feet! You dash towards the wooden staircase; *Test your Skill*. If you are successful, you make it to the staircase before the animating Skeleton Warrior guard can get to you, and you force open the trapdoor; turn to 341. If you fail (or if you choose to fight the Warrior anyway), the Skeleton Warrior cuts you off; turn to 171.

149

Unfortunately for your plans, when you fling the acid it simply floats in mid-air, travelling far too slowly ever to catch the Dire Spectre unawares. The shrivelled

form gloats and a terrible ball of blackness rises from its shrunk chest into its hands, and is flung across the ether towards you. If you have a Diamond, total the individual digits that comprise the number of carats within it (so that, if it has 132 carats, add $1 + 3 + 2 = 6$) and turn to the paragraph whose number is the same as that total. Otherwise, turn to 217.

150

The flames do not harm you; the Fire Ruby glows and draws the magical strength of the flames into itself. A wave of powerful magical energy seems to be transmitted from the Fire Ruby into your own body; regain 3 points of STAMINA and gain 1 point of PRESENCE too! Now turn to 196.

151

Searching through the room, you notice various small items that were left over when the restraints were installed: some lengths of leather strapping, a few metal bolts and the like. The only article that looks useful, though, is a bag full of metal spikes and rods, so you take these. Now you can either kill the creature in this room, if you haven't done so already (turn to 125), or leave this chamber and search elsewhere in the dungeon (turn to 106).

152

You are just coming back to the surface after your last dive when a pair of rubbery tentacles rises from the water and a jet of filthy blue-black gunk is squirted towards your face by a Squirting Octopus! You must

Test your Luck. If you are Lucky, the gunk misses you. If you are Unlucky, you are splashed and partially blinded by the foul, inky mess, and you must deduct 1 point from your Attack Strength when you fight the Octopus. If you have a fishing net and want to use it here, turn to 305. Otherwise, turn to 77.



153

You touch the door to push it open. If you have a sapphire, multiply the number of facets the gem has by seven, then turn to the paragraph with that number. Otherwise, turn to 191.

154

You reach the T-junction. Looking around, you see that there is a door along both the right-hand and the left-hand passage; before you, a short hall leads to a staircase which ascends to a landing. Will you:

- | | |
|---------------------------------------|-------------|
| Go to and open the right-hand door? | Turn to 255 |
| Make for and open the left-hand door? | Turn to 61 |
| Climb the staircase? | Turn to 302 |



155

You begin to poke through what you now see is a nest and get a quick glimpse of shiny objects and the glint of glass. Suddenly you hear the beating wings above you and look up to see a massive bird swooping through one of the arches, down towards you! It must have a wing-span of at least six metres and its talons are cruelly curved and barbed. The Giant Roc fights viciously to protect its nest, and the draught from the downbeat of its wings is so strong that it threatens to knock you off balance; subtract 1 from your Attack Strength during this combat.

GIANT ROC

SKILL 9

STAMINA 14

If you win, you may search the nest. There is a single large egg in it, which you can take for food (add 3 to your Provisions). You also find 3 Gold Pieces and a glass bottle; much of the glinting and gleaming you saw came from shiny pebbles the Roc had collected, so you discard them. Now you descend the tower and make for the dungeons. Turn to 2.

156

'Old Father Honorton and his monks were simple souls. They looked after the lighthouse the wizards set up with an Earth Elemental lifting stone, and they installed a magical light which the monks maintained. Most of the time the monks just tended their plants and studied ... oh, whatever it is monks study, I suppose. The mad wizards slaughtered the lot of them, of course. But one of them desperately wanted something the monks had. I don't know what it was, or

whether he managed to get it from them.' Return to 394.

157

You manage to extricate the Blue Potion from the apparatus without breaking its container. You can drink this potion at any time, even at the very beginning of a combat. You don't know what it does, so you will have to take pot luck with it. If and when you decide to drink it, you can find out its effects by noting the paragraph you are on at the time and turning to 237 (make a note of this). For now, turn to 58.

158

You must *Test your Skill*. If you are successful, you descend safely. If you fail, you lose your footing and fall part of the way; deduct 2 points from your STAMINA. Turn to 210.

159

The manikin is struck by a couple of fiery missiles from the room, and it jolts into action, striking out with its metallic fists to attack you! You have to destroy it while simultaneously trying to avoid the spitting missiles that are showering down from the ceiling – and it isn't easy. You may choose a strategy to employ. You can fight all-out against the manikin; in this case, if it rolls 18 or higher for its Attack Strength, you get hit by a fiery missile and have to lose 1 STAMINA point. If you try to dodge the missiles you will not be harmed by them, but you must

subtract 1 from your Attack Strength when fighting the manikin. Choose your strategy and fight your enemy! Each time the manikin strikes you, roll one die. If you roll a 5 or 6, the manikin will inflict 3 points of STAMINA damage upon you, rather than the usual 2.

BRONZE MANIKIN

SKILL 8

STAMINA 9

If you win, turn to 194.



160

There must be a gap somewhere in the earthen roof of the barrow, because a little moonlight glints through into it, and even without a lantern you can make out some gleaming silvery metal at the far end of the barrow. You stride forward to investigate further – but, as you do so, a pillar of flame roars up directly in front of you and attacks you! This attack is very sudden and takes you completely by surprise. *Test your Skill*. If you fail, the Fire Elemental hits you before you can react; lose 2 points from your STAMINA. If you succeed, you react swiftly enough to avoid this sudden attack. Now, do you have a Magic Sword? If you have, turn to 269. If you haven't, turn to 330.

161

'All the wizards could command Elementals, but only the Master of Fire now has a physical body which allows him to do so. But there may still be Elementals in the lower dungeons, roaming in bounded areas. Avoid them if you can. They don't guard anything you could use.' Return to 48.



162

The alligator sinks its sharply pointed teeth into your thigh! You scream in agony and faint from shock. Your adventure ends here.

163

If one of your chosen actions was coating yourself with Ethereal Oil, turn to 312. If this was not one of your actions, turn to 278.

164

The Giant Skeleton turns to fight you with its great sword. Its face is an expressionless grin and its bony claws grip the weapon tightly. The other Giant Skeleton is rushing to help its fellow, but you fight just one opponent for the first four Attack Rounds. Thereafter you must fight both together (unless by then you have destroyed the first one already), rolling dice for separate Attack Strengths for all three combatants, with only the highest Attack Strength resulting in a damaging blow.

	SKILL	STAMINA
First GIANT SKELETON	8	9
Second GIANT SKELETON	8	8

If you win, you open the unlocked door to the building and enter. Turn to 286.

165

You don't have a focus of magic from the force of Elemental Water and you don't know the name of the wizard who lived here. The gargoyle-face turns into that of a monstrous demon and its fangs rip into your arm. You roll, screaming, on the floor. Your adventure ends here.

166

The storm breaks directly overhead. A jagged bolt of lightning arcs down from the black clouds filling the angry sky and smashes into the ground close to the lighthouse. It would obviously be very unwise to seek

shelter there! You are forced to ignore the storm and set off into the open moorland to the south-west. From here you can make your way to a part of the island you haven't previously visited. Will you head for:

A stone building to the east?	Turn to 18
Woodland to the south-west?	Turn to 57
A hillock due south?	Turn to 186
Marshland further south?	Turn to 6

167

You gain 1 point of PRESENCE and 1 point of LUCK for freeing the spirits; this LUCK point increases both your current and *Initial* LUCK (to a maximum of 12). Now it is time to seek Molander's realm; turn to 322.

168

Leaving the hermit behind, you can now either try exploring the woodlands further (turn to 141) or leave them altogether (turn to 363).

169

The monster follows you as you search desperately for some other exit . . . there isn't one. You have never received any training in the habits of amoebae, but you are getting a very definite feeling, from the way it's beginning to undulate more and more violently, that it just may be growing hostile. You can try feeding it (turn to 130) or attacking it (turn to 189).

170

What the monster was looking for in the chest surely can't have been there, since the contents have been strewn around everywhere and are now disfigured through being splattered with acid. The chest is empty, but you spot that its base looks a little higher than it should be – it has a false bottom! Eagerly you prise up the panel in the bottom of the chest and find a secret compartment sunk into the solid wood surround. There is a small purple cloth here and wrapped within it are two crystals. Gain 1 LUCK point and 1 point of PRESENCE for this important find. You sense that these crystals are magical, but you know nothing yet as to their purpose or powers. One is a Sapphire, a fine blue gem with exactly 50 facets. The other is a Topaz, elegantly cut and with 24 facets (make a note of the number of facets each crystal has). You also find a small, glowing stone, with a hundred speckles of light on its surface, and with it a magical scroll on which is inscribed 'Incantation of Light'; you also find a silver key fashioned in the shape of a bone (add the Skeleton Key to your Possessions).

You sense that the crystals are important, and you must find out how to use them. Excitedly, you head off down the stairs. If you have fought an Elemental, turn to 281. If you haven't, turn to 31.

171

The Skeleton Warrior has been enchanted to be resistant to edged weapons. A sword (or a Magic Sword)

will cause only 1 point of damage to it for each hit inflicted. If you have a good, blunt stone axe, this will cause normal damage (deduct 2 points from your opponent's STAMINA per hit).

SKELETON WARRIOR **SKILL 8** **STAMINA 6**

If you win, you can either continue upwards, opening the trapdoor (turn to 341), or return to the ground floor, then descend the staircase to the dungeons (turn to 2).

172

Some of the wizard's magical scrawlings you cannot decipher, of course, but you are able to make out several things of interest. The name of the Master of Fire is Ziraphelis, and the diarist notes that he had been summoning very powerful Ethereal Undead which might threaten the minds and souls of all the wizards here. You learn that the Master of Waters himself recorded many experiments with simple, watery life-forms – slimes, algae and amoebae – and also with mutations created magically and by grafting operations. You feel no sorrow for the Master of Water's death at the hands of the Master of Fire; the writer records cruel and wicked experiments without any concern for the fate of the wretched creatures upon whom he inflicted so much suffering. Final paragraphs in the notebooks record increasing paranoia about Ziraphelis, stating that the Master of Fire is no longer seen by the other wizards and that they all fear what his research may have uncovered. There is also a specific reference to a Brass Orb, which the Master of Air has hidden somewhere on the island with a guard-

ian spirit. Apparently the Orb is capable of creating a barrier against magic if it is smashed on the ground. There is much here to think about – but also much to do. Will you open the door across the study, if you haven't already done so (turn to 317), leave the study and open the door just beyond the water-filled room (turn to 366) or leave this area and search elsewhere (turn to 106)?





173

You set about attacking one of the Shark-Kin, and it turns to rend you with its viciously serrated teeth and sharp-pronged trident! Because you are fighting, waist deep, in the water, you must subtract 1 point from your Attack Strength during this combat.

SHARK-KIN

SKILL 9

STAMINA 9

If you win, the fight is practically over; the Mermen are driving the few remaining Shark-Kin away, having slain most of them. Roll two dice; if the total is less than, or equal to, your PRESENCE, turn to 253. If the total is greater than your PRESENCE, turn to 347.

174

You coat your sword with the venom which possesses a strange, blue-white glow in the ether. The Dire Spectre stares at you mutely; even in the deeply sunken recesses of its eye-sockets, you believe you can detect a flicker of apprehension in its gaze! Now you may drink a Blue Potion, if you have one (turn to 117), or run at the Dire Spectre to attack it with a weapon (turn to 54).

175

The book tells you to look for a particular Pitcher Plant with golden fluid in its flower-vase; most of these plants contain a stinking liquid with dead insects floating in it, but one has a clear golden fluid which you could drain off into a bottle or flask by cutting a small notch in the base of the flower. The book tells you that the liquid helps protect you from magical fire,

so there's not much point in drinking it; you should bottle it. If you have an empty glass bottle, you can use this. If you have Monks' Herbal Liqueur or olive oil, you can pour the liquid out of its container and use that bottle, but you must remove the liquid first (drinking it if you wish). Add Pitcher Plant Liquid to your Possessions if you decide to collect this; you can use it at any time (except during a combat) by pouring it over your body, when it will completely neutralize any damage to your STAMINA from the first attack, spell or trap by fire which you subsequently face. Turn to 283.

176

You cautiously tap a pane of glass in the tank, creating a crack; the glass quickly ruptures and gallons of foul-smelling algal residues begin to pour into the room. The stink is truly disgusting and you stagger away, completely nauseated. You must deduct 1 point from your Attack Strength in the first combat in which you are involved after leaving here. You reel out of the room, just able to keep your last meal down. Turn to 106.

177

You draw your weapon to attack the Spirit. If you do not have a magic sword, you cannot affect it and you must flee after it has struck you and you have lost 2 points from your STAMINA; turn to 20. Otherwise, do your best to vanquish this strange opponent.

BARROW SPIRIT

SKILL 10

STAMINA 8

If you win, turn to 361.

178

There is a strong sense of psychic disturbance in the crypt, an atmosphere of unease among the tombs. You notice that something has scratched at one of them: there are claw marks on the tomb's stone lid, which is slightly askew. Symbols of the good gods of Titan are etched on its surface. The other tombs are all sealed. Will you:

Prise open the lid of the tomb before
you?

Turn to 223

Open one of the other tombs?

Turn to 353

Leave the crypt?

Turn to 277

179

The spirits are silent for a moment. 'I think we can leave this place now,' Caltarelair whispers. 'I am not held prisoner here any longer.' Remishaz nods his agreement. 'Our spirits will fade, friend. Go down the steps to Molander's dungeons if you seek to destroy the evils here. There is much of his alchemy there, I think. Beware the mutated and wretched things he left behind, beware his own Spectre...' The spirits are fading now. You can keep them here a little longer, to tell you more, if you are prepared to sacrifice a point of your PRESENCE to do so. If you are not, it's time to go down to the next dungeon level; turn to 322. If you are willing to sacrifice a point of PRESENCE, decide whether you want the spirits to tell you more about Molander (turn to 28) or about the Master of Fire himself (turn to 192).

180

You enter the spartan kitchens of the monastery. If you need food, you can cut the rind off some mouldy cheeses and take some jars of bottled fruit to replenish your supplies (add up to 4 to your Provisions total). There are steps leading down to a door opposite you; if you want to go down the stairs, turn to 45. Alternatively you can leave, re-enter the passage and open the door opposite if you haven't done this before (turn to 398) or set off down the passage towards the T-junction (turn to 154).



181

A great surge of energy runs through your body! You may add 1 to your Attack Strength during combats for the rest of this adventure! Turn to 245.

182

At a crucial moment you fumble and break a connecting length of glass tubing; the apparatus tips over and liquid splashes everywhere. Unfortunately, this mix is flammable, and a line of fire shoots out along the full length of the table and spreads rapidly across the floor! You will have to get out soon; turn to 58, but now you may investigate only one more previously unexplored possibility from the list there before smoke and fire force you out of this chamber!

183

You have to pass through them if you want to go south, the bay to the west isn't navigable. The wizards left it like that, they didn't change the currents, they wanted to keep unwanted intruders out. The people from the mainland knew not to try to land there. The marshes are dangerous. There's poison and nasty, creeping snakes and insects which bite and make you sick, hostile monkey-like things, and Lizard Men -- don't anger them! But watch out for the plants like vases, you might be surprised . . . The hermit giggles feebly. 'Oh, the mists, the mists!' Return to 394.





184

As you continue fighting the Homunculus, the young apprentice casts a spell. He conjures three magical darts which streak through the air towards you; each inflicts 1 point of damage to your STAMINA. If you are still alive, you continue fighting the Homunculus, which prevents you attacking its master. The apprentice hovers nervously in the doorway, preparing to cast another spell. When you have slain the Homunculus, you can attack the young man (turn to 395) or you may try talking to him (turn to 262).

185

This door is very strong and you have to push hard to force it open. Within is a bare-walled, stone chamber: a pillar of stone stands inside a magical circle which stretches as wide as the room itself. At the far side of the circle is a large cupboard. You will have to step inside the circle to reach the contents of the cupboard, if you wish to search there. As you inch into the room, the pillar of stone animates and a great, two-fisted Earth Elemental stands before you, poised aggressively for action, should you enter the circle. Now will you:

Step into the magical circle?

Turn to 205

Leave here and open the door along the left-hand passage, if you haven't already?

Turn to 252

Return to the main passageway and search somewhere else?

