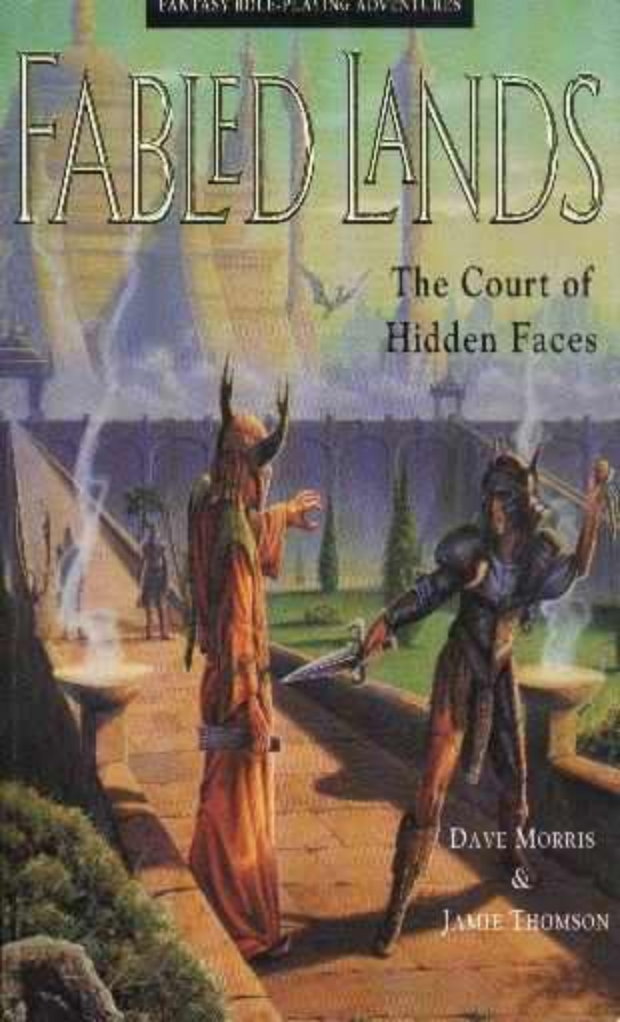
FANTASY ROLE-PLAYING ADVENTURES

FABLED LANDS

The Court of Hidden Faces



DAVE MORRIS
&
JAMIE THOMSON



Adventure Sheet



NAME

PROFESSION

GOD

RANK

DEFENCE

ABILITY	SCORE
CHARISMA	
COMBAT	
MAGIC	
SANCTITY	
SCOUTING	
THIEVERY	

POSSESSIONS (maximum of 12)

STAMINA

When unwounded

Current:

RESURRECTION ARRANGEMENTS

MONEY

TITLES AND HONOURS

BLESSINGS

CODEWORDS

❑ Baluster	❑ Bounty
❑ Barnacle	❑ Boysen
❑ Bashful	❑ Bridoon
❑ Bastion	❑ Brisket
❑ Beltane	❑ Brush
❑ Bisect	❑ Bullion
❑ Blemish	❑ Bullseye
❑ Bobbin	❑ Bumble
❑ Bones	❑ Bunting
❑ Bookworm	❑ Buzz
❑ Bosky	

QUICK RULES

To use an ability (COMBAT, THIEVERY, and so on), roll two dice and add your score in the ability. To succeed you must roll higher than the Difficulty of the task.

Example:
You want to calm down an angry innkeeper. This requires a CHARISMA roll at a Difficulty of 10. Say you have a CHARISMA score of 6. This means that you would have to roll 5 or more on two dice to succeed.

Fighting involves a series of COMBAT rolls. The Difficulty of the roll is equal to the opponent's Defence score. (Your Defence score is equal to your Rank PLUS your armour bonus PLUS your COMBAT score.) The amount you beat the Difficulty by is the number of Stamina points that your opponent loses.

That's pretty much all you need to know. If you have any detailed queries, consult the Adventuring in the Fabled Lands 2 document.

SHIP'S MANIFEST

Ship type	Name	Crew quality	Cargo capacity	Current cargo	Where docked

Adventurer's Journal

For the keeping of notes

Adventuring in the Fabled Lands

Fabled Lands is unlike any other gamebook series. The reason is that you can play the books in any order, coming back to earlier books whenever you wish. You need only one book to start, but by collecting other books in the series you can explore more of this rich fantasy world. Instead of just one single storyline, there are virtually unlimited adventures to be had in the *Fabled Lands*. All you need is two dice, an eraser and a pencil.

If you have already adventured using other books in the series, you will know your entry point into this book. Turn to that section now.

If this is your first *Fabled Lands* book, read the rest of the rules before starting at section **1** of *Cities of Gold and Glory*. You will keep the same adventuring persona throughout the books – starting out as just a 2nd Rank wanderer in *Cities of Gold and Glory*, but gradually gaining in power, wealth and experience throughout the series.

ABILITIES

You have six abilities. Your initial score in each ability ranges from 1 (low ability) to 6 (a high level of ability). The lowest possible score for an ability is 1 – you can never have a lower score than that.

CHARISMA	the knack of befriending people
COMBAT	the skill of fighting
MAGIC	the art of casting spells
SANCTITY	the gift of divine power and wisdom
SCOUTING	the techniques of tracking and wilderness lore
THIEVERY	the talent for stealth and lockpicking

PROFESSIONS

Not all adventurers are good at everything. Everyone has some strengths and some weaknesses. Your choice of profession determines your initial scores in the six abilities.

Priest: CHARISMA 4, COMBAT 2, MAGIC 3, SANCTITY 6, SCOUTING 4, THIEVERY 2

Mage: CHARISMA 2, COMBAT 2, MAGIC 6, SANCTITY 1, SCOUTING 5, THIEVERY 3

Rogue: CHARISMA 5, COMBAT 4, MAGIC 4, SANCTITY 1, SCOUTING 2, THIEVERY 6

Troubadour: CHARISMA 6, COMBAT 3, MAGIC 4, SANCTITY 3, SCOUTING 2, THIEVERY 4

Warrior: CHARISMA 3, COMBAT 6, MAGIC 2, SANCTITY 4, SCOUTING 3, THIEVERY 2

Wayfarer: CHARISMA 2, COMBAT 5, MAGIC 2, SANCTITY 3, SCOUTING 6, THIEVERY 4

Fill in the Adventure Sheet included in the Adventure Pack 2 with your choice of profession and the ability scores given for that profession.

STAMINA

Stamina is lost when you get hurt. Keep track of your Stamina score throughout your travels and adventures. You must guard against your Stamina score dropping to zero, because if it does you are dead.

Lost Stamina can be recovered by various means, but your Stamina cannot go above its initial score until you advance in Rank.

You start with 13 Stamina points. Record your Stamina in pencil on the Adventure Sheet.

RANK

You start at 2nd Rank, so note this on the Adventure Sheet now. By completing quests and overcoming enemies, you have the chance to go up in Rank.

You will be told during the course of your adventures when you are entitled to advance in Rank. Characters of higher Rank are tougher, luckier and generally better able to deal with trouble.

Rank	*Title*
1st	Outcast
2nd	Commoner
3rd	Guildmember
4th	Master/Mistress
5th	Gentleman/Lady
6th	Baron/Baroness
7th	Count/Countess
8th	Earl/Viscountess
9th	Marquis/Marchioness
10th	Duke/Duchess

POSSESSIONS

You can carry up to 12 possessions on your person. All characters begin with 16 Shards in cash and the following possessions, which you can record on your Adventure Sheet: **sword**, **leather jerkin (Defence +1)**, **map**.

Possessions are always marked in bold text, like this: **gold compass**. Anything marked in this way is an item which can be picked up and added to your list of possessions.

Remember that you are limited to carrying a total of 12 items, so if you get more than this you'll have to cross something off your Adventure Sheet or find somewhere to store extra items. You can carry unlimited sums of money.

DEFENCE

Your Defence score is equal to:

your COMBAT score
plus your Rank
plus the bonus for the armour you're wearing (if any).

Every suit of armour you find will have a Defence bonus listed for it. The higher the bonus, the better the armour. You can carry several suits of armour if you wish – but because you can wear only one at a time, you only get the Defence bonus of the best armour you are carrying.

Write your Defence score on the Adventure Sheet now. To start with it is just your COMBAT score plus 2 (because you are 1st Rank and have +1 armour). Remember to update it if you get better armour or increase in Rank or COMBAT ability.

FIGHTING

When fighting an enemy, roll two dice and add your COMBAT score. You need to roll higher than the enemy's Defence. The amount you roll above the enemy's Defence is the number of Stamina he loses.

If the enemy is now down to zero Stamina then he is defeated. Otherwise he will strike back at you, using the same procedure. If you survive, you then get a chance to attack again, and the battle goes on until one of you is victorious.

Example:

You are a 3rd Rank character with a COMBAT score of 4, and you have to fight a goblin (COMBAT 5, Defence 7, Stamina 6). The fight begins with your attack (you always get first blow unless told otherwise). Suppose you roll 8 on two dice. Adding your COMBAT gives a total of 12. This is 5 more than the goblin's Defence, so it loses 5 Stamina.

The goblin still has 1 Stamina point left, so it gets to strike back. It rolls 6 on the dice which, added to its Combat of 5, gives a total attack score of 11. Suppose you have a ***chain mail tabard (Defence +2)****. Your Defence is therefore 10 (=4+3+3), so you lose 1 Stamina and can then attack again.*

USING ABILITIES

Fighting is often not the easiest or safest way to tackle a situation. When you get a chance to use one of your other abilities, you will be told the Difficulty of the task. You roll two dice and add your score in the ability, and to succeed in the task you must get higher than the Difficulty.

Example:

You are at the bottom of a cliff. You can use THIEVERY to climb it, and the climb is Difficulty 9. Suppose your THIEVERY score is 4. This means you must roll at least 6 on the dice to make the climb.

CODEWORDS

There is a list of codewords included in the Adventure Pack 2. Sometimes you will be told you have acquired a codeword. When this happens, put a tick in the box next to that codeword. If you later lose the codeword, erase the tick.

The codewords are arranged alphabetically for each book in the series. In this book, for example, all codewords begin with B. This makes it easy to check if you picked up a codeword from a book you played previously. For instance, you might be asked if you have picked up a codeword in a book you have already adventured in. The letter of that codeword will tell you which book to check (i.e. if it begins with C, it is from Book 3: *Over the Blood-Dark Sea*).

SOME QUESTIONS ANSWERED

How long will my adventures last?

As long as you like! There are many plot strands to follow in the *Fabled Lands*. Explore wherever you want. Gain wealth, power and prestige. Make friends and foes. Just think of it as real life in a fantasy world. When you need to stop playing, make a note of the entry you are at and later you can just resume at that point.

What happens if I'm killed?

If you had the foresight to arrange a resurrection deal (you'll learn about them later), death might not be the end of your career. Otherwise, you can always start adventuring again with a new persona. If you do, you'll first have to erase all codewords, ticks and money recorded in the book.

What do the maps show?

Two of the black and white maps show the whole extent of the known Fabled Lands. The colour map shows the land of Golnir which is covered by this adventure – *Cities of Gold and Glory*.

Are some regions of the world more dangerous than others?

Yes. Generally, the closer you are to civilization (the area of Sokara and Golnir covered in the first two books) the easier your adventures will be. Wait until you have reached higher Rank before exploring the wilder regions.

Where can I travel in the Fabled Lands?

Anywhere. If you journey to the edge of the map in this adventure, you will be guided to another adventure in the series. (*The War-Torn Kingdom* deals with Sokara, *Cities of Gold and Glory* deals with Golnir, *Over the Blood-Dark Sea* deals with the southern seas and so on.) For example, if you are enslaved by the Uttakin, you will be guided to *The Court of Hidden Faces* **321**, which refers to entry **321** in Book 5.

What if I don't have the next book?

Just turn back. When you do get that book, you can always return and venture onwards.

What should I do when travelling on from one book to the next?

It's very simple. Make a note of the entry you'll be turning to in the new adventure. Then copy all the information from your Adventure Sheet and Ship's Manifest into the new adventure. Lastly, rub out the Adventure Sheet and Ship's Manifest data in the old adventure so they will be blank when you return there.

What about codewords?

Codewords report important events in your adventuring life. They 'remember' the places you've been and the people you've met. Do NOT rub out codewords when you are passing from one book to another.

Are there any limits on abilities?

Your abilities (COMBAT, etc) can increase up to a maximum of 12. They can never go lower than 1. If you are told to lose a point off an ability which is already at 1, it stays as it is.

Are there any limits on Stamina?
There is no upper limit. Stamina increases each time you go up in Rank. Wounds will reduce your current Stamina, but not your potential (unwounded) score. If Stamina ever goes to zero, you are killed.

Does it matter what type of weapon I have?
When you buy a weapon in a market, you can choose what type of weapon it is (i.e. a sword, spear, etc). The type of weapon is up to you. Price is not affected by the weapon's type, but only by whether it has a COMBAT bonus or not.

Some items give ability bonuses. Are these cumulative?
No. If you already have a **set of lockpicks (THIEVERY +1)** and then acquire a **set of magic lockpicks (THIEVERY +2)**, you don't get a +3 bonus, only +2. Count only the bonus given by your best item for each ability.

Why do I keep going back to entries I've been to?
Many entries describe locations such as a city or castle, so whenever you go back there, you go to the paragraph that corresponds to that place.

How many blessings can I have?
As many as you can get, but never more than one of the same type. You can't have several COMBAT blessings, for instance, but you could have one COMBAT, one THIEVERY and one CHARISMA blessing.

Starting characters

You can create your own character, or pick one from the following – except for the last two listed. Transfer the details of the character you have chosen to the Adventure Sheet.

LIANA THE SWIFT

Rank: 2nd
Profession: Wayfarer
Stamina: 13
Defence: 8
Money: 16 Shards

CHARISMA: 2
COMBAT: 5
MAGIC: 2
SANCTITY: 3
SCOUTING: 6
THIEVERY: 4



Possessions: **spear**, **leather jerkin (Defence +1)**, **map**

Liana prefers to make her home in mountain grottos and woodland groves rather than in the squalid streets of cities. She has the agility of a gazelle, the cunning of a fox and the ferocity of an eagle. Despite her wild streak, she has a knack for making friends, for people sense that she is honest and trustworthy.

ANDRIEL THE HAMMER

Rank: 2nd
Profession: Warrior
Stamina: 13
Defence: 9
Money: 16 Shards

CHARISMA: 3
COMBAT: 6
MAGIC: 2
SANCTITY: 4
SCOUTING: 3
THIEVERY: 2



Possessions: **battle-axe**, **leather jerkin (Defence +1)**, **map**

Andriel seeks fame through adventure and the glory of battle. He left his homeland when an extended outbreak of peace made his skills redundant there. He is blunt and outspoken, but scrupulously follows the warrior's code. If someone crosses him, he will use all the means at his disposal to get revenge.

CHALOR THE EXILED ONE

Rank: 2nd
Profession: Mage
Stamina: 13
Defence: 5
Money: 16 Shards

CHARISMA: 2
COMBAT: 2
MAGIC: 6
SANCTITY: 1
SCOUTING: 5
THIEVERY: 3



Possessions: **staff, leather jerkin (Defence +1)**, **map**

Chalor is an outcast by choice, shunning his native land and the family who spurned him, driven by a burning desire for secret knowledge. His goal is to become one of the mightiest wizards of the world, and nothing will stand in his way.

MARANA FIREHEART

Rank: 2nd
Profession: Rogue
Stamina: 13
Defence: 7
Money: 16 Shards

CHARISMA: 5
COMBAT: 4
MAGIC: 4
SANCTITY: 1
SCOUTING: 2
THIEVERY: 6



Possessions: **sword**, **leather jerkin (Defence +1)**, **map**

Marana is a fiercely independent woman who grew up in the back streets of her home town. Forced to flee because she was too active in her chosen profession, she has come to new lands to seek her fortune. Devious, resourceful, personable and intelligent, she can break in almost anywhere – and talk her way out afterwards! She is determined to get rich any way she can.

IGNATIUS THE DEVOUT

Rank: 2nd
Profession: Priest
Stamina: 13
Defence: 5
Money: 16 Shards

CHARISMA: 4
COMBAT: 2
MAGIC: 3
SANCTITY: 6
SCOUTING: 4
THIEVERY: 2



Possessions: **mace**, **leather jerkin (Defence +1)**, **map**

Ignatius is a traveller whose desire is to learn all he can about the deities of the Fabled Lands. His strong beliefs give his sermons added zest, and he has enthralled many a crowd with his impassioned speeches. He has sworn to stamp out impiety wherever he finds it.

ASTARIEL SKYSONG

Rank: 2nd
Profession: Troubadour
Stamina: 13
Defence: 6
Money: 16 Shards

CHARISMA: 6
COMBAT: 3
MAGIC: 4
SANCTITY: 3
SCOUTING: 2
THIEVERY: 4



Possessions: **sword**, **leather jerkin (Defence +1)**, **map**

Astariel has the wanderlust, and chafes if he has to remain in one place for any length of time. He enjoys the freedom of the open road and the thought that he never knows what adventures each new day will bring. He lives by his wits and is a familiar figure at tavern firesides, where he regales travellers with his tales.

JAMIE THOMSON

Rank: 10th
Profession: Author
Stamina: 47
Defence: 20
Money: 3 Shards

CHARISMA: 6
COMBAT: 10
MAGIC: 8
SANCTITY: 6
SCOUTING: 1
THIEVERY: 9



Possessions: **Computer, containing total knowledge of the Fabled Lands.**

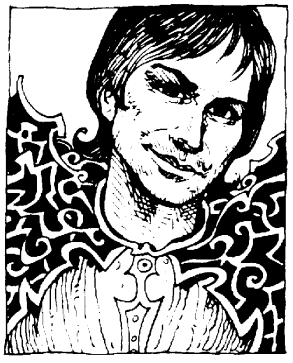
Jamie Thomson began in the role-playing business as an assistant editor of *White Dwarf* magazine. His previous works include *Fighting Fantasy* gamebooks for Puffin, the *Way of the Tiger* series for Hodder Headline, and a gamebook based on Channel 4's *Crystal Maze* series (with Dave Morris).

Fabled Lands is based on the fantasy world of Harkun he developed for a series of plays broadcast on Radio 5 in 1993. His hobbies are cricket, role-playing and computer games. He lives in Brixton.

DAVE MORRIS

Rank: 10th
Profession: Author
Stamina: 33
Defence: 14
Money: 203 Shards

CHARISMA: 6
COMBAT: 4
MAGIC: 10
SANCTITY: 1
SCOUTING: 6
THIEVERY: 4



Possessions: **Maps revealing all of the Fabled Lands, including the underworld and places yet uncharted.**

Dave's interests include role-playing, Tibetan spirit dancing, films, boxing, and food – especially food.

He is often to be found in the Chada restaurant in Battersea, where he can be heard volubly expressing his views on most subjects under the sun.

He is married to one of the bacchantes.


Cragdrift Sea
The Peaks at the Edge of the World
The Ruby Citadel
R. of Destiny
R. of Life
Old Age R.
Horde of the Thundering Skies
Horde of the Thousand Winds
The Great Steppes
City of Ruins
The Rimewater
Sky Mtn.
The Spine of Harkun
Icicle Woods
Forest of the Forsaken
The Haunted Hills
OLD HARKUNA
GOLNIR
Grimm River
River of Ruby
Reee River
The High King's Seat
Wheatfields
Kunrir
UTTAKU
Castle Ravayne
Ringhorn
Metriciens
Aku
Kraterps
Lake of Demons
Onaros
Forest of Woes
Numa River
Pass of Sighs
Thanatos Caverns
ATTICALA
Skios
Iskandar River
The Oracle
Dweomer
The Unnumbered Isles
The Sorcerers' Isle
The Innis Shoals
The Violet
Teleos
The Sleeping Isle
Forest of Remorse
Sea of Stilts
Ruined Tarshesh
Hoplos
The Straits of Alvir
City of the Stargazers
The Hole in the World
Borotek
City of the Dead
The Walking City
CHRYSOPRAIS
The Blue Grassland
ANKON
Mithdrak
Pethumar
Noral
Auricilum
Country of the Hidden Ones
Desert of Bones
Ark ships of the Golden Men
Pevek
Korevar


The Fabled Lands
Yarimura
Disaster Bay
Isle of Mystery
Gemstone Hills
Nerech - Land of the Manbeasts
Pass of Eagles
Citadel of Velis Corin
Forts of the Eastern Marches
Pass
Caran Baru
Coldbleak Hills
SOKARA
Druid's Isle
The Unbounded Ocean
Yellowport
Old Sokar
Sea of Whispers
The Jawbone Isles
AKATSURA
Chompo
Oni Province
Kwaidan Forest
The Black Pagoda
Imperial Chambara
Ugetsu Straits
Kaiju
Dragon Island
Ocean
The Island of Fire
Brazen Copper Island
Starspike Island
Ghostwaters of Nyg
Noboro Monastery
Sea of Hydras
Smogmaw
Hagashin
The Weeping Jungle
Begotombo
Lake of Firewater
The Great River
The Feathered Lands
KONU
Dunpala
Inkatek
Chundor
The Parched Lands
Plateau of Dragons
Shamsar
Gashmuru Gulf
The Golden Cliffs
Dangor
The Forbidden Realm


THE RIMEWATER
ICEMINE
THE GREAT STEPPES
CRAGDRIFT SEA
ICICLE WOODS
THE SPINE OF HARKUN
SPATTERDASH
MARMOREK
OLD HARKUNA
GOLNIR
LAKE OF SEVEN NEEDLES
THE HIGH KINGS SEAT
RIVER PERE
THE GRUNES
THE HOUSE OF HOLYAMU THE UNBIDDEN
CRAGS OF THE LONG HOMES
RIVER OF RUBY
SINGING FOREST
DELPTON
UTTAKU
HALL OF HEROES
THURLINGS
CASTLE RAVAYNE
KUNRIR
RUNGHORN
GRINDEL'S HALL
THE MIXEN SUMPS
AKU CITY OF THE FACELESS KING
UTTAKU THE LAND OF HIDDEN FACES
THE VIOLET OCEAN

THE COURT OF HIDDEN FACES

By Dave Morris and Jamie Thomson

1

You are alone in an open boat waiting for death. How your life has changed since that day when you set out from your homeland across the Cragdrift Sea. You had signed on board a ship with the hope of visiting a dozen ports and seeing a thousand wonders. But calamity overtook your voyage in the first week, when pirates swooped down upon the vessel. You and a handful of shipmates managed to get the cutter down into the water and were making off, but some of the pirates leapt down from the rail right in your midst. The fighting was hard. You remember little of it now, but when it was over the boat was awash with blood and you were the only one left alive. Of your own ship and the pirates' craft there was no sign – the current had carried you out of sight of any living thing. Best not to think how you've survived since then. At the mercy of the wind and sea currents, you have been swept steadily westwards into regions completely unknown to

you. Drinking-water has been your biggest problem – you've had to rely on rain, and there has been none for days. Your body is weak, your spirits low.
Then, just as death seems ready to draw his boat alongside, you see something that kindles new hope: white clouds; birds turning high above; the grey hump of land on the horizon!
Steering towards the shore, you feel the cutter lurch as it enters rough water. The wind whips up plumes of spindrift and breakers pound the cliffs. The tiller is yanked out of your hands. The little boat is spun around, out of control, and goes plunging towards the coast.
You leap clear at the last second. There is the snap of timber, the roaring crescendo of the waves – and then silence as you go under. Striking out wildly, you try to swim clear, then suddenly a wave catches you and flings you contemptuously up on to the beach. You are battered, bedraggled, but alive.
Turn to **539**.

2
You emerge in a thick forest. The air is heavy with a musty odour; the trees are alive with birdsong. Behind you, on the forest floor, is the silvery pool. You look for an abzu plant.
Make a SCOUTING roll at Difficulty 13.
Successful SCOUTING roll turn to **316**
Failed SCOUTING roll turn to **219**

3
You step forward bravely, and call out a challenge. The door slams open, and out steps a huge, man-shaped reptilian beast. Its scaly skin is a greenish hue, and its hands end in massive, iron-hard talons. The face is like that of a lizard, with coal-black eyes, and a red crest running from the top of his head, all the way down his back and along the heavily muscled tail.
'By Ebron's snot!' bellows Grindel in a booming voice. 'Not another god-cursed would-be hero. Why do you people keep coming here time after time. What is it with you hairy, ugly little monkey-people!' Grindel picks up a tree trunk by the door, and hefts it like a mace. He glares at you. 'Come on then, though we don't have to fight, you know.'
Attack him turn to **409**
Ask him why he keeps eating people turn to **650**

4
You are in central Old Harkuna.
West to the Ruby River turn to **317**
North towards the High King's Seat turn to **653**
East into the Singing Forest turn to **31**
South into the country turn to **12**
South to the town of Thurlings turn to**181**

5
You reach an area of the wood where small clumps of ice-berries hang from crystal branches – they look like clear blue marbles. Tiny creatures sit among the branches sucking the juice from the berries and throwing the skins on to the ground. You pay little

heed to this until three particularly noisy ones start chirruping and throwing the berry skins at you. You tell them to stop and they sit staring at you, sniffing the air with a look of disgust on their tiny white faces. They are skirits – a common frost sprite, relatively harmless but divilishly mischievous. They are no more than eight inches tall, with pointed features, spindly limbs and long thin fingers. The only useful thing about skirits is that they know everything that happens in the woods and forests they live in.
Carry on your way turn to **47**
Ask them for information turn to **62**

6
You are able to follow your own tracks back to the outskirts of the swamp. Curiously, you notice the old woman left no tracks at all. You leave the swamp. Turn to **371.**

7
You are dead. Cross off the possessions and money listed on your Adventure Sheet. If you have a resurrection arranged, you can now turn to the entry marked for it. If you have no resurrection, it really is the end; you should delete all ticks and codewords in all your Fabled Lands books and start again (at **1** in any book in the series) with a new character.

8
You know that the carnivorous alalakh plant is drawn to movement and that at night it is dormant. All you have to do to stay alive is remain absolutely still, no matter what, until nightfall.
Make a THIEVERY roll at Difficulty 14.
Successful THIEVERY roll turn to **288**
Failed THIEVERY roll turn to **259**

9
The High King dispatches his retinue to open the castle rooms. Meanwhile, he climbs with you to the battlements and surveys the realm.
'The people have suffered in my absence,' he says. 'That will change. In the ages of mankind, as in nature, each time has its season. The winter of evil is passed; the age of prosperity is dawning again.'
'And the Uttakin, my liege?' you ask him.
He stares bleakly towards the west. 'Decadence has sapped their fighting spirit. The conquerors who swept us from our land have left feeble progeny. Soon I shall visit the sins of the fathers on those sons of Aku.'
The High King takes his leave, to organize the refit of the castle. Within a few days the whole place has been returned to its former glory. Turn to **112.**

10
You feel a momentary sense of absolute oblivion, and then you appear near a great city of disturbing design. Turn to **444.**

11
You are at the Hall of Heroes.
Enter the Mixen Sumps turn to **421**

East turn to **12**
West turn to **438**
North-west to the Crags of the Long Homes turn to **126**
Follow the river north turn to **317**

12
You are crossing the countryside of Old Harkuna.
Roll two dice.
Score 2-5 Creatures of the night turn to **109**
Score 6-7 No event turn to **393**
Score 8-12 Laughter in the bushes turn to **269**

13
You stop beside a gate and peek into the garden beyond. There, on a wide emerald lawn in front of a veranda of red-veined purple marble, lords and ladies lounge on gilded divans. Each noble wears a mask that exactly delineates his or her ancestry and status. When the wearer wishes to sip a little wine or pick at a sweetmeat, the mask is tilted back surreptitiously. Slaves run to and fro bringing food and wine on golden trays, their tunics patterned green so as to blend into the foliage and so cause no distraction to their masters. Eunuchs in white gowns wait out of sight behind a trellis of ivy and sing a wordless but beautiful tune that is all but lost in the chatter of voices.
You are among the wealthy aristocracy of Aku, for whom privilege is as natural a thing as the clean sea air they breathe.
If you have the codeword Erebus, turn to **308**. Otherwise, turn to **444.**

14
You speak the magic word that Targdaz taught you when he first helped you establish your castle. In a flash, across the gulf separating you, he hears you and casts the spell that teleports you back to your castle. You materialize in the great hall, where Targdaz and your steward stand ready to greet you.
Roll two dice to see how well the teleport worked.
Score 2 Lose all possessions and cash in transit
Score 3-4 Reappear with your face twisted, permanently reduce CHARISMA by 2
Score 5-6 Reappear inside-out; lose 10 Stamina points
Score 7+ Bliss! The spell works perfectly
Make any changes required on your Adventure Sheet, then turn to **245**.