Turn to 23



186

You tramp across the moorland, and after an hour or so you come to the base of a grassy hillock which stands in almost the exact centre of the island. You climb it in order to get a good look around; you can see almost all of Solani from here. To the north there is much open woodland, and to the north-east you can see a lighthouse tower. Also to the north-east, but much closer, is a stone building not far from a small bay. To the west is woodland; you can see a couple of areas where the treeline thins out, suggesting a clearing, perhaps even a building. To the south you see that marshland covers the island virtually from the west to the east, with a small rivulet meandering from a bay to the south-west. Slightly to the east of south and far in the distance there seems to be a tower of some kind, but you can make out no detail of it from here. On the western side of the southern half of the island, a large expanse of bare and blasted ground with scrubby plant growth extends, and there may be some kind of building on the very south-western tip of the island, but it's too far away for you to be sure.

Your spying out of the land is rudely interrupted! In a ring surrounding you, bones begin to thrust up out of the ground, and skeletons start to assemble. Bony hands link up with skeletal arms, while ribs and limbs crawl jerkily towards spines and skulls. Will you stay and fight these undead creatures (turn to 389) or make a run for it (turn to 370)?

187

The Orb sails through the air, strikes the chair and shatters. A ring of multicoloured magical energy springs up round the Master of Fire's body, which jerks into life. You have just thrown away one of your most powerful protections. Turn to 17.

188

The humidity on this journey is exhausting; deduct 4 points from your STAMINA due to dehydration. You manage to avoid a hissing, yellow-and-green snake which darts at you from a clump of ferns, so gain 1 LUCK point! Then you spot a cluster of Pitcher Plants: tall, exotic, thick-stemmed plants with a large encircling flower that resembles a vase or pitcher. If you possess a book which refers to Pitcher Plants, turn to the paragraph with the same number as the page referring to them. If you don't have this book, turn to 283.



189

The Amoeba is a very unusual enemy. Slicing into its body with a knife or a sword causes only 1 point of damage to its STAMINA per blow, since its membrane swiftly covers up such wounds. Even an axe is no more effective than this. If you have a shield, you can use this as a weapon, sandwiching the Amoeba between the metal of the shield and the stone of the floor and inflicting 2 points of damage to its STAMINA per hit (but you must deduct 1 from your Attack Strength if you choose to use the shield as a weapon). However, the Amoeba itself has so many pseudopods and suckers that it can inflict serious damage on you. If the Amoeba has the higher Attack Strength in any Attack Round, roll one die and divide the number rolled by two, rounding fractions up; that is the number of points you lose from your STAMINA through the Amoeba's attacks. If you roll 6 on this dice roll, the Amoeba inflicts a startling 4 points of damage to your STAMINA during its attack!

MUTANT AMOEBA SKILL 8 STAMINA 11

If you win, you can search this chamber (turn to 209), or you eventually force the door open, leave and search elsewhere (turn to 231).

190

For every three times the Stonewight hit you, you must lose 1 point from your SKILL permanently, unless you can find some cure! Now turn to 135.

191

As you touch the door, the water in the room behind you surges up in a wave and batters you down, knocking you through the doorway and into the blackened ruins of the room beyond. Deduct 2 points from your STAMINA, and you must subtract 2 from your Attack Strength in the first Attack Round of the combat you're about to face. Inside the fire-blasted remains of his study stands the ghostly form of the Master of Waters, ready to drain the life from you. The Spectre here will attack you instantly. If you do not have a magic sword, you cannot harm him; he will hunt you down and kill you, so your adventure ends here. If you do have a magic sword, do you also have a black mark on your arm? If you do have, turn to 235. If you haven't, turn to 32.



192

The spirits hang their heads. 'He must have become very powerful. He was the first of us to meddle with the undead, claiming that by doing so we could learn more about how elemental magic fuels the very forces of life itself. If only the Crystals were collected, to oppose him...' If you have a Sapphire, a Topaz, a Tiger Eye and a Ruby, add together the number of facets in them all and multiply that number by two; turn to the paragraph with that number. If you do not have them, the spirits can give you no more help, so turn to 167.

193

You must *Test your Skill*, adding 2 to the total rolled on the dice. If you succeed, you execute a wonderful vault across the landing to the upper stairs, where you face one slightly open door and one closed one. If you want to open the closed door, turn to 325; if you prefer to push open the door which is slightly ajar, turn to 336. If you fail, you land on your rump inside the pentagram; turn to 392.

194

You have to force the door open as fiery missiles begin to rain down in earnest from the glowing, sparking protrusions all over the ceiling and floor. It's like being in the middle of a firework display, and every bit as dangerous. You must *Test your Skill*, adding 2 to the dice roll. If you are successful, you force open the door; if you fail, you are struck by a missile and must lose 1 point from your STAMINA, so you have to try again (*Testing your Skill* as before). When you manage to open the door, turn to 355.

195

In order to clean the shrine, you can use some rags from the old wall-hangings, and you will also need some liquid to clean up the mess – a potion, olive oil, grog or Monks' Herbal Liqueur (a full bottle) will help get rid of the bloodstains and the other unpleasant marks. To repair the statues, you need some glue. If you have a pot of glue and one of the liquids, turn to 274. If you don't have what is needed, or if you prefer

not to use it, you won't find anything by searching, so you leave and head eastwards; turn to 390.

196

You finally confront the Master of Fire as you strike out with your weapon and he raises his sword. Through his weapon he is able to channel one final magical assault upon you. Roll dice for Attack Strengths of both yourself and the Master of Fire (he has SKILL 11). If you have the higher Attack Strength, turn to 295. If he has the higher Attack Strength, turn to 229.

197

After all your efforts you find only a shield and 2 Gold Pieces, and you must eat a meal here. Now you can set off again and follow the tunnel in the opposite direction (turn to 75) or ascend the chute and travel eastwards (turn to 334).



198

You have entered a very luxurious and well-appointed study. The plush tapestries, the carpets and furniture are all valuable – but you're not here to admire their beauty and worth. An everlasting magical fire burns in a large fireplace and above it two excellent swords are mounted on the wall; they may be worth looking at. A swift inspection of the bookcase reveals some arcane works which aren't going to be of any use to anyone but a wizard. Tucked away under a mahogany table you spot a small locked chest; this too may be worth investigating. Will you:

Take down a sword in order to
examine it closely?

Force open the chest?

Leave and search elsewhere?

Turn to 103

Turn to 115

Turn to 79



199

You must *Test your Skill*. If you are successful, the acid splashes over the body (you may subtract 4 points from the STAMINA of the Master of Fire when you come to fight him, so make a note of this!). If you fail, the acid misses, causing no damage. Turn to 17.



200

'Caltarelair,' you call out, 'do not attack! I am not your enemy!' The spirit wavers, halting his incantation and waiting to hear what you have to say. There is only one thing that will prevent him from attacking you: your mentioning the Chamber of Elements. If you know about that chamber, you know also how many runes are on the door of the chamber, so turn to the paragraph with the same number. If not, you must fight; turn to 44.



201

The Plain of Swords is utterly desolate. Yellowed bones, smoothed by wind and dust, stick up through the dusty ground; here and there a rough cairn of stones has been erected to mark a grave. Broken and long-rusted blades litter the ground. You wonder who died in battle here for surely many must have fallen, judging by the number of bones strewn around. You have no time to reflect further, though, for the dust in front of you is suddenly writhing and undulating, and a great black serpent-form rises up before you! the scaly-backed reptile has two heads; both with rows of serrated teeth, and it lunges at you with them both.

You must fight the Hydra-Snake here. Your enemy gains two attacks each Attack Round, so roll dice for the Attack Strength of each head separately. The highest of the three sets of rolls (one for you, two for the Hydra-Snake) is the only one that inflicts damage. If you wish, you can strike repeatedly at one of the thing's heads; when you have inflicted 6 points of damage to the STAMINA of one head, you have severed it and the Hydra-Snake will have one attack per Attack Round thereafter. However, these 6 points do *not* reduce the total STAMINA score of the monster! Alternatively, you can strike at the body and seek to reduce the monster's overall STAMINA total, reducing that with each successful hit; but in this case the monster continues to have two attacks per Attack Round until you have killed it.

HYDRA-SNAKE

SKILL 8

STAMINA 11

If you win, you will press on towards the building in the distance (turn to 365) or backtrack to the east towards the black tower (turn to 124)?

202

You force open the lid of the black wooden chest. It contains no mountains of pearls or piles of gold doubloons . . . but what it has may be more valuable to you. You find a pot of thick glue, a sword and a small pouch with a few Gold Pieces in - 6, to be exact. Now, if you also salvaged a bottle, turn to 279. If you didn't, turn to 387.

203

You crack open the bottle by breaking it at the neck, trusting that its undrawn cork will guarantee it hasn't been interfered with. You swallow quite a lot before realizing how much you've drunk. It will not be wise to drink more, but now you are refreshed (regain 4 STAMINA points) and your slight feeling of euphoria will give you courage in battle (add 1 to your Attack Strength for the next two combats). Now, will you:

- | | |
|--|-------------|
| Drink some brandy? | Turn to 123 |
| Burn the painting, if you haven't done so already? | Turn to 335 |
| Leave and try elsewhere? | Turn to 79 |

204

'I could tell you much about this island in return for something to help me eke out my days here,' the hermit chuckles. He'll give you information in return

for any one item from the following list: a full bottle of Monks' Herbal Liqueur, any magical potion, a Gold Key, a bottle of grog, or a Gold Chain. If you want to hear what he has to say, you must give him one of these; turn to 394. If you'd prefer to give him nothing, or if you have none of these items, turn to 168. If you want to attack the old lunatic, turn to 16.

205

The Earth Elemental attacks you the moment you enter its domain. If you do not have a magic sword, you cannot harm the Elemental and you are forced to flee. You lose 4 points from your STAMINA from its blows as you flee the room and return to the main passageway; turn to 23. If you do have a magic sword, you can fight, but you have picked an almost unconquerable opponent! The blows of an Earth Elemental cause 4 points of STAMINA damage if they strike home, and any blow you inflict will cause only 1 point of damage to the STAMINA of the Elemental here! If you choose to flee at any time, you may do so, but you will have to deduct 4 points from your STAMINA caused by a blow to your back as you run (turn to 23 if you're still alive).

EARTH ELEMENTAL SKILL 14 STAMINA 22
If you win, turn to 227.

206

You sense something evil lurking behind the door. If you want to leave the monastery and head elsewhere, turn to 281. If you prefer to attack whatever is behind the door, you can surprise it by slamming the door

into its body and then fighting it; turn to 222, and you can subtract 2 points from the STAMINA score of the creature as given in that paragraph.

207

A few brief moments of activity take place inside the tank, as if air was being forced into it under pressure; then the rotting gunk inside becomes fresh, green and healthy. Replacing the evil stench you can now smell the scent of clean and fresh brine, seaweed and algae. Whatever the wizard who was meddling with this very simple form of life was doing, you seem to have converted his handiwork into a more pleasant form than when you first encountered it.

It suddenly strikes you that this stuff may actually be edible; it's almost certainly highly nutritious. You contemplate breaking the glass of the tank, but first you want to be sure that you can collect up as much of the stuff as possible. If you want to break the glass of the tank straight away, turn to 359. If you would rather go away and find more utensils in which to collect extra effluvium from the tank, or if you want to ignore this altogether, you leave here; turn to 106, but make a note that you can return here later from another location in this dungeon level by turning to 289.

208

Edging past the corpse of the Guardian, you miss your footing and tumble down some stairs into inky blackness. Deduct 3 points from your STAMINA; if you are still alive, turn to 218.

209

The chamber is very beautiful but contains nothing of value to you. Your search takes some time, so you must eat a meal here. Afterwards, you eventually manage to force the locked door open and you escape; turn to 231.

210

At the bottom of the chute the tunnel is dark, and you can see little. If you do not have a lantern, your SKILL is 2 points lower than normal here, and you risk blundering into traps. The tunnel extends as far as you can see to your right and to your left. Will you:

Take the right-hand passage?

Turn to 320

Take the left-hand passage?

Turn to 75

Climb out again and set off eastwards?

Turn to 334

211

The door of this small, cosy room swings open easily. Inside, a large oval table almost fills the room and four throne-like chairs are placed round it. One chair is upholstered in red material, one in brown, grey and gilt, one in blue and one in yellow. Above each chair hangs a portrait of one of the wizards. Three of the chairs and three of the pictures have been attacked and slashed; only the red chair, with its portrait of the Master of Fire hanging above, remains intact. The last wizard's picture glowers back at you: the face is saturnine, heavy-eyed and clean-shaven, but with an unmistakable glint of evil in his cruel smile and unflinch-

ing gaze. If you have a lantern and some oil, you may destroy this portrait by burning it if you want to; turn to 335. Alternatively, you can search through the room (turn to 109) or leave and try somewhere else (turn to 79).

212

The weather is worsening: the skies are a leaden grey and the sea is getting choppy as a wind begins to build, coming in from the eastern seaboard. Where will you go now? Will you head:

- | | |
|---|-------------|
| East towards the stone building, if
you haven't been there before? | Turn to 18 |
| South-west towards the woodlands? | Turn to 57 |
| South towards the central hillock? | Turn to 186 |
| Back to the lighthouse, if you haven't
already entered it? | Turn to 333 |



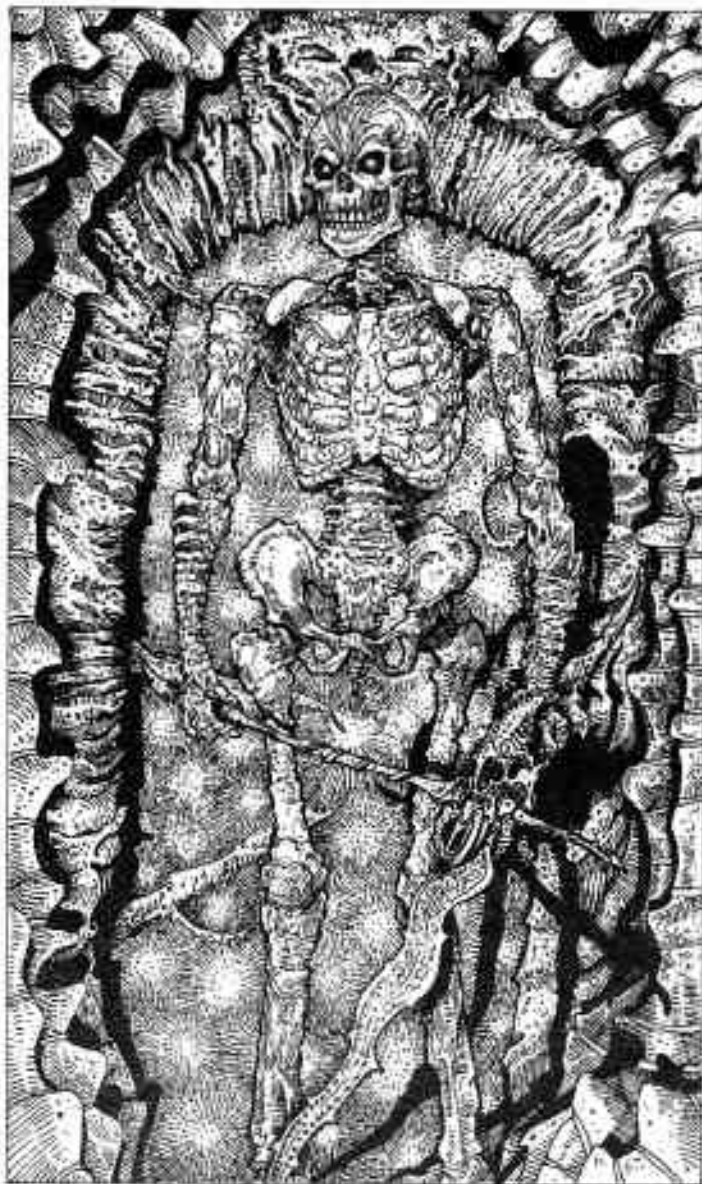
213

'There are some guards and guardians, but nothing you couldn't handle.' The apprentice grins, but then his expression becomes serious. 'The exceptions are the Spectres, should you meet them. You need powerful magic to harm them. There is some tomb dust in the old crypt beyond the storeroom; take it from the guardian tomb there and mix it with the ethereal oil in the alchemy labs. Anoint your sword with it and you'll be better able to fight those things.' If you have already been into the crypt beyond the storeroom but did not take any Tomb Dust, make a note that you can do this by turning to 15 after you leave the apprentice. For now, return to 48.