15
A faint screeching from far above reaches your ears. Squinting into the mists that shroud the peaks, you can make out spindly shadows circling in the skies.
Look for shelter turn to **157**
Stand your ground turn to **207**

16 ☐
If there is a tick in the box, turn to **453** immediately. Otherwise, put a tick there now, and read on.
You have been taken by the Masked Lords of Uttaku as a slave. Lose the codewords

Erebus and Evade if you had them. Cross off all the money and items you were carrying from your Adventure Sheet; they are gone forever.
You are taken to the slave pits in Aku, City of the Faceless King, and capital of Uttaku, where you are set to work in a deep underground chamber of enormous size. Shafts of light come in through tiny windows set in the vaulted ceiling, and huge, slowly turning fans set into the walls provide constant ventilation.
The Hall of Never-Ending Toil, as the place is called, is full of mechanical devices, pumps, chains and tiered steel walkways, spanning many levels. It is dark, gloomy and populated with thousands of slaves, chained to machines that are run on human power. Masked overseers crack the whip over the sweating, labouring slaves, pale from years out of the sun. It is as if you had been sent to hell itself.
Turn to **616**.

17
You have come to the green and hilly expanses of north-east Old Harkuna. To the north, the mountains of the Spine of Harkun climb heavenward. To the east, the River Rese curls lazily southward. A thin column of smoke marks the village of Spatterdash, nestling between a couple of round hills a few miles off.
Visit Spatterdash turn to **121**
Leave this area turn to **185**

18
You have found the house of Hemmuwa Tamalkaya, an Uttakin wizard you had a problem with – he wanted your heart for an iron golem he was working on, and you, naturally enough, didn't want to give it to him! You give the place a wide berth. Turn to **443.**

19
Holyamu's eyes widen with surprise. He flies upward on his throne, and waves his hand through the air. You are teleported far away. The last thing you hear is Holyamu's crazed laughter.
Roll one die to see where you end up.

Score 1	Aku	turn to **444**
Score 2	Chambara	*Lords of the Rising Sun* **79**
Score 3	Pethumar	*The Lone and Level Sands* **20**
Score 4	Yarimura	*The Plains of Howling Darkness* **10**
Score 5	Ringhorn	*Cities of Gold and Glory* **2**
Score 6	Dweomer	*Over the Blood-Dark Sea* **571**

If you haven't got the book listed (or it isn't out yet) roll again.

20
You arrive outside the gates of an old Shadar castle.
If you have the codweword Extinguish, immediately turn to **214.** If not, but you have the codeword Dragon, turn to **118**; if you have the codeword Edifice, turn to **70.** Otherwise, turn to **166.**

21

The Blender of Spices wears a mask shaped like the face of a hugely fat eunuch, grinning unpleasantly. It is rather disturbing. If you have the codeword Ethereal, turn to **362**. If not, turn to **467**.

22
You are sage enough to recognise goblin magic when you see it; the image of the girl is a simple illusion often used by goblins and trolls to ensnare their prey.
You eyes search the darkness for a hidden assailant. Sure enough, worming its way up a narrow gully towards you is a snaggle-jawed troll. You put your shoulder to a nearby boulder and push, sending a small avalanche down the cleft at the aghast creature. It is dislodged and buried.
You hurry on before it gets free. Tick the codeword Earth and turn to **53**.

23
'In this case, your freedom is forfeit,' says the priest. You are sold into slavery. Turn to **321.**

24
This barrow contains a circular chamber at its centre – all around the walls hang decaying corpses. The fresh ones are garrotted and dangle from a hangman's noose – the skeletons grin from gibbets. You feel your own throat tighten as a dark figure emerges from the gloom, thin and tall. His magic chokes you as he draws a long pale sword. You must fight.
Hangman, COMBAT 13, Defence 15, Stamina 25
Before each combat round, make a SANCTITY roll at Difficulty 17. Whenever you fail, take the amount by which you failed the roll as Stamina damage.
If you lose, turn to **7.** If you win, tick the codeword Ectoplasm, and you leave this foul place – turn to **471.**

25
A man swoops down out of the skies on a flying throne. He wears thick woollen robes. His eyes are a piercing blue and he has a preposterously long white beard. He looks quite mad. 'It's an unwanted visit from Holyamu the Unbidden!' he cries.
If you have the codeword Elk, turn to **587**. If not, turn to **681**.

26
You are sailing in the coastal waters near the estuary of the River Rese.
Steer south to the sea *Over the Blood-Dark Sea* **475**
Steer east towards Ringhorn *Cities of Gold and Glory* **335**
Steer west along the coast turn to **60**

27
Cross off the 5 Shards.
'Right, thank you,' says the troll nodding. He returns to his place beneath the bridge.
West to the countryside turn to **176**
East towards the High King's Seat turn to **653**
South along the river turn to **317**

North along the river into the Grumes turn to **487**

28

Do you remember the idol of the god you uncovered from the black mud of the swamp? If you want to visit it, turn to **241**. If not, you can leave the Mixen Sumps.

North to the Hall of Heroes turn to **213**
East turn to **12**
West turn to **438**

29

Spatterdash is a grey and dismal place. Pasty-faced peasants, gaunt and thin from their poor diet, stumble across the cobbled streets. Old women struggle under heavy loads of wood, and the children stare morosely at you from dark-rimmed eyes full of despair. Nearly all the local produce is taken in taxes to feed the decadent Court of Hidden Faces in Aku.

Visit the old graveyard on the hill turn to **256**
Leave Spatterdash turn to **185**

30

The archives are a mine of information. Choose a book to consult.

The Book of Kizil Irmak the War Prophet turn to **472**
How to Enter the Underworld Volume I turn to **717**
The Black Pagoda of Akatsurai turn to **562**
The Golden Men of Ankon-Konu turn to **597**
Leave turn to **401**

31

You have entered the thick woodland of the Singing Forest, which is vibrant with the sounds of birds and animals.

Roll two dice.

Score 2-5 Crashing in the trees turn to **534**
Score 6-7 No event turn to **206**
Score 8-12 Something is watching you turn to **117**

32

You are sent to work for an Uttakin sorcerer, the Artificer of Magicks. Uttakin sorcery revolves around enchanted machines and magical apparatus. The artificer, who wears a mask bizarrely fashioned to resemble a crescent moon, with a long pointed forehead and chin, sets you to work in his lab.

You learn quite a bit. Roll two dice, and if the result is higher than your MAGIC rating, add one to that rating.

One day, the artificer makes an elementary mistake, and releases a demon he was trying to bind. The demon blows the roof off, and assails the wizard with the fires of hell. It is all the artificer can do to protect himself with his spells.

Steal a flying carpet and escape turn to **402**
Try to banish the demon yourself turn to **630**

33
Through sheer willpower alone, you thwart his sorcerous attempt to rip your heart out. Then you manipulate the magic he has unleashed, and send it hurtling back at him. Hammuwas did not suspect you were a magician of such power, and he is caught unawares. His heart bursts from his chest, and he drops dead.
While you're here, you might as well loot his house. You can take a **cobalt wand** (MAGIC +3), some **selenium ore**, 250 Shards and an **amulet of Ebron**. Note what you take on your Adventure Sheet. You also find a strange book covered in red leather. Turn to **549.**

34
Out of the north comes a great procession of knights bearing the banner of the High King – an awesome sight. A figure in their midst rides forward bearing a crown, a scythe and a mace. It is the High King himself! At his approach, the wall of thorns that surrounds the castle withers away. He and his knights enter in triumph.
Turn to **9.**

35
You come to a pass through the great mountains known as the Spine of Harkun. To the west, the mountains become impassable.

North to Lake Rimewater	*The Plains of Howling Darkness* **320**
South into the Grimes	turn to **487**
East along the Spine of Harkun	turn to **159**
South-west into the Icicle Woods	turn to **217**
South-east into Old Harkuna	turn to **328**

36
Misgee leads you deep into the Mixen Sumps, along a thin trail overhung with twisted mangrove trees. Clouds of insects buzz in the hot, sticky air, until you're desperate to face Grindel the Ripper, rather than the stinging, relentless bites of the midges and gnats of the Sumps.
You come to the skeletal remains of a warrior, draped over a tree. The skull has been crushed. Later, you find several decaying heads hanging from some branches.
Eventually, you come to a clearing of solid ground. A large mound of earth has been heaped up, and a wooden door has been set in its side. Smoke curls up from a primitive chimney.
'The lair of Grindel the Ripper!' whispers Misgee. He backs away, and says he will wait for one hour only, a little way back up the trail.
Turn to **3.**

37
You follow the passage for some time. After a while the light ahead of you disappears. 'False friend,' hisses a voice in your ear. 'Now I shall never be free – you should have travelled directly to me, as I asked you to do. You faithless creature!'
Lose the codeword Eerie.
The shade chases you from the barrow. Turn to **76.**

38
You receive a crippling wound during a bout. Lose 1 from your COMBAT rating permanently.
Your gladiator days are over, and the Superintendent of Gladiators hands you back to the Master of Minions. He finds you another job. Roll one die.

Score 1	Turn to 32
Score 2	Turn to 197
Score 3	Turn to 462
Score 4	Turn to 668
Score 5-6	Roll again

39
Old Harkuna is governed by the Uttakin, and the border patrol consists of several middle-ranking soldier-priests. They wear strange masks, denoting their status and position within the highly stratified society of Uttaku. Uttaku is a theocracy and the laws of its god, Ebron, are followed to the letter.
You are allowed to pass.

East to Ringhorn	*Cities of Gold and Glory* **2**
West into Old Harkuna	turn to **539**
Follow the River Rese north	turn to **222**

40
You are beaten. You cannot be certain, but it seems like your opponent is smiling smugly from behind his mask. You are sentenced according to the ancient rite of Uttakin divination – throwing a pile of rune-marked bits of bone on the floor and reading the result. Roll one die.

Score 1	Turn to **707**
Score 2-3	Turn to **340**
Score 4-5	Turn to **551**
Score 6	Turn to **485**

41
If you have Ebron written in your God box, turn to **501** immediately. If not, read on.
'We don't let unbelievers like you into the palace, you blaspheming devil!' bellows the masked Expunger guard at the bottom of the stairs. You are turned away. 'Come back when you have embraced the true faith,' he yells after you.
Turn to **444.**

42
You put the word about on the streets and taverns of the slums that you seek an audience with the Slumlord. A sinewy thug approaches you in a backstreet. He wears a wooden mask, carved in gross imitation of the lords of Uttaku. The mask indicates his status within the Brotherhood of the Night, the guild of rogues of Uttaku. You are blindfolded and taken to see the Slumlord at a secret location. He wears a blank, black mask of ebony, in imitation of the Faceless King.
If you have the title Nightstalker, turn to **153.** If not, turn to **519.**

43
Make a SCOUTING roll at Difficulty 14.
Successful SCOUTING roll turn to **366**
Failed SCOUTING roll turn to **506**

44 ☐
If there is a tick in the box, turn to **177** immediately. If not, put a tick there now, and read on.
You are passing by a large house when a masked Uttakin leans over the gate to address you. 'Hi – you there,' he says. 'You look a likely adventurer to me...'
He tells you his name is Urhi-Akhad, the Scholar of Kunrir. He is interested in the nomad tribes of the steppes, specifically the Wingless Hawk tribe of the Horde of the Thundering Skies. He wants any information you might have to give on the subject.
If you have the codeword Drifter, turn to **652**. If not, read on.
He says you'll reward you if find out anything about them on your travels. Tick the codeword Energy. He wishes you good luck, and you move on. Turn to **100**.

45
The spectre lets you go, and you flee the tomb of Kizil Irmak.
Return to the village turn to **121**
Leave the area turn to **185**

46
'Bah, you are too greedy! The sum laid down in the holy texts is 100 Shards. Still, I cannot refuse a request for money,' says the Uttakin lord unhappily. He signals to a servant, and you are handed 100 Shards. Note it on your Adventure Sheet. When you are ready, you go back to the cathedral. Turn to **94.**

47
You leave the frozen crystal trees behind.
Go north to the Spine of Harkun turn to **35**
East into the northern Grumes turn to **487**
South turn to **682**

48
You have made a theological error. The Soulwatch moves in instantly, and arrests you for lesser heresy. You are hauled off to prison to await judgement. Turn to **350.**

49
Passing through a clump of woodland, you are put on your guard by a rustling in the undergrowth. A short man with a beard steps boldly out in front of you.
'Give up your equipment and gold, stranger. I have a dozen archers – crack shots to a man – hidden in the woods. Try to resist and you'll be skewered.'
Give up your equipment turn to **395**
Try to take the man hostage turn to **503**
Attack the bandit turn to **162**

50
Note that your ship is docked at Kunrir and then turn to **145**.

51
You heave aside the heavy stone block that serves as the door, and step into a dark and shadowy antechamber. Ahead, a thin tunnel descends into the black depths of the unknown. Carefully, you edge your way forward. Suddenly, a ghostly apparition hurtles toward you out of the blackness, a glowing mask of ravening hatred, screaming like a banshee.
If you have Ebron written in your God box, turn to 332. If not, turn to 489

52
The bazaar offers many opportunities for the enterprising professional. You notice people declaring themselves open for business as the world's greatest wizard, or warriors offering to take on all comers at wrestling for cash, priests preaching to the multitude, jugglers and entertainers and, of course, many a pick-pocket. What will you try?
Pick a pocket turn to **272**
Challenge people to a wrestling match turn to **541**
Declare yourself a great wizard turn to **596**
Preach the word of god turn to **615**

53
From the southern Grumes, you may strike out in all directions.
South-east to Aku turn to **444**
South-west turn to **334**
West to Kunrir turn to **100**
East across open country turn to **438**
North-east to the Crags of the Long Homes turn to **126**
North along the Grumes turn to **714**

54
From here you can go:
North to the Icicle Woods turn to **217**
East into the central Grumes turn to **714**
South turn to **569**

55
'Begone, low-born knave,' says one. His voice is warped by the mask to sound like a susurration of the wind – at least you hope it is the mask that causes this effect. He touches you with a baton, and it discharges a bolt of purple energy into your body, throwing you backwards to the ground. They turn and walk on, as if floating on the air. You realise you do not have enough status in Uttaku to get justice.
Turn to **101.**

56
One of the Soulwatch hisses in a voice resonant with rage, 'Why are you not wearing your striped scarf, you evil blaspheming devil? You have committed a crime of lesser

heresy. Everyone must wear a spotted scarf on the day of the Burning of the Heretics in Hell. You must pay a fine of 75 Shards.'

Can't or won't pay turn to **124**
Pay the fine turn to **72**

57

As an Exalted One of the aristocracy of Uttaku you are not entirely above the law. You are immune, however, from sentence of death or imprisonment. You are taken before a panel of three arbiters, who fine you a statutory 150 Shards for behaviour unbecoming in the sight of Ebron.

Pay the fine turn to **532**
Refuse to pay turn to **566**

58

'Look!' screams one, pointing at you. 'An Exalted One! One of the chosen of Ebron!' They fall to their knees and beg you to give them a blessing – they believe that the masked nobles and blue-skinned aristocrats of Uttaku are the descendant of Ebron himself. You find yourself surrounded by zealots, and have little choice but to attempt a blessing.

Make a SANCTITY roll at Difficulty 13. If you are a member of the Church of Ebron, you can add one to the roll.

Successful SANCTITY roll turn to **89**
Failed SANCTITY roll turn to **426**

59

Erase the codeword Entropy.

You hand over the pink rice grain. Cross it off your Adventure Sheet.

As a reward the Compiler of Confectionery Surprises arranges a trainer for you. Choose the ability of your choice (i.e. COMBAT, CHARISMA, and so on), roll two dice, and if the result is higher than that ability, you can add one to it permanently. He also gives you 500 Shards.

Your exploit in travelling to the Black Pagoda and back has considerably enhanced your reputation at court. Turn to **401** and add 3 to your Status points in the box provided. Then make a choice from there.

60

You are in coastal waters off Old Harkuna.

Roll two dice.

Score 2-3 Pirates turn to **600**
Score 4-10 Plain sailing turn to **133**
Score 11-12 A storm turn to **527**

If you roll 11-12 and have a blessing of Safety from Storms, lose the blessing and turn to **133**.

61

You arrive at the great castle known as the High King's Seat. If you have the codeword Diamond, turn to **195**. If not, turn to **379**.

62
Although they are pulling faces at you and whispering insults about the smell of humans you ignore it and greet them as politely as you can – through gritted teeth. They stop whispering and look at you with their beady little eyes.
'What do you want, human? This is our tree and you're not having any berries,' says the largest member of the group.
You tell them you are not interested in the berries but would like to hear of anything important going on in the wood. They group together and mutter among themselves for a minute or two.
'All right, we'll tell you something but only for 10 Shards,' they reply at last.
Pay 10 Shards turn to **522**
Forget it and move on turn to **47**

63
Tick the codeword Epistle.
The master returns from the Grand Telling.
'We came second,' he says, rather disappointed. 'Still, you have served me well.'
The Master of the Documents of Fable allows you to read one of the training manuals in the secret archives. Choose the ability of your choice (ie. COMBAT, CHARISMA and so on), roll two dice, and if the result is higher than that ability, you can add one to it permanently. He also tells you that you are welcome to use the archives at any time.
Your fame has grown among the courtiers who listened to the master reading your story. Turn to **401** and add 1 to your Status total in the box provided. When you have done that you can consult the archives by turning to **30** or choose another option from the audience chamber at **401**.

64
The current drags you down and your lungs fill with water. Buffeted by the torrent, you are swept downstream and flung on to a stretch of shingle. Lose 3-18 Stamina (the score of three dice). If alive, you get to your feet. Turn to **333**.

65
The Uttakin soldiers include three of the Soulwatch, the secret police. They are remorseless in their pursuit of fugitives. You are recognised as an escaped slave from Aku, and they move to arrest you! You decide to make yourself scarce.
Roll one die and add one. If you score greater than your Rank, turn to **82**. If you score less than or equal to your Rank, turn to **455**.

66
You come round with one Stamina point left. You are alone on the bridge. A voice comes up from under the bridge – the troll. 'I won, you lose, so I helped myself to the 5 Shards.'
Cross off 5 Shards from your Adventure Sheet – if you don't have 5 Shards, lose one item (your choice).
West to the countryside turn to **176**
East towards the High King's Seat turn to **653**
South along the river turn to **317**

North along the river into the Grumes turn to **487**

67
You call on the divine aid of the gods to repel these foul undead.
Make a SANCTITY roll at Difficulty **14**.
Successful SANCTITY roll turn to **242**
Failed SANCTITY roll turn to **323**

68
The giant chameleon is slain.
Make a MAGIC roll at Difficulty **13**.
Successful MAGIC roll turn to **552**
Failed MAGIC roll turn to **291**

69
To renounce the worship of Tyrnai, you must suffer the Ceremony of the Wrathful Blow. A priest will strike you once – it is better to be struck by a priest than by Tyrnai himself! If you are determined to renounce your initiate status, pay the 50 Shards and delete Tyrnai from the God box on your Adventure Sheet. The high priest smashes you across the jaw, saying, 'I'm doing you a favour – believe me!'
Lose 1 Stamina point.
When you have finished, turn to **526.**

70
You return to your castle, looking forward to rest and relaxation after your many adventures. Turn to **196.**

71
You have to step aside as a princess from a foreign land and her entourage make their way up to the palace for a state visit. Nothing else happens of interest. Turn back to **444.**

72
Cross off the 75 Shards. You hand the Soulwatch the cash. Their black masks, shaped like the Usskhem, the avenging demons of Ebron, nod imperceptibly. One of them hands you a striped scarf.
'See that you do not blaspheme again, or you will join the heretics in hell,' whispers one of the black-garbed fanatics. They glide away.
Turn to **100.**

73
You manage to grab the branch and haul yourself out of the stinking, sucking mud. Unfortunately, you are now lost in the Mixen Sumps without a guide.
Make a SCOUTING roll at Difficulty 16.
Successful SCOUTING roll turn to **6**
Failed SCOUTING roll turn to **669**

74

From here you can travel:
North, towards the house of Holyamu turn to **682**
South to Kunrir turn to **100**
South, skirting Kunrir turn to **334**
East into the central Grumes turn to **714**

75
You enter a chamber whose walls are covered in banners, weapons and shields, illustrating the long and distinguished history of Uttakin warfare. It is known as the Stable of the Chariots, a reminder of the days when the Uttakin rode their chariots across the flat grasslands of Ankon-Konu, the southern continent.
A woman in lavish ceremonial armour is talking with a couple of mercenary captains. She has a mask that is frighteningly war-like.
If you have the codeword Errant, turn to **448**. If not, turn to **584**.

76
Fog closes in fast all about you. The thick banks of mist make it impossible to get a sense of direction. Towering dark shapes loom out of the gloom to either side, increasing your unease.
Make a SCOUTING roll at Difficulty 13.
If you succeed, you keep your head and your bearings – turn to **471.**
If you fail the roll, you are not heading in the direction you intended. Roll one die.
Score 1 Turn to **176**
Score 2 Turn to **438**
Score 3 Turn to **317**
Score 4 Turn to **714**
Score 5 Turn to **621**
Score 6 Turn to **352**

77
You turn tail and run hell-for-leather through the forest. You hear some whoops and cries as of something in full chase, but you are able to outrun your pursuer. Turn to **206.**

78
You are travelling along the road when you come to a country mansion. Outside, an ornate horse-drawn carriage is waiting. It is being loaded up with the luggage of some lord or lady, travelling to the city for a banquet or some such. You have arrived during a brief moment when no one is nearby. You notice a jewel-box lying atop a large trunk.
Grab it turn to **247**
Leave it be and journey on turn to **589**

79
During the day, you undertake several wrestling bouts. Roll 3 dice, and add your COMBAT rating (not including any item bonuses, obviously).
Score 3-9 Lose 50 Shards and 1-6 points of Stamina
Score 10-15 Lose 25 Shards
Score 16-17 Win 25 Shards

Score 18+ Win 50 Shards, lose 1-6 points of Stamina
When you are ready, you leave the bazaar. Turn to **444**.

80
You must fight all three of them, one at a time.
Priest, COMBAT 8, Defence 9, Stamina 12
Warrior, COMBAT 11, Defence 11, Stamina 15
Bylewyn Buskle, COMBAT 10, Defence 10, Stamina 18
If you win, turn to **123**. If you lose, turn to **7**.

81
You are sailing in calm waters off the northern coast of Uttaku.
Steer south along the coast turn to **400**
Head north to Tigre Bay *The Plains of Howling Darkness* **336**
Sail west into the Cragdrift Sea *The Isle of a Thousand Spires* **202**

82
You are pursued and overwhelmed.
'You fool!' hisses one of the Soulwatch. 'Did you think you could avoid the ineluctable hand of Ebron?'
They bind you in chains, and ship you off to Aku, City of the Faceless King, back into a life of slavery. Turn to **321.**

83
Remembering your promise to the shade, you leave the grassy mausoleum and begin your journey back to the Grumes. After the dangers you have faced, they hold few terrors for you.
It doesn't seem long until you stand once more before the shade. Unpacking the gossamer net, you cast it across the wraith and watch it dissolve. The shade fades away at the same time. Cross the net off your Adventure Sheet.
'My thanks, stranger. You have taken great risks for a dead man.'
'Wait!' you cry out. 'How am I to avoid the curse of the Long Homes?'
'Your selflessness means that the curse could never be laid upon you. Go in peace.' The shade vanishes.
Lose the codeword Eerie. Erase the codeword Ectoplasm if you have it, and turn to **260**.

84
The master is waiting in the archives. 'I've been looking for you everywhere,' he rages. 'Where have you been?'
You thought you had been gone no more than an hour – in fact a whole week has passed back in Aku. You explain about your little adventure.
'Extraordinary!' he exclaims. 'See what I mean about things happening to you adventurer types – make sure you put it in the story!'
Add 1 to your running total of weeks spent on the book. If the total is now 5 or more, turn to **144**. If it less than 5, turn to **164.**

85

You manage to convince the arbiters of your innocence. You are cleared of all crimes and released. Turn to 444.

86

Little light finds its way to the bottom of the valley, and still less into this dark hole. A shape emerges from the blackness – a translucent grey figure, hooded and cloaked.
'My friend, you are the first in many lifetimes to find me. I was unjustly murdered by the servants of King Elhonar Shadar in this remote cave, and my soul cannot rest. Bring to me the gossamer net from the Long Home of King Elhonar Shadar and I shall be freed. Only return straightway here – do not stop for anything or I shall roam eternally, a lost soul. Take what you find in that tomb, and I will show you how to resist the curse that falls on tomb-robbers.'

Refuse turn to **282**
Aid the shade turn to **388**

87

Inside, you find a rolled-up piece of parchment. You take it out and read it. It says: 'The Curse of Ebron upon you, thief!' Instantly, your head spins, and you feel nauseous. Your hands begin to shake uncontrollably.
Note you have the Curse of Ebron. Lose 1 from your COMBAT and THIEVERY ratings until you can find a cure.
Bemoaning your ill-fortune, you move on. Turn to **101.**

88

No matter how many spectacular places a seafarer has visited, Aku harbour never fails to take his breath away. It is situated at the base of a narrow gorge that gives straight out on to the sea. Ships with high armoured masts and great paddles at their flanks ride at anchor beside the marble quays. To either side the cliffs sweep up hundreds of feet, blotting out the sun so that longshoremen must rely on the huge bronze mirrors set at the top of the cliffs to get enough light to see by.
Far overhead, the city itself is built on soaring buttresses that span the entire gorge – a complex of labyrinthine palaces and terraced gardens that seem pinned against the glare of the sky.
A bystander points to the steep paths that wind up the cliffs to the city. Wiry men with wicker sedan-chairs wait there at the bottom for custom.
'Carry you up?' asks one fellow chirpily. 'Only two Shards.'

Hire a sedan chair turn to **444**
Ascend on foot turn to **528**
Visit the harbourmaster turn to **225**

89

You manage a passable rendition of a blessing in the name of Ebron.
'Oh, thank you, thank you,' they cry, as if you'd given them all thousands of Shards each. They kiss the hem of your robe, and paw and clutch at you – you have to shake them off, cuffing a few of them, and force your way through before you can carry on. This is exactly what they expect of a lord of Uttaku, however, and they seem to grovel all the more.

Their leader gives you a blessing in return – his actually works. Write Defence through Faith in the Blessings box on your Adventure Sheet. The blessing works by allowing you to add 3 to your Defence for the duration of one combat only. When you use the blessing, cross it off your Adventure Sheet. You can have only one Defence through Faith blessing at any one time, so if you already have one, there is no effect.
You carry on. Turn to **589.**

90
You step through the open archway of the house of Holyamu the Unbidden. Inside you find that the tower consists of one single room that goes up and up, without stairs, or levels at all. Around the walls, seemingly at random, and at different heights, furniture has been attached here and there – a bed, several desks, a dining table, chests of drawers and so on.
Holyamu himself sits on a flying throne, and he swoops down to greet you. He wears nothing but a loin-cloth. Holyamu has a huge beard that hangs down to his feet; his eyes are bright blue, and he looks completely insane.
'Hallo there,' he chirps, and then bursts into a fit of giggles. 'What can I do for you? I'm very good at lifting curses you know. And inflicting them too ... ha, ha, ha.'
If you have the codeword Elk, turn to **687** immediately. If not, but you have the codeword Ethereal, turn to **254.** If you have neither codeword you can:
Attack Holyamu turn to **19**
Ask him to lift a curse turn to **152**
Leave turn to **54**

91
You charge them, bellowing a battle-cry. Instantly, the cowardly faerie-goblins turn tail and flee pell-mell into the forest, howling in terror! One of them drops a jug of faery mead in the process. Note it on your Adventure Sheet. Turn to **206**.

92
You turn tail and run away into the crowd, with Expungers and the Soulwatch in hot pursuit. Roll one die and add 1. If you score less than or equal to your Rank, turn to **455**. If you score higher than your Rank, turn to **326**.

93 ☐
If there is a tick in the box, turn to 673 immediately. If not, put a tick there now, and read on.
Inside the pavilion you find the priestess of The Oracle in Atticala waiting for you.
'Ah, there you are,' she says. 'Another reading of your future will cost 250 Shards.'
Pay 250 Shards turn to **114**
Leave turn to **101**

94
The Cathedral of Ebron is a tall, monolithic tower of black stone, carved with gargoyles and devils. At the entrance stand two of the Soulwatch, the religious police, dressed in black and purple robes, wearing masks fashioned to resemble the Usskhem, avenging demons of Ebron. You must pass between them to enter the cathedral.

If you have the codeword Ecumenical, turn to **191**. If not, turn to **130**.

95
You are sailing in the bay of the Ruby River. The sea is stained like blood here, as the rust-rich waters of the river billow into the sea.
'Some say it is the blood of the god Harkun, when he was cast from heaven, and fell to earth – his bones are the mountains, and his blood the rivers,' mumbles the ship's chaplain.

Steer east	turn to **60**
Steer west to the waters off Aku	turn to **200**
Steer south into the Violet Ocean	*Over the Blood-Dark Sea* **39**

96
Tick the codeword Evade.
You find some jewellery worth 650 Shards. Then you jump down the garbage chute, landing unhurt on a large pile of rotting food. You find yourself in the slums of Aku. Turn to **330**.

97
'Whoa there, whoa!' yells the troll, putting up his club. 'OK, you win.' He jabs his thumb at the bridge, indicating you are free to pass.
From here you can go:

West to the countryside	turn to **176**
East towards the High King's Seat	turn to **653**
South along the river	turn to **317**
North along the river into the Grumes	turn to **487**

98
Desperately, you struggle for your life. But there is no way out and no way of avoiding the hundreds of plants and tendrils. One of them gets a hold on you and injects a painful paralysing venom. Everything goes black. Turn to **7**.

99
A flying throne swoops down out of the sky. On it sits a mad-looking fellow with a ludicrously long white beard.
'It's an unwanted visit from Holyamu the Unbidden!' he cries insanely, hurtling past over your head. He drops a salvo of rotten eggs as he goes, fouling your clothes with stinking egg-yolk. You shake your fist at him, cursing, but he is soon out of sight. Disgruntled, you journey on. Turn to **168**.

100
If you have the codeword Drifter and the codeword Energy, turn to 652. Otherwise read on.
Kunrir is a sprawling port city on the west coast of Uttaku. The Satrap of Kunrir is a high caste masked noble of Uttaku. He and his court live in a fine palace on a hill overlooking the city. Around the base of the hill are the homes of the important people in the city – the lowliest areas are furthest from the hill.

If you have the title Masked Lord or Masked Lady, turn to **586** immediately. If not, you can:

Visit the harbourmaster	turn to **145**
Visit the bazaar	turn to **244**
Go to the House of Sweet Repose	turn to **284**
Visit the Cathedral of Ebron	turn to **367**
Explore the city streets	turn to **439**
Leave the city on foot	turn to **575**

101

The Grand Bazaar of Aku lies at the top of the cliffs, to the side of the great Spider Palace. It is the biggest marketplace you have ever seen. There are many stalls, and street entertainers, and merchants of all kinds – mostly charlatans of course.

Armour	*To buy*	*To sell*
Leather (Defence +1)	50 Shards	45 Shards
Ring mail (Defence +2)	100 Shards	90 Shards
Chain mail (Defence +3)	200 Shards	180 Shards
Splint armour (Defence +4)	400 Shards	360 Shards
Plate armour (Defence +5)	800 Shards	720 Shards
Heavy plate (Defence +6)	1600 Shards	1440 Shards

Weapons (sword, axe, etc)	*To buy*	*To sell*
Without COMBAT bonus	50 Shards	40 Shards
COMBAT bonus +1	250 Shards	200 Shards
COMBAT bonus +2	500 Shards	400 Shards
COMBAT bonus +3	1000 Shards	800 Shards
COMBAT bonus +4	2000 Shards	1600 Shards
COMBAT bonus +5	4000 Shards	3200 Shards
COMBAT bonus +6	8000 Shards	6400 Shards

Magical equipment	*To buy*	*To sell*
Amber wand (MAGIC +1)	500 Shards	400 Shards
Ebony wand (MAGIC +2)	1000 Shards	800 Shards
Cobalt wand (MAGIC +3)	2000 Shards	1600 Shards
Selenium wand (MAGIC +4)	4000 Shards	3200 Shards
Celestium wand (MAGIC +5)	8000 Shards	6400 Shards

Other items	*To buy*	*To sell*
Flute (CHARISMA +1)	200 Shards	180 Shards
Silver flute (CHARISMA +2)	400 Shards	360 Shards
Centaur flute (CHARISMA +3)	800 Shards	720 Shards
Lockpicks (THIEVERY +1)	300 Shards	270 Shards
Magic lockpicks (THIEVERY +2)	600 Shards	540 Shards
Gloves of Sig (THIEVERY +3)	1200 Shards	880 Shards
Holy symbol (SANCTITY +1)	200 Shards	100 Shards
Silver holy symbol (SANCTITY +2)	400 Shards	360 Shards

Gold holy symbol (SANCTITY +3)	800 Shards	720 Shards
Compass (SCOUTING +1)	500 Shards	450 Shards
Cross-staff (SCOUTING +2)	800 Shards	720 Shards
Sextant (SCOUTING +3)	1200 Shards	1000 Shards
Rope	50 Shards	45 Shards
Lantern	100 Shards	90 Shards
Climbing gear	100 Shards	90 Shards
Uncanny salts	100 Shards	90 Shards
Spotted scarf	50 Shards	35 Shards
Striped scarf	50 Shards	35 Shards
Fur cloak or wolf pelt	100 Shards	90 Shards
Bag of pearls	-	100 Shards

There are many unusual stalls you can visit – indeed, you can set up a stall of your own if you wish.

Set up in business	turn to **52**
Visit an alchemy stall	turn to **639**
Visit the Purveyor of Prophecies	turn to **165**
Visit the Ameliorator of Afflictions	turn to **252**
Leave the bazaar	turn to **444**

102

The granite blade is a protective force. While you carry it, add 3 to your Defence. Note the sword of stone (Defence +3) on your Adventure Sheet.

You swim back to shore. Turn to **268**.

103

The Uttakin originally came from a desert land, and it shows in their insatiable taste for gushing fountains, songbirds, flower-fringed ponds and lush overhanging foliage. Every polished marble pavement is a lattice of sunlight and blossom-scented shadow, every wall a mural of ivy and bright flowers. The sky-line of towers and domes looks like a mural in delicate pastel colours against the deep cloudless blue.

Roll two dice.

Score 2-5	A distraught princess	turn to **216**
Score 6-7	A garden party	turn to **13**
Score 8-12	A holy day in Aku	turn to **289**

104

Before you can react, you are caught in a landslide and find yourself hurtling down a steep and broken slope of loose red shale.

Make a SCOUTING roll at Difficulty 11.

If you make the roll, you manage to dig into solid ground and bring yourself to a bruised halt. If you fail, you slide almost a hundred yards before hitting a large rock at speed: lose 7 Stamina points.

If you survive, turn to **135**. If you are killed, turn to **7**.

105

It costs 75 Shards – only 30 Shards if you are an initiate of Maka – to be cured of a poison or a disease. Make any necessary payment, restore you abilities to normal, and turn to **142**.

106
Today is a day of special religious significance to the people of Uttaku, a holy day sacred to Ebron: the Celebration of the Burning of the Heretics in Hell.
You are stopped by three members of the Soulwatch, the religious police. The patrol is accompanied by several Expungers, the élite guards of Uttaku.
If you have a spotted scarf or a striped scarf, turn to **236**. If not, turn to **56**.

107
The next day several Expungers come to your cell. One of them says, 'This one is marked for execution, take him away.'
You have been tricked by the old man! They haul you off to the Red Garden. Turn to **170**.

108
Tick the codeword Epistle.
The master returns from the Grand Telling.
'I won!' he exclaims. 'That last story about the adventure you had while you were writing the book tipped the balance!'
The Master of the Documents of Fable allows you to read one of the training manuals in the secret archives. Choose the ability of your choice (ie. COMBAT, CHARISMA and so on), roll two dice, and if the result is higher than that ability, you can add one to it permanently. He also tells you that you are welcome to use the archives at any time.
Your fame has grown among the courtiers who listened to the master reading your story. Turn to **401** and add 2 to your Status total in the box provided. When you have done that you can consult the archives by turning to **30** or choose another option from the audience chamber at **401**.

109
If you have the codeword Expunge, turn to **449** immediately. If not, read on.
You have camped for the night on a lonely road. Three figures ride up to your campfire on skeletal horses. The riders wear the black garb of highwaymen, but their eyes glow redly with the feral bloodlust of vampires!
'Tonight, we feed on mortal blood!' cries one of them, and they spur their dire steeds towards you.
Fight them turn to **203**
Turn them back with a holy word turn to **67**

110
The Hall of Heroes has fallen into rack and ruin since you slew the innkeeper. Creepers and cobwebs envelop the old building, and the locals shun the inn as the haunt of ghosts. You can stay here and recuperate, healing lost Stamina, if you wish.
Stay a while turn to **322**
Leave turn to **11**

111
You are at the banks of the River Rese, which marks the border between Old Harkuna and the merchant cities and baronies of the land of Golnir. A bridge spans the river, leading to Delpton on the other side.
Cross the bridge to Delpton *Cities of Gold and Glory* **6**
Head south along the river turn to **222**
Follow the river north turn to **333**
Go west into the Singing Forest turn to **31**

112
The castle and its amenities are open to you as the High King's champion.
Visit the chapel to Tyrnai, god of war turn to **526**
Talk to the High King turn to **446**
Practice with the High King's knights turn to **187**
Stay a while and recuperate turn to **486**
Leave the castle turn to **574**

113
If there is a tick in the box, return to **268** immediately. If not, put a tick there now and read on.
You find strange patterns on the beach: a whirling, spiralling movement of uncertain origin.
Make a MAGIC roll at Difficulty 10.
Successful MAGIC roll turn to **720**
Failed MAGIC roll turn to **268**

114
Cross off the 250 Shards. The priestess steps over to you and fixes you with a mad, staring glare. You sink into a trance during which you experience a vision.
Note down this paragraph number. Now you can turn to any paragraph at random in any book in the Fabled Lands series that you like, and read any sequence of up to six paragraphs, thus finding out what lies in store for you. What you find may not make any sense to you – well, such is the nature of oracles.
When you are finished, turn back to this paragraph, where you will come out of your trance.
The priestess bids you farewell with a cryptic, 'Until we meet again.'
You leave. Turn to **101**.

115
Lose the codewords Almanac, Brush and Eldritch if you have them.
You can invest money in multiples of 100 Shards. The guild will buy and sell commodities on your behalf using this money until you return to collect it.
Write the sum you are investing in the box here or withdraw a sum invested previously. Then turn to **721**.
Money invested

116
To find out how well your investments have done, roll two dice. Add 1 to the dice roll if you are an initiate of the Three Fortunes. Add 1 if you have the codeword Eldritch, add 2 if you have the codeword Brush, and add 3 if you have the codeword Almanac.

Score 2-4	Lose entire sum invested
Score 5-6	Loss of 50%
Score 7-8	Loss of 10%
Score 9-10	Investment remains unchanged
Score 11-12	Profit of 10%
Score 13-14	Profit of 50%
Score 15+	Double initial investment

Turn to **115**, where you can withdraw or leave the sum written in the box there after adjusting it according to the result rolled.

117
If you have a chameleon cloak, turn to **590** immediately. If not, read on.
You hear an ominous rustling in the branches overhead. Looking up, you spot a pair of bulbous eyes swivelling round towards you. It is a giant chameleon – a creature at least twelve feet long – its skin as green and mottled as the forest itself.
It spits out its long, thick tongue, trying to suck you into its massive jaws. You dodge aside, but trip on some brambles and fall on to a pile of rotting gurul fruit.
Make a SCOUTING roll at Difficulty 13.

Successful SCOUTING roll	turn to **685**
Failed SCOUTING roll	turn to **368**

118
If you took more than one item, note down the codeword Ectoplasm.
The bag of gold contains 2000 Shards. The flute is a silver flute (CHARISMA +2); the axe is a black axe (COMBAT +1). The stone bracelet is a magical trap to ensnare the unwary – you cannot rid yourself of it once you have picked it up, and it cuts your MAGIC ability in half (halves round up). Note you have a Curse of Blighted Magic, MAGIC ability halved, if you took it.
If you have the codeword Eerie, turn to **336**. Otherwise, you have no idea what purpose the gossamer net serves.
You leave this place. Turn to **471**.

119
The Uttakin lord shrugs not unhappily.
'As you wish,' he says, relieved at your relatively simple request.
He signals to one of his entourage, who comes over and instructs you. Note that you have gained one circle of bokh mastery, i.e. if you have no skill in bokh, note that you are now a 1st Circle Master of bokh; if you are a 2nd Circle Master, note that you are now a 3rd

Circle Master and so on.
When you are ready, you go back to the Cathedral of Ebron, purified and a little wiser. Turn to **94**.

120
If there is a tick in the box, turn to **278** immediately. If not, put a tick there now, and read on.
You come to a village where a priest of Ebron, dressed in ragged robes, and looking as if he hasn't washed in weeks, is addressing a crowd of peasants. He is exhorting them to kill a dog that belongs to the local shepherd.
'This foul beast,' he yells, pointing at the dog, 'has committed heresy! It has herded sheep on a day sacred to Ebron, and must suffer for its crime.'
The priest goes on to say how the peasants will also be guilty in the eyes of Ebron if they don't enforce the holy laws. He rants on, a fanatic gleam in his eye. The villagers are soon whipped into a fervour, and prepare to do the dastardly deed.
Leave them to it turn to **74**
Intervene turn to **339**

121
Spatterdash is a village nestling near the mountains of the north. A tall hill overlooks the village, upon which rests an old graveyard.
If you have the codeword Diamond, turn to **428**. If not, turn to **29.**

122
You cannot find a way out of the chamber. Starvation eventually claims you. At least you die incredibly rich.
Turn to **7.**

123
Erase the codeword Elephant and tick the codeword Echo.
The insidious Buskle lies dead, along with a few innocent adventurers. You can loot Buskle's cellar. Inside you find 350 Shards, a cobalt wand (MAGIC +3) and a Shadar scimitar (COMBAT +3).
When you are ready, you leave the now silent Hall of Heroes. Turn to **11**.

124
'Then you are under arrest for lesser heresy,' grates one of them. They reach for you with the gem-tipped rods that they carry.
Run for it turn to **92**
Be taken to the dungeons of Aku turn to **350**

125
You enter the chamber of the Compiler of Confectionery Surprises. He is a hugely fat man, sampling chocolates from a vast tray.
If you have the codeword Entropy, turn to **201**. If not, turn to **227**.

126 □

The crags of the Long Homes form a range of low, broken foothills rising up to the peaks of the Grumes to the west.
If the box above is not ticked, tick it now and turn to **422**. If there is already a tick in the box, read on.
If you have the codeword Eerie, turn to **221**. If not, but you have the Black Diptych, turn to **567**. Otherwise, you can:

Explore a burial mound at random	turn to **404**
Leave the crags	turn to **76**

127
Your hunting skill takes you to within six feet of the unicorn, on a ledge above it. It appeares jittery, scanning the path below it for signs of danger. You seize the moment and leap down, slaying the creature with a single blow.
Without ceremony, you wrench off the unicorn's horn, which you take – pausing first to wipe the blood off its tarnished rainbow surface. Note the unicorn's horn on your Adventure Sheet.
Tick the codeword Evil and turn to **307**.

128
The wizard Targdaz comes soaring down from the sky on a burning carpet. As he skids in for a landing, he leaps off and flaps at the flames with his long sleeves.
'My beautiful carpet!' he cries disconsolately. 'I should not have flown so close to Danuo while he was practising with his volcanic sword.'
'What brings you here?' you ask him.
'Ah ...' He looks around. 'To see you, in fact. Has it occurred to you how useful a castle like this would be?'
You glower at the old fort. The walls are ivy-strewn; the portcullis is a web of rust.
'Useful? For what?'
'For living in! A hero like yourself could soon draw a garrison of followers.'
He throws back his sleeve, chants a spell, and the ivy falls from the walls. Dirt sloughs away to show gleaming yellow stone. Hard steel takes the place of crumbling rust. Within minutes it is as though the castle had just been built.
Sure enough, once news of the miracle spreads, men-at-arms come from far and wide. They have heard the tales of your renown and pledge to serve you at your castle.
Erase the codeword Dragon and gain the codeword Edifice in its place. You now have a castle. It is the unnamed castle marked on the map close to Castle Ravayne in Golnir.
Turn to **535**.

129
You sense there is a curse on the chest.

Open it anyway	turn to **638**
Rebury it and leave	turn to **346**

130
'You are impure. You may not enter until you have been purified in the Hall of Ablution,' grates one of the guardian priests. He points to a nearby building that looks like a bathhouse.

Return to the city centre turn to **444**
Go to the Hall of Ablution turn to **496**

131
You leave the clearing carefully. Grindel lets you go unmolested, fixing you with a stare through slitted eyes. You grab Misgee and drag him kicking and screaming to face Grindel.
'No!' howls Misgee unhappily. 'It's all a trick! The vile beast just wants to get you off guard!'
Grindel leans on his tree trunk, gazing impassively at the sky. 'Bah!' he mutters.
Attack Grindel turn to **409**
Throw Misgee at his feet turn to **329**

132
Tick the codeword Enigma and cross the selenium ore off your Adventure Sheet.
'Excellent!' says Hemmuwa Tamalkaya. He begins work on the iron golem, placing the ore inside its head. He seems to have forgotten you are there.
'Um, you said you'd pay me for the ore,' you say politely.
'Eh, what?' mutters the wizard looking up. 'Oh, yes, the adventurer. Hmm. Actually, there may be one more service you can do for me,' he says.
Turn to **554**.

133
You are sailing in calm waters off the coast of Old Harkuna.
Steer east turn to **26**
Steer west to the estuary of the Ruby River turn to **95**
Steer south into the Violet Ocean *Over the Blood-Dark Sea* **475**

134
'Bah! Worthless rogue!' cries the masked noble.
The group leaves, with the young noble insisting to his lady friend that you were afraid to fight him, rather than being short of cash.
Turn to **101**.

135
If you were fleeing from shapes in the sky, turn to **207**. Otherwise turn to **53**.

136
Cross off the money. You wait for another week.
Roll one die.

Score 1 You have to wait another three weeks, which will cost you 150 Shards
Score 2-3 You have to wait another two weeks which will cost you 100 Shards
Score 4-5 You have to wait one more week, costing 50 more Shards
Score 6 You are allowed into the audience chamber at no further cost

Pay the cash, or don't have to pay turn to **401**

Leave turn to **444**

137
You need *The Lone and Level Sands* to travel to Pethumar. If you haven't got it, turn back to **225** (if in Aku) or **145** (if in Kunrir) and choose again. If you have, cross off the **45** Shards and turn to *The Lone and Level Sands* **75**.

138
Cross off the cobalt wand and the silver holy symbol – they have been used up in the ritual. You have failed. The young man is still dead. Turn to **274.**

139
The troll grunts and says, 'It's those damnable priests of the Church of Ebron. They're always passing through and kicking up a fuss about holy days, heresy and suchlike. You have to wear a spotted scarf or a striped scarf on such and such a day, and I don't know what. It's not as if they mind me ripping travellers off for a few Shards, it's sticking to their holy rules that they get uptight about! And those Soulwatch guys – phew! – they're worse than the toughest knight. So I wear all this gear so as not to upset them. Anyways, you paying the toll or what?'

Pay the 5 Shards and cross the bridge turn to **27**
Refuse to pay the toll turn to **263**
Follow the river north into the Grumes turn to **487**
Follow the river south turn to **317**

140
She leads you down a hidden, winding path. After some time, the ground suddenly gives way beneath your feet, and you sink into a patch of quicksand! The old woman chuckles evilly and disappears into a grove of mangrove trees.
You are sinking fast – already the swampy mud is up to your waist. Desperately, you reach out for the branch of a gnarled tree.
Roll one die and add two. If the result is less than or equal to your Rank, turn to **73.** If not, turn to **632**.

141
The Ice Bazaar is a huge underground warehouse, near sea level.
Inside, blocks of rime ice are stacked high. This ice comes from Lake Rimewater in the far north, and it has the peculiar quality of taking months to melt. It is used by the masked lords of Uttaku to refrigerate their sherbets and sorbets.
If you have the codeword Diamond, turn to **457** immediately. If not, read on.
You can sell a satchel of rime ice here, if you have one, for **100** Shards. You cannot buy rime ice here.
When you are ready, turn to **444**.

142
The temple of Maka, the terrible goddess of disease and famine, is only half built. It is to be a large underground chamber excavated from the very earth. Workmen are busy everywhere, though the temple is open for business, and worship. Down below, the walls

are bare earth; the ceiling is covered in the roots of growing plants, for Maka is also the goddess of the harvest, who must be kept happy else disease and famine will strike the people, their crops and their livestock.
The priestess welcomes you. 'At last we can worship the true gods, now that the Uttakin and their foul god Ebron have been driven out of Old Harkuna.'

Become an initiate turn to **351**
Renounce her worship turn to **261**
Seek a blessing turn to **494**
Ask to be cured of disease or poison turn to **105**
Leave the temple turn to **525**

143
Make a THIEVERY roll at Difficulty **15**.

Successful THIEVERY roll turn to **318**
Failed THIEVERY roll turn to **658**

144
At last you have finished your book of tales. The master is pleased, and he takes it to the Grand Telling (to which you are not invited). If you undertook one of the quests (the princess as a bird, the dragon's hoard, or the magic portal), regardless of whether you were successful, turn to **108**. If you didn't take up any of the quests, turn to **63**.

145
All shipping in and out of Kunrir must come through the offices of the harbourmaster. Here you can buy passage to far-off lands, or even a ship of your own, to fill with cargo and crew.
If you have a deed to the Wrath of God, turn to **192**. If not, but you have the codeword **Ebb** and you want to ship minerals from a mine in the Grumes, turn to **447**. If not, read on.
You can buy a one-way passage on a ship to the following destinations:

Metriciens, cost 25 Shards turn to **372**
Teleos, cost 30 Shards turn to **723**
Dweomer, cost 30 Shards turn to **234**
Mithdrak, cost 45 Shards turn to **424**
Pethumar, cost 45 Shards turn to **137**
Chambara, cost 75 Shards turn to **276**
Aku, cost 15 Shards turn to **502**

If you buy a ship, you are the captain, and can take it wherever you wish, exploring or trading. You also get to name it. There are three types of ship. You can also buy cargo for your ship to sell in other ports.

Ship type	*Cost*	*Capacity*
Barque	250 Shards	1 Cargo Unit
Brigantine	450 Shards	2 Cargo Units
Galleon	900 Shards	3 Cargo Units

If you buy a ship, add it to the Ship's Manifest, and name it as you wish. The quality of the ship's crew is average unless you pay to upgrade it. If you already own a ship, you can sell it to the harbourmaster at half the above prices.
It costs 25 Shards to hire a poor crew, 50 Shards to upgrade a poor crew to average, 100 Shards to upgrade an average crew to good, and 150 Shards to upgrade a good crew to excellent.
Cargo can be bought at Kunrir and sold at other ports for profit. If you own a ship you may buy as many Cargo Units as it has room for. You may also sell cargo, if you have any. Prices quoted here are for entire Cargo Units.

Cargo	*To buy*	*To sell*
Furs	190 Shards	180 Shards
Grain	190 Shards	180 Shards
Metals	700 Shards	635 Shards
Minerals	375 Shards	350 Shards
Spices	950 Shards	900 Shards
Textiles	325 Shards	285 Shards
Timber	225 Shards	200 Shards
Slaves	250 Shards	200 Shards

Fill in your current cargo on the Ship's Manifest – assuming you own a ship!
If you own a ship and wish to set sail, and it is docked here, turn to **400**. To go into town, turn to **100**.

146
A red-robed man wearing the mask of a member of the Caste of Superintendence comes to see you. He is one of the subcaste of advocates-general, a lawyer. He offers to represent your case. His fee is 150 Shards.
Hire him turn to **479**
Conduct your own defence turn to **314**

147
If you have the title Masked Lord or Masked Lady, turn to **224**. If not, you can:
Go back to the audience chamber turn to **401**
Return to the city below the palace turn to **444**

148
The high priest is pleased to accept you into the church. Write Ebron in the God box of your Adventure Sheet – you are now a fully fledged initiate of the Church of Ebron. Turn to **509**.

149
If you have the codeword Exorcise, turn to **633** immediately. If not, read on.
You begin to sense that something is watching you. You can't see anything when you stop and look but you can feel a presence. It grows even stronger, as if someone or something were walking right behind you, almost touching but not quite. You walk a

little faster.
Make a MAGIC roll at Difficulty **11**.
Successful MAGIC roll turn to **331**
Failed MAGIC roll turn to **397**

150
You are on the road that leads from Ringhorn, in Goldnir, to Old Harkuna, and ultimately Uttaku. There is a bridge here, spanning the River Rese, and a cross-border military outpost.
If you have the codeword Diamond, turn to **613**. If not, read on.
You are stopped by Uttakin border troops.
If you have the codeword Erebus, turn to **167**. If not, but you have the codeword Evade, turn to **237**. If you have neither codeword, turn to **39**.

151
You try a lilting, whistling tune, in an attempt to mimic the song of the nightingale, a near impossible task!
Make a CHARISMA roll at Difficulty **16**. You can add 4 to the die roll if you are a Troubadour.
Successful CHARISMA roll turn to **285**
Failed CHARISMA roll turn to **391**

152
For each curse you want lifted, Holyamu asks for 200 Shards or any object with a +1 or greater bonus. The curses he can lift include the Curse of Vulnerability, Tyrnai's Curse, the Curse of the Shadar, the Curse of Ugliness, the Curse of Ebron, a Curse of Donkey's Ears, or the Curse of Blighted Magic (discard the stone bracelet if you have the last one lifted).
If you have the codeword Ectoplasm, he can also lift the Curse of the Hangman of the Shadar, but this will cost 400 Shards or an object with a bonus of +2 or more. Erase the codeword Ectoplasm if you do this.
When you are finished you can:
Attack Holyamu turn to **19**
Leave turn to **54**

153 ☐
If there is a tick in the box, turn to **302** immediately. If not, put a tick there now, and read on.
You are already a member of the Brotherhood of the Night. The Master of Shadows, here in Aku, is the supreme head of the brotherhood. He tells you to take a message to Lochos Veshtu, master of the brotherhood in Yarimura. He makes you memorize a coded message that only Lochos will understand.
'Lochos will reward you when you deliver the message,' adds the Master of Shadows.
Tick the codeword East and turn to **302**.

154
A majestic stag gallops through the forest, braying loudly. At the sight of you, it veers

away into the trees. Nothing else happens. Turn to **206**.

155
You inform her manservant that you will try to get her ring back for her. She watches from her sedan chair, masked and inscrutable. You go fishing in the harbour.
Make a MAGIC roll at Difficulty 13.
Successful MAGIC roll turn to **461**
Failed MAGIC roll turn to **296**

156
The pure-bred aristocracy of Uttaku, the high caste, have blue skin. As you have blue skin, the vizier thinks you must be of noble blood, and that you must have been lost at birth or something. Obviously, this changes the attitude of the Uttakin towards you. The vizier is pleased to announce that you are to be accepted in the audience chamber.
Turn to **401**.

157
You scurry along the path with reckless haste.
Make a SCOUTING roll at Difficulty 10.
If you make the roll, you find a low overhang of rock, under which you hide until the threat has gone – turn to **53**. If you fail the roll, you tread on a loose rock, and feel it slip from under you – turn to **104**.

158
The High Convener remembers you as the one who brought her the Holy Avenger. She is polite but you get the feeling that she would rather be doing something else. You return to the audience chamber. Turn to **401**.

159
You are high in the mountains of the Spine of Harkun. To the north, impassable peaks block your passage to the steppes.
Head east through the mountains *Cities of Gold and Glory* **518**
Head west through the mountains turn to **35**
Go south into Old Harkuna turn to **17**
South-west into Old Harkuna turn to **328**

160
There are too many to avoid, but they cannot get past your armour and defences. You simply run through their area of the wood, ignoring their assault. Soon you have left the creags behind, and come to the five-trunked popra tree. Turn to **392**.

161
You are unable to control the demon. It burns the wizard and all his equipment to a crisp, but leaves you unhurt before returning to the underworld. The Uttakin hold an inquiry, and, as they cannot admit that an artificer of the nobles of Uttaku could be at fault, they decide that you murdered him. You are hauled off to the Red Garden for execution.
Turn to **170**.

162
You pull out your weapon and attack. No archers react – it's just between the two of you. You must fight.
Bandit, COMBAT 6, Defence 10, Stamina 13
If you lose, turn to **7**. If you win, you find 15 Shards and a set of magic lockpicks (THIEVERY +2).
You journey on. Turn to **358**.