214

You make a gesture signifying 'sleep' with your hands and closed eyes, and the Lizard Men understand that you are tired and need rest. Roll two dice. If the total is less than, or equal to, your PRESENCE, turn to 258. If the total is greater than your PRESENCE, the Lizard Men don't trust you enough to take you into their confidence, so you must go on your way; turn to 241.



215

You force open the brown door and find yourself looking into an antechamber which has very striking, and strange, quartz formations running along and down the walls. There is a brown crystalline door opposite you – but there is also a guardian standing before it. The creature looks like a skeleton, but its limbs are covered with an array of overlapping, stony plates which give it very effective armouring, and there is a dull, green glow in its eye-sockets. It holds a large, rune-inscribed sword in its bony hands.

It makes no move to attack you, but you guess that, if you want to get to the door beyond, you will be forced to fight it. Will you attack this creature (turn to 348) or return to the main passage and explore somewhere else in the dungeon (turn to 23)?

216

The Merman leader accepts the chain with a sign of thanks, and his people murmur their gratitude. In return, the leader gives you a silver flask. He tells you that this contains a Potion of Stamina which can affect only humans and thus is useless to his folk. You may drink this potion at any time, except during combat, and it will restore lost STAMINA points up to a half of your *Initial* STAMINA (rounding fractions up). The Mermen also give you some fish to eat – raw fish may not be to your taste, but it's good for you (add 3 to your Provisions). Turn to 285.

217

You are struck by the chilling, life-draining magic of the Dire Spectre; deduct 5 points from your STAMINA! If you survive, you can now drink a Blue Potion, if you have one (turn to 117), move to attack the Spectre (turn to 242), or coat your sword with Spectrebane, if you have any (turn to 174).

218

You descend some stone steps and find yourself in a deep antechamber. There is a very faint glow here which is coming from a small globe of golden metal placed on top of a stone slab in the middle of the chamber, and you can dimly make out arcane runes and symbols etched on calcified plaques round the walls. Hovering above the globe is a very faint blue form, almost human in shape; it advances a little way towards you. In a tinkling, almost musical voice, the form addresses you. 'I am charged to protect this place. Do not advance, for I must attack you, yet I would be free of this bondage if you are strong enough to master me.' What will you do here? Will you try to talk with this spirit, if such it is (turn to 232), attack it (turn to 177), or leave this barrow (turn to 20)?

219

The passageway turns right here and leads down until it comes to a door at the end, with a second door about half-way along on the left. Will you open the door that is nearer to you (turn to 366) or try the door at the end of the passage (turn to 49)?

220

The spirits gaze, wide-eyed, at the gems you place before them. They lay their hands upon yours as you hold the four stones, and an aura of magical light plays about them. You find yourself holding a fifth stone which has become manifested with the others: a magnificent, 280-carat diamond. The spirits look satisfied, but they are fading and can speak no more. Turn to 167.

221

Clambering down the precipitous path then wading and swimming out to the wreck, while avoiding getting snagged by sharp rocks, takes some ability! *Test your Skill.* If you are successful, you negotiate these obstacles without harm. If you fail, you must deduct 2 points from your STAMINA because you gashed your leg on the rocks during your descent. You do make it to the wreck, however. The little boat has been broken by some rocks that jut above the gentle waves of the incoming tide. The water is so clear that you can see some objects lying, scattered, on the sand, some eight metres or so below; you can see a small chest, a fishing net and a large glass bottle.

If you decide not to dive from the wreck, turn to 387. If you want to dive, decide which object or objects you want to dive for, and in what order. You get only one chance per item (chest, net, bottle). Determine whether your dives are successful or not as follows: each time you dive, roll your dice and total the numbers rolled. If the total is less than, or equal to,

your current STAMINA, you have been successful and you may retrieve the item you dived for. If the total exceeds your current STAMINA, you have failed and don't get the object you dived for. For your second dive, you must add 2 to the number rolled by the four dice, and for your third and final dive you must add 4 to the total rolled. After determining the success or failure of your diving exploit, turn to 152.

222

In the doorway crouches the residue of a monk, still dressed in the simple brown robe of his monastic order, while the slack-jawed grin and mouldering flesh tell that you are facing a Zombie. This creature retains some of the weaponless combat discipline the monk trained with during his years of life; an agility and strength unknown in ordinary Zombies confronts you, as purple-yellow, atrophying hands flash through the air to strike you down!

ZOMBIE MONK SKILL 9 STAMINA 7

If you win, you step over the remains of your enemy and stare into the darkened corridor beyond. There are doors to your left and right, and the corridor leads past them to a junction with another passage. Will you:

Open the left-hand door?	Turn to 180
Open the right-hand door?	Turn to 398
Continue as far as the passageway junction?	Turn to 154

223

Disturbing the tomb of a good priest, which is what you have done, costs you the loss of 1 point of LUCK and 1 point of PRESENCE. The tomb itself contains only dust and the bones of the priest. You may take some Tomb Dust if you wish (add it to your Possessions if you do). Now, will you open another tomb (turn to 353) or leave the crypt (turn to 277)?

224

The Black Skeleton blocks your way so that you are unable to reach the Master of Fire. The thing is more magical than most skeletons; it can breathe fire, as you're about to find out. In addition, its magical nature means that a magic sword will cause normal damage (of 2 STAMINA points) to it, as will a stone axe, if you have one. An ordinary sword, however, will cause only 1 point of damage if you manage to hit.

Each Attack Round, whether the Black Skeleton has the higher Attack Strength or not, it will breathe fire over you. Roll one die. If you roll 1-3 the fire envelops you and you must deduct 2 points from your STAMINA. If you roll 4-6, you manage to evade the fiery breath and you sustain no damage. If you have a Fire Ruby, you can add 1 to the dice roll. If you are in serious trouble, you can 'spend' 1 point of LUCK each round (for as long as you have any left), and this will add 2 to the dice roll.

BLACK SKELETON SKILL 9 STAMINA 9

When you have reduced the Black Skeleton to 3

STAMINA points or less, turn to 301. If you destroy it outright when it had 4 or more STAMINA points left at the end of the last Attack Round, turn to 346.

225

The legion of severed limbs overturns your boat, tipping you into the water. You cannot fight off scores of these horrors. You are dragged down to drown!

226

You stride out towards the Lizard Men, who ready their weapons and prepare for combat. They hiss with rage and thick, corded veins stand out on their necks and forelimbs. You must fight them both together, rolling separate dice for all three Attack Strengths each Attack Round; only the highest Attack Strength of the three causes damage that round.

	SKILL	STAMINA
First TWO-HEADED		
LIZARD MAN	8	9
Second TWO-HEADED		
LIZARD MAN	8	10

If you win, you open the front door to the tower and enter. The tower is circular, and this chamber occupies half of its interior space. It is quite bare, and there is a single door on the left-hand side of the straight dividing wall ahead of you, so you make for it and open it. Turn to 380.

227

Eagerly you search through the cabinet across the

room, and find . . . nothing! It is clear that the cabinet's contents have been removed; there is hardly any dust in it, but there are a couple of rings of liquid residue which suggest that bottles, potions maybe, have been taken from it. For overcoming an Elemental, you gain no reward! You can now return to the main passage and reconsider your options (turn to 23) or investigate what lies behind the door in front of you as you emerge from this room, along the short passage (turn to 252).

228

Unfortunately you slip in a pool of the horror's slime as you make a dash for the stairs. You fall heavily and the Slimeworm sprays filthy acidic liquid over you; deduct 3 points from your STAMINA. Now will you:

Attack the Slimeworm?	Turn to 29
Flee from here and run down to the wreck?	Turn to 291
Run away from here and find somewhere else to visit?	Turn to 70

229

A small cone of blue-white light radiates out from the tip of the wizard's sword and strikes you in the chest. You feel as if every sinew and tendon in your ribcage had been torn asunder, and you cry out in pain. Deduct 3 points from your STAMINA. Your own lunge at the Master of Fire misses completely. If you are still alive, turn to 375.



230

You find a torn-up diary with, on its broken spine, a name: Brother Kendris. You try to match the scraps of paper to make a coherent message out of what is written here! After puzzling over what you can make out of this, will you:

Leave the monastery?

Turn to 281

Head along the passage to the other door, if you haven't already opened it?

Turn to 255

Go up the stairs?

Turn to 302

231

If you haven't opened the door with the brass plaque on it and you want to do so now, turn to 328. If you prefer to search somewhere else, turn to 106.

232

You begin to mutter something, but the spirit waves you away with a dismissive gesture. 'Fool,' it hisses, 'I warned you.' The atmosphere in this deep antechamber grows suddenly chill; deduct 1 point from your STAMINA. Now, you can either attack the spirit (turn to 177) or leave the barrow (turn to 20).

233

You put your shoulder against the heavy door, using plenty of force. The door suddenly flies open, and you are catapulted forward so that you slip and fall on the stone floor of the room beyond; deduct 2 points from your STAMINA. What your horrified eyes see next is

clear proof that the wizards here have sought to tamper with the basic forces of life. A single creature is restrained in a ghastly chair-and-harness apparatus, moaning piteously. It might once have been human, but now it has scaly green skin which is badly inflamed in places and from which an acrid-smelling, oily fluid oozes. The creature has no hair and its eyes are bulbous and staring. The six fingers on each of its shaking hands are joined together by webbed skin, and a tail like that of a monkey hangs limply down from its back. The pitiful creature draws back its lips and snarls at you, spitting defiance and hatred. Will you:

- | | |
|----------------------------------|-------------|
| Kill the restrained creature? | Turn to 125 |
| Search the rest of this chamber? | Turn to 151 |
| Leave and search elsewhere? | Turn to 106 |

234

As soon as you start running, the Skeletons turn as one and make for the point towards which you are heading. They cut you off and you must fight both of them together. Turn to 164, but in the combat there you must fight both of them together from the very first Attack Round!



235

Your arm aches and throbs with pain from the grip of the burned body of the Master of Waters. You must subtract 1 from your Attack Strength during the first four Attack Rounds of the combat (in addition to any other penalty you may incur!). Turn to 32.



236

The Captain slumps to the ground in a writhing heap. Swiftly searching his cabin, you come across some valuable acquisitions. A flask of grog on the desk can be drunk at any time except during combat, and it will restore 4 lost STAMINA points; it also adds a temporary bonus of 1 to your Attack Strength for the *first* combat after you drink it. The Captain's excellent ship's biscuits, still in a sealed tin, are fresh and wholesome and there are enough for 4 meals (add 4 to your Possessions). You also find the stout treasure chest the Captain hoarded; it has a well-constructed brass lock. If you want to try to prise this open with your knife, turn to 382. If you don't want to chance this, turn to 356.

237

The Blue Potion has wonderful effects if you are just about to engage in combat. Drinking it, you feel energy and adrenalin racing through your body and you move very swiftly. For the next four Attack Rounds, you may strike twice at an enemy in hand-to-hand combat; roll two sets of dice for Attack Strengths for yourself; each total that is higher than your opponent's will allow you to give a damaging blow. The potion may help you in non-combat situations, in which case you will be asked if you want to use it in later paragraphs. Now return to the paragraph you came from.



238

The Elemental whirls round the edges of the pentagram and the etchings in the floor disappear. Then it touches your head with its great granite fists and you feel your

skin toughening. Looking down at your hands and arms, you see that they have a fine veneer of stone all over them, pliable but tough. Your stony skin will benefit you in future combats; the first successful blow any opponent makes against you with any weapon will cause no damage. This effect will last until any opponent rolls 21 or higher for its Attack Strength, at which time the stonemagic will be dispelled (make a note of this). The Elemental sinks into the floor and you suppose that it is released from its service. You make your way back to the chute, ascend it, and set off eastwards. Turn to 334.

239

A gout of thick, glutinous acid spurts from the fingertips of the wizard and comes flying towards you. *Test your Skill.* If you are successful, you manage to run so fast that a splash of it only hits you; deduct 1 point from your STAMINA. If you fail, you are hit across the chest and arms by a great gobbet glob of the stuff, and you must lose 4 points from your STAMINA. Turn to 248.

240

The whirling vortex is momentarily stilled! The spirits look shocked, stunned into a sudden awareness of something they had forgotten or had not understood; swiftly they join hands and cast a spell. You may add 2 points to your SKILL and 4 points to your STAMINA (these bonuses can increase SKILL or STAMINA or both above *Initial* levels) for the combat to come, as the vortex begins to spin once more. Turn to 378.



241

You try creeping along the trail quietly in order to evade detection; after some hours you are just nearing the edge of the swamp when a huge Lizard Man comes charging at you from out of some scrub cover to your left. The poor wretch is hideously altered: its hands are little more than stubby knobs of bone, and a pair of vestigial, green-veined, leathery wings flap uselessly on its back. The monster howls in fury at its own pain, and you'd feel sorry for it – if it didn't obviously intend to batter your skull into tiny fragments. You have to kill it; it may even be a mercy to the poor creature.

MUTANT LIZARD MAN **SKILL 7** **STAMINA 9**

If you win, your troubles are not over yet! Before you can take any action, such as eating a meal or drinking a potion, a second creature, even more horribly mutated than the first, comes charging at you!

**Second MUTATED
LIZARD MAN**

SKILL 9 **STAMINA 9**

If you manage to survive this second combat, you splash through the last few metres of the swamp then fall in a heap, gasping for breath; you have emerged at the south-eastern side of the swamp. Before you bother to look around, however, you find a sheltered bower and fall into a deep sleep; you're totally exhausted. Turn to 393.

242

The Dire Spectre has one last defence, which it summons now. Between your oncoming rush and its own form it conjures a wall of brittle, calcified bone, forming a ring all the way round itself. Roll two dice, then add 2 to the total rolled. If this total is less than, or equal to, your PRESENCE, turn to 127. If the final total is greater than your PRESENCE, turn to 319.

243

Your time spent searching is wasted: the cells contain nothing of interest or value. You find yourself yawning, and you settle down for a badly needed nap on one of the beds.

When you wake, a couple of hours later, you are ravenously hungry. You must eat a meal. Now will you:

- | | |
|---|-------------|
| Return to the main passage and leave the building? | Turn to 281 |
| Return to the main passage and open the door opposite, if you haven't done so before? | Turn to 180 |
| Head along the main passage towards the T-junction? | Turn to 154 |

244

If you know the name of the Master of Air, convert his name to a number as follows: use the code A = 1, B = 2, C = 3 and so on to Z = 26. Add together the numbers which correspond to the letters in his name. Turn to the paragraph of the same number and,

if the paragraph begins '“Master of Air . . .’, you are correct and should read that paragraph. If it does not, your guess as to his name is wrong, and you must turn to 265 and fight him after all!

245

The light fades from all the statues as the crystal statue cracks and breaks. At the feet of the statue lie a ruby with 36 facets and a brown Tiger Eye stone with golden swirls, set within a fragment of quartz. You take these (make a note of how many facets the ruby has). At the start of this new day you must eat a meal. Then you set off to the east across the Plain of Swords, towards the forbidding black tower of the wizards. Turn to 390.

246

‘There is a library beyond the barrier. I don't know how to get past the screen. It's trapped: touch it and you get badly burnt. I think the wizards used to get into the library through a magical teleport down in the dungeons, but they never told me where it was. I wasn't allowed to read the books there. But I do know that there is a magical password to a door without a lock or handle somewhere below; the word is “elementaræ”.’ Return to 48.

247

The Elemental listens to your command impassively. It sinks back into the pentagram, and you experience a rumbling and a vibration under your feet. Then the great stony form rises again inside the pentagram and

places a number of items at your feet. The Elemental has brought you from below the earth a stone axe, a shield and a pile of food – tuber and roots, hardly exotic fare, but enough for 5 meals (add 5 to your Provisions). The Elemental does not await your further commands but simply sinks below the ground again. The rumbling continues and dust falls in a fine haze from the ceiling. You decide that it's time to leave this underground area; so you retrieve the Tiger Eye and clamber safely up the chute. Turn to 334.

248

As you run down the stairs, they suddenly flatten out, leaving you on a chute; you slide down this and hit the floor hard at the bottom; deduct 2 points from your STAMINA. By the time you get up, the Black Skeleton is upon you as the body of the Master of Fire is stirring into life; turn to 224 to fight the monster.