163
You find a tavern called the Inn of a Thousand Masks. The tavern costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.
It is frequented by foreigners – there are no masked Uttakin here at all – and you pick up several snippets of information by overhearing conversations.
Uttaku is a theocracy, ruled by priests, and their interpretation of the word of their god, Ebron, is law. Everyone warns you about the Soulwatch, the fanatical secret police, always on the lookout for heretics.
The Faceless King of Uttaku is more like a priest than a king. Whenever he dies, a new king is chosen from the population: the only criterion for kingship is that the candidate must be born without a face.
Each mask worn by the nobles of Uttaku is an indication of his status – indeed, it defines his very existence, so someone born without a face is said to have been chosen to rule by Ebron himself.
There are many opportunities for an adventurer to acquire wealth and fame in Uttaku. The Grand Bazaar is a good place to set up shop as an entertainer, a healer or whatever. You just have to be careful not to offend the priests. The best way to get on is to join the Church of Ebron, because once you have joined the church you are judged to be a citizen of Uttaku and can gain access to the palace.
The inner court is alive with intrigue, and the ministers of the Court of Hidden Faces are always looking for people to perform tasks for them. Naturally, they pay well. If you can win enough favour with them, you might be judged worthy enough to be granted an audience with the Faceless King himself. If you can win his patronage then you can begin to amass real power and wealth.
When you are ready, you leave the tavern.
Turn to **444**.

164
You have failed to finish your story in time for the Great Telling. The master is livid with rage.
Through gritted teeth he says ominously, 'You can still serve the library.' He has you arrested and then flayed alive. Your skin is used as parchment upon which are written the holy texts of Ebron.
Turn to **7**.

165 ☐
If there is a tick in the box, turn to **93** immediately. If not, put a tick there now, and read

on.
The pavilion is a new addition to the bazaar. Inside, you find a woman with a starburst of silvery spiky hair, and mad staring eyes.
'Welcome,' she says. 'I am a priestess of The Oracle in Atticala, and I have been expecting you. A reading of your future will cost 250 Shards.'
Pay the money turn to **114**
Leave turn to **101**

166
The castle stands unoccupied. No pennant flies above its turrets; no coat of arms is displayed above the gate. You see a peasant tending the moat, removing the weeds.
'The lord was slain in the wars,' he tells you.
'Why do you continue to go about your chores?'
'I pledged my service to the old lord,' he says. 'Even now, I shall continue to serve him until the day of my own death.'
You continue on your way. Turn to **539**.

167
The Uttakin soldiers include three of the Soulwatch, the secret police. They are remorseless in their pursuit of fugitives. You are wanted for renouncing the worship of Ebron, a foul crime in the eyes of the fanatic Uttakin.
'Get the infidel heretic!' cries one of the Soulwatch.
You make yourself scarce.
Roll one die and add 1. If you score greater than your Rank, turn to **454**. Otherwise, turn to **202**.

168
You arrive at a village. If you have the codeword Diamond, turn to **459**. If not turn to **299**.

169
You grab the box. Instantly, several soldiers leap out from inside the coach where they were hiding, and a masked lord steps out of the house, accompanied by three or four archers.
'So you're the thief!' cries the lord. 'This time we are ready for you – seize him men.'
You are surrounded and taken into captivity. Make a CHARISMA roll at Difficulty 15. If you succeed, you end up thrown into the dungeons of Aku – turn to **350**. If you fail, you are sold into slavery in Aku – turn to **321**.

170
The Red Garden is where the Uttakin dispose of their criminals, heretics and people they just don't like. The condemned are thrown into the large sunken garden, and the suckered tendrils of the man-eating, carnivorous alalakh plants that flourish in the pit drain them of their blood, and dissolve their flesh. The leaves, barbed vines and strange, bulbous, mushroom-shaped flowers glisten redly in the sun, pulsing with the blood of their victims.
A wire fence has been erected around the top of the pit. Masked lords and ladies of the

court amble around the edge, taking an unholy pleasure in the grisly executions.
Today, it is your turn to taste the tendrils of alalakh, as the saying goes. You are shoved into the garden, and you plummet head-first on to a large, fat, melon-like fruit of one of the plants. It explodes, spraying fresh blood into the air.
Turn to **544**.

171
You are stopped by a patrol of the city guard, mercenaries led by a masked Uttakin captain. If you have the codeword Evade, turn to **65**. If not, you undergo a routine check, and they let you go on your way. Turn to **100**.

172
You spend several months in the Hall of Never-Ending Toil. The experience toughens you up. Roll two dice. If you score higher than your COMBAT rating, you may add one to that rating.
You get quite friendly with Isputakhsus. He used to be a masked lord, though he has now forfeited his right to wear a mask. He teaches you about bokh, an ancient and revered strategy game, like chess, played by the masked lords of Uttaku. Note that you have gained one additional circle of bokh mastery; if you have no skill in bokh, note that you are now a 1st Circle Master of bokh. Trial by bokh is an old custom of the Uttakin. A plaintiff or defendant can always choose trial by bokh to resolve his case – so it is always important to make sure you can play the game well!
One day, a masked Uttakin known as the Master of Minions comes to select several slaves for service on the surface. You are among those chosen. Roll one die.
Score 1 Turn to **32**
Score 2 Turn to **197**
Score 3 Turn to **283**
Score 4 Turn to **387**
Score 5 Turn to **462**
Score 6 Turn to **668**

173
You scramble down to help the child. As you reach her, she looks up into your eyes, smiles, and vanishes. Then a boulder hurled from above strikes you on the back of the skull. Lose 3 Stamina points. If you are still alive, you spin around and see a blue-skinned troll. Its vicious grin fills your vision as it leaps to the attack.
Troll, COMBAT 6, Defence 11, Stamina 20
If you win, turn to **53**. If you lose, turn to **7**.

174
'Hah!' cries the vizier triumphantly. 'You foreigners will never learn the intricacies of bokh.'
Unfortunately, if someone chooses trial by bokh to resolve a situation, they are deemed to have asked for the judgment of the god, Ebron. If they lose, the holy texts state that they must have incurred the wrath, or at the very least the displeasure, of Ebron, and offending Ebron is a criminal offence. So, according to the twisted logic of the Uttakin, you are guilty.

The Grand Vizier has you arrested and hauled off to the dungeons below the city. Turn to **350**.

175
The conjuror gives you some tips on the correct hand gestures that will ward off the worst of the effects of the blast of energy he will release during the play. The play is staged in the Hall of Ethereal Blandishments in front of most of the court, including the Faceless King himself, who sits on a mobile throne powered by motors. He wears a blank featureless mask (underneath, his face is also blank, but this would be too frightening for most people to behold).
The play begins and at the right moment you step forward to play your role.
The Conjuror of Amusements cries the time-honoured phrase of the Uttakin: 'Die, heretic-devil and apostate spreader of lies!'
He points and unleashes a stream of fire from his fingers.
Make a MAGIC roll at Difficulty 13.
Successful MAGIC roll turn to **484**
Failed MAGIC roll turn to **617**

176
You are travelling through the countryside of Uttaku, east of the Grumes.
Roll two dice.

Score 2-5	Hangman's Crossroads	turn to **298**
Score 6-7	No event	turn to **358**
Score 8-12	Thieves in the shadows	turn to **49**

177
You come across the house of Urhi-Akhad, the Scholar of Kunrir. It seems he is away on a fact-finding mission to the Great Steppes. Turn to **100**.

178
The sails are lowered and the crew takes up oars to guide the ship through the narrow fissure. The pilot stands in the bow with the lead line in his hand, constantly taking soundings. The Uttakin guide their own ships safely into harbour using overhead cables, but foreign captains must take their chances.
If you have the title Masked Lord or Masked Lady, or if you have blue skin, turn to **419**. If not, roll two dice.

Score 2-10	Enter the harbour safely	turn to **480**
Score 11-12	Hit a rock	turn to **634**

179
Darkness falls. Now, perhaps, it will be you with the advantage. You sneak in through a window at the back of the wizard's house.
Make a THIEVERY roll at Difficulty 14
Successful THIEVERY roll turn to **483**
Failed THIEVERY roll turn to **433**

180

The goblins are cowed by your war-like manner. In return for sparing their lives, they leave a jug of faery mead and a potion of restoration. The potion can be used once only to restore all lost Stamina points and cure you of any diseases. Note them on your Adventure Sheet.

Demand more from the goblins turn to **385**
Leave turn to **206**

181

If you have the codeword Diamond, turn to **525**. If not, read on.

Thurlings is a pitiful looking village. Primitive hovels have been dug out of the side of banks of earth, and the people eke out a miserable existence, taxed into poverty by the harsh rulers of this land, the lords of Uttaku. As you approach, the villagers retreat into their earthen mounds, bolting their doors in fear. Most visitors to their village are marauding Uttakin mercenaries or tax-collectors.

There is nothing to do here, so you leave. Turn to **189**.

182

Amid the treasure in the chamber you find a magical book that re-opens the enchanted portal.

You manage to get back to the garden with 500 Shards, a sextant (SCOUTING +3), splint armour (Defence +4) and a pair of gloves of Sig (THIEVERY +3).

Turn to **84**.

183

You are greeted by a figure in rich robes wearing a mask that looks like the head of a locust – the Grand Vizier of the Audience Chamber. He explains that you will have to wait for permission to enter the audience chamber. Once you've got in there, you can get to see the various ministers of the Court of Hidden Faces.

In the meantime, you will have to rent an apartment in the petitioners' quarter of the palace, while waiting for permission (which could take days). This will cost you a down-payment of 50 Shards.

Pay 50 Shards turn to **396**
Leave the palace turn to **444**

184

You preach well enough, but there are priests of Ebron preaching all over the city. No one takes much notice. You return to the city centre. Turn to **444**.

185

From Spatterdash, you can:

Head south turn to **478**
Head east to the River Rese turn to **333**
Go west turn to **328**
Head south-west to the High King's Seat turn to **653**

186

'Hah!' shouts the lord, overjoyed. 'That is a request I do not have to grant after the twenty-

third holy decree of the seventeenth Faceless King, made seven hundred and thirty-six years ago! And you cannot make more than one request of me! Excellent!'
You can do nothing but leave, musing about the strange customs of the Uttakin.
You go back to the Cathedral of Ebron, purified but no wiser. Turn to **94**.

187
You join the younger knights for a spot of combat practice. These are friendly bouts, but the occasional injury is unavoidable. Roll one die; this is the number of Stamina points you lose.
Assuming you survive, you can now try to increase your COMBAT score. Roll one die and if you score higher than your COMBAT, add 1 to it.
When you are done, turn to **112**.

188
They are unimpressed with your case. They pronounce that you are to be sentenced according to the ancient rite of Uttakin divination – throwing a pile of rune-marked bits of bone on the floor and reading the result.
Roll one die.

Score 1	Turn to **707**
Score 2-3	Turn to **340**
Score 4-5	Turn to **551**
Score 6	Turn to **485**

189
From Thurlings you can go:

North into the countryside	turn to **711**
North-east into the Singing Forest	turn to **31**
South into the countryside	turn to **12**
West to the Ruby River	turn to **317**

190
Cross off the amulet of Ebron. Holyamu casts a spell, and a large pool of glittering silvery water, heavy and viscous like mercury, appears on the floor.
'All you have to do is dive in!' he says with a giggle. 'I've set it to take you back a thousand years.'
You step into the pool. Turn to **2**.

191
You are allowed into the cathedral. It is cool and dim inside. The windows are covered in blue glass. This has the effect of bathing the worshippers in a blue light. As those of the Uttakin aristocracy who are of pure noble blood have blue skin, the priests say that the light of Holy Ebron makes even the poorest commoner a true noble.
If you are an initiate of Ebron, turn to **509**. If not, but you want to become an initiate of Ebron, turn to **376**. Otherwise, there is nothing for you to do here. Turn to **444**.

192
The ship Wrath of God is indeed docked here. 'At last, someone's arrived to claim the old

tub,' says the harbourmaster. 'There's fifty Shards of maintenance fees outstanding, though'.
If you pay the 50 Shards, note Wrath of God (you can change the name if you want), on the Ship's Manifest, and that it is docked in Kunrir. The ship is a brigantine and has a cargo capacity of 2 Cargo Units.
You will have to pay to hire a crew. 25 Shards gets a poor crew, 50 Shards buys an average crew, 100 Shards recruits a good crew, and 150 Shards will obtain an excellent crew.
When you are finished, if you have claimed the ship, cross the deed to the Wrath of God off your Adventure Sheet.
Turn to **145**.

193
At your refusal, her face twists into a mask of rage. To your surprise, she bounds forward with astonishing speed and attacks you with her cane. It takes all your skill to avoid the blow. One thing's for sure – she is not what she appears to be!
If you have the codeword Flag, turn to **270** immediately. If not, make a MAGIC roll at Difficulty 19.
Successful MAGIC roll turn to **406**
Failed MAGIC roll turn to **337**

194
One of the Soulwatch hisses in a voice resonant with rage, 'Why are you not wearing your scarf, you evil blaspheming devil?'
'But I have a scarf,' you protest, showing them your spotted scarf.
'Aargh! You compound your foul crime by wearing a spotted scarf! On the day of the Burning of the Heretics in Hell you must wear a striped scarf! You have committed a crime of lesser heresy. You must pay a fine of 75 Shards.'
Can't or won't pay turn to **124**
Pay the fine turn to **72**

195 ☐
If the box above is empty, put a tick in it and turn to **34**. If it was already ticked, turn to **364**.

196
Your sorceror Targdaz comes to greet you. 'It is good of you to take time off from your experiments,' the steward of the castle mutters to him as he admits him to your chamber.
He gives a secret smile. 'In fact I am about my experiments even as we speak. This form in which you see me is but a seeming – an insubstantial projection.'
You wave your hand. 'Enough of this.'
Targdaz bows. 'How may I serve you?'
Get him to lift a curse turn to **273**
Have him enchant a weapon turn to **304**
Have him create a magic item turn to **680**
Dismiss him turn to **245**

197
You are used as a scribe working in the Cathedral of Ebron itself. Your boss is the High Holy Administrator, in charge of keeping the holy texts of Ebron, and updating the decrees of the church. The holy texts are long and exhaustive, often consulted in matters regarding heresy or the law of the land. You learn much about the nature of Ebron and religion in general.
Roll two dice. If you score higher than your SANCTITY rating, you can add one to that rating.
Now make a SANCTITY roll at Difficulty 13.
Successful SANCTITY roll turn to **719**
Failed SANCTITY roll turn to **405**

198
You enter the largest of the burial mounds. Inside a large seven-sided chamber is a similarly-shaped plinth, on which seven swords are arranged like spokes, their thin, needle-like blades shining in the darkness. Each sword glows a different colour and seems made of a different material. In the centre of the plinth is a model of seven obelisks.
As you step forward, a voice rings in your head: 'I am the champion of the Seven Lords of the Shadar. You are a defiler of their resting place.'
Suddenly you are gripped with a raging fever and the strength seems to ebb from your limbs. Some foul sorcery is being used here! Even as you gather yourself to resist, a tall figure steps into view.
Make a MAGIC roll at Difficulty 13. If you fail, you must fight the champion at half your COMBAT score (round up). If you succeed you throw off his curse and may fight normally.
The Champion, COMBAT 8, Defence 15, Stamina 12
If you lose, turn to **7**. If you win, read on.
If you were cursed, the curse is lifted. Return your COMBAT score to normal.
You look more carefully at the swords. They seem to represent the elements of some arcane philosophy. They are: the sword of ice, the sword of fire, the sword of stone, the sword of air, the sword of wood, the sword of metal, and the sword of water.
Take one of the swords (note which one) turn to **223**
Take more than one (note the first one) turn to **635**
Leave without taking a sword turn to **471**

199
You enter a large ballroom, where the Seneschal of the Dance of Majesty, who wears a mask crested like a peacock's fan-tail, is instructing various dignitaries in court etiquette.
If you have the codeword Envoy, turn to **429**. If not, turn to **498**.

200
Colossal perpendicular cliffs stand straight up from the sea, as untouched by erosion as a wall built by the gods.
Roll two dice.
Score 2-3 Pirates turn to **600**
Score 4-10 Plain sailing turn to **619**

Score 11-12 A storm turn to **527**

If you roll 11-12 and have a blessing of Safety from Storms, lose the blessing and turn to **619**.

201
The compiler jumps up hastily at the sight of you; his fat body wobbles like a jelly. 'Have you got what I asked for?' he asks.
If you have a pink rice grain, turn to **59**. If not, turn to **378**.

202
You manage to evade the Soulwatch.
East to Ringhorn *Cities of Gold and Glory* **2**
West into Old Harkuna turn to **539**
Follow the River Rese north turn to **222**

203
The vampire highwaymen close in. Each time if and when they wound you, they drain your blood, and you lose one point from your COMBAT rating as well as the usual Stamina. Fight them as one opponent.
Three Vampires, COMBAT 10, Defence 12, Stamina 25
If you win, turn to **412**. If you lose, turn to **684**.

204 ☐
If there is a tick in the box, turn to **146** immediately. If not, put a tick there now, and read on.
You are told that you will be brought before the arbiters in a day or two. That night, while eating your bowl of prison gruel, you notice a loose block of stone in one wall of your cell.
Wait for judgment turn to **146**
Start digging a tunnel turn to **691**

205
You jump through into the dark treasure vault. To your horror, the portal suddenly closes behind you with a pop! You are trapped on another plane.
Make a MAGIC roll at Difficulty **15**.
Successful MAGIC roll turn to **182**
Failed MAGIC roll turn to **122**

206
The Singing Forest is alive with birdsong. Everywhere you look, brightly coloured birds trill and twitter. You notice several birds, high in the branches, whose feathers seem as silver, glinting wildly in the sunlight. They are silver nightingales, and their song is sweet.
If you have the codeword Elegant, turn to **264**. If not, turn to **518**.

207

You find a firm footing and prepare for battle as the creatures circle. Their skin is dark and leathery, and you cannot tell whether they are huge bats, vultures or worse. One swoops to attack while the others hover in anticipation. You must fight.
Winged Predator, COMBAT 3, Defence 13, Stamina 3
If you win, the others fly away in fear, and you carry on – turn to **53**. If you lose, turn to **7**.

208
You are caught in the act of rifling the old man's room by a passing priest. You are taken to the Red Garden for immediate execution. Turn to **170**.

209
Tick the codeword Elude.
You know that the carnivorous alalakh plant is drawn to movement, and that the worst thing you could do if ensnared by the alalakh is to struggle. You also know that, at night, the alalakh is dormant. All you have to do is remain absolutely still, no matter what, until nightfall.
Make a THIEVERY roll at Difficulty 14.
Successful THIEVERY roll turn to **288**
Failed THIEVERY roll turn to **259**

210
From here you can go:
North-west into the Spine of Harkun turn to **35**
North-east into the Spine of Harkun turn to **159**
West into the Grumes turn to **487**
East towards Spatterdash turn to **17**
South towards the High King's Seat turn to **653**

211
If you have the codeword Diamond, turn to **427** immediately. If not, read on.
The land is bleak and desolate. It is worked by peasants in rags, desperately poor and taxed almost into oblivion by their harsh overseers, the lords of Uttakin. You spot the occasional troop of mercenaries in the pay of the Uttakin, patrolling the area, and keeping the locals in their place (i.e. oppressed).
If you have the codeword Emerald, turn to **563** immediately. If not, turn to **346**.

212
If you have the codeword Enigma, turn to **18** immediately. If not, read on.
You come across one of the country houses of a masked noble of Uttaku. You meet a noble called Hemmuwas Tamalkaya, an artificer of magic. He wears a mask shaped like a crescent moon, with a pointed forehead and pointed chin. He shows you his workshop. On a table lies a huge iron man, the golem he is working on.
'To complete my enchantment of the iron golem, I need some selenium ore. Perhaps you have some? I will pay you well for it,' says Hemmuwa Tamalkaya.
If you have some selenium ore, and want to give it to him, turn to **132**. If not, you leave. Turn to **443**.

213
The Hall of Heroes is a large tavern that spans the Ruby River. It is really a bridge that has been built up into a many-roomed river hotel, with chambers overlooking the crimson waters of the river. The Ruby River is red with rusty ore, carried down from the Grumes.
Enter the hall turn to **303**
Leave this area turn to **11**

214
The castle is in ruins, sacked and burned by bandits. Nothing is left of your great home. Turn to **539**.

215
Lose the codeword Enamel.
You have considerable influence at court. One day, a noble with blue skin, a purebred noble of the high caste, comes to see you, hoping to persuade you to use your influence to help him over a legal wrangle with another courtier.
You can tell from his mask that he is Lord Elbistan. Once, during your less exalted days, you wrestled with him in the Grand Bazaar. After you defeated him, fair and square, he had you beaten up, out of spite. When he recognises you, he stiffens with shock. You can imagine his skin turning from blue to white underneath his mask. You have him right where you want him.
Demand 500 Shards to help him turn to **414**
Ensure he loses his case turn to **295**

216 ☐
If there is a tick in the box, turn to **71** immediately. If not, put a tick there now and read on.
You are down near the docks when the entourage of a princess of the Court of Hidden Faces comes by. The princess is sobbing in distress because she dropped her diamond ring into the bay of the harbour while she and her party were out sailing.
Use your magical talents to fish for the ring turn to **155**
Don't bother turn to **444**

217
You have arrived in the Icicle Woods, where the trees are tall columns of blue crystal, three or four times the height of a man, and the leaves are frosty tendrils of ice. The fruit of these trees resemble icicles of turquoise crystal.
The floor of the forest crunches crisply underfoot, for it is a layer of frozen hoar-frost. It is cold, but eerily beautiful, and the crystal trees vibrate in the wind, a sound like the strings of a violin being played.
Roll two dice.
Score 2-5 Something is watching you turn to **149**
Score 6-7 No event turn to **47**
Score 8-12 Frost sprites turn to **5**

218

You react too late to the threat. Before you can move, clammy blue hands with long, strong digits are clasped around your throat. The troll you outwitted earlier is a tenacious and vengeful foe – he has picked up your trail far from where you first saw through his illusion. The strangling hands tighten their grip as the troll's fetid breath washes over you. Make a COMBAT roll at Difficulty 12. If you fail, lose 3 Stamina points and try again. Each time you fail, lose another 3 Stamina points as you choke in the troll's merciless hold. If you succeed, whether through skill or luck, you manage to wriggle free and prepare yourself for a fight.
Troll, COMBAT 6, Defence 11, Stamina 15
If you win, turn to **307**. If you lose, turn to **7**.

219
You cannot find an abzu plant anywhere. You decide it would be better to return, while the pool still remains, rather than be trapped forever in the past. Turn to **556**.

220
Suddenly, the forest falls silent, as your last assailant falls to your martial skill. In death, the invisibility charm wears off, and you see four dead goblins. Their limbs are long, their hair spiked and limed; taloned, claw-like hands grip ornate bronze axes. Searching the bodies, you find 50 Shards, a jug of faery mead, and a magic bronze axe (COMBAT +1). Note them on your Adventure Sheet. When you are ready, turn to **206**.

221
The shade's directions were clear enough. You find the long barrow's door is already open, and enter the tomb of King Elhonar Shadar. Turn to **642**.

222
You are close to the banks of the River Rese, the border between Golnir and Old Harkuna. On the other side of the river you can see the flag-topped walls of Castle Ravayne, some way away.

Follow the river north	turn to **111**
Cross the river to the castle	*Cities of Gold and Glory* **25**
Go west into the countryside	turn to **539**
North-west into the Singing Forest	turn to **31**

223
As you take hold of the weapon, the gloomy hall spins around you. You are bathed in fire and smothered in ice and stone, battered with wood and metal, drowned and revived by the wind before your senses finally return to normal.
You are lying on a rocky beach. Red mountains tower above you and at your feet is a lake. Protruding from the lake are seven fingers of smooth-carved rock, resembling exactly the model you saw in the barrow. You are at the Lake of the Seven Needles, many leagues from where you were moments ago.
Turn to **268**.

224
As a lord or lady of the Court of Hidden Faces you are welcome in the palace. Expungers

stand on guard, and salute as you pass by.
You come to the Garden of Exotic Fragrances where masked lord take their pleasure (and make their plots). You have your own suite of rooms in the palace, of course. You can also make use of the services of the court physician.

Go to your apartment	turn to **624**
Go to the audience chamber	turn to **401**
See the court physician	turn to **674**
Leave the palace	turn to **444**

225
All shipping in and out of Aku must come through the offices of the harbourmaster. Here you can buy passage to far-off lands, or even a ship of your own to fill with cargo and crew.
You can buy a one-way passage on a ship to the following destinations:

Metriciens, cost 25 Shards	turn to **372**
Teleos, cost 30 Shards	turn to **723**
Dweomer, cost 30 Shards	turn to **234**
Mithdrak, cost 45 Shards	turn to **424**
Pethumar, cost 45 Shards	turn to **137**
Chambara, cost 75 Shards	turn to **276**
Kunrir, cost 15 Shards	turn to **232**

If you buy a ship, you are the captain, and can take it wherever you wish, exploring or trading. You also get to name it. There are three types of ship, and three types of crew. You can also buy cargo for your ship to sell in other ports.

Ship type	*Cost*	*Capacity*
Barque	250 Shards	1 Cargo Unit
Brigantine	450 Shards	2 Cargo Units
Galleon	900 Shards	3 Cargo Units

If you buy a ship, add it to the Ship's Manifest, and name it as you wish. The quality of the ship's crew is average unless you pay to upgrade it. If you already own a ship, you can sell it to the harbourmaster at half the above prices.
It costs 50 Shards to upgrade a poor crew to average, 100 Shards to upgrade an average crew to good, and 150 Shards to upgrade a good crew to excellent.
Cargo can be bought at Aku and sold at other ports for profit. If you own a ship you may buy as many Cargo Units as it has room for. You can also sell cargo, if you have any. Prices quoted here are for entire Cargo Units.

Cargo	To buy	To sell
Furs	190 Shards	180 Shards
Grain	190 Shards	180 Shards
Metals	700 Shards	635 Shards
Minerals	375 Shards	350 Shards
Spices	950 Shards	900 Shards

Textiles	325 Shards	285 Shards
Timber	225 Shards	200 Shards
Slaves	250 Shards	200 Shards

Fill in your current cargo on the Ship's Manifest – assuming you own a ship!
If you own a ship that is docked here and wish to set sail, turn to **200**. If not, you leave the harbourmaster: turn to **88**.

226
A blur of movement to one side gives you the briefest warning of what is about to happen to you.
Make a SCOUTING or a COMBAT roll (your choice) at Difficulty 14.
Successful roll turn to **713**
Failed roll turn to **218**

227 ☐
If there is a tick in the box, turn to **693** immediately. If not, put a tick there now, and read on.
Tick the codeword Entropy.
The fat compiler wants to make a special dish for the king. He needs a certain rare ingredient, a pink rice grain. If you have one, turn to **59**. If not, he says that there is supposed to be one of these strange rice grains in a place called the Black Pagoda, in far-off Akatsurai, way to the east, beyond the Violet Ocean.
'Bring me one and I'll make it worth your while,' he adds.
Turn to **401**.

228
Your innate holiness repels the ghostly apparitions, and you are able to continue on your way unharmed. Turn to **11**.

229
You are spotted by an Expunger, one of the fanatic guards of Uttaku. The alarm is raised, you are soon surrounded and seized.
Make a CHARISMA roll at Difficulty 13.
If the roll is successful, you are sold into slavery, turn to **321**. If you fail, you are hauled off to the Red Garden for execution, turn to **170**.

230
If you have the codeword Epistle, turn to **370** immediately. If not, read on.
You step into a huge library, known as the Archives of the Blue. Here you find the Master of the Documents of Fable, a little old man with a mask covered in strange sigils. The mask is so big that he has trouble holding up his head.
He tells you about the Grand Telling, a ceremonial competition held every year at court in which the courtier who can come up with the best story wins. The master wants you to write your life story.
'You adventurers always come up with the most extraordinary tales. Write me a real blockbuster, of suitable length, and I'll use it to win the Grand Telling. In return, I'll see

that you are rewarded. You have eight weeks to complete your story. I expect you to work here, in the archives, so I can keep an eye on you.'
You reckon it should take about four to five weeks to finish.
Accept the task turn to **655**
Refuse turn to **401**

231
The seneschal has no further use for your services, although he does offer to teach you the ins and outs of court etiquette for **350** Shards. If you pay the money, you can roll one die, and if the result is higher than your CHARISMA rating, you can add one to that rating. When you are finished, you return to the audience chamber. Turn to **401**.

232
Don't forget to pay the fare for your journey. The ship sets sail and is soon making good headway. Roll two dice.
Score 2-3 Captured by slavers turn to **321**
Score 4-10 You reach Kunrir safely turn to **100**
Score 11-12 The ship capsizes in a gale turn to **510**
If you roll 11-12 and have a blessing of Safety from Storms, lose the blessing and roll again.

233
'I cannot fault your zeal in wishing to embrace the true faith. Still, it is somewhat galling,' says the lord. He signals to one of his servants who hands you a scroll of Ebron. 'These scrolls are rather rare,' adds the lord unhappily, 'but I cannot refuse.'
When you are ready, you go back to the Cathedral of Ebron, purified and prepared. Turn to **94**.

234
You need Over the Blood-Dark Sea to travel to Dweomer. If you haven't got it, turn back to **225** (if in Aku) or **145** (if in Kunrir) and choose again. If you have, cross off the 30 Shards and turn to Over the Blood-Dark Sea **100.**

235
Later that day, you are approached by a member of the household of Lord Elbistan. 'My lord is grateful,' he says. 'I am to teach you something about the ancient game of bokh.'
Bokh is a chess-like game of strategy, beloved of the masked lords of Uttaku. Note that you have gained one additional circle of bokh mastery (i.e. if you have no skill in bokh, note that you are now a 1st Circle Master of bokh).
When you are ready, turn to **444**.

236
If you have a striped scarf, turn to **664**. If you have only a spotted scarf, turn to **194**.

237
The Uttakin soldiers include three of the Soulwatch, the secret police. They are

remorseless in their pursuit of fugitives. You are recognised as an escaped slave, and they move to arrest you! You try to make yourself scarce.
Roll one die and add one. If you score greater than your Rank, turn to **82**. If you score less than or equal to your Rank, turn to **202**.

238
You narrowly avoid tripping a pitfall trap that would have tipped you into a deep hole and collapsed the ceiling on top of you. Wiping the sweat from your brow, you peer into the gloom. Without a sound, a shape forms in front of you – a more intense shadow in the shadows.
Wight, COMBAT 12, Defence 15, Stamina 13
If you win, the treasures of the tomb are yours. In a stone chest you find a silver flute, a stone bracelet, a black axe, a gossamer net and a bag of gold. Write down what you wish to take and turn to **118**.

239 ☐
If there is a tick in the box, turn to **184** immediately. If not, put a tick there now, and read on.
You preach with such zeal and theological accuracy that you win the approval of the Soulwatch. They decide to initiate you into the Church of Ebron immediately (you cannot refuse!). Delete whatever god you had in your God box on your Adventure Sheet (if any) and replace it with Ebron. If you already had Ebron in your God box, you are presented with a spear of retribution (COMBAT +4).
Lose the codewords Erebus and Evade if you had them.
When you are ready, you return to the city centre. Turn to **444**.

240
You spot a circle of ancient standing stones atop a rocky hill.
Investigate the standing stones turn to **695**
Leave this area turn to **210**

241
You find the statue of the ancient sun god you dug out of the swamp. It stands proud and upright – indeed, since the last time you were here, it seems even cleaner, and less weather-beaten.
If you want to leave an offering to the sun god of 25 Shards, turn to **451**. If not, you can leave the Mixen Sumps.
North to the Hall of Heroes turn to **213**
East turn to **12**
West turn to **438**

242
Your innate holiness and faith is like a burning white light to the vampires. Their eyes run with blood, and they howl at the moon in their pain, like running dogs in the night. They turn and flee.
Follow the vampires turn to **463**
Let them go and journey on turn to **393**

243

If you have the codeword Evict, turn to **482** immediately. If not, read on.

You are threading your way through the swamp, along a narrow, well-trodden path, when a stooped old woman with a cane steps out in front of you. She is horribly ugly, so ugly, in fact, that she looks like a large, fat toad.

'Well met, traveller,' she croaks. She warns you that the path is treacherous and offers to guide you safely through the swamp.

'Follow me, an' I'll see you safe, in return for a Shard or two,' she rasps.

Follow the old woman turn to **140**

Refuse her offer turn to **193**

244

The bazaar of Kunrir is a thriving market. The merchants here have a wide variety of goods for sale.

Armour	*To buy*	*To sell*
Leather (Defence +1)	50 Shards	45 Shards
Ring mail (Defence +2)	100 Shards	90 Shards
Chain mail (Defence +3)	200 Shards	180 Shards
Splint armour (Defence +4)	400 Shards	360 Shards
Plate armour (Defence +5)	800 Shards	720 Shards
Heavy plate (Defence +6)	1600 Shards	1440 Shards

Weapons (sword, axe, etc)	*To buy*	*To sell*
Without COMBAT bonus	50 Shards	40 Shards
COMBAT bonus +1	250 Shards	200 Shards
COMBAT bonus +2	500 Shards	400 Shards
COMBAT bonus +3	1000 Shards	800 Shards
COMBAT bonus +4	2000 Shards	1600 Shards
COMBAT bonus +5	4000 Shards	3200 Shards
COMBAT bonus +6	8000 Shards	6400 Shards

Magical equipment	*To buy*	*To sell*
Amber wand (MAGIC +1)	500 Shards	400 Shards
Ebony wand (MAGIC +2)	1000 Shards	800 Shards
Cobalt wand (MAGIC +3)	2000 Shards	1600 Shards
Selenium wand (MAGIC +4)	4000 Shards	3200 Shards
Celestium wand (MAGIC +5)	8000 Shards	6400 Shards

Other items	*To buy*	*To sell*
Flute (CHARISMA +1)	200 Shards	180 Shards
Silver flute (CHARISMA +2)	400 Shards	360 Shards
Centaur flute (CHARISMA +3)	800 Shards	720 Shards
Lockpicks (THIEVERY +1)	300 Shards	270 Shards
Magic lockpicks (THIEVERY +2)	600 Shards	540 Shards
Gloves of Sig (THIEVERY +3)	1200 Shards	880 Shards

Holy symbol (SANCTITY +1)	200 Shards	100 Shards
Silver holy symbol (SANCTITY +2)	400 Shards	360 Shards
Gold holy symbol (SANCTITY +3)	800 Shards	720 Shards
Compass (SCOUTING +1)	500 Shards	450 Shards
Cross-staff (SCOUTING +2)	800 Shards	720 Shards
Sextant (SCOUTING +3)	1200 Shards	1000 Shards
Rope	50 Shards	45 Shards
Lantern	100 Shards	90 Shards
Climbing gear	100 Shards	90 Shards
Uncanny salts	100 Shards	90 Shards
Spotted scarf	50 Shards	35 Shards
Striped scarf	50 Shards	35 Shards

When you are finished, turn to **100**.

245
Here at your castle you can leave possessions and money to keep them safe. Write the items you are leaving in the box provided (remembering to erase them from your Adventure Sheet).
Items at castle

You can also recuperate here if injured: restore your Stamina to its normal unwounded score.
Roll two dice. If you score a double one, turn to 625 immediately. If not, read on.
Your steward comes in to welcome you home. 'What do you require?' he asks.

Gather your knights for weapons practice	turn to **315**
Summon the castle blacksmith	turn to **341**
Summon Targdaz, your sorcerer	turn to **196**
Visit the chapel	turn to **365**
Leave the castle	turn to **539**

246
You climb a nightingale-infested tree with as much stealth as you can muster, but one of the birds spots you and trills a warning. Instantly, a thousand nightingales take to the sky, like a great cloud of glittering silver stars. They fly off into the distance, and the forest is suddenly enveloped in an eerie silence. You will have to come back another day. Turn to **518**.

247 ☐
If there is a tick in the box, turn to **169** immediately. If not, put a tick there now, and read on.
You grab the box. Just then, a masked lord, accompanied by a couple of footmen, steps

out of the house.
Make a THIEVERY roll at Difficulty 13.
Successful THIEVERY roll turn to **418**
Failed THIEVERY roll turn to **614**

248
Cross off the 25 Shards. Write Defence through Faith in the Blessings box on your Adventure Sheet. The blessing works by allowing you to add 3 to your Defence for the duration of one combat only. When you use the blessing, cross it off your Adventure Sheet. You can have only one Defence through Faith blessing at any one time. Once it is used up, you can return to any branch of the Church of Ebron to buy a new one.
When you are finished, turn to **444**.

249
You get on with your story. Add 2 to the running total of weeks spent. If the total is now 5 or more, turn to **144**. If it less than 5, turn to **164**.

250
You are off the northern coast of Uttaku.
Roll two dice.
Score 2-3 Pirates turn to **600**
Score 4-10 Plain sailing turn to **81**
Score 11-12 A storm turn to **527**
If you roll 11-12 and have a blessing of Safety from Storms, lose the blessing and turn to **81**.

251
You have already earned the right to enter the audience chamber. Turn to **401**.

252
The Ameliorator of Afflictions offers to cure you of any diseases, poison, curses or wounds. His price is 150 Shards.
Leave the stall turn to **101**
Hand over 150 Shards turn to **353**

253
The wizard pauses. 'A good point. But on the other hand, you aren't a native-born Uttakin, and I don't have to keep my word to a foreigner!' He resumes his spell.
'Ah, but according to the holy texts of Ebron, it is a sin to break your word, once given. Indeed, some would say – and here I am thinking of such groups as the Soulwatch – that to break your word could even be a heresy,' you add hastily.
He pauses again. 'Hmm, an abstruse point, but technically correct ... On second thoughts, I'm sure someone else will come along.'
He spares you and hands over 50 Shards for the ore.
'Fifty Shards? Selenium is worth more than that!' you splutter.
'Bah, you ingrate!' he yells. 'Just be thankful you can leave here with your heart still in your chest!'

You decide not to push it any further, and leave. Turn to **293**.

254
The Blender of Spices in Aku wants you to get an abzu plant for him. You need to use Holyamu's Incredible Aoristic Pool to complete your quest.
Holyamu says, 'Well, you can use it, but my price is an amulet of Ebron.'
If you have an amulet of Ebron, and want to use the pool now, turn to **190**. If not, you can:

Attack Holyamu	turn to **19**
Ask him to lift a curse	turn to **152**
Leave	turn to **54**

255
If you have have the codeword Erebus or Evade (or both), turn to **16** immediately. If not, read on.
You are taken to the slave pits of Aku. But the master of minions, the overseer of the slaves, recognises you are a lord of the Court of Hidden Faces, favoured by the king. You are instantly released and receive a grovelling apology.
Turn to **444**.

256
You ascend the hill to the old graveyard. It has not been used to bury the dead for centuries and it has fallen into rack and ruin. You stroll amid the crumbling crypts and tombstones, idly looking over the names of the dead. Most of them are locals, from the days when the High King ruled this land. You are surprised to see some of the larger tombs are the resting places of Uttakin soldiers and priests. If you have the codeword Errant, turn to **287**. If not, you find nothing of interest here.

Return to the village	turn to **121**
Leave the area	turn to **185**

257
You get in and out without being spotted. You come away with 500 Shards, a gold holy symbol (SANCTITY +3) and a hero's sword (COMBAT +3). You hurry back to the archives to complete your book. Turn to **301**.

258
A brightly painted caravan, pulled by horses, rumbles into view. It pulls up, and the pedlars open up the back to display their wares.

Armour	*To buy*	*To sell*
Leather (Defence +1)	50 Shards	45 Shards
Ring mail (Defence +2)	100 Shards	90 Shards

Weapons (sword, axe, etc)	*To buy*	*To sell*
Without COMBAT bonus	50 Shards	40 Shards
COMBAT bonus +1	250 Shards	200 Shards

Other items	*To buy*	*To sell*
Flute (CHARISMA +1)	190 Shards	180 Shards
Compass (SCOUTING +1)	490 Shards	450 Shards
Rope	45 Shards	40 Shards
Lantern	90 Shards	80 Shards
Parrot fungus	90 Shards	80 Shards
Uncanny salts	90 Shards	80 Shards
Scroll of Ebron	200 Shards	180 Shards
Amulet of Ebron	90 Shards	80 Shards
Selenium ore	700 Shards	600 Shards
Faery mead	200 Shards	150 Shards

An old gypsy wise woman offers to bless you for 75 Shards. If you pay the money, turn to **683**. If not, when you have finished, they ride on. Turn to **211**.

259
You lie stock still. Unluckily for you, another victim is thrown into the pit, and lands on top of you. You try to calm him, but his struggles alert the alalakh plants. One of them gets a hold on you, injecting a painful paralysing venom, and everything goes black. Turn to **7**.

260
You are in the central Grumes.

West across open country	turn to **569**
South into the southern Grumes	turn to **621**
North into the northern Grumes	turn to **487**
South-east into the Crags of the Long Homes	turn to **126**
East into the countryside	turn to **176**

261
To renounce the worship of Maka you must pay 15 Shards to the priesthood as compensation. If you renounce your faith, pay the 15 Shards and delete Maka from the God box on your Adventure Sheet. When you have finished here, turn to **142**.

262
You come to a small village in Old Harkuna when a band of cutthroat mercenaries in the pay of the Uttakin decide to supplement their pay by robbing you! If you have the title Masked Lord or Masked Lady, or if you have blue skin, turn to **706**. If not, read on. There are at least ten of them, outlaws from all over the world, who have taken up service with the empire of Uttaku – pikemen from Atticala, nomads of the steppes, hawk-faced tribesmen from the Desert of Bones.

Run for it	turn to **595**
Put up a fight	turn to **570**

263
'Right,' says the troll matter-of-factly, and he attacks you.
Troll, COMBAT 9, Defence 12, Stamina 20

If you lose, turn to **66**. If you reduce the troll to 8 or fewer Stamina points, turn to **97**.

264
The Master of Nightingales in Aku wanted you to fetch him a silver nightingale. There are many here, up in the trees, but how will you catch one?
Tempt one down with a song turn to **151**
Set a trap turn to **43**
Climb a tree and grab one turn to **246**

265
The sentries on the gate recognise you. Although they remain proudly immobile with spears poised, they cannot keep smiles of comradeship from spreading across their faces.
'You are always welcome here,' they say.
'With the return of the High King, the land has been renewed,' you reply. 'The people are once again happy and well fed.'
'The king and the land are one,' they respond.
Turn to **112**.

266
The Conjuror of Amusements has no need of you for now. He does offer to teach you a magic trick or two, for **250** Shards. If you pay, roll one die and if the result is higher than your MAGIC rating, you can add one to that rating. When you are finished, turn to **401**.

267
You manage to pull off a spectacular victory.
'Ebron has seen fit to aid you,' is all your opponent has to say on the matter.
You are cleared of all crimes and released. Turn to **444**.

268
The water in the Lake of the Seven Needles is as clear as air; the lake is so still that the red mineral deposits of the Grumes have settled at the bottom, which you can see many yards below you. Jutting straight up and out from the surface of the water are seven black obelisks. Their otherwise sheer surface is engraved with the runes of an ancient civilization.
Leave the lake turn to **307**
Search the shore turn to **113**
Swim out to one of the Needles turn to **458**
Throw a stone out across the pool turn to **477**

269 ☐
If there is a tick in the box, turn to **305** immediately. If not, put a tick there now, and read on.
A small faerie woman, dressed in red trousers, a green tunic, and big stompy boots, leaps out of a bush to confront you.
'Hallo!' she squeaks happily. 'I'm Lorna the lop-eared leprechaun, and if you give me a kiss, I'll tell you a secret!'
She smiles up at you sweetly, pursing her lips and closing her eyes. The little leprechaun

is startlingly pretty, save for the pair of long donkey's ears that hang down on either side of her head.
Kiss her turn to **434**
Hurry on your way turn to **626**

270
You remember a story you heard in Akatsurai about a magical toad creature that lived in a swamp and used illusions to trick people. It was defeated by a sage who knew that the toad-demon had to be standing just to the left of the illusion. He cut there with his sword instead of hitting the illusion itself, and the toad-thing became visible.
You try the same tactic and, sure enough, your blow strikes home. The illusion of the old woman disappears, and you are face to face with a hideous, man-sized toad demon. You must fight it.
Toad-demon, COMBAT 7, Defence 9, Stamina 15
If you win, turn to **490**. If you lose, turn to **7**.

271
There are too many to deal with, so you try to get through the territory of the creags as fast as you can, but you take a battering in the process. Lose 3-18 Stamina points (the roll of three dice). If that kills you, turn to **7**. If not, you leave the creags behind, and soon you come to the five-trunked popra tree. Turn to **392**.

272
There are many potential marks in the crowded bazaar. It shouldn't prove difficulty to bump into someone and lift a purse.
Make a THIEVERY roll at Difficulty 14.
Successful THIEVERY roll turn to **568**
Failed THIEVERY roll turn to **390**

273
Targdaz works his magic and the curse is lifted. Any penalties you were suffering as a result of the curse are now gone. Targdaz bows and retreats, saying that he must rest after exerting his powers. Turn to **245**.

274
The noble lady is outraged. She says through gritted teeth, 'So, you claim to be a wizard, yet you are unable to bring my son back from the dead!'
She summons the Soulwatch.
If you have blue skin or the title Masked Lord or Masked Lady, turn to **513**. If not, turn to **470**.

275
The gnome grunts, shrugs and disappears from sight. There is nothing else to do, so you leave. Turn to **307**.

276

You need Lords of the Rising Sun to travel to Chambara. If you haven't got it, turn back to **225** (if in Aku) or **145** (if in Kunrir) and choose again. If you have, cross off the 75 Shards and turn to *Lords of the Rising Sun* **27**.

277
Tick the codeword Efreet.
Grindel dies gurgling his defiance to the last. Misgee is astonished at your success, and eyes you with awe and fear. You head back to the Hall of Heroes with Grindel's severed head. You are welcomed as a hero, and celebrations go on for days. Strangely, Bylewyn Buskle seems upset at the news; none the less the reward is forthcoming. Add 300 Shards to your Adventure Sheet.
You can stay at the inn free of charge until all your wounds are healed. When you are ready, you set off on your adventures once more. Turn to **11**.

278
You meet a wandering priest. He has an amulet and a scroll of Ebron for sale. The amulet of Ebron costs 100 Shards, and the scroll of Ebron costs 200 Shards. Buy what you wish and then turn to **74**.

279
You emerge in the House of Holyamu.
'Welcome back!' he says. 'Hope you enjoyed the trip.'
Attack Holyamu turn to **19**
Ask him to lift a curse turn to **152**
Leave turn to **54**

280
Tick the codeword Eternal.
After many hours of hard labour, you manage to set the idol upright. Once you have cleaned off the mud and filth you see a noble face, carved with a halo of sunfire around its crowned head. As the sun strikes its pitted features, you feel a momentary sense of joy emanating from the statue, as if the light had awakened the ancient god from his sleep. The god rewards you with a blessing. Write MAGIC in the Blessings box on your Adventure Sheet. The blessing allows you to try again if you fail a MAGIC roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can have only one MAGIC blessing at any one time.
You take your leave of the primordial sun-god.
North to the Hall of Heroes turn to **213**
East turn to **12**
West turn to **438**

281
You step through an arched door into a glasshouse that leads to a veranda overlooking the Garden of Exotic Fragrances.
A man dressed in ornate blue and green robes is directing a number of servants in the arts of looking after plants and creatures of the garden. Two of the butterfly lizards perch nearby, munching lazily on a large, fat rodent they are sharing.

The Master of Nightingales comes over to speak with you. He wears a mask fashioned like a bird's head. He looks a little comical, because he has a long, flowing white beard that hangs down from behind his mask.
If you have the codeword Elegant, turn to **663**. If not, turn to **602**.

282
The shade's form glows more brightly. 'So be it, coward!'
Make a SANCTITY roll at Difficulty 15.
If you make the roll, the shade does not dare approach you and you can depart in safety: turn to **260**. Otherwise, the shade drifts towards you and seizes your arm in a grip of ice. Your arm goes numb and you feel your very being begin to ebb. Lose 1 point from each ability, permanently – if any falls to zero, then the spirit drain has proved fatal.
If you survive, turn to **260**.

283
You have been selected by the Superintendent of Gladiators to fight in the arena for the entertainment of the masked lords of the court. Uttakin gladiators fight unarmed, using an ancient martial art called the Blue Grass Way (an obscure reference to the original homeland of the Uttakin, in the Blue Grasslands of Ankon-Konu). You receive basic training in unarmed combat.
Roll two dice and if you score higher than your COMBAT rating, you can add one to that rating. When your training is over, you begin your career as a gladiator.
Make a COMBAT roll at Difficulty 14.
Successful COMBAT roll turn to **636**
Failed COMBAT roll turn to **38**

284
The House of Sweet Repose is a pleasant inn with a stately garden. The inn costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up ot the limit of your normal unwounded Stamina score.
If you have the codeword Dregs, turn to **354**. If not, turn to **100** when you are ready.

285
So sweet and melodic is your song, that several of the glittering nightingales swoop down to investigate. One alights on your shoulder. With a deft motion you grab it, and stuff it into a bag. Now all you have to do is get it back to Aku. Note the silver nightingale on your Adventure Sheet. Turn to **518**.

286
Black clouds race in from the west and strike the peaks of the Grumes with tremendous fury. A storm in the mountains is one of nature's most breathtaking spectacles, but you would rather view it from cover. The rain is already falling so hard that it stings your skin; if you are not struck by lightning you will surely be carried away in a mudslide.
Make a SCOUTING roll at Difficulty 10.
Successful SCOUTING roll turn to **415**
Failed SCOUTING roll turn to **445**

287
You notice an old tomb covered in vines and creepers. Sweeping the vegetation away you reveal a plaque that reads: 'Here lies Kizil Irmak, war prophet of the holy armies of Ebron'.
You have found the last resting place of Kizil Irmak, wielder of the Holy Avenger, the sword that the High Convener of Chariots in Aku wanted you to find for her.

Enter the tomb	turn to **51**
Return to the village	turn to **121**
Leave the area	turn to **185**

288
You remain as still as a stone for many hours. Throughout the day, the screams of the dying fill the air as the alalakh plants indulge in their frenzied blood-lust. At last the sun sets, closing another page on this seemingly endless book of horror. Night falls – never before have you so welcomed the drawing of the dark. The plants cease all activity. The flesh and bones of the day's victims have been consumed, but some of their belongings still remain.
Roll one die to determine what you find.

Score 1-2	50 Shards
Score 3-4	Spotted scarf
Score 5-6	Magic lockpicks (THIEVERY +2)

When you are ready, you climb up the dormant vines and over the fence, losing yourself in the anonymous streets of Aku. Turn to **444**.

289
Something odd is up with the people of the city today. You learn that it is a special day of religious significance, a day sacred to Ebron. You are stopped by a Soulwatch patrol and several Expungers, the élite guards of Aku. If you have a spotted scarf, turn to **381**. If not, turn to **656**.

290
You come across a hole in the earth created by a recently fallen meteorite. Smoke billows out, and the ground around the crater hisses and bubbles. You go over to inspect it, but the heat is terrible.

Go closer	turn to **383**
Leave it and journey on	turn to **74**

291
You recall the story of a wizard who made a magic cloak from the skin of a chameleon, but you cannot remember the exact details. Turn to **206**.

292
The music stops as soon as you enter the decaying castle. Inside you find the dead body of the old man you found here last time. He taught you an old ballad of the High King's court. With a thrill of horror, you realise he has been dead for some time. Who was it, then, making music? The ghosts of ages past? At any rate, all is quiet now, so you continue on your way.

Turn to **574**.

293
You leave the wizard's house. If you want to wait until nightfall, and try to sneak in and rob Hammuwas Tamalkaya, turn to **179**. Otherwise you leave: turn to **443**.

294
Cross off the cobalt wand and the silver holy symbol – they have been used up in the ritual.
To the astonishment of all present, the young man is revived to full health.
'My son, my son!' cries the noble lady.
He smiles up at her.
The noble lady shows her gratitude by presenting you with two family heirlooms: a holy sword (COMBAT +6), the rune-engraved blade of which pulses with white flames, and a ring of guarding (Defence +2). The Defence bonus of the ring is cumulative with any armour bonus you might have.
Turn to **444**.

295
You use your influence to secure a judgment against Lord Elbistan that is far worse than his case deserved. He is disgraced, and thrown out of the Court of Hidden Faces. His family is forced to disown him completely. He ends up being sold into slavery. Revenge is sweet.

Visit a minister	turn to **401**
See the court physician	turn to **674**
Leave the Spider Palace	turn to **444**

296
You borrow a rod and line and cast a spell on the fishing hook, but all you catch is a rotten old sandal. The princess and her entourage burst into mocking laughter. At least you have lifted her spirits. She leaves for the palace; you head back to town. Turn to **444**.

297
No sooner have you announced your challenge when one of the Soulwatch, the black-garbed, demon-masked religious police, stops you from proceeding.
'Exalted One, it is not seemly for one such as you to behave in such a manner!' whispers the Soulwatcher in a rather surprised yet insistent tone.
Two more of them arrive, and escort you from the bazaar. They are diffident and respectful, yet quite determined – you understand who holds the real power in Aku.
Turn to **444**.

298
You come to a deserted crossroads. A single gibbet with a grinning white skeleton swings in the wind here with a rusty squeaking.
If you have the codeword Ectoplasm, note this paragraph number down and turn to **356**.
If not, nothing happens. Turn to **358**.

299
You cross barren fields to a millpond which is barely more than a mire of black mud. A barn door bangs in the wind. You see a couple of chickens, lean as crows, pecking at the hard earth. The livestock resemble skeletons wrapped in sickly hide. The peasants are scrawny for want of food and stare sullenly from inside their hovels. Old Harkuna groans under the yoke of the cruel and oppressive masked lords of Uttaku, who rule with an iron hand. You pass on your way. Turn to **4**.

300
The entrance to the palace is set into the bottom of one of the great buttresses upon which the Spider Palace rests, with stairs that lead up the side of it, all the way to the top. The stairs are lined with guards.
If you have the title Masked Lord or Masked Lady, turn to **224**. If not, turn to **41**.

301
The Master of the Documents of Fable is waiting for you in a veritable rage. 'By Ebron, you're a shirker – get writing, now! There are only a few weeks left until the Grand Telling!'
You explain about the treasure map, and the ice dragon. 'Hmm, interesting, there's no doubt. Well, at least you can write it up!' says the master, somewhat mollified. You hurry on with the story of your exploits. Add 1 to the running total of weeks spent on the book.
One day, you are taking a well-earned break in the Garden of Exotic Fragrances when a strange, glowing ball of energy appears in the air. It opens out into an inter-dimensional doorway between the many planes of existence. Out of it step three figures: a bald man with mad, staring eyes, wearing a suit of steel armour and a belt hung with many magical items; a hawk-nosed wizard in red robes, with a pet demon; and a huge, hulking warrior holding a sword that burns with crimson fire.
'This isn't right,' says the wizard looking around.
The bald man raises his eyes to the heavens and mutters something unintelligible; the warrior appears to be talking to his sword. They turn around, step back through the magic portal and disappear. But the portal remains hanging in the air. Looking through, you can see a dark chamber on the other side, heaped with chests of coins and gems, suits of armour, swords and all manner of magical weapons.
Take a chance and leap through turn to **205**
Return to the archive and write turn to **249**

302
If you have the codeword Élan, turn to **420** immediately. If not, read on.
The Master of Shadows is planning an expedition to rob the Spider Palace. He is in need of good thieves, and you are invited to join the mission.
Accept turn to **545**
Decline turn to **686**

303
You enter the parlour of the Hall of Heroes tavern. Which of these codewords do you have?
Efreet turn to **627**

Epicure turn to **560**
Elephant turn to **450**
Echo turn to **110**
None of the above turn to **598**

304
'The spell ingredients are expensive,' Targdaz warns you. 'I will require 150 Shards.'
Pay him the money turn to **386**
Tell him to go turn to **245**

305
You hear a titter from a nearby bush, but on closer inspection, you find only a few brightly coloured butterflies that fly away when you approach. Turn to **393**.

306
You take a slug of the blue potion. It burns down your throat like liquid fire, and sears your gut. Your worst fears are confirmed, for it is poisonous. You lose 6 points of Stamina permanently from your total, until you can find a cure for poison. If you have a blessing of Immunity to Disease/Poison, you can use that up and avoid the effect. When you are ready, turn back to the paragraph you noted.

307
You are in the northern Grumes. From your vantage point, you can clearly see the major feature of this area: the Lake of the Seven Needles, source of the Ruby River. To one side, you see clear signs of mining equipment – perhaps to mine the iron that is so common in this range of peaks. You can also hear the roar of a nearby waterfall and see the blood-coloured spray, which rises high and fades eerily into the thin sky.
Investigate the waterfall turn to **592**
Look over the mining equipment turn to **469**
Journey south along the Grumes turn to **714**
Head for the Lake of the Seven Needles turn to **268**
West to the Icicle Woods turn to **217**
North into the Spine of Harkun turn to **35**
East into Old Harkuna turn to **328**
South-east along the Ruby River turn to **465**

308
You are approached by a patrol of the Soulwatch, the black-garbed religious police. They are remorseless in their pursuit of fugitives and heretics. And you are most wanted, for renouncing the worship of Ebron, a foul crime in the eyes of the fanatic Uttakin.
One of the Soulwatch recognises you instantly. 'Get the unbelieving heretic!' he cries.
You decide to make yourself scarce. Roll one die and add 1. If you score greater than your Rank, turn to **588**. Otherwise, turn to **359**.