249

More time passes; it grows dark and there is no sign of anything happening here. You must eat a meal at the end of the day. You're beginning to get sleepy. Will you go and find a safe place to sleep (turn to 276) or wait here even longer, risking an attack from some prowling animal of the night (turn to 26)?

250

You force the door open and enter a lighted chamber which is furnished with workbenches, a small bookcase, a trunk and a rough armchair; there is a solitary door on the left-hand wall. The room doesn't seem to have any occupant – but objects are suddenly being thrown at you by an invisible creature: stones, paperweights and suchlike! You screw up your eyes looking for the creature who is throwing the objects, and eventually you can discern it as it becomes visible. First, however, the missiles may harm you. One missile is thrown for each time you tried forcing the door in order to enter. For each missile, *Test your Skill*; if you are successful, you duck the object, but if you fail, you are hit and must lose 1 point from your STAMINA.

The creature slowly becoming visible is a small, winged, imp-like being with a large head and long forearms: a Homunculus, a magically created companion of wizards. It buzzes about angrily and attacks you with its sharp claws. If you want to fight the Homunculus, turn to 7. If you want to fend it off and try to negotiate with it, turn to 288.



251

You say that you accept Parraine's service and you make him an oath that you will do your best to find his bones and bury them on the Plain of Swords. The Spirit condenses into a funnel of light and vanishes into your sword. Parraine will now do you a service three times before you bury his bones. You must record the fact on your *Adventure Sheet* when you make use of a service. The Spirit can perform any of the following acts at any time as one service: he can cure one disease you may have, he can strengthen your sword so that it inflicts 6 points of damage to the STAMINA of an enemy as the result of a successful hit in combat (you can choose this service after you hit your enemy), and he can heal you so that you regain up to 8 points of lost STAMINA (but this last service cannot be carried out during a combat). You gain 1 point of PRESENCE for accepting the spirit, but you must know that you have made a pact with him – and you had better not break it! Now turn to 63.

252

As you stand in front of this door, you see that it has neither a lock nor any handle. You can open this door only by saying a password. If you know the password, multiply the number of letters in the password by ten and turn to the paragraph with that number. If you don't know the password, you can either go back to the door at the bend in this passage and open that (turn to 185) or return to the main passage and search elsewhere (turn to 23).



253

The Mermen are uncertain of you, despite the help you gave them in battle. Some of them mutter and point their weapons aggressively at you, until their leader waves them to silence from the back of his pink-veined, silver Sea Horse. 'Forgive my brothers,' he says to you. 'They have good reason not to trust dryfolk. We have all had family slain by harpoons and the cutlasses of pirates of your kind.' You remain silent at this rebuke. Now, if you have a Gold Chain, turn to the paragraph that has the same number as the chain has links. If you do not possess this item, turn to 285.



254

Having spread your bait, you stand back and await developments, weapon at the ready. As the slime slips down into the water, a black, eel-like head slowly rises from the water at the edge of the pool, its thick black tongue licking at the slime; more coils of its scaly, reptilian body begin to slide out of the water and on to the stone of the passageway. This eel is a really evil-looking beast, with a dark-brown, mottled body and a thick, bony head, bulging eyes and a powerful, muscular jaw. Its teeth are not large or numerous, but the power of its jaws will compensate for that if it bites you! Still, you must have an advantage, fighting this thing when it's partly on dry land, so you strike at once!

GREAT MORAY EEL **SKILL 8** **STAMINA 11**

If you win, you wade through the water and try to open the door at the far side of the room; turn to 153.

255

You push open the unlocked door. Inside is what was once a study — before it was utterly despoiled. Furniture and books, specimens and samples of plants and fruits and seeds have all been overturned, thrown around and trampled underfoot. You make a careful search, and find, below a carpet piled up in one corner of the room, that there is a tiny trapdoor. It's not possible to lift it by force, and you can open it only if you have a Gold Key. If you have a Gold Key, you know the number of the paragraph where you obtained it. Double that number and turn to the paragraph with

the same number. If you don't have the Gold Key, you leave the room and return to the passage; now will you:

Leave the monastery?	Turn to 281
Set off down the passage to the other door, if you haven't already opened it?	Turn to 61
Climb the stairs?	Turn to 302

256

'Caltarelair, it has all been the doing of the Master of Fire. He affected your mind and destroyed your body, and now your spirit cannot be at rest. He placed some magic in the Chamber of Elements, which is the root of your furious quarrel with Remishaz. Please come with me, and let us be done with what lies beyond its door. I need your help to do this. I want you to be at peace.'

The spirit wavers and the old man looks uncertain, still angry and untrusting but now unsure of himself. He lowers his hands. 'I will come,' he whispers at last, 'but I will destroy you if this is lies or trickery.'

You walk with Caltarelair to the door of the Chamber of Elements. Remishaz is already standing beside it, and the spirits of the two wizards immediately react to each other's presence and become enraged. You beg them to put aside their differences, just for a few moments, and let you inside the chamber. You tell them that they can slay each other afterwards if they really want to, and that a few moments won't make

much difference. The spirits glower balefully at each other, but they comply and they both touch the door with its myriad runes. It flies open; turn to 121.

257

The Dire Spectre will use its talons to rake at your body and face. Each time it strikes you, you lose the usual 2 STAMINA points, but the horror also drains you of 1 point of PRESENCE with each hit and, if your PRESENCE is reduced to zero, you will die, your very soul extinguished by this terrible undead lord. If you do not have a magic sword, you cannot harm your enemy, and you will perish here. If you do have a magic sword, make sure you are aware of the advantages to be gained from the use of Blade Venom and Spectrebane and any Potion you've taken which may help. You need all the assets you can muster in this final, dread battle!

DIRE SPECTRE

SKILL 11

STAMINA 19

If you win, turn to 400.

258

The Lizard Men will not admit you to their village, but they show you a safe place on the fringe where you can sleep and their night patrols will guard you. They even give you some snake meat for supper. It's raw and it's not easy to force down, but you can't refuse their hospitality, and it's nutritious stuff. Regain 4 lost STAMINA points.

In the morning, bearing in mind their warning about

hostile Lizard Men along the trail, will you:

- | | |
|---|-------------|
| Continue along the trail anyway? | Turn to 241 |
| Backtrack and take the south-western trail? | Turn to 69 |
| Backtrack and use the rope-bridge route? | Turn to 84 |



259

Many of the jars and vials here contain ointments and creams which you have no way of identifying: some are probably poisonous, some maybe corrosive, and you can't afford to take any chances. The one exception is a vial of a blue-tinged oil so light that it seems to be almost insubstantial. It is labelled 'Ethereal Oil', and there are two doses in this vial. Ethereal Oil has two special qualities you must make a note of. First, if you have some Tomb Dust, you can mix it with this oil to create Spectrebane. One dose of Spectrebane, when placed on your sword (you can do this before a combat), will allow you to inflict 1 extra point of damage to the STAMINA of any Spectre you manage to hit during the first five Attack Rounds of any combat. Second, one dose of Ethereal Oil can be rubbed on your skin to allow you to become ethereal yourself; you will be instructed whenever this may be an important option. Use this oil wisely! Now return to 58 to choose something else to examine.

260

The door swings open and you hurriedly close it behind you and stand with it at your back to protect you, while you try to take in the sheer scale and majesty of the huge chamber which spreads out before you. You are standing on a stone balcony overlooking a great, circular chamber with a vast, arched ceiling which must be thirty metres above the floor. A swirling arch of steps leads down to the floor on each side of you; at the bottom of the left-hand flight of stairs stands a motionless Black Skeleton, armed with a two-handed sword, and even in the heat haze here you can see wisps of flame flickering from its jaws. In the middle of the room there is an unbroken circle of flame, within which something is beginning to materialize in the air above a slumped body that is seated on a throne-like chair. You can perform a single action (such as drinking a potion, putting venom on your sword, drinking grog or some Monks' Herbal Liqueur or cramming a very fast meal down your throat) before the Master of Fire's body is possessed by the manifesting entity and is ready to fight. If you want to forgo any preparatory step and take offensive action immediately, turn to 86. Otherwise, turn to 17.



261

The trapdoor opens to reveal a set of stone steps leading down to a cellar. Here, some stored items may be of value to you. There is a rope, a wooden pole and enough food for 4 meals. You return to the main room in the lighthouse; will you:

Climb the stairs, if you haven't done
so before?
Leave and make for the wreck?
Leave and find somewhere else to
visit?

Turn to 376

Turn to 291

Turn to 70

262

Clearly the young man is desperately fearful and he is frantically preparing to cast another spell. Roll two dice then add 2 to the total rolled. If the final total is less than, or equal to, your PRESENCE, turn to 19. If the total is greater than your PRESENCE, turn to 303.



263

The door here is charred and damaged, but the portal and its frame are bathed in a magical glow, and you guess that a barrier or trap is located here and that the wizard who destroyed the Master of Waters couldn't eliminate it – and perhaps didn't even want to risk facing it. You don't know how to get rid of this trap,

and it could be severely damaging. If you're willing to risk suffering the effects of the trap, turn to 342. Otherwise, you can investigate the door opposite you across the room, if you haven't already done so (turn to 317), leave the study and open the door just beyond the water-filled room (turn to 366) or search somewhere else in this dungeon level (turn to 106).

264

If you have a magic sword, turn to 368. If you haven't, turn to 12.

265

You are fighting the spirit of the Master of Air. If you do not have a magic sword, you cannot harm him and you are forced to flee, so turn to 11. Otherwise, fight him normally. He has special spell attacks which he tries to use in the first two Attack Rounds; these are successful only if he has the higher Attack Strength during these Attack Rounds. In the first Attack Round, if he has the higher Attack Strength he will buffet you with a Wind Wall, and you must deduct 3 points from your STAMINA. In the second Attack Round, he will create a magical bola of airy force which wraps round your legs and batters at your body; deduct 2 points from your STAMINA; and in the next Attack Round, you must subtract 2 points from your Attack Strength as you struggle to regain your balance. Thereafter, he strikes at you with the numbing chill of a spirit's power, and you lose 2 STAMINA points for each blow he lands.

MASTER OF AIR

SKILL 10

STAMINA 11

If you win, there is no treasure or magic to reward you here. You return to the main passage and search elsewhere; turn to 23.



266

In order to make use of the Axeplant, you need a pestle and mortar to grind the very hard spikes, and you need a few drops of oil from the supply in your lantern (if you have one) or a few drops of olive oil. If you do not have these items, you continue east, so turn to 124.

If you do have these items, you can make a small quantity of Blade Venom, enough for one combat. The Blade Venom will enhance the damage your sword does; it will inflict an additional point of STAMINA damage against an opponent after each successful hit. This effect lasts for one combat only before the Venom wears off the blade; you must apply it to your blade before a combat, not during it. If you have a glass bottle (or an empty potion vial) you can keep this

Venom and apply it at any later time during this adventure, before a combat. If you have nothing to keep the Venom in, you must smear it on your sword now, and it will work during the next combat you engage in. Now turn to 124.

267

The bell has nothing of interest on or in it, but you can make good use of the length of rope that is attached to it, so you take this. Now do you want to search the straw and branches here (turn to 155) or descend the stairs to the dungeons (turn to 2)?





268

The manikin attacks with its heavy metal fists now that it is grown to its full two-metre height. Its blows are very powerful: if it hits you, roll one die; if you roll 5 or 6, the manikin will inflict 3 points of damage to your STAMINA rather than the usual 2 points.

BRONZE MANIKIN

SKILL 8

STAMINA 9

If you win, you can examine the swords here, if you haven't done so before (turn to 103), or leave this room and search elsewhere (turn to 79).

269

Because the magic of its summoners is weaker away from their dungeons, this Fire Elemental is less strong than most of its kind. Its heat is powerful but not as intense as usual, and your Magic Sword will not be melted by it. However, the metal does get very hot. In each Attack Round after the fifth, you lose 1 point automatically from your STAMINA, thanks to the burns you get from trying to hold on to the heated metal! So kill this enemy swiftly; fortunately, you will not suffer any combat penalties if you don't have a lantern here: the Fire Elemental is so bright in the darkness that you can see just where to attack with your sword.

FIRE ELEMENTAL

SKILL 9

STAMINA 12

If you want to abandon combat because you are suffering too much damage from your overheated sword, you may flee. You throw your Magic Sword outside the barrow so that you can pick it up when it has cooled down, and you run away, but you must

lose 2 STAMINA points when the Fire Elemental strikes you in the back on your way out. If you choose to flee, turn to 374. If you defeat the Elemental, turn to 287.

270

The hinges and lock of the small back door are very rusty; even putting all your weight against the door, you can't force it open. Battering it risks alerting the guards at the main door. If you have olive oil, you can use this to oil the hinges and lock and get in. If you don't have any but you do have a lantern, you can use the oil from the lantern in the same way, but now you will not be able to light your lantern until you find some more oil for it. If you have some olive oil or lantern oil and wish to use it, turn to 380. If you don't, you can make for the large front door (turn to 226) or back away and search the cliffs (turn to 24).

271

The Master of Fire screams as you catch him in the middle of his chest with searing acid. He loses 4 points from his STAMINA (make a note of this), and you ruin his spell-casting. Now it's time to close in on him. You can dive down the left-hand stairs (turn to 98) or the right-hand stairs (turn to 248).

272

You leave the ship and drop down into the rowing boat, which bobs up and down crazily in the big waves. The storm is blowing up to terrifying proportions, and it takes all the strength you possess to force

a way clear of the rocks and back towards the shore. Lose 3 points from your STAMINA due to fatigue. Then, just a few metres away from the shore, your boat gets tangled in the dense seaweed. The resistance is surprisingly strong, you think – until you peer down and see to your horror that a veritable underwater forest of skeletal arms is grabbing at your boat, trying to pull it over ... and the odd limb is even dragging itself into your boat, to claw at your legs! If you have a fishing net, turn to 298. Otherwise, will you try to fight off this bizarre attack (turn to 318) or jump into the shallow water and try to fight your way ashore (turn to 225)?

273

Lifting the lid off the great vat, you both see and smell a syrupy deposit of acid lying in the bottom. If you want to take some acid, you can do so in any spare containers you may have (empty potion vials or glass bottles). None of the glassware here is clean enough for you to add acid to it – you don't want to think about the alchemical reactions that might occur! If you want to take acid for use, make a note of how many vessels you fill with it (to a maximum of four). In combats, you can now throw bottles of acid; if you hit successfully, the corrosive fluid will inflict 4 points of damage to the STAMINA of an opponent. You will be told when you may do this. Acid may also have other uses, of course! Return to 58.

274

You piece together the shattered statues as best you can, an operation which takes many hours, so you

must eat a meal here. Finally, you step back and admire your completed handiwork. The statues were busts of humans, it seems, although the features are worn and you can make out little detail; some leftover pieces form simple crystal vases, one red and one a gold-tinged brown. They don't have any particular significance to you. You suddenly feel very tired after all your work; it's very late in the day, so you pull together some of the heavy wall-hanging fragments, make up a bed of sorts, and fall asleep.

You rise at dawn, very refreshed; regain 4 STAMINA points. You become aware that a soft glow within the shrine is mirroring the dawn outside; the rebuilt statues have changed quite dramatically overnight! The two crystal vases have fused into a single, strong human figure, and the other statues have become busts of some of the gods of Titan whom you think you recognize. You can see Cheelah, goddess of luck;



Hamasksis, god of learning; Telak, the lion-god of courage; and Galana, goddess of health and fertility. Along this row of statues a light is passing from one end to the other then back again in endless repetition. You have a sudden intuition that, if you place your hands on one of the statues while it is suffused with light, you may receive aid or some kind of blessing. After all, you have restored the shrine. Which statue will you place your hands on? Will it be:

Cheelah, goddess of luck?	Turn to 329
Hamasksis, god of learning?	Turn to 309
Telak, god of courage?	Turn to 181
Galana, goddess of health and fertility?	Turn to 21
The faceless crystal statue?	Turn to 245

275

You swing your weapon against the ranks of Red Skeletons as they become animated. You fight them as a group. Not all of them animate; how many do so depends on your PRESENCE: for each two points of PRESENCE you have, you must add 1 to the basic STAMINA score of the group as shown below. Also, if you do not have a stone axe, your weapon will inflict only 1 point of damage to the STAMINA of the Skeleton group when you strike (even if you have a Magic Sword).