309
Metal is the element of persistence and bravery. While you have this doughty weapon with you (not necessarily in your hands), you can add 2 to your COMBAT score. Note

the sword of metal (COMBAT +2) on your Adventure Sheet.
You swim back to shore. Turn to **268**.

310
If you have the codeword Eternal, turn to **241**. If not, read on.
You spot the base of an ancient stone idol protruding from the swampy waters where it has sunk, head first, into the mud. Judging by the runes carved into it, it is the statue of some long-lost god of ages past. It's not particularly large, and you reckon you could pull it out of the mire, and set it upright on firm ground, using some vines and wooden rollers cut from the branches of a mangrove tree. It would take a day or two though.
Free the idol turn to **582**
Move on turn to **371**

311
The floor opens up underneath you and you fall several yards. Winded, you cannot move as the ceiling caves in. Even if that fails to finish you, the wight whose home you tried to rob makes sure that you never leave. Turn to **7**.

312
The homes of the merchants are safely clear of the sewage outlets in the underside of the city, although a strong wind can sometimes carry an unpleasant whiff. In front of them runs a paved promenade where heavily laden ox-carts trundle day and night. From the edge of the promenade you can get a dizzying view of the harbour far below. Strains of delicate harpsichord music waft from the leafy terraces of the city suspended over the chasm.
A merchant pauses beside you and half closes his eyes, smiling serenely. For an instant you think he is also enjoying the music, but then he hawks and spits over the side. You see the gobbet of phlegm swoop down to catch a slum-dweller where he squats in front of his shack a hundred feet further down the cliff. 'A-ha-ha!' crows the merchant. 'See that? The stupid dozer didn't expect that, did he?'
What delightful people the Uttakin are, you muse.
You overhear some snippets of information regarding the best trade routes – tick the codeword Eldritch.
Go to the merchants' guild turn to **721**
Return to the city centre turn to **444**

313
You dart towards him and before he can react you have him in an arm-lock with a knife at his throat.
'Drop your weapons, lads!' he squawks. After keeping your man until a good distance away, you club him over the head. You find 15 Shards and a set of magic lockpicks (THIEVERY +2) on him. You leave him unconscious by the road.
Turn to **358**.

314
You are brought before a panel of three Arbiters of the Word of Ebron. They sit on a raised dais, dressed in bright yellow robes covered in a pattern of cornflower blue

symbols. Each wears a different mask – one a lion's head (retribution), another the dove (forgiveness), and the last is fashioned like the sun (wisdom on high). They cross-examine you in some depth.
Make a CHARISMA roll at Difficulty **17**.
Successful CHARISMA roll turn to **85**
Failed CHARISMA roll turn to **188**

315
You train with your household knights in the courtyard.
Roll two dice. If the roll exceeds your current COMBAT score, increase it by 1. If the roll is less than your current COMBAT, however, then you take a crippling injury that permanently reduces you Stamina by 2 points.
When you have finished here, turn to **245**.

316
You find a clump of abzu plants. You grab one. Note the abzu plant on your Adventure Sheet. You decide it would be better to return, while the pool still remains, rather than be trapped forever in the past. Turn to **556**.

317
The Ruby River is aptly named. Its waters are tinged with crimson. Some say it is the rusty minerals of the Grumes, others that it is the blood of the elder gods (though this is a heresy in Uttaku!). There is a bridge across the river here.
Follow the river north turn to **465**
Head east into Old Harkuna turn to **711**
Go south to the Hall of Heroes turn to **213**
Head west to the Crags of the Long Homes turn to **126**
Head south-west into Uttaku turn to **438**

318
Your keen senses alert you to a dead-fall trap up ahead, which would have collapsed the floor beneath you, and then the roof of the barrow on top of you. You back out. Turn to **126**.

319
The scholar comes back, and you are forced to return his map.
Add 2 to the running total of weeks spent on your book.
One day, you are taking a well-earned break in the Garden of Exotic Fragrances when a strange, glowing ball of energy appears in the air. It opens out into an inter-dimensional doorway between the many planes of existence. Out of it step three figures: a bald man with mad, staring eyes, wearing a suit of steel armour and a belt hung with many magical items; a hawk-nosed wizard in red robes, with a pet demon; and a huge, hulking warrior holding a sword that burns with crimson fire.
'This isn't right,' says the wizard looking around. The bald man raises his eyes to the heavens and mutters something unintelligible. The warrior just grunts and starts talking to his sword. They turn around, step back through the magic portal and disappear. But the portal remains hanging in the air. Looking through, you can see a dark chamber on the

other side, heaped with chests of coins and gems, suits of armour, swords and all manner of magical weapons.

Take a chance and leap through turn to **205**
Return to the archive and write turn to **249**

320

You insert the key, and turn. With a click, the stone plinth sinks into the ground, revealing a staircase. Down below, you find a chamber around the edge of which are several arches that flicker with a glowing blue light. You can step through an arch and teleport to various parts of the world.

Aku turn to **10**
Sky Mountain *The Plains of Howling Darkness* **85**
Trefoille *The War-Torn Kingdom* **670**
The Bluewood on Sorcerers' Isle *Over the Blood-Dark Sea* **415**
Metriciens *Cities of Gold and Glory* **48**
Chambara *Lords of the Rising Sun* **75**
Pethumar *The Lone and Level Sands* **85**
Dunpala *The Serpent-King's Domain* **85**
Journey on turn to **210**

321

If you have the title Masked Lord or Masked Lady, turn to **255** immediately. If not, turn to **16**.

322

You spend a few nights here, resting. Restore all your lost Stamina. One night, however, you are assailed by the spirits of those you slew here – a priest, a warrior, and the unhappy shade of Buskle, forever condemned to haunt this place.

Make a SANCTITY roll at Difficulty 16.

Successful SANCTITY roll turn to **228**
Failed SANCTITY roll turn to **585**

323

The vampires hesitate for a second, but your faith is found wanting, and they laugh with evil mockery. Turn to **203**.

324

You manage to shoulder your way through, and get right next to the lord. The noble's shoulders slump with resignation as he realises he'll have to grant whatever you ask of him. He gazes at you mournfully.

'How can I help, my poor friend?' he asks insincerely.

Teach you the game of bokh turn to **119**
Get you an audience with the Faceless King turn to **186**
Help you become an initiate of the Church of Ebron turn to **233**
Ask him to give you 500 Shards turn to **46**

325 □

If there is a tick in the box, turn to **517** immediately. If not, put a tick there now, and read on.
'Word of your fame has reached even us,' she says regally, pausing every now and again to listen to the king before going on. 'We admire your courage and fortitude. We, also, have need of one gifted with such unusual talents. We have heard of a precious pearl with certain properties – the tatsu pearl of distant Akatsurai, far to the east. We desire it. Bring the tatsu pearl to me, and you will know the gratitude of a son of god.'
If you have a tatsu pearl, turn to **662**. If not, read on.
The Faceless King nods slowly to show the audience is over. You have to back out on all fours, bowing the whole time. Turn to **648**.

326
One of the Soulwatch touches you with his purple-gemmed baton, which discharges a bolt of energy into your body, momentarily paralysing you. You are dragged off in chains, along with other prisoners, to the dungeons in nearby Aku. Turn to **350**.

327
Your keen otherworldly senses are tingling. There appears to be a powerful source of magic coming from the whirling pool at the bottom of the waterfall, but it would be dangerous to try to find out by swimming down. Perhaps there is another way? Magic attracts magic, they say.

Dive down to investigate	turn to **605**
Try supernatural means	turn to **672**
Leave well alone and journey on	turn to **307**

328
You are crossing a tract of wasteland in Old Harkuna with the mountains of the Spine of Harkun climbing heavenward to the north.
Roll two dice.

Score 2-5	A night assault	turn to **437**
Score 6-7	No event	turn to **240**
Score 8-12	A farmer's cottage	turn to **572**

329
Misgee squirms on the ground fearfully. Grindel grins at you, revealing heavy grinding teeth, and then roars a war cry right into Misgee's face.
The effect is immediate – he breaks down and confesses all. Everything Grindel has said is true! Buskle the innkeeper keeps most of the looted gear in his cellar, which he sells off slowly so as not to alert anyone. Buskle even murdered one or two locals in the beginning to lend credence to the tales about Grindel the Ripper.
After a bowl of fruit and a glass of wine in Grindel's rather simple home, you set off back to the Hall of Heroes with Misgee in chains, intent on exposing Bylewyn Buskle for the lying murderer he really is.
Turn to **413**.

330
The slums are dirty and dingy, populated with the dispossessed, beggars, the criminal

gangs and the disgraced. You hear stories of a figure called the Slumlord, the Master of Shadows, and King of Thieves. He is the real power in the slums.
Try to see the Slumlord turn to **42**
Leave the slums turn to **444**

331
You have encountered an ice ghoul, a fearsome frost spirit that haunts travellers. The ice ghoul is an invisible ghostly presence that likes to attach itself to the mind of its victim. It is unrelenting and will not leave until it has drained the mind of all sanity. If it can be made visible, however, it can be banished with the appropriate rites.
Make another MAGIC roll at Difficulty 11 as you try to force it into the material world.
Successful MAGIC roll turn to **475**
Failed MAGIC roll turn to **397**

332
The apparition wields a glowing white sword in its spectral hands. It seems to grow in size, threatening to envelop you completely.
Make a SANCTITY roll at Difficulty 14 (if you have an amulet of Ebron, you can add one to your roll).
Successful SANCTITY roll turn to **520**
Failed SANCTITY roll turn to **489**

333
You are beside the Rese River, which divides Old Harkuna from Golnir. A barge here conveys passengers over to the east bank of the Rese and the town of Marmorek, in Golnir, at a cost of 1 Shard. Alternatively you can swim across by making a SCOUTING roll at a Difficulty of 12. (The current is strong, and the water icy cold.) Or you can head into Old Harkuna.
Swim or pay *Cities of Gold and Glory* **167**
Failed attempt to swim turn to **64**
Go north-west toward Spatterdash turn to **17**
Head south-west into the country turn to **478**
Follow the river south turn to **111**

334
You are journeying along the road between Aku and Kunrir.
Roll two dice.
Score 2-5 An unexpected opportunity turn to **78**
Score 6-7 No event turn to **589**
Score 8-12 Religious zealots turn to **348**

335 ☐
If there is a tick in the box, turn to **79** immediately. If not, put a tick there now, and read on.
The noble removes his mask. To your surprise, you see that he has blue skin. He is a purebred, or high caste noble, part of the ancient royal clan of Uttaku, called Lord Elbistan.

As the bout progresses, it becomes clear that your opponent is no match for you. You should be able to beat him easily.
Lose on purpose turn to **430**
Throw him to the ground turn to **651**

336
You store the gossamer net safely. In the darkness of a passage to one side, you see a gleam of silver.
Investigate the passage turn to **649**
Leave turn to **83**

337
The demon-woman slashes at you without mercy. You fight back, but to your horror, you cannot harm her in any way. Your weapon simply passes through her as if she wasn't there! Yet her cane is real enough, for it hammers you for 4 points of damage. Cross off the Stamina points.
If you still live, you realise you have no choice but to flee for your life – she is invulnerable, and you are not. Roll one die and lose the result in Stamina points.
If you still live, you hear her insane cackling fading on the breeze as you run out of the swamps.
Turn to **371**.

338
If you have the codeword Ebony, turn to **99**. If not, read on.
A handsome man, wearing a gold turban and silken robes, floats down out of the sky on a flying carpet to land beside you.
'The name's Prince Azim. Look after this for me, would you?' he says matter-of-factly. He hands you a large sack. Then he takes off, and disappears into the distance. You notice several black specks in the sky that appear to be pursuing him.
Looking inside the sack, you find 2000 Shards! Note them on your Adventure Sheet.
Tick the codeword Ebony and turn to **168**.

339
Make a CHARISMA roll at Difficulty 13. Add one to the roll if you are a member of the Church of Ebron.
Successful CHARISMA roll turn to **507**
Failed CHARISMA roll turn to **360**

340
A masked priest of the Chosen of Ebron informs you of the result of the rite of the reading of the runes.
'Ebron has decided that your soul will be purged through humility – you are to be sold into slavery.' Turn to **321**.

341
The blacksmith can forge weapons and armour for you, but you must pay him the money he needs for raw materials.

Armour	*To buy*
Leather (Defence +1)	25 Shards
Ring mail (Defence +2)	50 Shards
Chain mail (Defence +3)	100 Shards
Splint armour (Defence +4)	250 Shards
Plate armour (Defence +5)	600 Shards
Heavy plate (Defence +6)	1000 Shards

Weapons	*To buy*
Sword	25 Shards
Sword (COMBAT +1)	75 Shards

When you have finished, turn to **245**.

342
You feel a terrible burning pain in your chest, and then everything goes black. Turn to **7**.

343
The Grand Vizier grunts with irritation, but he must accept your challenge, according to ancient tradition.
Bokh is a board-game similar to chess. Roll one die, and add any circles of bokh mastery you may have (.e. if you are a 1st Circle Master, add one). If you have no circles of bokh mastery, subtract 1 from the roll.
If you score greater than 4, turn to **423**. Otherwise, turn to **174**.

344
You are spotted, and forced to run for your life. The dragon gives you a blast of its freezing breath on the way out, and you lose 3-18 Stamina points (the roll of three dice). If that is enough to kill you, turn to **7**. If you survive, you limp back to the archives to continue your work on the book. Turn to **301**.

345
A rock hurtles past your face. You whirl to see who has thrown it and are greeted with an extraordinary sight. The stone was cast by a russet-coloured little man whose complexion matches the Grumes in both hue and texture. He can't be more than 30 inches tall, but he grins at you from a vantage point of equal height – he is perched on top of a smaller man, in turn supported by a third, who staggers around under the weight of his two fellows. All three are brandishing weapons in each hand.
'The tripling will tear you into three pieces ...' says the topmost man.
'... and each piece into three more pieces ...' continues the middle one.
'... and then each ...' but the supporting creature doesn't get the chance to finish his speech.
You run out of patience with the creature – or creatures – and step into the attack. Fight the tripling as one creature. It attacks you three times for each attack you make.
Tripling, COMBAT 4, Defence 8, Stamina 12
If the tripling reaches three or fewer Stamina points it is scattered; the little men scurry

away in all directions, screaming terrible revenge as they flee.
You move on. Turn to **307**.

346
From here, you can go:

North to Spatterdash	turn to **17**
East to the River Rese	turn to **333**
South into the Singing Forest	turn to **31**
West, towards the High King's Seat	turn to **653**

347
You have picked up the steps of the spectral minuet during your adventures, and you teach them to the Seneschal of the Dance of Majesty. He is so pleased that as a reward he arranges a trainer for you. Choose the ability of your choice (ie. COMBAT, CHARISMA and so on), roll two dice and if the result is higher than that ability you can add one to it permanently. He also gives you 500 Shards.
Your rediscovery of the lost spectral minuet has considerably enhanced your reputation among the style-conscious courtiers. Turn to **401** and add 3 to your Status points in the box provided. Then make a choice from there.

348
A troop of bearded and unwashed pilgrims approaches you. They are whipping themselves with ropes, and crying out phrases such as 'We are not worthy' and 'Forgive us, great Ebron, for our foul sins' or 'Pain and suffering is the way to Ebron's heart'. They are members of a fanatic sect of the Church of Ebron called The Flagellants of the Soul, whose members believe that they can earn the goodwill of their god through pain. Obviously, they are quite mad.
If you have the title Masked Lord or Masked Lady, or if you have blue skin, turn to **58**. If not, turn to **529**.

349
'Welcome, mighty adventurer,' says an old, black-toothed peasant. 'Ye goin' to try your hand against Grindel the Ripper?'
You ask if anyone has seen Grindel, and how many people he has carried away.
'Oh, he be huge, and covered in scales, strong as strong can be, toothed and fearsome, like a two-legged dragon!' says one.
'Aye, and he carried off ... who was it now?' says another.
'Well, there was, hmm, can't remember any locals been taken recently. Mind you, there was Faldered the Fearsome, that mercenary. We found his head on the road. And Obraid the Capable, a mage from Dweomer – we found his body-parts scattered all over the stableyard! "Obraid the Incapable" we put on his tombstone!'
They laugh uproariously.

Accept the mission	turn to **604**
Talk to the adventurers	turn to **690**
Leave the Hall of Heroes	turn to **11**

350

You are thrown into a dank and dirty cell, deep below the city. You can hear the sea crashing at the outside walls of the prison complex. You will be taken before the Arbiters of the Word of Ebron, the magistrates of Uttaku.
If you have blue skin or the title Masked Lord or Masked Lady, turn to **57**. If not, turn to **204**.

351
Becoming an initiate of Maka gives you the benefit of paying less for blessings and other services the temple can offer. It costs 50 Shards to become an initiate. You cannot become an initiate of Maka if you are already an initiate of another temple. If you choose to become an initiate, write Maka in the God box on your Adventure Sheet – and cross off the 50 Shards. Once you have finished here, turn to **142**.

352
Curse this place! A low roof spreads above your head and the musty odour of the grave fills your senses. You thought you were roaming on the surface, and certainly had no clue of any doorway – yet whatever trickery has occurred, it has lured you into the heart of one of the tombs itself.
Turn to **24**.

353
Cross off the 150 Shards. He accepts the money and goes into the back of the shop, promising to return with a potion to cure your ills. You wait. And wait. After about twenty minutes you begin to suspect the worse. You rush after him, and your suspicions are confirmed – he has bolted with the cash!
Complain to the Soulwatch police turn to **499**
Write off the loss and leave turn to **101**

354
You recall a shipwrecked sailor you rescued called Etla, who gave you half a treasure map. Later, you found him murdered in Yarimura, a city of the north. A pirate called Nyelm Starhand was the perpetrator and he left you a message to meet him here, at the House of Sweet Repose in Kunrir, for he has the other half of the treasure map. He is not here now, but a sealed letter has been left with the innkeeper for you.
It reads: 'I cannot wait any longer for you. I know the treasure is buried somewhere in the Weeping Jungles of Ankon-Konu, the southern continent. I have sailed for the Feathered Lands. I intend to set up a base of operations in the city of Dunpala. Meet me there, and we will find and divide the treasure.'
The letter is signed: 'Your friend and partner, Nyelm Starhand.'
Tick the codeword Endless.
When you are ready, turn to **100**.

355
Tick the codeword Evade.
You disappear into the countryside. You have escaped with the regulation issue of a janissary. Note you have a leather jerkin (Defence +1), a sword, some rope, a spotted scarf and 7 Shards. You find yourself in the hills of northern Uttaku. Turn to **487**.

356
You have an uneasy feeling – a gnawing in the pit of your stomach. You feel your throat tighten – an avenging ghost, the hangman of the Shadar, has caught up with you after your desecration of the tombs in the Crags of the Long Homes! A tall shadow approaches you. You know that unless you lift this curse, this will not be the last time he attacks. You must fight.
The Hangman, COMBAT 10, Defence 12, Stamina 25
Each time the hangman strikes you, do not lose Stamina – instead, subtract 1 point from one of your abilities permanently (roll one die to choose which one; 1 – CHARISMA; 2 – COMBAT; 3 – MAGIC; 4 – SCOUTING; 5 – SANCTITY; 6 – THIEVERY). If any ability falls to zero, you have paid the ultimate price – death – for your sacrilege.
If you lose, turn to **7**.
If you defeat the hangman, the tightening around your throat eases – but not fully. Will you ever be rid of the hangman? Now turn back to the paragraph you noted.

357
You turn tail and run away into the crowd, with Expungers and the Soulwatch in hot pursuit. Roll one die and add 1. If you score less than or equal to your Rank, you manage to escape into the anonymous backstreets of the city, turn to **444**. If you score higher than your Rank, turn to **326**.

358
Where will you go now?

West into the central Grumes	turn to **714**
East to the Ruby River	turn to **465**
North to the northern Grumes	turn to **487**
South to the Crags of the Long Homes	turn to **126**

359
You manage to lose your pursuers in the backstreets of Aku. Turn to **444**.

360
You try to reason with the crowd, but your pleas fall on deaf ears. Instead, the priest convinces them you must be a heretic too! They are out for blood, and yours will do. You are forced to flee for your life, as they begin to hurl rocks and stones at you. You lose 2-12 Stamina (the roll of two dice) in making your getaway.
Turn to **74**.

361
You head west through trees that lurch upwards then over like vast frozen willows. Each one is home to many weird creatures that call and chatter above your head though they remain hidden in the silvery foliage.
It is not long before you see the blue rock, a large, shiny boulder of ice. As you approach it you are sure you can hear something, and the ground becomes very rocky. They're not like ordinary rocks for they are smooth and round and the surface of them changes colour every few seconds.

Suddenly one of them hurls itself up at you and knocks you to the ground. You leap to your feet and another comes flying towards you.
You have encountered the creags, a little-known species said to inhabit cold and undisturbed places. It is said that they form and live underground, but when they feel vibrations above they push themselves upwards to confront the intruder that dares to walk upon their territory. They attack by hurling themselves at their victims in an attempt to batter them to death.
If your Defence is 14 or more, turn to **160**. If not, turn to **271**.

362
The Blender of Spices asks if you have the abzu plant he asked for. If you have an abzu plant, turn to **408**. If not, turn to **515**.

363
This tomb is entered via a narrow crawl-way. The walls of this tiny passage are engraved in many scripts and languages. One reads: 'The long home of King Alkanar Shadar. Enter, friend, for riches beyond mortal imaginings.'
Continue down the passage turn to **143**
Back out turn to **126**

364
With the return of the High King, the castle has been restored to its former glory. Turrets of white marble adorned with gold and silver rise higher than the walls of the richest city. From those high battlements that seem as impregnable as mountains flutter seventy-seven richly coloured banners – the insignia of the High King's most trusted knights.
Enter the castle turn to **265**
Continue on your way turn to **574**

365
The chaplain welcomes you. 'The gods have seen fit to return you safely to us!' he cries joyously, throwing his pudgy little hands up as if in prayer.
'Priest, give me a blessing,' you tell him. 'The goodwill of the gods is not something to take for granted.'
He can bestow only one blessing on you at a time. If you already have a blessing of any sort, he cannot give you another. Otherwise you can choose the blessing you want – either Safety from Storms, Immunity to Disease/Poison, or Immunity to Injury. (The last of these protects you by allowing you not to lose Stamina points when you would otherwise be wounded, from one source of damage once only, or the damage you take in a single combat round.) Note the blessing you choose on your Adventure Sheet, and remember that a blessing only works once and must then be crossed off.
When you've finished in the chapel, turn to **245**.

366
You remember an old snippet of hunter's folklore. The silver nightingale feeds almost exclusively on a particular termite. You set up a simple cage-trap of cut branches over a termite mound, and, sure enough, after a few hours you have captured one of the beautiful birds. Now all you have to do is get it back to Aku. Note the silver nightingale

on your Adventure Sheet. Turn to **518**.

367
If you have Ebron written in the God Box on your Adventure Sheet, turn to **441**. If not, read on.
The cathedral is a tall, many-tiered structure of dark stone, covered in hideous gargoyles and the carven masks of demons. You are not allowed to enter, unless you are a member of the Church of Ebron.
'Go to Aku, and apply at the cathedral there, if you wish to join,' says a Soulwatch guard.
Turn to **100**.

368
The giant chameleon leaps out of the branches to the ground, its skin colour already changing to match that of the forest floor. You must fight it.
Giant Chameleon, COMBAT 10, Defence 10, Stamina 19
If you win, turn to **68**. If you lose, turn to **7**.

369
You stumble across the cottage of a farmer you saved from an infestation of spriggans. He recognises you, and invites you to stay. You can rest at the cottage for as long as you like, and heal any lost Stamina points. When you are ready, turn to **168**.

370
The Master of the Documents of Fable welcomes you to the archives. By writing a stirring tale of your life for the master you have earned the right to browse through the library whenever you like.
Consult the archives turn to **30**
Return to the audience chamber turn to **401**

371
If you have the codeword Eternal, turn to **28**. If not, read on.
The swamp is a dank and dangerous place, best left to fester alone.
North to the Hall of Heroes turn to **213**
East turn to **12**
West turn to **438**

372
You need Cities of Gold and Glory to travel to Metriciens. If you haven't got it, turn back to **225** (if in Aku) or 145 (if in Kunrir) and choose again. If you have, cross off the 25 Shards. The journey is easy enough, through the relatively safe coastal waters. Turn to *Cities of Gold and Glory* **48**.

373
If you are an initiate it costs only 10 Shards to purchase Tyrnai's blessing. A non-initiate must pay 25 Shards. Cross off the money and mark COMBAT in the Blessings box on your Adventure Sheet. The blessing works by allowing you to try again when you fail a COMBAT roll. It is good for only one reroll. When you use the blessing, cross it off your

Adventure Sheet. You can have only one COMBAT blessing at any one time. Once it is used up, you can return to any temple of Tyrnai to buy a new one.
When you are finished, turn to **526**.

374
'Well,' she says in a conspiratorial whisper, 'there's an old Uttakin treasure chest buried beneath that tree over there!' She points to the gnarled stump of a dead tree nearby. When you look back she suddenly changes shape with a puff of smoke. She turns into a small, brightly coloured butterfly, and flutters away on the breeze. You catch a tiny titter of laughter wafting towards you on the wind.
Note you have a Curse of Donkey's Ears, CHARISMA -2. Reduce your CHARISMA by two until you can find a way to lift the curse.
Investigate the dead tree turn to **553**
Leave the area turn to **393**

375
'Wait!' you cry. 'Surely the word of an Uttakin noble is worth more than this? Where is your honour?'
Make a CHARISMA roll at Difficulty 13.
Successful CHARISMA roll turn to **253**
Failed CHARISMA roll turn to **399**

376
If you have a courtier's mask or blue skin, turn to 148 immediately. If not, read on.
The high priest of Ebron tells you that you must perform a task of initiation to join the church. He requests that you bring him a piece of the holy texts, a scroll of Ebron. If you have such a scroll, cross it off and write Ebron in the God box of your Adventure Sheet – you are now a fully fledged initiate of the church and can turn to **509**.
If you haven't got a scroll of Ebron, you'll have to go away and get one to join the church. You can leave by turning to **444**.

377
If you have the codeword Evil or Exultant, turn to 533 immediately. If not, read on.
You spy movement in the craggy heights above – you start, fearing ambush. The creature above you is no assailant, however. You take it at first for a brilliant white horse, until you catch sight of a scintillating rainbow horn, jutting proudly from the unicorn's forehead. Legends say that the horn of a unicorn is a cure for any ill, and a potent ward against magic.
Hunt the unicorn for its horn turn to **488**
Try to befriend the creature turn to **514**
Journey on turn to **307**

378
'Well, what are you doing here, then?'
You ask if he has any more information about the pink rice grain or the Black Pagoda.
'You might try the archives – if you can persuade the Master of the Documents of Fable to let you browse.'

Turn to **401**.

379
The High King was driven out of this land long ago by the Uttakin. His castle stands empty now, choked with vines. If legends can be believed, the High King was not slain but retreated to a place in the far north, where he lies 'under a vault of water' with his knights, sleeping until the day comes for him to return and bring the golden age of prosperity back to his people.
Tales for children, you think sadly as you gaze across a countryside of weeds and blighted crops. The peasants of Old Harkuna eke out a miserable existence these days, taxed almost unto death as they are by the cruel Uttakin.
You hear faint music coming from inside the castle.
Turn to **644**.

380
The sword of air is almost invisible, and while you carry it, you find that people tend not to notice you. You blend into crowds and into shadows, and at times vanish into thin air. While you carry the blade, increase your THIEVERY by 2. Note the sword of air (THIEVERY +2) on your Adventure Sheet.
After attuning the sword, you swim back to shore in high spirits. Turn to **268**.

381
The Soulwatch is pleased to see that you are wearing a spotted scarf.
'Remember, if you do not wear a spotted scarf on the Holy Day of the Recantation of the Soul you are committing a crime of lesser heresy,' one says as they glide away.
Musing on the bizarre theological zealotry of the Uttakin, you journey on. Turn to **444**.

382
The vizier tells you that permission to enter the audience chamber has not yet come through. You will have to pay another 50 Shards to rent your rooms for another week.

Pay another 50 Shards	turn to **136**
Challenge the vizier to a game of bokh	turn to **343**
Give up and leave the palace	turn to **444**

383
The heat is searing. Lose 1-6 points of Stamina. Inside the crater you see something moving! Suddenly, out of the steam and smoke, a flickering creature of living lightning throws itself at you. It is a storm demon, one of the riders of thunderclouds that delight in causing havoc among mortals – it has come to earth, flying on a meteor of selenium ore. Its flashing, coruscating body is hard to strike.
Storm Demon, COMBAT 8, Defence 11, Stamina 15
Each round of combat, you must make a MAGIC roll at Difficulty 12 to resist the lightning that leaps around its body. If you fail the roll, you lose 1-6 points of Stamina.
If you win, turn to **407**. If you lose, turn to **7**.

384
You return to your work. The master is waiting for you in the archives.

'Where have you been, you lazy good-for-nothing? Get back to work – there's only six weeks left before the Grand Telling!'
You tell him about the princess. 'Well, all right then, just put it in your story,' he says grumpily.
You have fallen behind. You need to keep a running total of the number of weeks you have spent on your book. Note that the total stands at 1 for the moment.
One afternoon, you are working at your book when one of the scholars who often frequent the archives drops a scroll on the way out. It is a map that leads to the treasure hoard of an ice dragon in the Icicle Woods!
Quest for the treasure turn to **491**
Return to your writing turn to **319**

385
They mutter unhappily, but one of them gives you an old map that shows the location of an ancient faerie treasure chest, buried under a hill to the north of the Singing Forest. Gain the codeword Emerald.
Hurriedly, they back away and leave. Turn to **206**.

386
Targdaz can attempt to increase the COMBAT bonus of any one weapon that you possess. (However, note that no weapon can have a bonus higher than six). To succeed in doing so, you must roll greater than the weapon's current COMBAT bonus on two dice. If you fail, however, roll the dice again.
Score 2-6 The weapon is destroyed
Score 7-12 The weapon loses one COMBAT bonus
When you have finished here, turn to **245**.

387
You are enrolled in the janissaries, a battalion in the Uttakin army composed entirely of slave warriors. You are trained as a scout. Roll two dice. If the result is higher than your SCOUTING rating, then you can add one to that rating.
That summer, a large warband of steppe nomads cross the mountains to raid Uttaku. The janissaries are dispatched along with several regiments of mercenaries to deal with the threat. You are sent on a mission to scout out the enemy positions.
Make a SCOUTING roll at Difficulty 14.
Successful SCOUTING roll turn to **476**
Failed SCOUTING roll turn to **665**

388
The shade seems as overjoyed as such a being can be. It gives you directions to recognise the correct tomb.
Tick the codeword Eerie and turn to **260**.

389
You emerge on a street of black concrete. You realise you have lost your way through time almost immediately. What you can only describe as a flying chariot hurtles across the sky with a roar. Huge buildings of glass and stone surround you, and the black street

is thronged with people dressed in weird clothes. A woman with a yellow band around her hat is yelling at you but you can't understand a word. Suddenly, a huge red metal box on wheels comes hurtling towards you with incredible speed! Desperately, you leap back into the silver pool. You will have to try again, though it seems to be getting easier to control your passage through time.
Make a MAGIC roll at Difficulty 13.
Successful MAGIC roll turn to **279**
Failed MAGIC roll turn to **456**

390
You manage to grab a nice, fat velvet purse. Suddenly the purse yells, 'Help, help! Someone's stolen me!'
Unfortunately for you, you've lifted an enchanted purse. Within seconds a patrol of the Soulwatch is upon you. You try to lose yourself in the crowd, but one of the Soulwatch begins to keen in a weird high-pitched tone, and several more patrols begin to converge on you. One of them manages to touch you with a purple-gemmed baton and it discharges a bolt of violet energy into your body, throwing you backwards to the ground. You are seized and dragged off to the dungeons.
Turn to **350**.

391
Your song is so horrible it puts the fear of the devil among the nightingales! The entire flock takes to the air like a glittering cloud of silver dust, fluting and trilling their distaste. The birds fly off into the distance, and the forest is suddenly enveloped in an eerie silence. You will have to come back another day. Turn to **518**.

392
The popra tree stands alone in a clearing and towers above the other trees in the forest. Its five trunks twist around each other as they reach upwards to the canopy high above. You look up and see vast berries hanging from the branches. You reach up, take one and plunge your teeth into the juice-laden popra berry, drinking in the rich mauve liquid that gushes from it. It tastes like sweet nectar but as you go to take another bite your head starts to spin and your knees begin to buckle ...
You become aware of a strange hissing sound from the ice-trees. The hissing becomes clearer and you realise that it is the whispered speech of the trees. You listen and hear many things about the goings-on in the icicle wood. The trees tell you about an ancient book buried in the hollow bole of the five-trunked tree. Inside you find an ancient codex of the Shadar. It tells of the Cave of Bells, an old Shadar cathedral and the rituals the Shadar priests used to practise there. It involved the ringing of bells – one called the Whisperer must always be rung first or dire consequences will follow. The sceptre of kings lies buried there, in the Cave of Bells. The cave itself lies in the City of Ruins on the Great Steppes, far to the north.
Gain the codeword Egret.
When you are ready to leave the Icicle Woods, turn to **47**.

393
The countryside is dotted with farmsteads and the occasional hamlet.

East	turn to **539**
West into the Mixen Sumps	turn to **421**
North towards Thurlings	turn to **181**
North-west to the Hall of Heroes	turn to **213**

394
The chest is enchanted in some way, but you cannot divine its exact nature.

Open it	turn to **638**
Rebury it and leave	turn to **346**

395
Cross off all your equipment and your money. The man loads up a horse with your gear and canters away.
'You should learn to recognise a bluff, my friend!' he calls out, laughing.
There were no hidden archers. Turn to **358**.

396
You are shown into a spartan apartment. You are fed, and allowed into a fenced-off area of the gardens but you are unable to speak with anyone higher than the rank of servant. One of the servants, a slave who was once a farmer in Old Harkuna, tells you that some people have to wait for weeks, paying rent all the time. He tells you that one way to speed the process up is to challenge the vizier to a game of bokh. According to ancient tradition, anyone can choose to take trial by bokh as a method of speeding up the legal process. Mind you, losing can be unpleasant.
After a week the vizier returns. If you have a courtier's mask, turn to **523**. If not, but you have blue skin, turn to **156**. If you have neither, turn to **382**.

397
You find it impossible to shake the presence and it grows stronger and stronger with every step you take. It delves into your mind and there is nothing you can do to stop it. You begin to lose your memory at first, then reason itself begins to fade. Before long you are gibbering mindlessly and walking in circles with no idea of where you are going, where you have been, or who you are. You have become a victim of the ice ghoul, a fearsome spirit that haunts travellers and feeds off their sanity. In this helpless and incoherent state you wander aimlessly.
You come to your senses weeks later with no memory of what happened to you. Lose all your money and items – cross them off your Adventure Sheet. Instead, you have some selenium ore, faery mead, an amulet of Ebron, a warhammer (COMBAT +1), and a bag of pearls.
You find yourself in Old Harkuna. Turn to **478**.

398
Later that day, you are set upon by a large gang of ruffians from the slums of Aku. They beat you savagely, rob you of up to 100 Shards, and leave you groaning in the gutter. 'Compliments of Lord Elbistan,' growls one of the ruffians as he gives you a parting kick. Reduce your Stamina to 1, cross off the 100 Shards and tick the codeword Enamel. When you are ready, you pick yourself up and limp into the city.

Turn to **444**.

399
The wizard pauses. 'You are right. Here is one hundred Shards for the ore,' he says, throwing you a bag of gold. 'Now I have kept my word, and I can get on with taking out your heart!'
He starts a spell. Turn to **708**.

400
You are sailing off the west coast of Uttaku.

Put in at Kunrir	turn to **50**
Head round the coast to the south-east	turn to **200**
Sail north along the coast	turn to **250**
Steer west into the Cragdrift Sea	*The Isle of a Thousand Spires* **172**
Sail south to the Innis Shoals	*The Isle of a Thousand Spires* **100**

401
You can earn Status points by performing tasks for the ministers of the court. If you obtain 10 or more Status points, you are entitled to an audience with the Faceless King – turn to **700**. If you haven't got enough status, or you don't want to see him, read on.
Status points:

Tick the codeword Élite.
The audience chamber is a large round room, with many ornate doors around the edge. It is full of courtiers, and courtiers' attendants and servants. Each door leads to the offices of a different minister of the Court of Hidden Faces. These are: The High Convener of Chariots (the general of the armies of Uttaku); The Blender of Spices (the minister in charge of state banquets and entertaining foreign dignitaries); The Compiler of Confectionery Surprises (the minister in charge of the king's personal diet – a position with considerable influence over the king); the Seneschal of the Dance of Majesty (the minister in charge of court protocol and royal balls); the Master of the Documents of Fable (the court chronicler and keeper of the archives); the Master of Nightingales (the minister in charge of the menagerie and the Garden of Exotic Fragrances); the Conjuror of Amusements (the minister in charge of entertaining the king) and the Master of Shung-bat (an ancient martial art practised by the courtiers, used in resolving formal duels between courtiers).
Who will you visit?

The High Convener of Chariots	turn to **75**
The Blender of Spices	turn to **21**
The Compiler of Confectionery Surprises	turn to **125**
The Seneschal of the Dance of Majesty	turn to **199**
The Master of the Documents of Fable	turn to **230**
The Master of Nightingales	turn to **281**
The Conjuror of Amusements	turn to **493**
The Master of Shung-bat	turn to **558**
Leave the audience chamber	turn to **648**

402
Tick the codeword Evade.
You fly away. You cannot control the carpet, however, which eventually runs out of magical power and brings you down to earth. Note you have a green carpet on your Adventure Sheet if you want to keep it.
Roll one die to determine where you have landed.

Score 1-2	North of Kunrir	turn to **569**
Score 3-4	Crags of the Long Homes	turn to **126**
Score 5-6	East of the Mixen Sumps	turn to **12**

403
Picking your way hurriedly along the trail, you see below you a small girl in distress. She has slipped off the path, fallen down a cleft in the rock and cut her head and arms badly – your instinct is to climb down and help.
Make a MAGIC roll at Difficulty 13.

Successful MAGIC roll	turn to **22**
Failed MAGIC roll	turn to **173**

404
If you have previously entered a tomb in the crags, turn to **699**. Otherwise, roll two dice.

Score 2-4	Turn to **642**
Score 5-6	Turn to **363**
Score 7-8	Turn to **24**
Score 9-12	Turn to **198**

405
One day a patrol of the Soulwatch, the religious police, bursts in! It seems an error has been made in enscribing the holy texts, an error of such proportions that it is classified as a supreme heresy, a crime punishable by instant death. The High Holy Administrator is at fault. Unfortunately for you, he covers his blunder by pretending that you wrote the heretical text! Naturally, he is believed, and you, a lowly slave, are hauled off to the Red Garden to be executed. Turn to **170**.

406
Your magically enhanced vision sees through this illusion – just behind and to the left of the old woman squats a hideous, man-sized toad-demon. These foul creatures shroud themselves in a spell of invisibility, and project an illusion to fool unwary travellers into believing it is that which assails them. But this time it has bitten off more than it can chew, for you can see your real enemy. You must fight it.
Toad-demon, COMBAT 7, Defence 9, Stamina 15
If you win, turn to **490**. If you lose, turn to **7**.

407
The storm demon shatters with a crash of thunder. In the crater you find a nugget of selenium ore. Note it on your Adventure Sheet.
When you are ready, you journey on. Turn to **74.**

408
Lose the codeword Ethereal.
You hand over the abzu plant. Cross it off your Adventure Sheet.
The Blender of Spices is amazed. 'I really didn't think you could do it!' he exclaims.
He rewards you by allowing you to consult his texts on herbs and plants of the wild. Roll two dice. If the result is higher than your SCOUTING rating then you can add one to that rating. He also gives you 500 Shards.
Your exploit has enhanced your reputation within the court. Turn to **401** and add 2 to your Status points in the box provided, then make a choice from there.

409
You must fight.
Grindel the Ripper, COMBAT 12, Defence 12, Stamina 18
If you win, turn to **277**. If you lose, turn to **7**.

410
The Black Diptych folds out to display a map illustrating the Crags of the Long Homes. There are four major burial mounds, or long homes, each labelled in many languages.
The Home of the Hangman is illustrated with a grinning corpse in a gibbet and the phrase: 'Beware the curse of the hangman'.
The Home of the Seven Lords has seven swords drawn above it.
The Home of King Alkanar Shadar shows a figure crushed and half-buried under a mound of falling gold.
Lastly, the Home of King Elhonar Shadar shows a mound of glowing artefacts and the phrase: 'Be not greedy or suffer the curse'.
Now turn back to the paragraph you noted.

411
You bore most of the children to tears with your tales. A vindictive young prince of royal blood decides to amuse himself by watching you die in the Red Garden.
Turn to **170**.

412
Tick the codeword Expunge.
You manage to cut down the last vampire. Quickly, you cut off their heads to make sure they stay dead.
In the morning, your COMBAT rating returns to normal (if it was reduced in the fight) and the bodies of the vampires have dissolved in the sunlight. They have left 150 Shards and a book called the Black Diptych. It is a map of the tombs in the Crags of the Long Homes. Note the Black Diptych (*Court of Hidden Faces* **410**). Whenever you want to consult the book, note the paragraph you are at and turn to **410**.
When you are ready, you journey on. Turn to **393**.

413
As soon as you walk into the Hall of Heroes, Misgee, chained though he is, throws himself on the floor and cries out, 'Help, help! This one's in league with Grindel! He has returned to slay us all!'

With oaths and curses the farmers and adventurers leap up, drawing swords and readying pitchforks. Bylewyn Buskle eyes you through hooded eyelids and reaches for an iron mace he keeps under the bar.
'Kill the traitor!' he shouts.
You had best talk fast to get yourself out of this one, and persuade them that Buskle is the only traitor round here.
Make a CHARISMA roll at Difficulty 13.
Successful CHARISMA roll turn to **671**
Failed CHARISMA roll turn to **521**

414
Meekly, he pays over the 500 Shards, knowing that he can't afford to have an enemy like you at court. Add it to your Adventure Sheet. You help him win his case, but it cost him far more than he won in damages from his opponent! Ah, the joys of power and influence at court.
Visit a minister
turn to **401**
See the court physician
turn to **674**
Leave the palace
turn to **444**

415
Even in the mountains, a thunderstorm is no problem for an accomplished outdoorsman. You swiftly find shelter under an overhang, and professionally set about drying your clothes, shielding a tiny fire from the gale, and ensuring that your sanctuary is well-drained. Come the morning and the passing of the storm you are dry and well-rested. Recover up to 2 lost Stamina points and turn to **307**.

416
The marketplace of Spatterdash is small, but growing fast. The merchants and customers are a happy lot, grinning and smiling the whole time. Items with no purchase price are not available locally.

Armour	*To buy*	*To sell*
Leather (Defence +1)	50 Shards	45 Shards
Ring mail (Defence +2)	100 Shards	90 Shards
Chain mail (Defence +3)	200 Shards	180 Shards
Splint armour (Defence +4)	-	360 Shards
Plate armour (Defence +5)	-	720 Shards

Weapons (sword, axe, etc)	*To buy*	*To sell*
Without COMBAT bonus	50 Shards	40 Shards
COMBAT bonus +1	250 Shards	200 Shards
COMBAT bonus +2	-	400 Shards
COMBAT bonus +3	-	800 Shards
COMBAT bonus +4	-	1600 Shards

Magical equipment	*To buy*	*To sell*
Amber wand (MAGIC +1)	500 Shards	400 Shards
Ebony wand (MAGIC +2)	1000 Shards	800 Shards
Cobalt wand (MAGIC +3)	-	1600 Shards

Other items	*To buy*	*To sell*
Flute (CHARISMA +1)	200 Shards	180 Shards
Silver flute (CHARISMA +2)	400 Shards	360 Shards
Lockpicks (THIEVERY +1)	300 Shards	270 Shards
Magic lockpicks (THIEVERY +2)	600 Shards	540 Shards
Holy symbol (SANCTITY +1)	200 Shards	100 Shards
Silver holy symbol (SANCTITY +2)	400 Shards	360 Shards
Compass (SCOUTING +1)	500 Shards	450 Shards
Cross-staff (SCOUTING +2)	800 Shards	720 Shards
Rope	50 Shards	45 Shards
Lantern	100 Shards	90 Shards
Fur cloak or wolf pelt	100 Shards	90 Shards
Bag of pearls	-	100 Shards

When you are finished here, turn to **428**.

417
You tell the high priest of your intention to renounce Ebron as your god. He sits in stunned silence for a moment.
'Are you mad?' he whispers. 'You will be committing a supreme heresy!'
If you still want to renounce Ebron, delete Ebron from your God box and tick the codeword Erebus.
Turn to **444**.

418
Quick as a snake, you empty the box into your tunic, snap it shut and put it back on top of the trunk before anyone notices.
'Hey, you, get away from there!' shouts the masked lord.
You bow graciously, and leave. Later, you find your haul comprises gems worth 125 Shards. Note the cash on your Adventure Sheet.
You journey on. Turn to **589**.

419
Agile boys slide like monkeys across the web of cables stretched over the harbour entrance. A line is lowered which you tether to the ship's bowline. An overseer calls orders in the high fluting tongue of the Uttakin and cable goes taut, pulling you along a safe route well clear of the reefs. Turn to **480**.

420
The brotherhood has no more missions for you, but you are taken to its secret market. The brotherhood will not buy anything from you – it only sells.

Items for sale	*To Buy*
Climbing gear	100 Shards
Witch's hand	500 Shards
Parrot fungus	150 Shards
Selenium ore	700 Shards
Faery mead	200 Shards
Scroll of Ebron	500 Shards
Amulet of Ebron	150 Shards
Uncanny salts	100 Shards
Verdigris key	1000 Shards
Green carpet	100 Shards
Courtier's mask	500 Shards
Uttakin telescope	700 Shards

When you are ready, you return to the city above. Turn to **444**.

421
You have come to the Mixen Sumps, a flat expanse of stinking swampland, where twisted and emaciated trees drag themselves up out of the viscous, boggy, black-water marshes. Stringy reeds and bullrushes ripple in the wind, and clouds of gnats and mosquitoes fill the reeking air with a constant buzzing noise. The Ruby River loses itself amid the sludge, on its way to the sea.
Roll two dice.

Score 2-5	A sunken idol	turn to **310**
Score 6-7	No event	turn to **371**
Score 8-12	An ugly guide	turn to **243**

422
An elfin-featured lady is sunning herself on top of one of the long mounds which you know contain the bones of the dead. She looks up brightly as you approach.
'Greetings, my green-gilled gallant. The shrill shades of Shadar shamble still underfoot. Are you holy enough to haul the hoards from these halls, hero? You choose a chill charnelhouse to challenge your chances.'
'Enough, lady. Have you anything of use to tell me?'
The woman fixes you with green eyes. 'These homes are sacred, and not for the greedy or the guilty. You must indeed be sure of your right arm and your righteous cause to dare enter here.'
With that, she bids you farewell and disappears. A green butterfly flutters away from where she was sitting.
Turn to **126**.

423
'You have defeated me! How galling!' cries the Grand Vizier, rather surprised. 'Still, it happens every now and again. I find I must allow you into the audience chamber after all.'
Turn to **401**.

424
You need The Isle of a Thousand Spires to travel to Mithdrak. If you haven't got it, turn back to **225** (if in Aku) or **145** (if in Kunrir) and choose again. If you have, cross off the 45 Shards and turn to *The Isle of a Thousand Spires* **8**.

425
Inside you find 100 Shards. Turn to **101**.

426
You attempt a blessing in the name of Ebron.
'Wait a minute,' one of them says. 'That's not the correct catechism!' They glare at you suspiciously.
'Impostor!' screams one.
'Stinking blaspheming heretic!' howls another.
'Stone the apostate devil!' they all shout.
You run for it, as the zealots start pelting you with rocks and stones. Lose 3-18 points of Stamina (the roll of three dice). If this kills you, turn to **7**.
If you still live, you manage to escape.
Turn to **589**.

427
Since the High King has returned, the land is flourishing. Farmers till the soil, and merchants peddle their wares from Thurlings to Spatterdash with gusto. Columns of knights and footsoldiers are rooting out the last of the mercenaries still in the pay of the Uttakin, though many of them have gone over to the High King.
If you have the codeword Emerald, turn to **563** immediately. If not, turn to **346**.

428
Since you freed the High King from his frost-bound sleep, Old Harkuna has thrown off the yoke of its cruel Uttakin masters. Spatterdash has become a thriving little town.
As you walk down the high street, the people stop and stare – they recognise you as their saviour. The mayor, a fat little fellow, comes out to welcome you, and the townsfolk hold a celebration in your honour. Casks of ale are broached and the young people dance and play around the maypole. A temple to the Three Fortunes has sprung up as well as a small market.
You can rest here for as long as you like, and restore any lost Stamina points.

Visit the temple of the Three Fortunes	turn to **573**
Visit the old graveyard on the hill	turn to **256**
Go to the local market	turn to **416**
Leave Spatterdash	turn to **185**

429
The seneschal asks if you have learned about the spectral minuet. If you have the codeword Cruel or Hill, turn to **347**. If not, turn to **715**.

430

You throw the fight in such a way as to make the Uttakin lord look good. Lord Elbistan realises what you have done, and waives the 100 Shards you owe him in a magnanimous gesture that makes him look even better in front of his peers. The group of nobles leave. 'A wise move, my friend,' comments one of the crowd of spectators, a merchant from Golnir. Turn to **235**.

431
If you are male, increase your MAGIC rating by one permanently, and turn to 557 immediately.
If you are female, the unicorn nuzzles you tenderly. It stares into your eyes with its own dewy, innocent gaze. You have a purity of spirit that has captivated the creature.
The unicorn has given you an important insight into the nature of holiness. Gain one point of MAGIC and one point of CHARISMA, permanently, and turn to **557**.

432
Bokh is a strategic board-game of an intricate and complex nature, not unlike the game of chess favoured by the people of Sokara and Golnir. You are brought to the Great Hall of Bokh, and the match begins. Your opponent's mask tells you he is a 4th Circle Master. Roll one die and add any circles of bokh mastery you may have (i.e. if you are a 1st Circle Master, add one). If you have no circles of bokh mastery, subtract 1 from the roll. If you roll greater than 4, turn to **267**. Otherwise, turn to **40**.

433
You find the wizard's inner sanctum where several magic items are kept. Suddenly, a mirror on the wall flares brightly, and a face appears in it.
'Master, master – a thief, a thief!' the mirror yells.
Hammuwas bursts in and fires a spell at you just as you are climbing out of the window. Turn to **342**.

434
After you have kissed her, she giggles happily. You notice her ears shrinking into dainty little pointed elfin ears. You also notice that your head feels heavier. Reaching up, your hands encounter two large donkey's ears on either side of your head. Lorna points at you, one hand over her mouth, giggling.

Attack her	turn to **464**
Demand she restore your ears to normal	turn to **591**
Demand she tell you the secret she spoke of	turn to **374**

435
Becoming an initiate of Tyrnai gives you the benefit of paying less for blessings and other services that the temple can offer. To qualify as an initiate you must have a COMBAT score of at least 6. You cannot become an initiate of Tyrnai if you are already an initiate of another temple. If you choose to become an initiate (and meet the qualifications) write Tyrnai in the God box on your Adventure Sheet.
Turn to **526**.

436

Now you are closer, you can make out the details of the runes on the needles. On each is carved pictographic images, subtitled with runes. The images seem to represent elements of an arcane philosophy: ice, fire, water, air, metal, stone and wood are pictured.
If you have one of the seven blades from the Long Home of the Seven Lords, turn to **610**. Otherwise, there is nothing you can do but swim back to shore – turn to **268**.

437
If you have the codeword Ectoplasm, note this paragraph number and turn to 356. If not, read on.
You have made camp for the night, when several pairs of glowing yellow eyes appear in the dark. You are attacked by a pack of black wolves. Fight them as one.
Black Wolves, COMBAT 8, Defence 7, Stamina 11
If you lose, turn to **7**. If you win, you get a wolf pelt.
The next day, you journey on. Turn to **240**.

438
You are travelling across the farmland between Aku and the Ruby River. The occasional village and summer lodge breaks up the monotony of the grain fields. The peasants are bonded serfs, working for the landowners, the masked lords of Uttaku.
Roll two dice.

Score 2-5	An unbidden visitation	turn to **505**
Score 6-7	No event	turn to **443**
Score 8-12	A wizard's workshop	turn to **212**

439
You take a stroll through the streets of Kunrir.
Roll two dice.

Score 2-5	Holy day	turn to **106**
Score 6-7	A city patrol	turn to **171**
Score 8-12	A scholar	turn to **44**

440
The spectre of Kizil Irmak wails mournfully. 'You have already taken all that I have to give. Leave me in peace, mortal ...'
The ghost fades away. You find nothing else in the tomb, so you leave.
Return to the village turn to **121**
Leave the area turn to **185**

441
It is cool and dim inside. The windows are covered in blue glass. This has the effect of bathing the worshippers in a blue light. As those of the Uttakin aristocracy who are of pure noble blood have blue skin, the priests say that the light of holy Ebron makes even the poorest commoner a true noble.
The priests of Ebron can give you a blessing of Defence through Faith. The blessing will cost you 25 Shards.
Seek a blessing turn to **692**
Renounce the worship of Ebron turn to **646**

442
After many days searching in the northern mountains you find an egg of the glissith. With its magical properties you are able to return the princess to her rightful form. Her father, a king of an island in the Cragdrift Sea, sends you a gem worth 250 Shards. Note the 250 Shards on your Adventure Sheet.
About two weeks have passed. Turn to **384**.

443
From here, you can travel:

North-east to the Hall of Heroes	turn to **213**
East into the Mixen Sumps	turn to **421**
North to the Crags of the Long Homes	turn to **126**
West to the Southern Grumes	turn to **621**
South-west to Aku	turn to **444**

444
From a distance the towers of Aku seem to hover in the air like a city in a mirage. Gardens of riotous foliage cascade like green waterfalls from the elegant pinnacles and domes. Windows of brightly stained glass glint and sparkle in the white sea-cast sunlight. Choir music drifts languidly from the highest minarets. Men and women in gorgeous silk robes glide decorously along the raised esplanades and balconies. For the masked nobles of Aku, life is one long round of banquets and masked balls.
Not so for the poor. The city is built right across the top of a narrow river canyon hundreds of feet high. The rich live in the city proper, the better-off merchants have mansions on the upper ledges of the canyon walls, and the slums of the poor cluster far down below. There they must endure the daily shower of sewage and refuse from above but, even so, many covet the sites directly under the city. This is because the nobles sometimes toss scraps of meat or half-eaten fruits from the balconies, or even whimsically drop coins off the marble balustrades; a desperate man can always dream of a windfall from on high.
Guards stand on duty beside the ramps leading to the noble palaces, as stiff and unmoving as figures of cast iron. These men are members of the Expunger caste. Their tunics are cut away leaving the right arms bare from the shoulder down, the skin patterned with a black filigree of tattoos swirling down the forearm and hand towards the long, iron-hard fingernails with which they can slay a foe with a single cobra-like stab.
On the terraces of the canyon wall just below you are the warehouses and homes of the merchant class. A few shrubs are the only decorative touch to relieve the grey tedium of those narrow peak-roofed dwellings.
Aku is the capital of Uttaku. A great palace, resting on massive buttresses, sits above the city like a spider. In the palace lives the Faceless King and the nobles of the Court of Hidden Faces. You ask a passerby about the people of Uttaku. He tell you to go to an inn, where you questions will be answered.

Visit an inn	turn to **163**
Go to the Grand Bazaar	turn to **101**
Go to the Ice Bazaar	turn to **141**
Visit the Cathedral of Ebron	turn to **94**

Visit the Red Garden	turn to **645**
Explore the city	turn to **103**
Visit the slums	turn to **330**
Visit the palace	turn to **300**
Go to the merchants' quarter	turn to **312**
Visit the docks	turn to **88**
Leave the city on foot	turn to **474**

445

You attempt to find refuge from the furious storm but the best you can do is cower in the lee of a steep slope. You strip off your equipment and try to keep your clothes dry.

To your horror, you turn to see your equipment sliding down the muddy incline and into a torrent of blood-red mud. You scramble down to salvage what you can.

For each item on your equipment list, roll one die. If a five or a six comes up, the item is washed away and lost. Cross it off your Adventure Sheet.

You also lose a point of Stamina from the cold.

The next day, you carry on. Turn to **307**.

446

If you have the codeword Edify turn to **594** immediately. If not, read on.

The High King wants selenium ore, and as much of it as he can get, for his magicians and the war machines they are making. The High King will pay you 800 Shards for every nugget of selenium ore you bring.

He also needs the sceptre of kings.

'My sorcerer tells me there may be a clue about the location of this sceptre somewhere in the Icicle Woods,' says the High King. 'Bring me the sceptre, and I'll reward you further – I cannot give this important task to anyone else, for you are my most trusted champion.'