RED SKELETON GROUP SKILL 8 STAMINA 10

If you win, you fight your way to the red door at the end of the passage. Turn to 260.

276

You clamber up a tree to relative safety and pass the night very peacefully. When you wake up, you regain 2 STAMINA points, but you must eat a meal for breakfast. It's a bright new day, the birds are singing far too loudly to greet the dawn, and there is just an ordinary stone arch in the clearing in front of you. But time grows short and you must find somewhere else to visit. Turn to 363.



277

Leaving the crypt and the storeroom, you return to the main passage. Will you now:

Open the door at the far end of the passage, if you haven't done so before?

Descend the steps?

Try to pass though the screen of light?

Turn to 385

Turn to 56

Turn to 37

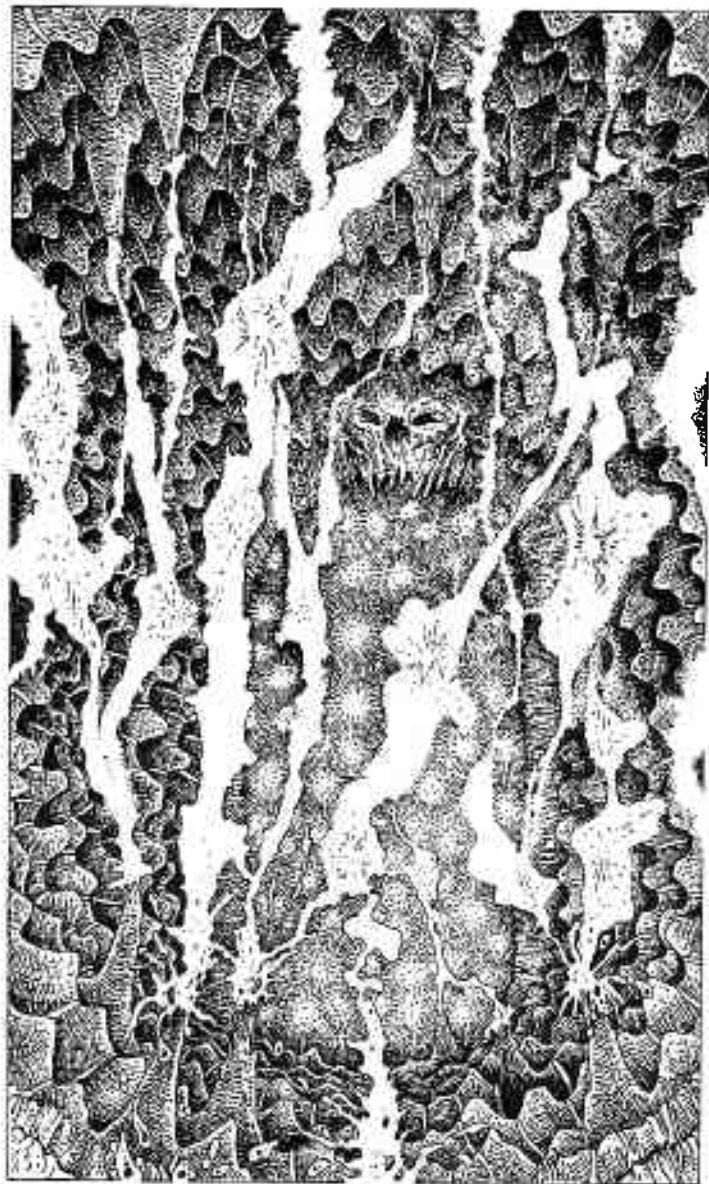
278

You feel your mind being affected as the Dire Spectre forms before you and stretches out its misty claws towards your face. You are helpless – paralysed – as the horror takes over your mind and your self-control. You will become a helpless shell as it dominates you; your adventure ends here.

279

The bottle contains almost half a litre of best-quality olive oil. You've no immediate use for it, but you have a sneaking feeling that it may come in useful at some time in the future. . . . turn to 387.





280

As you feel the door begin to give against your onslaught, the room you are standing in starts to react to your efforts. The bony protuberances all round it begin to sparkle and spit small fiery fragments at you, and it's going to take you a little while yet to open the door. If you have a Bronze Manikin with you, turn to 159. If you haven't, turn to 194.

281

You are outside the monastery; looking around, there are several locations which you could explore. If you have acquired a Magic Stone, you reckon that it may be used to re-light the lighthouse beacon. If you have already been there and you know where to use the Magic Stone, you will know which paragraph to turn to in order to do this; but you will have to eat a meal en route. Alternatively, will you head:

North-east to the lighthouse?	Turn to 333
West to the woodlands, if you haven't been there before?	Turn to 57
South-west to a grassy hillock?	Turn to 186
Southwards to some marshland in the distance?	Turn to 6

282

As you put your weight against the door, the metal of the web turns cherry-red and explodes into flame. You manage to open the door, but you are badly burned in the process; deduct 4 points from your STAMINA. Turn to 198.

283

You finally emerge from the swamp at its south-western border. You're exhausted and you clamber up into a tree to sleep.

When you wake up, you must eat a meal. Taking a look around, to the west you can see a bay with a sharply descending cliff leading to it, and to the south a broad and forbidding expanse of barren land, all brown and black rock and dust. Beyond the plain, on the far south-western edge of the island, is a building of some kind, though you can make out little detail from here. Almost due east of you, on the far side of the island, stands a forbidding black tower. So where will you go now?

Towards the cliffs?

Turn to 41

Across the plain towards the building
in the west?

Turn to 201

Across the plain towards the black
tower?

Turn to 124



284

The chest is locked, and you have a gut feeling that it is somehow trapped. You can prise open the lock with a knife, but doing so will risk activating the trap. If you want to hazard opening the chest, turn to 297. If you would rather not, turn to 58.



285

The leader of the Mermen has some information for you: 'The wizards whom Shantizair sought are in the black towers to the west -- or, rather, in the dungeons below it, to be precise. They are dead, but are no less dangerous for that. There is a secret entrance to those dungeons in the cliffs below the tower; if you can enter there, you may be able to avoid some of the traps they placed to protect themselves. Farewell; I wish you the blessings of the gods.' The Mermen swim off to their homes below the waves. As for you, when you have ascended the cliffs, will you head south-west towards the distant building (turn to 201) or east to the black tower (turn to 124)?

286

From the inside, the building appears to be a shrine of some kind – or at least it was until it was wrecked. Broken pieces of statuary are scattered about the floor, books have been ripped up and shredded, vases and ornaments have been flung about mindlessly and shattered. Wall-hangings have been torn apart, alcoves are strewn with debris and fragments of bone. Livid old bloodstains are spattered along the east wall. What will you do here? Will you:

- | | |
|---|-------------|
| Try to repair and clean the shrine? | Turn to 195 |
| Search through the debris thoroughly? | Turn to 143 |
| Leave the shrine and set off eastwards? | Turn to 390 |



287

All you get for your pains is a shield, which you find on the far side of the barrow; you can add this to your Possessions if you don't already have one. A poor

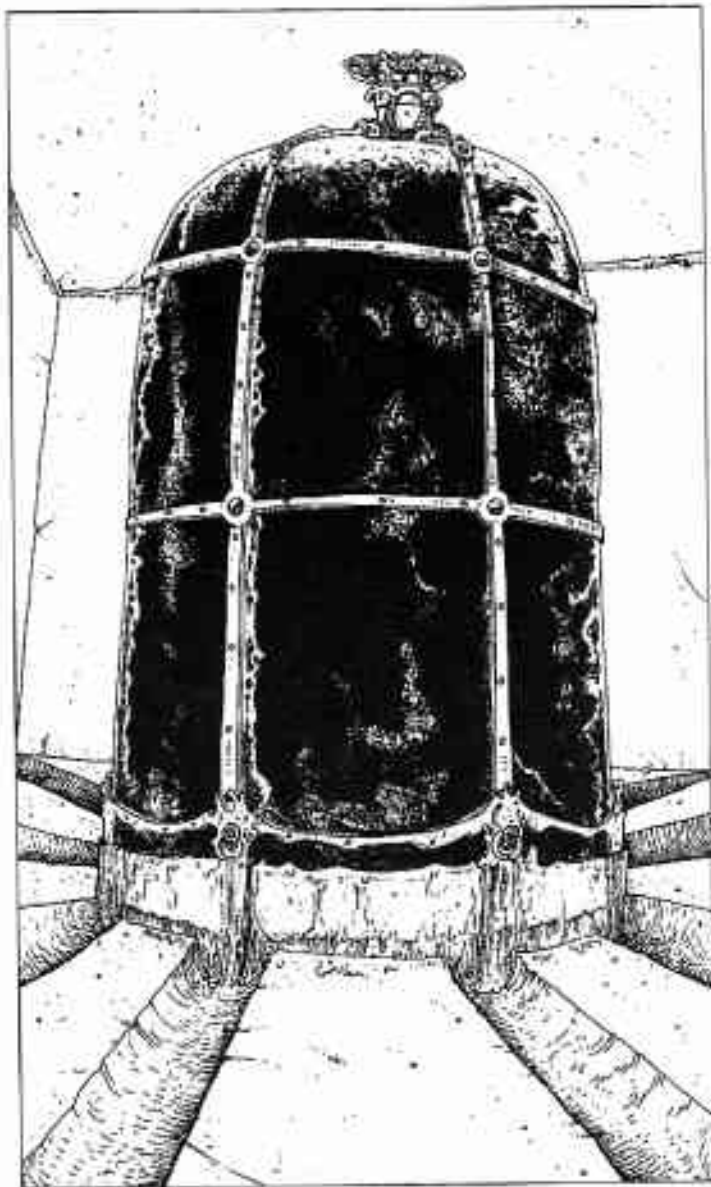
haul for fighting such a tough opponent. Now will you:

- | | |
|---|-------------|
| Climb a tree and get some sleep? | Turn to 276 |
| Enter the right-hand barrow if you haven't already? | Turn to 38 |
| Enter the large central barrow? | Turn to 59 |

288

The little creature is a guardian and is protecting its master, so it doesn't listen to your words. It strikes you as you speak; lose 2 points from your STAMINA. You have to fight, so turn to 7.





289

You slide open the door, to find yourself in a large chamber. Almost all the available space is taken up by a huge tank, which is made of glass, with iron hinges and joinery, and which is sealed save for a single inlet valve. Cut channels run across the floor; their purpose would be to drain away liquid. The tank is filled with a mass of green slime which looks like liquefied seaweed; it appears to be rotting, and a repulsive smell wafts across to your offended nostrils despite the sealing of the tank. You could easily put something small into the tank if you wanted to, although you cannot see how to get anything out of it without smashing the glass. If you wish to put something into the inlet valve of the tank, decide which item you will introduce into it and turn to 51. If you want to break the glass of the tank, turn to 176. If you would rather leave this chamber and find somewhere else to search, turn to 106.



290

Smearing the slimy Cream on your skin repels the twisting tendrils of the plant and you can pass safely through. You arrive at the front door of the monastery, which is slightly ajar; there doesn't appear to be any other entrance to the building. Roll two dice. If the total is less than, or equal to, your PRESENCE, turn to 206. If the total is greater than your PRESENCE, turn to 222.

291

You descend to the shoreline and discover a small rowing boat, bobbing up and down in the seaweed-choked waters near the shore. You could reach the wreck of the sailing ship, which is already breaking up, using this boat. This venture would certainly be hazardous: the wind is whipping in from the sea and the waves are growing higher. But the wreck may have supplies aboard which you could use, and possibly even some information about what has been happening on the island. If you decide to row out to the wreck, turn to 367. If you think better of it and wish to explore elsewhere, turn to 70.

292

You walk half-way along the corridor and none of the Red Skeletons is animating. If you have a Sapphire, a Topaz, a Fire Ruby and a Tiger Eye, add up the facets in this group of gems and divide the total by 2; turn to the paragraph with that number. Otherwise, a skeleton suddenly strikes out at you with its sword; lose 2 points from your STAMINA. You're forced to fight as the undead surround you. Turn to 275.



293

'I wasn't allowed to go into many areas, but I do know of one or two traps. Don't take the swords from above the fireplace if you get as far as the rooms of the Master of Fire in the deepest dungeon. Be careful of the steps leading down to the next dungeon level - there is a trap set on them now, so search carefully for any pits or other traps there. I don't know exactly what the trap is. I know there are magical traps in the alchemy laboratories of the Master of Waters - don't touch the green globes there. Don't touch the blue light screen down the passage, either. There will be other traps too, but I don't know of them.' Return to 48.



294

Time passes, and you must eat a meal. You've been walking all day and it's clear this trail is somehow magically warped or distorted; it simply can't be as long as the distance your weary feet have walked. At any rate, now the light is failing and you must sleep. You clamber up into a tree and get some very uncomfortable rest, save from predatory animals.

Dawn breaks at last and you haul your stiff body to the ground. Back to the trail; return to 345.

295

Your sword strikes the Master of Fire and ruins his concentration, so his magical attack is nullified. Your weapon's blow inflicts the usual damage, so turn to 375 and finish the wizard off!



296

You make it safely to the door of the grey stone building and find, to your surprise, that it is not locked! You open the door and enter; turn to 286.

297

Sure enough, you spring a dart trap which skewers your hand; deduct 1 point from your STAMINA. Worse

still, clouds of choking gas from the chest are now filling the room. You have a choice here; you can flee the room immediately (turn to 106), or you can try to close the lid of the chest, which will mean inhaling more of these toxic fumes (turn to 324).

298

You throw out the net, and the mindlessly grasping limbs clutch at it and are enfolded. You manage to scramble ashore without being harmed, but you must now cross the net off your list of Possessions. Turn to 166.





299

You peer through the open door into the circular room at the base of the lighthouse. Fortunately, just enough light is filtering down from the dome into the gloom to make general outlines just visible. Simple, plain stone steps cut in a spiral staircase lead upwards, while a wooden trapdoor shows that there is something below ground level. There is also a repulsive monster slobbering and drooling in the half-dark here! It looks like an obese, slime-dribbling giant maggot with several sets of human arms protruding from its segmented body, and its head has the vestiges of human features. With a vile shudder the Slimeworm expels a great goblet of evil-smelling muck at you; then it squirms towards you, lunging with its surprisingly hard nails outstretched and extending the suckered, bony plates of its slobbering mouth. You may be able to evade combat here; will you:

Attack the Slimeworm?

Turn to 29

Try to dodge the monster and run
up the stairs?

Turn to 228

Run away and descend to the wreck?

Turn to 291

Run away and find somewhere else
to visit?

Turn to 70

300

The magical ward chills you as you force open the door; you think you've never experienced such awful, numbing cold. Deduct 5 points from your STAMINA, but you succeed in getting into the bedroom of the Master of Waters. Searching here will take some time,

so you must eat a meal. You check through the furnishings of the small bedroom and swiftly ascertain that the articles of greatest interest here are some notebooks, hidden in a locked coffer which you force open with your knife. Turn to 172.

301

So far, the Master of Fire has simply been observing you battling his guardian; now he unleashes one of his minor spells at you. A ball of flame erupts from his fingertips and roars across the room. Roll one die; you must deduct this number of points from your STAMINA. The Black Skeleton is unaffected. If you are still alive, continue fighting it to the death, then turn to 346.



302

The single staircase with its wooden banister rails leads upwards to a landing from which separate sets of stairs then lead off, left and right. Stepping gingerly up the stairs while checking for any tripwires or other traps, you are almost up to the landing when you see that a magical pentagram has been inscribed on the floor here. You have no idea what may happen if you step into it in order to cross to the stairs beyond. You could try to vault over it, using the banister rails as supports, but this could well be very tricky! Will you:

Leave the monastery?

Turn to 281

Walk into the pentagram?

Turn to 392

Try to remove the pentagram somehow?

Turn to 3

Attempt to vault over the pentagram?

Turn to 193

303

The apprentice doesn't listen but flings another burst of magical missiles at you; deduct 3 points from your STAMINA. If you want to fight him, turn to 395. If you want to keep parleying, roll two dice. If the total is less than, or equal to, your PRESENCE, the young man finally calms down and you can talk; turn to 19. If the total rolled is greater than your PRESENCE, turn to 395.

304

The Elemental does not respond in any way. You suppose that it is unable to leave its bonded area and so cannot accompany you. Will you now:

Ask the Elemental for material aid?

Turn to 247

Ask the Elemental for magical aid?

Turn to 238

Attack the Elemental?

Turn to 358

Leave here, climb the chute, and set off eastwards?

Turn to 334



305

If you have *not* been struck in the face by the gunk squirted at you, you can throw the net and partially snare the Octopus; subtract 2 points from its Attack Strength when you have to fight it. If you *were* splashed by the gunk, your vision isn't good enough to throw the net effectively, and you automatically miss. In either case, turn to 77 to fight the monster.



306

The armchair is very comfortable, and you sink into it with some relief. You reach out an arm, draw the decanter to you, and sip the rich liquid. It tastes excellent — so good, you guzzle the lot. You sink into a very comfortable sleep. . .

You wake up feeling very refreshed (restore your STAMINA to its *Initial* level). You may take the decanter with you if you like; perhaps you will find something to put in it later. Now return to 110 and select an option you haven't chosen before.

307

If you want to leave the barrow after this vicious combat, turn to 20. If you want to explore further, do you have a lantern? If you have, turn to 218. If you don't have one, turn to 208.

308

The flame sears and burns you as you grit your teeth and run through it. You lose 3 points from your STAMINA (2 points if you have a Ruby). Turn to 196.

309

You have a vision of a yellow-robed, white-haired wizard suddenly struck down by a deluge of smoking, viscous liquid, leaving a charred body behind; you believe that the attack was with acid. Then the spirit form of the wizard floats up from the body and looks around; it projects a small circle of magical energy from its hand, looks surprised that it can still use magic, and wanders away. You have a strong belief that this wizard was not entirely evil and that his spirit is searching for something in its wanderings. You also feel strongly that this spirit has to be allied with another to give you something you desperately need to achieve success in your quest. Lastly, you see yourself opening the tomb of a person you know to have been a good man; normally this would be desecration, but you know that you must do this in order to aid you. Now turn to 245.



310

The door before you is sealed and it resists all your attempts to force it open. You will be able to brave the terrors which lie beyond it only if you have a diamond. If you do have one, you will know how many carats the gem has; turn to the paragraph with that number. If you do not have a diamond, you will not be able to progress; you have failed and your adventure ends here.



311

You read the entry for the Rat's Tail Fungus; it tells you that the active ingredient in the fungus has to be extracted with olive oil. If you have no olive oil, you cannot make this potion. If you do have some olive oil, you can crush some of the fungi and insert them into the bottle of oil. If you have a spare glass bottle, you can use just a little of the oil and keep the rest; otherwise you will have to remove the olive oil from your list of Possessions. The resulting mixture looks utterly disgusting and it smells like something a horse might leave behind it; but, incredibly, it acts as a Potion of Stamina. You can drink this at any time, except during a combat, and it will restore lost STAMINA points up to one-half of your *Initial* STAMINA (round fractions up). Now you backtrack and take the southern route through the woods; turn to 345.

312

Your body becomes insubstantial, ghostly, almost transparent. The hideous Dire Spectre which has risen from the wizard's corpse stares at you in hatred and fear! Its face is lined, its shrivelled eyes are sunk back into their sockets and its clawed talons end in wisps and tendrils of acrid smoke. It is a little distance away from you, in a world which seems strange and only half real; you can make out the material world, including the wizard's chamber, but only as through a hazy fog; this Ethereal Plane has an elusive, fluid nature of its own. But you have to get accustomed to it quickly as the undead monster is waving its hands, and you guess that it possesses some magic of its own. Will you:

Throw acid at the Dire Spectre, if
you have some?

Turn to 149

Drink a Blue Potion, if you have
one?

Turn to 117

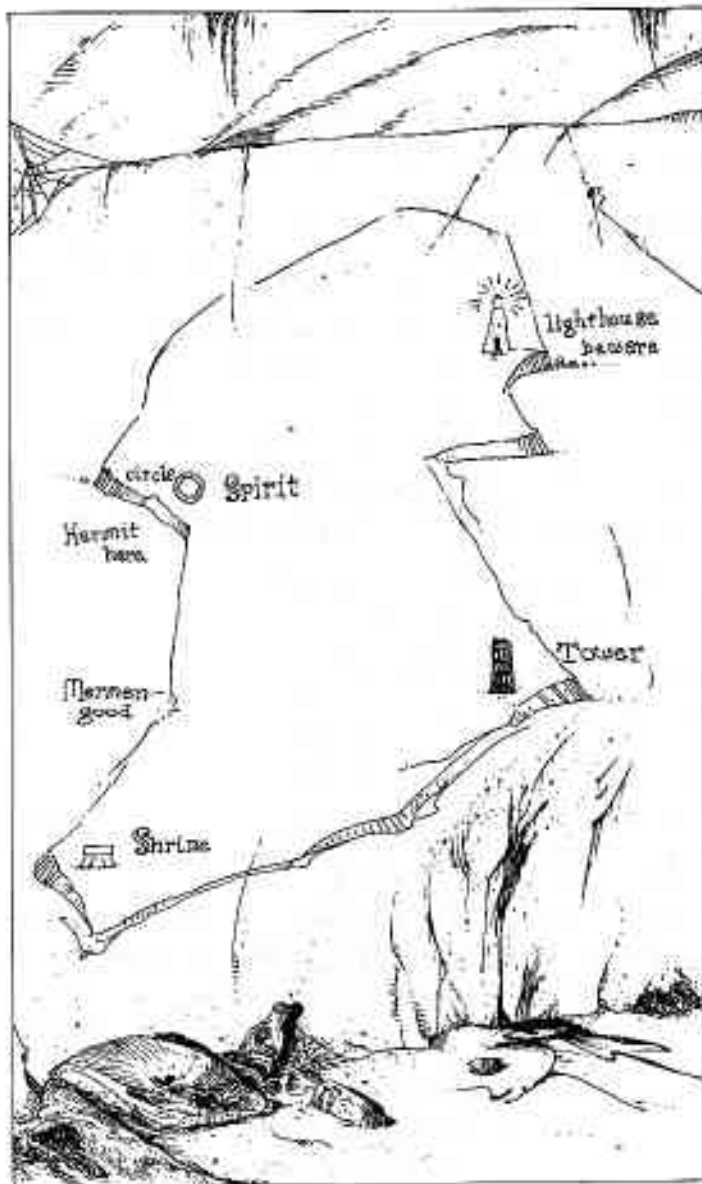
Move to attack the Dire Spectre?

Turn to 54

Coat your sword with Spectrebane, if
you have any?

Turn to 174





313

The cellars are extensive and a search is time-consuming; you must eat a meal. But you find a pestle and mortar here (you may take them, if you wish) and, scrawled on a wall in a far corner of the cellar, you find what seems to be some kind of map. Below, on the floor, is the broken flint the unknown cartographer used to scratch the map with. All that remains of him is a large, smeared, dark-red bloodstain on the floor.

After your search, you return to the passage; here, you can open the door opposite if you haven't done this already (turn to 398 if you do this), leave the monastery (turn to 281), or go further into the building towards the T-junction (turn to 154).

314

The spirit looks satisfied with your sacrifice. 'There is a magical force, sealed and hidden not far away, which must be laid to rest. Come with me.' You accompany the spirit as he drifts along the strange, hazy passage to its indeterminate border with the stone beyond. The spirit passes his hand over one wall and reveals a hidden door, glowing with runes. The number of runes on the door is equal to the number of elements raised to its own power; the number 4 to the fourth power is 256, of course. This is the Chamber of Elements. Something within causes strife and struggle, and there can be no respite from the evil the Master of Fire has brought here without dealing with this. Alone, I cannot give you leave to enter. You have to bring that abject wretch, the Master of Earth, here to open it. His

domain is directly opposite mine. I cannot bring myself to speak his vile name.' Remishaz remains by the door and speaks no more. Turn to 23.

315

You cough in the foul, unhealthy atmosphere, and this weakens you as you spend time in this unhealthy atmosphere. Every time you encounter a creature of any kind (even if you don't fight it), you must deduct 2 points from your STAMINA owing to the weakening effects of the disease. Turn to 384.

316

You climb the staircase for some ten metres until it ends in a large, bare chamber with fire-blasted stone walls across the whole of the tower. Opposite you, on the other side of the room, is a wooden staircase rising up to ceiling height and terminating at a wooden trapdoor. On the floor is a pile of sacking which is clearly covering something, although you have no idea what it may be. Will you walk across the room to the wooden staircase (turn to 35) or descend the staircase to the dungeons (turn to 2)?

317

You are fortunate that the Master of Waters liked to indulge himself in the matter of food and drink. This small storeroom contains plenty of preserved food: fruits, salted and smoked meats, wrapped rye bread and much else. You can eat enough here to restore your STAMINA to its *Initial* level, and you can fill your backpack with as much food as you can carry (increase your Provisions total to its maximum of 12). Now you

can open the door opposite you across the study, if you haven't already done so (turn to 263), leave the study and open the other door just down the passageway beyond the water-filled room (turn to 366), or search elsewhere in this dungeon level (turn to 106).

318

You have to fight for six Attack Rounds – the time it takes you to force your way to the safety of the shore. The mass of arms, far too large for you to destroy, has a collective SKILL of 8. In every Attack Round when you have the lower Attack Strength you must deduct 2 points from your STAMINA because of the tearing and gouging wounds inflicted by the undead mass. In every Attack Round when you have the higher Attack Strength, you manage to hack off some limbs; this makes no difference, however, as there are dozens ready to take the place of any you destroy – but at least you lose no STAMINA points. If you are still alive after six Attack Rounds, you manage to stagger ashore, so turn to 166.

319

You have to force your way through the barrier composed of cruel shards of bone, registering the pain in your mind. You lose 3 points from your STAMINA, yet strangely your movement isn't impeded much by this defence, and your legs show no signs of injury. At last you confront your final enemy. Turn to 257.

320

The tunnel opens out into a dark cavern containing a large number of skeletons and rusted armour and

equipment. The cavern is dank and the air stale; there may be some equipment here which might still be usable, but searching would take valuable time. Will you:

Search this chamber?

Turn to 197

Leave, and follow the tunnel ahead?

Turn to 75

Return, climb back up the chute, and set off eastwards?

Turn to 334

321

The trail seems to be meandering around in a twisted, recursive path; time passes, and you must eat a meal. Return to 345.



322

You descend a long flight of stone steps into an atmosphere that grows increasingly damp and cold. A faint phosphorescent glow comes from the stone, but it is still gloomy as the steps descend to a half-open door; if you do not have a working lantern, you must subtract 1 point from your Attack Strength during all combats in this dungeon level (until you find another set of steps leading down). You push open the door and it almost falls off its hinges; the other side of it is blackened and charred. An almost circular fireball pattern is blasted into the stone of the passage which lies beyond the door. Peering cautiously around, you see three doors on the wall opposite the door you've entered by; to both your left and right the passage ends in an L-junction, the distant passage leading away from you. Will you:

Open the door opposite you?

Turn to 371

Open the left-hand door?

Turn to 352

Open the right-hand door?

Turn to 289

Follow the passage to your right?

Turn to 78

Follow the passage to your left?

Turn to 219



323

'I accept your decision,' the spirit says rather mournfully, and it disappears. You are left alone in the darkness of the deep barrow, but there is still something here which may be of use to you. Turn to 63.



324

The lid of the chest is wedged open with a spring device. You must *Test your Skill*, adding 2 to the dice roll. If you're successful, you manage to close the lid of the chest and may continue searching (turn to 58). If you fail, you must lose 2 points from your STAMINA, caused by inhaling the gas. You can try again to close the chest, but each time you fail you must lose another 2 STAMINA points, and if you fail three times the gas is so unpleasant you will be forced to flee from the room; turn to 106.

325

You push the door open cautiously; beyond it is a large dormitory room with hard beds, some robes and monks' habits on pegs, and a few small cupboards and tables. A search here reveals nothing but is time-consuming, so you must eat a meal here. Now you can go down the corridor to the open door and enter the room beyond it if you wish (turn to 336). If you prefer to leave the monastery and have already fought an Elemental, turn to 281; if you want to leave but haven't encountered an Elemental here, turn to 31.





326

At last the Master of Fire falls to the ground, his body lifeless and inert, and it slips into the ring of magical fire surrounding his throne. The body chars and begins to burn; the element he commanded will consume him at the end. Gain 1 point of PRESENCE. You begin to turn away, to seek a way out of this terrible place, or to search for treasures you can take home with you; but then the hair at the nape of your neck begins to rise. You spin round . . . to see that something is emerging from the charring body of the dead wizard. A spectral form is dragging itself out of the corpse, unharmed by the flames, and as you swing at it with your weapon you slice right through it, doing it no harm. *Fool*, a thought implants itself in your mind, *you cannot harm me! I will find another body to possess, just as I took over this mortal who summoned me. Perhaps I will possess yours . . .*

You now have a limited time in which you can carry out up to five actions. Eating a meal counts as one action (and you can't gobble down more than two meals). So does drinking a potion, coating a weapon with venom or bane if you have one, guzzling some Monks' Herbal Liqueur or grog, or coating yourself with oil (if you can). Decide which five actions you want to perform, then turn to 163.

327

You wade through the swamp, desperately looking for a trail, but you can find none. Your efforts attract the attention of several large alligators, and as you tire

they drag you down to a watery death. Your adventure ends here.

328

Clearly, the door at the end of the passage is designed to keep intruders out: the wood is solid and strong, the hinges and fixtures are of brass and iron, and the brass plaque is plainly magical. Just looking at it causes a shiver to run down your spine. The face of a gargoyle is peering at you from out of the plaque; but it seems to be shifting and changing even as you look, although it always communicates disdain and a leering, evil quality. You're no wizard, but you can sense the crackle of magic about it. You are fairly sure that some powerful magical trap must be attached to this door.

If you have a sapphire and you don't know the name of the Master of Waters, turn to the paragraph with the same number as that gem has facets. If you know the wizard's name, convert it into a number, using the following code: A = 1, B = 2, C = 3 and so on to Z = 26, then add up the numbers which correspond to the letters of the name. If you know the wizard's name but do not have a sapphire, turn to the paragraph with the number of the wizard's name. If you know the name *and* you have a sapphire, add the number of the wizard's name and the number of facets in the gem together, then turn to the paragraph with *that* number. In both these cases, if you are wrong about the wizard's name and you find that the paragraph you have turned to is inappropriate, you should turn to 165 instead. If you don't know the wizard's name and

don't have a sapphire but you want to open the door, turn to 165. If you decide to back off and search elsewhere, turn to 106.

329

The hairs on the nape of your neck rise, as you feel the gaze of Lady Luck turn upon you! Increase your *Initial* LUCK score by 1 (to a maximum of 12), and your current LUCK score is increased to that new *Initial* level. Turn to 245.

330

You cannot harm a Fire Elemental without a magic sword. You are forced to flee, and you have to deduct 4 points from your STAMINA due to attacks made upon your back as you run. As soon as you leave, the flames are immediately extinguished. Safe once more outside, if you are still alive, will you:

- | | |
|--|-------------|
| Climb a tree and get some sleep? | Turn to 276 |
| Enter the right-hand barrow, if you haven't already? | Turn to 38 |
| Enter the large central barrow? | Turn to 59 |



331

The hermit laughs incredulously at the notion that a madman like himself could give you advice. 'Why, you're a bigger fool than I am!' he cackles with glee, and he skips away through the woods before you can stop him. He won't answer any more questions now, but a piping voice floating through the woods gives you a final, cryptic piece of information: 'If you get to the shrine, the faceless one is your best friend, but don't choose it, oh no!' Turn to 168.



332

A ball of freezing fog forms and hurtles at astonishing speed from the Master's hands across the room towards you. You cannot aim the acid properly now, but you yourself are chilled and numbed when the fog envelops you; deduct 2 points from your STAMINA and you must subtract 1 from your Attack Strength in your next hand-to-hand combat. Turn to 39.

333

You set off towards the lighthouse and soon find yourself standing before a sturdy door, slightly open, at the base of a white stone tower with a glass cupola on the top of it. No light is visible within the glass, and everything behind the door is pitch dark. Now you're close to the cliff top, you can see that a small sailing ship has been wrecked down in the bay, just to the east of you; the disappearance of the magical light from the lighthouse has already claimed a victim. A rowing boat has been smashed on the rocks a short distance from the main vessel. Angry waves break over the headland below and spray is whipped in by a fierce east wind. The door of the lighthouse is hanging open and it periodically bangs in the breeze; drawing closer, you gain a distinct impression of cold and evil lurking in the darkness beyond. Will you:

Open the door and enter the
lighthouse?

Turn to 299

Descend and investigate the wreck?

Turn to 291

Leave the area and find somewhere
else to visit?

Turn to 70



334

You are less than a kilometre from the tall black tower which stands on the cliffs overlooking the Ocean of Tempests. The spire of the tower reaches far into the sky, and there is a flying creature of some kind spiralling above it – it seems very large, and does not look like any seabird you have ever seen. If you have the Spirit, Parraine, with you, turn to 53. If you do not, you can make straight for the tower (turn to 128); alternatively, you can go to the top of the cliffs, a little way from the tower (turn to 24).

335

You douse the picture in oil and set fire to it. However, applying fire to a painting of the Master of Fire is not a wise action: the visage of the wizard spits fire over you as his portrait goes up in flames; lose 4 points from your STAMINA. Now you may search the room (turn to 109) or leave and try elsewhere (turn to 79).



336

The large room behind this door may have been a meditation chamber or an inner sanctum for the senior monks here. The kneeling cushions, mats, tapestries, ceremonial bowls and tables here have been smashed with a primeval fury; from behind a curtained-off part of the room you hear something scrabbling and panting. Whatever the thing making these disgusting noises

is, it doesn't seem to have noticed you yet. If you prefer not to confront this monster and would like to leave the monastery, and if you've encountered an Elemental here, turn to 281. If you want to leave but haven't fought an Elemental here, turn to 31. If you want to attack the creature here, turn to 354. If you want to go along the corridor and open the other door and you haven't done this already, turn to 325.

337

You step back into the magic circle ... and find yourself outside the door with no lock and no handle by which you entered. You can open the door at the junction passage, just along from here (turn to 185), or you can return to the long, main passageway and search somewhere else (turn to 23).

338

You wait until the Skeletons are well away from the door, break from cover and run, full pelt, to the door. Roll two dice. If the total is less than, or equal to, your PRESENCE, turn to 234. If the total is greater than your PRESENCE, turn to 296.





339

You find the charred and unrecognizable remains of a human-like creature in what was once a large, throne-like chair in the room, but nothing else of obvious value or interest. If you want to inspect the body more closely, turn to 66. If you'd rather leave here and try elsewhere in the dungeon, turn to 106.

340

You set off down the passage to the yellow haze and, as you walk, the passage seems to change substance, to become a semi-solid vapour, and your feet are sinking shin-deep into a thick, yellow fog on the floor. The passageway opens into a seemingly roofless chamber with a spinning vortex of air in the centre and gentle breezes blowing about it. Sitting at the base of the vortex is a yellow-robed man; he looks semi-substantial, as if his body were made of wisps of air, and his robes and floating white hair dissipate into cloudy wisps and plumes. His azure eyes turn to you as you gaze at him, and his nimble fingers fly and flicker as he begins a magical incantation. If you want to attack him, turn to 265. If you want to flee from his spell, turn to 11. If you think you know his name and want to converse with him, turn to 244.

341

The belfry of the tower has a vast cupola ceiling towering many metres above you and great, high arches that open to the outside world well above the level of your head. A shattered brass bell lies on the stone in the middle of this chamber and there are piles

of what look like straw and branches opposite you, on the other side of this great chamber. So, will you:

- | | |
|---|-------------|
| Examine the broken bell? | Turn to 267 |
| Search the straw and branches? | Turn to 155 |
| Descend the staircase to the
dungeons? | Turn to 2 |

342

If you have a sapphire, multiply the number of facets in that gem by six, then turn to the paragraph with that number. If you don't have this gem, turn to 119.

343

Drawing back the tarpaulin, you see that the hold is awash with seawater; the few goods stored there must be ruined. But there is something lurking here which you don't see until it rakes you with a claw; deduct 2 points from your STAMINA. This Sea Zombie, strong and heavily muscled, had been the first mate of the ship and it is more powerful than most. You must fight it here.

SEA ZOMBIE	SKILL 8	STAMINA 9
------------	---------	-----------

If you win, will you:

- | | |
|---------------------------------------|-------------|
| Climb to the crow's nest? | Turn to 5 |
| Go down the steps below deck? | Turn to 52 |
| Get off the ship and leave this area? | Turn to 272 |

344

You swallow the potion and make a run for the door. Your pumping legs carry you along with incredible

swiftness and the animating skeletons are too slow to stop you. However, by the time you get to the door the effects of the potion have worn off. You try to open the red door, and you must do this at once without carrying out any other actions first (such as eating a meal or drinking a potion); turn to 260.

345

The southern trail twists and turns and continues a fair distance. Roll one die. If you roll 1, turn to 321. If you roll 2 or 3, turn to 294. If you roll 4, 5 or 6, turn to 43.

346

With the remnants of the Black Skeleton lying at your feet, the Master of Fire is now ready for you, his hands weaving another spell as he stands behind his protective ring of fire. What will you do now? If you have a Brass Orb and want to try using it, you know the number of the paragraph where you found it. Double that number, then turn to the paragraph with the same number in order to decide what to do with the Orb. If not, will you:

- | | |
|---|-------------|
| Throw acid at him, if you have
some? | Turn to 142 |
| Run at him with a weapon? | Turn to 364 |
| Use a crystal or diamond here? | Turn to 25 |

347

Although you have helped them, the Mermen are still nervous and distrustful, and they swim away. Looking about dejectedly, you find some reward: lying on a

rock beside one of the dead Shark-Kin is a fish-skin purse containing 3 Gold Pieces. You climb back up the cliffs, and now you can head south-west to the building in the distance (turn to 201) or east to the black tower (turn to 124).

348

You step forward to attack the Bone Golem. When fighting it, any blow from its runesword will inflict 3 points of damage to your STAMINA, so you must defeat it quickly!

BONE GOLEM SKILL 8 STAMINA 9

If you win, your intuitions tell you that a dangerous combat lies behind the door beyond the guardian. Make your preparations, then open the door! Turn to 388.

349

If you have a ruby, multiply the number of facets on that gem by ten then turn to the paragraph with that number. If you do not possess a ruby, turn to 282.

350

The door opens into what was once a study chamber, but it is fire-blasted inside and the furnishings of the place are a charred wreck; there are doors on the right- and left-hand sides of the chamber. As you step forward, a ghostly form materializes before you: the Master of Waters may be dead, but his spirit has not left his lair. The raven-haired, grim-faced Spectre will not be placated by anything you may do or say; it is

driven by desire for revenge, and the spirit is half crazy. If you do not have a magic sword, you will not be able to harm the Spectre, and it will hunt you down and slay you; your adventure ends here. If you have a magic sword, you can fight normally. If you have a black mark on your arm, turn to 235. If you haven't, turn to 32.

351

You stride along the slowly ascending line of the cliff, through scrub grass and thick-leaved plants that are hardy enough to resist the heat and the salt spray which whips in from the bay. Soon you can see the wreck of a middling-sized rowing boat, lying on some rocks just off the shoreline, some distance below you. You guess it may have come from your ship and could well have some supplies in it. A steep pebbled path leads down the cliff-face here. Will you:

Walk down the path to get to the wreck?

Turn to 221

Veer off to the east and into the main moorland?

Turn to 90

Head towards the lighthouse?

Turn to 333

352

The door, which is locked, is decorated with a large rune; you aren't sure, but you think you may have seen something like this used as a warning rune. If you want to force the door open, you'll have to put some real effort into it – and you may well trigger a trap or make a noise which could alert any guards or guardians

about. If you decide to try anyway, turn to 233. If you think better of it, turn to 106.



353

Opening any other tomb will yield you no treasure, only misfortune! A cloud of foul gas escapes from the tomb; you now have the disease, Lung Rot. Simultaneously the skeleton within the tomb animates to attack you. If you do not have a lantern with oil, you are fighting in the dark and must subtract 2 from your Attack Strength during this combat. Additionally, a sword will inflict only 1 point of damage to the Skeleton, even if it is a Magic Sword; a stone axe, if you have one, will inflict the usual 2 points of damage.

SKELETON

SKILL 6

STAMINA 6

If you win, you can either open the first tomb you examined, if you haven't done so already (turn to 223), or leave the crypt (turn to 277).

354

You draw back the black curtains and confront a creature warped almost beyond recognition. This thing was once a human monk: the fine quality of its now-shredded and filthy robe suggests that he may have been the senior monk in the monastery. Now the creature's body is covered in mottled and calcified nodules, and it oozes a thick, acidic secretion which drips on to the wooden floor and hisses as wisps of acrid smoke rise from the blackening woodwork. The eyes are blackened and opaque, and its face is an impassive, stony mask. It has just wrenched open a wooden chest and has flung the contents – papers and maps – to the floor, where they are dissolving in the acid. The monster reacts swiftly to your presence. You have no idea what gross mutated thing the monk – once Father Honorton himself – has become, but it's too fast for you to evade. You've got to fight!

FATHER HONORTON

SKILL 10

STAMINA 12

If you win, turn to 170.





355

A long corridor stretches before you as far as a red door in the distance. There is a heat haze here, and sweat drips from your brow as you take a cautious step along the passageway. You see that large alcoves are cut into both sides of the passageway between you and the door, and in each stands a red-boned skeleton, armed with a broadsword. If they become animated, and you are sure that they will, they will be a formidable gauntlet for you to have to run. If you possess a Blue Potion and wish to use it here, turn to 344. If you want to run full pelt for the door in the distance, turn to 62. If you decide to attack the Red Skeleton in the first alcove, turn to 275. If you decide to walk along the corridor quietly and hope that the Skeletons won't animate, turn to 292.

356

Where will you go now? Will you:

- | | |
|---|-------------|
| Search the forward hold, if you haven't done so before? | Turn to 85 |
| Study the magical symbol, if you haven't done this already? | Turn to 97 |
| Open the other cabin door, if you haven't before? | Turn to 114 |
| Leave the ship and return to shore? | Turn to 272 |

357

You touch the screen – and receive a heavy jolt of electrical energy which numbs your arm. You must deduct 2 points from your STAMINA and you must

subtract 1 from your SKILL during the first combat you find yourself in after you leave the library. Return to 110 and pick an option you haven't chosen before.

358

Attacking this great Elemental is not a good move. Without a magic sword, you cannot harm the Elemental; if you don't possess one, it destroys you and your adventure ends here. If you do have a magic sword, you may fight the immense creature. Any blow from it causes 4 points of STAMINA damage.

EARTH ELEMENTAL SKILL 14 STAMINA 22

If you win, reduce your LUCK by 1 point before you leave the tunnels and set off eastwards; turn to 334.

359

You tap the glass gently, hoping to make a small crack in the tank, but the weight of liquid inside is enough to fracture the pane completely and it pours out in a torrent. Frantically you try to collect as much of it as possible. Each empty glass bottle, decanter or potion bottle that you have can be filled with the nutritious slime; each will hold sufficient for one meal. When you've filled all the empty vessels you possess, and have avoided slipping over and falling flat on your face in the rivulets of slime that are streaming across the floor, leave the room and turn to 106.

360

As you force open the door, the metal of the web turns a dull red; at the same time the ruby you are

holding starts to glow, as if absorbing something into itself. This gem is now transformed into a Fire Ruby; it has expanded greatly in size, with a full 60 facets (make a note of this!). You step into the room beyond the door. Turn to 198.

361

As you strike the final blow, the Spirit sinks down and its faint light is extinguished; then it shimmers and reforms before your eyes! Fearing you may never be able to defeat it, you prepare to strike it again, but it bids you stay your sword. 'I am freed,' it whispers, 'although not as I would wish. Hear me, stranger.' You sheathe your sword; the Spirit does not advance or threaten you in any way. 'I am named Parraine,' the Spirit continues. 'I was commanded by the wizard whom I cannot name to guard this place. The wizards drew some of their power over the elements from here, and the brass orb you see still contains some of that power. I was once a wizard myself, many decades ago, and I fell in a great battle on the Plain of Swords beyond the marshlands. I was not buried properly; my bones still lie there and I was uneasy in death. The wizards enslaved me as their servant. Now I am free of that, but I need to have my bones buried on the plain of battle. Because I am free, I willingly offer you my service. If you choose to accept me into an object you possess, I will serve you — if you will make me an oath that you will seek out my bones and bury them. But as some sages say, and as you may know, to invite a Spirit into yourself is hazardous. This is a test of your faith. If you desire my service, say so. If you do not, I

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will be gone.' What will you do? Will you accept Parraine's service (turn to 251) or refuse it (turn to 323)?

362

Convert the wizard's name into a number using the following code: A = 1, B = 2, C = 3 and so on to Z = 26. Total the numbers which correspond to the letters in his name, then multiply the total by two. Turn to the paragraph with that number; if the wizard's name is the first word you read, you have been correct. Otherwise, the wizard is going to attack you, so make a note to turn to 134.

363

Leaving the woodlands, you make for an area of the island which you haven't been to previously. Will you head:

North along the coastline where you
were washed up?

Turn to 351

North-east into the moorland?

Turn to 90

East to a central hillock?

Turn to 186

Southwards into the marshlands?

Turn to 6

364

The Master of Fire casts a spell at you as you race towards him, but fear is beginning to show in his wide, possessed eyes. He flings a bolt of lightning at you, but it almost misses its mark and only just catches you; if you are prepared to lose 1 point of LUCK, you can dodge it altogether, otherwise you lose

2 points from your STAMINA. Now you're closing in on your target, so turn to 39.

365

Clambering over the increasingly rocky ground, you approach the building on the south-western tip of Solani Island. It is a modestly sized affair, built of grey stone and with a green-tinged, tiled roof and a solid door of reddish-brown wood. It has windows, but they are quite opaque. Prowling round the building are a pair of outsize Skeletons, armed with two-handed swords; they walk mindlessly in fixed patterns, round and round. After observing them for a while, you come to the conclusion that you may be able to rush past them while their patrol is drawing them away from the door. You don't know whether the door is locked, of course, but you may be able to avoid combat if you run fast enough. Alternatively, you could attack one of the Skeletons while the other one is still a considerable distance away. What do you want to do here? Will you:

Make a dash to the door?

Turn to 338

Attack one of the Skeletons?

Turn to 164

Back off and make your way east to
the black tower?

Turn to 390



366

Surprisingly enough, this door opens readily to your touch, and you stand at the top of a flight of stone steps that lead down. A dim red glow is reflected along the walls of this staircase and a blast of heat strikes you in the face even from this distance. You guess that this must be the correct route to reach your final destination, a confrontation with the Master of Fire. If you are ready to descend now and face him, turn to 397. If you would rather close this door and try the one at the end of the passage, turn to 49. If you wish to search elsewhere in the dungeon, turn to 106; make a note that, when you are ready to go down to the deepest dungeon level, you can do so by turning to 397.



367

Through the squalls and choppy grey waters you struggle to reach the creaking timbers of the sailing ship, its back broken on rocks that you manage to avoid. You grab some ropes hanging down the ship's side, fasten your own rowing boat safely, and haul yourself up on deck. You see a half-smashed lifeboat lying partly over the railing of the ship, an empty berth from which another lifeboat must have been launched, a large hold with flapping tarpaulin covers, and a set of wooden steps, close to the wheelhouse, leading down below decks. On the main mast, a crow's nest seems to have a slumped figure of some kind in it. Will you:

Investigate the hold?

Climb to the crow's nest?

Descend the steps below decks?

Turn to 343

Turn to 5

Turn to 52



368

Fortunately for you, the bound Elemental here is weaker than most of its kind, which means that you may be able to survive if you're very lucky!

EARTH ELEMENTAL SKILL 10 STAMINA 14

If you win, you may leave the monastery if you choose; turn to 281. If you haven't been upstairs yet, you continue upwards. The two sets of stairs rejoin at the top and open out on to a single corridor. There are two doors here, one at either end of the corridor. One door is slightly open, and from the room beyond it you can hear a horrid, guttural growling and gargling sound. The other door is closed. Will you:

Make for the closed door and open it?

Turn to 325

Go to the slightly open door and enter the room beyond?

Turn to 336

Go back downstairs and leave the monastery?

Turn to 281

369

The manikin expands until it is the same size as you; then it simply stands impassively beside you. If you try to command it in some way, it doesn't respond, but if you start to walk away it will follow you. Now, will you take down the swords here in order to examine them, if you haven't already done so (turn to 103), or leave this room and search elsewhere (turn to 79)?

370

As you run off you are caught by some blows from skeletons. *Test your Luck*. If you are Lucky, you must lose 2 points from your STAMINA through the blows; if you are Unlucky, you have to lose 6 STAMINA points from attacks. However, if you're still alive, you get away and the undead don't follow you away from the hillock. Turn to 34.



371

You push open the door easily and it opens into a fire-blasted room. The smell of burning lingers on the charred remains of furniture and tapestries here. It doesn't look promising; but if you wish to search here, turn to 339. If you want to go back to the main passage and choose somewhere else to search, turn to 106.

372

The humidity is beginning to sap your strength and your clothing is sodden with sweat. As you stumble along the trail, your vision is blurred by sweat and you feel very tired; deduct 3 points from your STAMINA, caused by your exhaustion. You rub your eyes and look around, and you are sure that you can see faces gazing at you from behind the swathes of swamp fern. The green, reptilian head of a tall and muscular Lizard Man regards you curiously out of its yellow, slanted eyes. The Lizard Man doesn't seem to be making any move to attack you. What will you do?

Ignore the Lizard Man and walk on?

Turn to 241

Greet the Lizard Man?

Turn to 47

Attack the Lizard Man?

Turn to 27

Backtrack and take the other fork of the trail?

Turn to 69

Backtrack and take the rope-bridge route?

Turn to 84

373

On the far side of the door that the apprentice emerged from is his bedroom cum study with a spartan pallet bed, a couple of simple chairs and a few basic furnishings. You make a thorough search of both rooms, and of the apprentice's body. You come up with some scraps of food (enough for 2 meals), 3 Gold Pieces and an empty potion bottle. The bookcase holds some arcane tomes which you can't decipher, and anyway they're too heavy to carry. Disappointed at this meagre find, you return to the main passage. Now will you:

Open the other door along the passage if you haven't done so before?

Turn to 15

Descend the stone steps?

Turn to 56

Try to get through the screen of blue light?

Turn to 37

374

You retrieve your sword when it has cooled down and consider what to do next. Will you:

Climb a tree and get some sleep? Turn to 276
 Enter the right-hand barrow, if you
 haven't already? Turn to 38
 Enter the large central barrow? Turn to 59

375

Now you are battling the Master of Fire in hand-to-hand combat, with an end to sorcerous meddling! You should now deduct from the Master's STAMINA score any damage you have already inflicted upon him.

MASTER OF FIRE SKILL 11 STAMINA 17

If you win, turn to 326.

376

You drag your weary legs up what seems like an endless procession of steps leading to the very top of the lighthouse tower. In a bright, airy chamber at the top there is a spinning glass globe close to the roof, but no light radiates out from it. If you know an Incantation of Light, turn to the paragraph with the same number as the flecks of light in the Magic Stone you carry. If you don't have a Magic Stone, you may be able to return here if you find it later. For now, though, there's nothing you can do here, so you leave; you can descend to the wreck in the bay below if you haven't already done so (turn to 291), investigate the trapdoor downstairs if you haven't done so already (turn to 261), or leave here and find somewhere else on the island to visit (turn to 70).

377

The writing desks have been tidied up very conscientiously. Unblemished vellum, vials of rare inks and quills are there aplenty, but no writing or notes, nor any clues as to what has been happening to the wizards. Rifling through one of the desks, however, you must *Test your Skill*. If you fail, your hand is slashed by a blade trap; deduct 2 points from your STAMINA. If you are successful, you manage to avoid the trap. Now return to 110 and choose an option you haven't selected before.

378

You hit out as best you can against this force of magical energies. Your sword glints and gleams within the barrier of howling wind and stone, and you try to strike against the core of magical force within the room.

ELEMENTAL VORTEX SKILL 9 STAMINA 14

This is a perilous combat. If the Vortex has an Attack Strength of 21 in an Attack Round, you will be swept off your feet, and you will struggle to get in a telling blow in the next Attack Round (you must subtract 2 from your Attack Strength in that following round). If you win, turn to 91.

379

You run out of the monastery. Roll one die and halve the number rolled, rounding fractions up; this is the number of hits you take from the Elemental as you flee. Each hit drains your STAMINA of 2 points. If you

are still alive, the magical guardian doesn't pursue you outside the building. Will you now head:

- | | |
|--|-------------|
| North-eastwards to the lighthouse, if you haven't been there before? | Turn to 333 |
| West to the woodlands, if you haven't been there? | Turn to 57 |
| South-west to a grassy hillock? | Turn to 186 |
| South-west towards some marshland in the distance? | Turn to 6 |

380

You are standing inside a small, bare chamber which you guess must be a quadrant within the circular tower. In one wall there is a door which is slightly ajar, and in the chamber beyond you can see a circular stone staircase, leading both up the tower and down to the dungeons. In that chamber some sacks, rags, scraps of wood and other debris lie scattered about. Entering the chamber, will you:

- | | |
|----------------------------|-------------|
| Search through the debris? | Turn to 92 |
| Take the staircase up? | Turn to 316 |
| Take the staircase down? | Turn to 2 |

381

Without your having to force it, the black door opens easily into a passageway, along which you set out, treading carefully to avoid traps. There is a door in front of you, at the point where the passage curves to the left, and you can just make out that this passageway ends at another door. Will you:

- | | |
|--|-------------|
| Leave this passage and check elsewhere in the dungeon? | Turn to 23 |
| Open the door directly ahead of you? | Turn to 185 |
| Open the door along the left-hand section of passage? | Turn to 252 |



382

In forcing the chest open, you also trigger a vicious trap: a cutting blade springs out from below the lock and slices deeply into your forearm and wrist. Yelping with pain, you clasp your bleeding swordarm; lose 3 points from your STAMINA.

Inside the chest is the Captain's cutlass; this Magic Sword will add 1 to your Attack Strength when it is used during combats. There is also a pouch containing 7 Gold Pieces, and a shield. Now will you:

- | | |
|---|-------------|
| Search the forward hold, if you haven't done so before? | Turn to 85 |
| Study the magical symbol, if you haven't done this already? | Turn to 97 |
| Leave the ship and return to shore? | Turn to 272 |



383

You have entered the Master of Water's massive alchemical laboratory. It is a truly amazing sight! The room must measure hundreds of square metres in size, with a ceiling at least eight metres above your head. There are several workbenches, shelves upon shelves, jars and alchemical equipment, a huge sealed vat, a chest and much else. You make a cautious inventory of the range of materials here and decide that the following objects may be worth closer scrutiny: four floating glass globes with coloured gases inside, two green and two red; the vat, which gives off an acrid, foul smell; a central work-table with many sealed vials and potions; a small table with oils and unguents; and a chest. Among the otherwise dirty apparatus there are also two clean glass bottles which you can take, should you want them. You must consume a meal here during your extensive search. If you want to explore further, turn to 58. If you think better of it and decide to search elsewhere in this dungeon level, turn to 106.

384

The trail now splits, forking south-west and south-east. Overhead, you notice a series of interwoven vines in the leaf canopy forming a rope-bridge of sorts and leading directly south. It would be a lot cooler up there than it is down here, and the sweat running off your body lets you know that the heat and humidity are already beginning to weaken you. Which route will you take now? Will you:

Take the south-western trail?
 Take the south-eastern trail?
 Climb up to the rope-bridge?

Turn to 69
 Turn to 372
 Turn to 84

385

This door is locked. You can try to force it open if you wish. To do so, roll two dice then add 2 to the total. If the resulting number is less than, or equal to, your SKILL, you succeed in opening the door. If that number is greater than your SKILL, you don't open it, but you can try again! You can repeat this procedure as many times as you like, but note down how many attempts you have to make before you succeed. If you open the door, turn to 250. If you prefer not to force the door open, will you:

Open the other door along the passage,
 if you haven't already done so?
 Descend the steps?
 Try to get past the screen of blue
 light?

Turn to 15
 Turn to 56
 Turn to 37

386

Their leader was the Master of Waters. It was he who began tampering with undead creatures at first, but only in an idle way. His deputy, the Master of Fire, was the one who brought down the great spirit into the dungeons. It has possessed him now. He slew the Master of Waters. I cannot speak their names, magic cast over me forbids it. My own master, Remishaz, Master of Air, was not evil, but he was intrigued by spirits and undead from the Magical Planes, especially

the Ethereal Plane, and I'm afraid he did dabble a little. He argued with the Master of Earth, who animated undead from the ground, and they slew each other. They still live on as spirits, warring down there in the dungeons. I still don't understand why their disagreement became so violent in the end. Until they're at peace, the great spirit possessing the Master of Fire cannot be destroyed. Looking back, it was meddling with the undead that brought them all to disaster... Return to 48.

387

After wading back to land, where will you go? Will you head for:

The barren moorland to the east?	Turn to 90
The distant lighthouse?	Turn to 333
The southern woodland?	Turn to 57
The hill in the middle of the island?	Turn to 186

388

You throw open the door to a wizard's lair. The room is decorated in greys and browns and has a stony, cold atmosphere. The furnishings are basic in the extreme, only a granite statue of a wizard providing any decoration. You feel a sudden chill along your spine as the room seems to grow colder, and you see the ghostly figure of a grey-haired old man manifesting at the other end of the room. He is robed and shrouded, and his piercing eyes look right into yours as his lips draw back in a snarl. He raises his wraith-like hands and begins to chant - he may be a spirit, but he can still

cast spells! If you think you know his name and want to talk to him, turn to 362. If you wish to attack him, turn to 44. If you prefer to flee from the spirit, turn to 134.

389

Staying to fight is not a wise decision. You are surrounded by a whole group of Skeletons, and a second wave is assembling to attack even as you are engaged in fighting the first. Because of the imperfections in their creation, your weapon will do full damage to these Skeletons, but you have to fight each group as if it were a single monster here, and there are enough of them to make this a really tough combat. Fight the first group and, if you survive, fight the second group afterwards.

	SKILL	STAMINA
First SKELETON GROUP	9	10
Second SKELETON GROUP	7	9

If you win, turn to 34.

390

You press on towards your final destination on Solani Island under a threatening grey sky. You pass whorled mounds of cracked, dry, white ash which are whipped up by the wind and blow in your face. If you have Lung Rot, you must lose 2 points from your STAMINA for breathing in some of this ash. Then you notice several clumps of a very odd succulent plant with vicious axehead-shaped spiked leaves. If you have a herbiary which tells you about the Axeplant, turn to the para-

graph with the same number as the page in the book which describes it. If you don't have this book, turn to 124.

391

The acid splashes all over the body of the wizard, and he shrieks as it burns into his flesh; he loses 4 points from his STAMINA (make a note of this). Now, as he marshals himself for a final spell-casting effort, you can run at him with a weapon (turn to 39) or use a crystal or diamond in some way (turn to 25). Alternatively, if you have a Brass Orb and wish to use it, you may do so: you know the number of the paragraph where you found the Orb, so double it and turn to the paragraph with the same number.

392

As soon as the pentagram is disturbed, an ominous grinding sound comes from beneath the landing, and a pillar of earth and stones erupts through the woodwork, smashing it into splinters and flying fragments. Lose 1 point from your STAMINA because of the cuts and abrasions you suffer from sharp splinters of wood and flying stones. You are faced with a hostile Earth Elemental here! If you want to fight it, turn to 264. If you prefer to flee, turn to 379.

393

You wake up and look about you; you're ravenous, and you must eat a meal now. You see before you an expanse of blasted and barren plain, dust and rock; to the south a black tower rises, stark and forbidding. In

the far west, across the plain, there is a bay, and that just might be a building of some kind far to the west across the plain, although you cannot be sure from here. Will you make for the black tower (turn to 334) or set off westwards across the plain (turn to 201)?

394

You ask the hermit about the undead on the island. 'Those blasted wizards,' he cries. 'All their doing! Played with the forces of life, you see, so they thought they could play with dead things. They'd changed the life forces and bodies of things in the swamps, but altering wasn't enough, oh no. They dredged up the dead from the sea bed. They just used them as slave labour at first - cheap, economical to use, never needed sleep, didn't complain about poor wages or being worked too hard. But then one of them started experimenting with other undead, not just mindless things, and he got his elemental and necromantic magic mixed up, and played with souls and spirits and evil things with minds, cunning and guile. Oh yes, I know I'm as mad as a hatter, but I'm not *that* insane. The Master of Fire dabbled with summonings beyond even his power. He drew down one of the Great Undead, the immortal spirits of darkness, and then the full horror began . . .' The hermit falls silent. Now you can ask him about two (and only two) other topics before he grows too distracted and crazy to talk coherently and runs off into the forest. Turn to two of the paragraphs from the list below which will tell you about the subjects you want to know more about (you will be sent back to this paragraph to make your

second choice). When you've made two choices, turn to 168.

Curing diseases.	Turn to 107
More about the wizards.	Turn to 129
Other people on the island.	Turn to 156
The marshlands.	Turn to 183
General help and advice.	Turn to 331

395

The apprentice is not skilled with a weapon, but he can use a few spells effectively. For the first two Attack Rounds, if he has the higher Attack Strength he will cast a magical dart spell which inflicts 3 points of damage to your STAMINA. After that, he will fight with his dagger, which inflicts only 1 point of damage if he hits you.

WIZARD'S APPRENTICE SKILL 8 STAMINA 9

If you win, turn to 373.



396

You put your foot through a rotted part of the timbers and fall heavily, twisting an ankle; deduct 2 points from your STAMINA. At the same time your backpack gets soaked and some dirty seawater, contaminated by wood-varnish, gets into your food; lose 2 Provisions. Cursing your ill-fortune, you wander around to see what you can find. Turn to 145.



397

You descend the stairs for what seems an eternity, sweating in the increasing heat of the air that rises towards you from the dungeons of the Master of Fire. Your hair sticks to your scalp and your hand resting on the hilt of your sword, grows moist; but at last you see before you a single door on the landing at which the stairs terminate. You have no choice but to fling it open, and you stand in the doorway, gazing open-mouthed at a bizarre chamber beyond. The floor is slightly concave, as is the ceiling, and a forest of red-veined, stony, rib-like protrusions litter them both. The walls glow red, and in the centre of the chamber stands a motionless undead creature which looks like the skeletal result of some dreadful splicing-together of various creatures. A human torso and arms are topped by a Lizard Man's head and neck; but the powerful legs the thing stands on look like those of a great horse, and the skeletal tail of the monster ends in a bony spike. The monstrosity is armed with a barbed bone hook which it is holding in front of it, and now it is moving towards you, cutting an arc through the air as if with a scythe. You must fight the Skeletal Mutant before you can progress any further.

SKELETAL MUTANT

SKILL 9

STAMINA 12

If you win, you can see doors on either side of the room, in addition to the one you entered by. Will you open:

The door to your right?

Turn to 146

The door to your left?

Turn to 211

The door ahead of you?

Turn to 310

398

Going through the doorway, you set off down a passage into a warren of rooms where the junior monks lived. Each room is tiny and contains only a hard pallet bed, a simple chair and one or two small ornaments. Will you:

Spend some time searching the individual rooms?

Turn to 243

Return to the main passage and leave the building?

Turn to 281

Return to the main passage and open the door opposite, if you haven't done so before?

Turn to 180

Head along the main passage towards the T-junction?

Turn to 154

399

You find a secret door, very carefully concealed, at the end of the tunnel; you push it open, to discover a long passageway lit by magical light. At the far end is a door which opens, revealing a stone staircase leading up into the tower itself; but you have a strong intuition that what you seek lies in the dungeons, not upwards. Directly to your right is another door, this one closed; the passage ends in a screen of blue light you can't see through. To your left the passage ends in a doorway and alongside you is a set of stone steps which leads downwards. Will you:

Open the door to your right?

Turn to 15

Open the door at the end of the passageway?

Turn to 385

Descend the steps?

Turn to 56

Try to pass the screen of light?

Turn to 37

400

At the final, fatal lunge of your sword, the Dire Spectre shrieks its dismay and its form dissipates into nothingness. You scarcely have time to assemble your thoughts before the Ethereal Oil wears off and you find yourself standing once more in the chamber of the Master of Fire. The magical fire has gone out now, the Black Skeleton is but a pile of bones, and across the room you can see a treasure chest, which may well possess gold, magical artefacts and perhaps more still. It remains for you to get out of these dungeons, and the way home may well be hazardous indeed, but, after what you've been through, you think you are going to make it.

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