If you have the sceptre of kings turn to **678**. If not, you leave. Turn to **112**.

447

You have made a deal with a gnome who owns a mine in the Grumes. If you have a ship docked in Kunrir, you can transport Cargo Units of minerals from the mine to your ship. It costs you 350 Shards for every such Cargo Unit. Simply write them on the Ship's Manifest, and deduct the money from your Adventure Sheet.

When you are finished here, turn to **145**.

448

The High Convener looks up expectantly as you enter the chamber. She had asked you to find the Holy Avenger – the sword of the war prophet Kizil Irmak.

If you have the Holy Avenger, turn to **679**. If not, turn to **536**.

449

If you have the codeword Ectoplasm, note this paragraph number (**449**) and turn to **356**. If not, you pass an uneventful night, camped under the stars. The next day, you journey on. Turn to **393**.

450

You are recognised by the innkeeper and the patrons of the tavern.
'It's the traitor who's in league with the monster, Grindel the Ripper!' shouts Buskle, the proprietor. They tell you to begone. This time, however, there are only two others, a priest and a warrior, with Buskle.

Attack and try to kill the lot turn to **80**
Leave turn to **11**

451

Reverently, you lay the money at the feet of the idol. Cross it off your Adventure Sheet. The god rewards you with a blessing. Write MAGIC in the Blessings box on your Adventure Sheet. The blessing works by allowing you to try again when you fail a MAGIC roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can have only one MAGIC blessing at any one time.
You take your leave of the primordial sun-god.

North to the Hall of Heroes turn to **213**
East turn to **12**
West turn to **438**

452

'Not at all, friend,' you reassure him. 'I heard there was a disused mine up here, waiting to be worked. I deal with such problems and opportunities and I thought I might be able to help out.'
'Harrumph ... I suppose you might be able to help. My late father – may the earth preserve him – bequeathed this mining equipment to his three sons. One half of the carts to me, one quarter to my older brother, and one sixth part to my younger brother. I was Pa's favourite, you see. But there are only eleven carts! None are to be sold or given away. Until we work out how to divide the carts, we cannot work the mine. Can you suggest something?'
What will you reply?

Cut the carts into pieces turn to **577**
Borrow a cart turn to **531**
Go and dig for earthworms, you ugly runt turn to **705**
I don't know turn to **275**

453

Once again you find yourself a slave to the masked lords of Uttaku. Lose the codewords Erebus and Evade if you had them. Cross off all the money and items you were carrying from your Adventure Sheet; they are gone forever.
You are taken to Aku, city of the Faceless King, and brought before the Master of Minions, a masked noble who decides where slaves will work.
Roll one die.

Score 1 Turn to **32**
Score 2 Turn to **197**
Score 3 Turn to **283**
Score 4 Turn to **387**
Score 5 Turn to **462**
Score 6 Turn to **668**

454
You are pursued and overwhelmed.
'You fool!' hisses one of the Soulwatch. 'Did you think you could avoid the ineluctable hand of Ebron?'
Usually, the punishment for supreme heresy is instant death. Because you have been captured outside of Uttaku proper, however, the complex and arcane religious codes of the Uttakin class you as an unbeliever who has defiled the holy name of Ebron, rather than an outright heretic. Your punishment is slavery. You are bound in chains and shipped of to Aku, City of the Faceless King. Turn to **321**.

455
You manage to lose the patrol in the backstreets of the city. Turn to **100**.

456
You emerge amid a forest of gigantic ferns. The air is thick with moisture, and the heat is oppressive. You start to sweat heavily almost immediately. You are lost in time once more. A great beast, like a two-legged dragon, crashes through the ferns towards you. It is at least twenty feet tall, and its head is massive, with little piggy eyes, and so many teeth you cannot count them! As quick as you can, you jump back into the time pool.
Make a MAGIC roll at Difficulty 11.
Successful MAGIC roll turn to **279**
Failed MAGIC roll turn to **643**

457
Since the release of the High King, Lake Rimewater has begun to thaw, and the price of rime ice has rocketed. The Ice Bazaar is running low on stock. Every satchel of rime ice you have will be bought for 350 Shards. Turn to **444**.

458
Will you leave your armour on the lakeside before swimming out?
Keep your armour on turn to **667**
Shed your armour turn to **580**

459
The village lies on the bend in a river. A jolly fellow comes out of the mill and invites you to join him over a plate of wheatcakes.
'Freshly baked by my good lady wife,' he declares, introducing a comely apple-cheeked woman.
While you are eating, other villagers come to see the traveller. When they learn you are the one responsible for the High King's return they are overcome with admiration. Gifts are thrust into your arms. Roll one die to see what you are given.
Score 1 20 Shards and a spotted scarf
Score 2 30 Shards and a length of rope
Score 3 10 Shards and a boar's tusk
Score 4 25 Shards and a lantern
Score 5 15 Shards and a piece of parchment

Score 6 35 Shards and a four-leaf clover
When you are ready to move on, turn to **4**.

460
The pirates are beaten, and the survivors surrender. You force them to take you to their treasure hoard, buried on a sandbank in the estuary of the Ruby River. Roll one die to see what you get.
Score 1-2 500 Shards and a bag of pearls
Score 3-4 750 Shards
Score 5 500 Shards and selenium ore
Score 6 1000 Shards and a silver flute (CHARISMA +2)
When you are ready, turn to **95**.

461
You borrow a rod and line, cast a spell on the fishing hook, and sure enough, you catch a fish. When you cut it open, you find the diamond ring inside! The princess squeals with delight, and claps her hands. She gives you a courtier's mask, a scroll of Ebron and 20 Shards before wending her way back to the palace.
You head back to town. Turn to **444**.

462
You are set to work as an attendant in the Garden of Exotic Fragrances in the Spider Palace itself, high above the city. Servants are expected to remain hidden out of sight until called for, and you learn much about how to go unnoticed.
Roll two dice. If the result is higher than your THIEVERY rating, you can add one to that rating.
The refuse of the lords and ladies of the palace is disposed of through chutes. The rubbish is dumped into the slum quarters of the city below (where the poor scavenge what they can get from the rubbish).
One night, an old Uttakin courtier you are attending dies suddenly of natural causes! You get the chance to rob his room, and sneak down the rubbish chute.
Make a THIEVERY roll at Difficulty 14.
Successful THIEVERY roll turn to **96**
Failed THIEVERY roll turn to **208**

463
The vampires flee to an ancient crypt beneath a bare and wind-blasted hill.
Follow them into the crypt turn to **608**
Wait until morning turn to **583**

464
She screams in terror and, with a puff of smoke, suddenly changes into a small, brightly coloured butterfly that flutters away on the breeze. You chase after her, but she flies up out of sight. You catch a tiny titter of laughter wafting towards you on the wind.
Note you have a Curse of Donkey's Ears, CHARISMA -2. Reduce your CHARISMA by two until you can find a way to lift the curse. Turn to **393**.

465
You arrive at the northern flow of the Ruby River. The water is a reddish hue, discoloured by iron ore carried down from the Grumes.
A hairy troll steps out from under the bridge that spans the river here. He wears a wooden mask, like the lords of Uttaku, and has two scarves wrapped around his neck, a striped one, and a spotted one.
'There's a toll of five Shards to use the bridge,' growls the troll menacingly, hefting the tree trunk he uses as a club.

Pay the 5 Shards and cross	turn to **27**
Talk to the troll	turn to **139**
Refuse to pay	turn to **263**
Follow the river north into the Grumes	turn to **487**
Follow the river south	turn to **317**

466
The glittering ice blade is a symbol of purity. While it is in your possession, raise your SANCTITY by 2. Note the sword of ice (SANCTITY +2) on your Adventure Sheet.
You swim back to shore. Turn to **268**.

467 ☐
If there is a tick in the box, turn to **576** immediately. If not, put a tick there now, and read on.
The Blender of Spices is looking for someone to fetch him the seeds of an abzu plant. Its leaves are used as an ingredient in an ancient recipe used to promote youtfulness and well-being. It is said to have been the favourite dish of the legendary founder of the Uttakin dynasty, Ammunas the Baptizer. The Blender of Spices would dearly love to be able to serve this dish at the up-and-coming state banquet called the Celebration of the Subjugation of All.
'And where is this herb, Great Blender?' you ask.
'Ah, now there's the rub,' he replies. 'It has been extinct for a thousand years. Holyamu the Unbidden is said to own the Incredible Aoristic Pool which enables a swimmer to travel through time – maybe he'll let you use it, for a price, though he can be quite arbitrary and whimsical. You could go back into the past, and find an abzu plant, or a seed.'
Record the codeword Ethereal and turn to **401**.

468
The guards are big and tough. You cannot force a way through. Hurriedly, the lord completes his ablutions and puts his mask back on, signifying that he can no longer be approached!
You return to the cathedral. Turn to **94**.

469
The mine appears to be deserted. Mining carts are parked in a siding, tools neatly stacked nearby.
'Spying, are you?' screeches a high-pitched voice from behind you.
You look round to see an ugly gnome perched on a pile of rubble. He cannot be more

than two feet tall.
Make a CHARISMA roll at Difficulty 9.
Successful CHARISMA roll turn to **452**
Failed CHARISMA roll turn to **275**

470
A Soulwatch patrol arrives, accompanied by several Expungers. There is a brief discussion between the lady and one of the black-robed, demon-masked Soulwatch. You manage to overhear a few words, such as 'Red Garden' and 'the heretic will burn in the nineteen hells'. It doesn't sound promising.
'Seize that person,' hisses the Soulwatch guard, pointing at you with a purple-gemmed baton. The Expungers close in.
There are too many for you to fight.
Run for it turn to **357**
Give yourself up turn to **326**

471
From here you can go:
North into the countryside turn to **176**
South into the countryside turn to **438**
East to the Ruby River turn to **317**
West into the central Grumes turn to **714**
South-west into the southern Grumes turn to **621**
South-east to the Hall of Heroes turn to **213**

472
The book is a history of an Uttakin folk-hero called Kizil Irmak, the war prophet. He was a great warrior-priest of Ebron, who wielded a sword called the Holy Avenger. He was slain in hand-to-hand combat with the High King of Old Harkuna some 500 years ago. The High King was subsequently defeated but Kizil Irmak lived on in the hearts of the Uttakin as a tragic hero. His last resting place is said to be somewhere in north-eastern Old Harkuna. Turn to **30.**

473
You enter the Grand Hall of the Lord of All. The Faceless King welcomes you to the court. He has no more missions for you, so you step aside to mingle with the other courtiers. There isn't much to do, save get involved in the petty intrigues of the Court of Hidden Faces. Eventually you get bored, and leave to find some real adventure.
Turn to **224**.

474
From Aku, overland, you can go:
North-east into the countryside turn to **438**
North-west on the road to Kunrir turn to **334**
North into the southern Grumes turn to **621**

475

You conjure up a spirit net and cast it. It falls upon a shapeless form, showing you the outline of the ice ghoul. You pull it tight and the ghoul is trapped momentarily. You attempt to banish it with a holy word.
Make a SANCTITY roll at Difficulty 12 (you can add one to your roll if you have an amulet of Ebron).
Successful SANCTITY roll turn to **512**
Failed SANCTITY roll turn to **603**

476
You discover the nomad raiders as they prepare to sack a nearby village.
Return to the army and make your report turn to **607**
Use this chance to escape turn to **355**

477
You crouch at the edge of the lake and skim a couple of flat stones towards the needles. Ripples spread across the surface of the water. For a moment, nothing happens. Looking down, you see a cloud of blood-red silt kicked up from the bottom of the pool... and a writhing shape within it. A dragon-shaped head and snake-like body shoot up from the water like a fountain.
The creature, a water drake, opens its mouth and a high pressure jet of water knocks you off your feet – lose one die of Stamina (but subtract your armour bonus, if any, from this). You crouch behind a boulder to make the worm slither out and fight you.
Water Drake, COMBAT 7, Defence 10, Stamina 40
If you lose, turn to 7. If you win, tick the codeword Ember.
Choose your next move.
Swim out to one of the needles turn to **580**
Leave turn to **307**

478
You are travelling across the wild countryside of Old Harkuna.
Roll two dice.
Score 2-5 Gypsies of Old Harkuna turn to **258**
Score 6-7 No event turn to **211**
Score 8-12 An unbidden visitation turn to **25**

479
Cross off the 150 Shards. The advocate tells you that there is only one certain way of avoiding a conviction by the arbiters – by not appearing in court at all!
'There are two way this may be achieved,' he says. 'The first is to choose trial by bokh. Even foreigners may elect this revered, and time-honoured method. Bokh is an ancient and holy game, and you will have to play against one of the court-appointed master of bokh. I advise this course only if you are well versed in the intricacies of the game. The second is to pay a large inducement to the arbiters. Four hundred Shards will guarantee a favourable outcome.'
Pay 400 Shards turn to **677**
Choose trial by bokh turn to **432**
Take your chances in court turn to **314**

480
Note that your ship is docked at Aku and then turn to **88**.

481
The next day, you hear the guards taking the old man away. He is begging for mercy, and you realise he is not going to be released, but executed for fraud and dishonesty! You have just avoided falling foul of a rather unpleasant trick. Turn to **146**.

482
You come across the grisly remains of the toad-demon you fought and slew here. Since its demise, the Mixen Sumps seems a less dreary and haunted place, though this spot is shunned by the creatures of the swamp. You continue on. Turn to **371**.

483
You find the wizard's inner sanctum, where several magic items are kept. Suddenly, a mirror on the wall flares brightly, and a face appears in it, looking at you angrily. It opens its mouth to shout a warning. Quick as lightning, you grab a tablecloth and throw it over the mirror. The light fades, and the mirror falls quiet. You grab some selenium ore, and amulet of Ebron and a cobalt wand (MAGIC +3). Note what you take on your Adventure Sheet. You also find a strange book covered in red leather. You snatch it up, and make a safe getaway. Turn to **549**.

484
You easily deflect the force of the flames, and make it look as if you have been engulfed in the righteous fires of retribution at the same time. The audience applaud your convincing act and the Conjuror of Amusements is pleased. You suffer minor burns, however: lose 1 Stamina point.
Later, the conjuror rewards you by teaching you a few magical techniques – roll two dice and if the result is higher than your MAGIC rating you can add one to that rating.
Your act has also enhanced your reputation in court circles. Turn to **401** and add 1 to your Status points in the box provided. Then make a choice from there.

485
A masked priest of the Chosen of Ebron informs you of the result of the rite.
'Ebron has honoured you! He has decided your time on this earth is over. You are to come into his holy presence sooner than you had perhaps anticipated.'
You are hauled off to the Red Garden for execution. Turn to **170**.

486
You can stay free of charge at the castle for as long as you like, and heal all lost Stamina. When you are ready, turn to **112**.

487
The northern Grumes are mere foothills compared with the cloud-capped pinnacles of the Spine of Harkun, which stretch into the distance north-east of here.
If you have the codeword Earth, erase it and turn to **226**. If not, roll two dice.

Score 2-4	A storm in the mountains	turn to **286**
Score 5-7	Nothing	turn to **307**
Score 8-11	An ambush	turn to **345**
Score 12	A rare sight	turn to **377**

488
You begin to stalk the unicorn, trying to get on to the slopes above it from where you can leap to the attack. You may use SCOUTING, THIEVERY or COMBAT in your attempt to hunt the creature, playing to your strengths. Choose your ability and make a roll at a Difficulty of 14.
If you succeed, turn to **127**. If you fail the roll, your techniques are no match for the unicorn and it flees – turn to **307**.

489
It is the spectre of Kizil Irmak, and it cuts at you with the flickering sword it wields. You must fight.
Irmak's Spectre, COMBAT 8, Defence 8, Stamina 10
Each time you are wounded by the spectre, make a SANCTITY roll at Difficulty 11. If you fail the roll, the sword drains you of one COMBAT point (for this fight only – it is not permanent).If you make the roll, you resist the COMBAT drain.

Lose	turn to **7**
Win	turn to **565**
Run away	turn to **45**

490
Tick the codeword Evict and gain one point of SANCTITY for ridding the swamp of the toad demon. Turn to **371**.

491
You set off in search of the dragon's hoard. The map leads you to a frost-bound cave deep in the Icicle Woods. Unfortunately, the ice dragon is at home. It is too mighty to slay so you attempt to sneak in, and steal some of its treasure.
Make a THIEVERY roll at Difficulty 15.

Successful THIEVERY roll	turn to **257**
Failed THIEVERY roll	turn to **344**

492
You impress the Master of Shadows greatly. He is planning an expedition to rob the Spider Palace and is in need of good thieves. You are invited to join the mission.

Accept	turn to **545**
Decline	turn to **686**

493 ☐
If there is a tick in the box, turn to **266** immediately. If not, put a tick there now, and read on.
You step into a chamber called the Hall of Blandishments. The Conjuror of Amusements is standing in the middle of the hall practising some kind of magical light show – blasts

of fiery energy and coruscating wheels of blue fire dance and spin around his hands. Yellow and green balls of sorcerous flame describe intricate patterns through the air around his head.
He ceases his magical mummery when you enter. It seems the conjuror, an accomplished prestidigitator, requires your services in the re-enactment of an epic of old Uttaku, to be performed before the court. The story involves the victory of an ancient Uttakin hero called the Grand High Inquisitor over the bogeyman of Uttakin history, the Disseminator of Heresies. You are to play the role of the Disseminator of Heresies; he is to play the Grand High Inquisitor. The problem is that the inquisitor defeated his foe by engulfing him in a blast of sorcerous flame and the conjuror wants to recreate the event with accuracy. He needs someone who is magically skilled enough to resist the blast of energy he will use.
Agree to play the part turn to **175**
Decline the invitation turn to **504**

494
If you are an initiate it costs only 10 Shards to purchase Maka's blessing. A non-initiate must pay 20 Shards. Cross off the money and mark Immunity to Disease/Poison in the Blessings box on your Adventure Sheet.
The blessing works by allowing you to ignore any one occasion when you would normally suffer from disease or poison, for instance, the venomous bite of a snake. When you use the blessing, cross it off your Adventure Sheet. You can have only one Immunity to Disease/Poison blessing at any one time. Once it is used up, you can return to any temple of Maka to buy a new one. Turn to **142**.

495
You cut several of them down in the first few seconds of the fight, and the rest flee in terror.
You loot the bodies and find 125 Shards, a katana (COMBAT +1), a suit of ring mail (Defence +2), and a compass (SCOUTING +1).
Turn to **168**.

496
The Hall of Ablution is a bit like a bathhouse except that the baths are full of sand, not water. The Uttakin purify themselves in sand as part of a religious ritual that goes back to the days when they were tribesmen in the deserts of Ankon-Konu, the southern continent. To be purified in the Hall of Ablution costs 50 Shards.
Pay the money turn to **559**
Return to the city centre turn to **444**

497
The flickering, flaming sword puts fire in your eyes and soul. While you carry it, add 2 to your CHARISMA. Note the sword of fire (CHARISMA +2) on your Adventure Sheet.
You swim back to shore. Turn to **268**.

498 ☐
If there is a tick in the box, turn to **231** immediately. If not, put a tick there now, and read

on.
Gain the codeword Envoy.
It transpires that he is seeking the steps to an ancient dance that goes back to the early days of the Uttakin empire. It has great ceremonial and religious significance to the Uttakin, but the way it is performed has long since been lost.
'Bring me knowledge of the spectral minuet and I will reward you,' says the seneschal.
If you have the codeword Cruel or Hill, turn to **347** immediately. If not, you return to the audience chamber. Turn to **401**.

499
You approach a patrol. Its members are dressed in long, flowing black robnes emblazoned with an arcane symbol. They were lacquered masks of black and purple, fashioned to resemble terrible demons of the dark, the spawn of Ebron. They carry batons in each hand, tipped with a glowing purple gem. You explain how you were robbed.
If you have the title Masked Lord or Masked Lady, or if you have blue skin, turn to **571** immediately. Otherwise, turn to **55**.

500
You are restored to life at the war-god's chapel in the High King's castle. Your Stamina is back to normal. The possessions and cash you were carrying at the time of your death are lost. Cross them off your Adventure Sheet. Also remember to delete the entry in the Resurrection box now it has been used.
The high priest, pale and wan after the effort of resurrecting you says, 'Tyrnai has granted you another chance – seek to do battle in the name of the High King, for he is the chosen one of mighty Tyrnai!'
Turn to **526**.

501
As a member of the Church of Ebron, you are deemed worthy enough to enter the outer precincts of the palace. You ascend the stairs. Expungers stand on guard, as still as statues, on either side of you as you walk up and up. At the top, you come to the Garden of Exotic Fragrances, which rings the palace like a garland of sweet-smelling flowers. Masked lords amble through the garden, or huddle here in groups, plotting intrigue no doubt.
You see strange winged reptiles lurking in the bushes. These are butterfly lizards, trained to respond to the commands of the masked lords. They have poisonous barbed spines, like porcupine quills, running up the backs of their necks, which they can fire at their enemies. These are the guardian pets of the court.
If you have the codeword Élite, turn to **251**. Otherwise, turn to **183**.

502
Don't forget to pay the fare for your journey.
The ship sets sail and is soon making good headway. The captain is a man who enjoys tempting fate.
'Let's just hope we don't run into pirates,' he says with a reckless grin.
Roll two dice.
Score 2-3 Captured by slavers turn to **321**

Score 4-10 You reach Aku safely turn to **444**
Score 11-12 The ship capsizes turn to **510**
If you roll 11 or 12 and have a blessing of Safety from Storms, lose the blessing and reroll.

503
Make a COMBAT roll at Difficulty 14.
Successful COMBAT roll turn to **313**
Failed COMBAT roll turn to **162**

504
You hear a snippet of court gossip: during a re-enactment of the story of the Downfall of the Disseminator, the poor unfortunate actor who played the role of the Disseminator was burnt to a crisp by the over-zealous Conjuror of Amusements!
Turn to **401**.

505
You are walking through the green countryside when a man on a flying throne swoops down out of the sky! He has bright blue eyes, and a long white beard that trails behind him in the wind for several feet. He looks completely out of his mind.
'Ha, ha!' he cries insanely. 'It's another visit from Holyamu the Unbidden!'
He flies past and drops a bucket of foul-smelling liquid over your head, before disappearing into the sky, laughing madly.
The stuff smells like skunk-juice. Note that your CHARISMA rating is reduced by one, until you can get to a river, village, town or city, where you can wash your clothes and restore your rating to normal. [You can lift this curse when appropriate by double-clicking it or right-clicking and selecting 'Lift curse...'. Be honest! --Ed]
Roundly cursing Holyamu with every insult you can think of, you journey on.
Turn to **443.**

506
You set several cage traps, in the branches of trees, and on the forest floor, baited with worms and other insects but to no avail. After several days you have caught only a few sparrows.
Tempt one down with a song turn to **151**
Climb a tree and try to grab one turn to **246**
Leave the forest turn to **518**

507
You tell the crowd a story about a dog who saved the life of a saint of the Church of Ebron, and how ever since then, the dog has been sacred to Ebron. Then you tell an irreverent joke about over-zealous priests, and the crowd's blood-lust is turned to laughter. The priest is booed, and sent on his way.
The shepherd who owns the dog is grateful and he gives you some tips on wilderness lore.
Roll two dice. If you score higher than your SCOUTING ability, you can add one to that rating.

When you are ready, you journey on.
Turn to **74**.

508
Becoming an initiate of the Three Fortunes gives you the benefit of paying less for blessings and other services the temple can offer. It costs 90 Shards to become an initiate. You cannot do this if you are already an initiate of another temple. If you choose to become an initiate, write Three Fortunes in the God box on your Adventure Sheet and cross off the 90 Shards.
Once you have finished here, turn to **573**.

509
The priests of Ebron can give you a blessing of Defence through Faith. The blessing will cost you 25 Shards. Or you can give up the worship of Ebron.

Seek a blessing	turn to **248**
Renounce the worship of Ebron	turn to **417**
Leave the temple	turn to **444**

510
Roll two dice and subtract 2. If the score is greater than your Rank, you are drowned (turn to 7). If the score is less than or equal to your Rank, you manage to find some driftwood, and make it back to shore. Roll one die.

Score 1-2	Washed up west of Ringhorn	turn to **539**
Score 3-4	Washed up near Aku	turn to **334**
Score 5-6	Washed up near Kunrir	turn to **569**

511
You fail in your quest for the egg of the glissith. The princess flies away to find another saviour. Turn to **384**.

512
Tick the codeword Exorcise.
You manage to banish the ghoul by reciting the words of an ancient scripture of exorcism. It lets out an unholy screech as if the words alone are burning it like acid. Finally the net goes limp and the ghoul disappears in a cloud of putrid yellow mist.
Roll two dice. If you score higher than your SANCTITY rating, you can add one to that rating. The ice ghoul leaves a nugget of selenium ore behind as it dissipates. Note it on your Adventure Sheet. When you are ready, turn to **47**.

513
You are of too high a rank to be affected by this. The Soulwatch, black-robed, demon-masked secret police of the Church of Ebron, turn up to sort out the situation. The lady is led away, grieving.
'I am sorry for this trouble, Exalted One,' whispers one of the Soulwatch to you, 'but someone of your station really should not be selling services in the bazaar.'
He takes his leave. Turn to **444**.

514
Scorning stealth, you walk towards the creature in plain view.
Make a MAGIC, SANCTITY or CHARISMA roll (your choice) at Difficulty 17.
If you fail the roll, the unicorn bolts, turn to **307**. If you are successful, turn to **537**.

515
'Why not?' he demands curtly.
You explain that Holyamu wants an amulet of Ebron before he'll let you use his Incredible Aoristic Pool.
'Oh, no problem,' mutters the Blender of Spices. He hands you one.
Note the amulet of Ebron on your Adventure Sheet, and turn to **401**.

516
Actual physical combat is, of course, not allowed in the bathhouse, but barging and shouldering is common. You try to force your way through the ring of guards. Make a COMBAT roll at Difficulty 14 (but you cannot add a bonus to your COMBAT rating for a weapon you might own).
Successful COMBAT roll turn to **324**
Failed COMBAT roll turn to **468**

517
The Faceless King requested you bring him a tatsu pearl. If you have a tatsu pearl, turn to **662**. If not, turn to **618**.

518
It is time to leave the Singing Forest.

Head north	turn to **478**
East to the River Rese	turn to **111**
South-west to Thurlings	turn to **181**
North-west towards the High King's Seat	turn to **653**
West	turn to **711**
South	turn to **539**

519
If you have the codeword Élan, turn to **420**.
Make a CHARISMA roll at Difficulty 13. You can add one to your roll if you are a Rogue.
Successful CHARISMA roll turn to **492**
Failed CHARISMA roll turn to **718**

520 ☐
If there is a tick in the box, turn to **440** immediately. If not, put a tick there now, and read on.
The spectre pauses. It swirls and pulses, as if undecided. Then you hear an ethereal voice echoing through the tunnel.
'At last, a true believer has come,' moans the ghost of Kizil Irmak. 'And you are worthy.'
Suddenly, the apparition disappears, leaving a sword on the ground that flickers with a

luminescent pale energy. Note the Holy Avenger on your Adventure Sheet. You are unable to use it yourself (it burns your hand) but you are able to carry it.
You leave the tomb.
Return to the village turn to **121**
Leave the area turn to **185**

521
Tick the codeword Elephant.
You fail to convince them of the truth. You are set upon by nine or ten of them, and there are just too many for you to defend yourself. They beat you into unconsciousness, take all your cash and dump you outside on the road. Reduce your Stamina to 1 and cross off all your money, though they do not take any of your equipment. Turn to **11**.

522
Cross off the money.
You hold out the Shards. The skirits form a chain hanging down from the tree and the smallest, on the end, grabs the money. At the same time it spits on your shoe and giggles uncontrollably. The laughter ripples through the skirits, and the largest one anchoring them all to the tree lets go. Seconds later they are scurrying around on the floor like rodents, then they disappear into the hollow tree trunk in a panic.
The skirits have yet to tell you anything, so you reach in and grab one. He tells you to head to where the sun sets then head north when you reach the blue rock.
'You'll find a five-trunked popra tree – eat one of its berries, and you'll learn something,' squeaks the skirit.
Follow his instructions turn to **361**
Move on turn to **47**

523
The Grand Vizier explains that the courtier's mask you have means you must have done something to earn the respect of a lord of Uttaku. He is therefore pleased to allow you in to the audience chamber. Turn to **401**.

524
Water is changeable, unpredictable, yet of untold power – like the magical arts themselves. The sword of water adds 2 to your MAGIC score while you carry it. Note the sword of water (MAGIC +2) on your Adventure Sheet.
You swim back to shore. Turn to **268**.

525
Since the High King has returned, the land has blossomed. Thurlings is a village once more. Everywhere new buildings are under construction, and the locals sing as they work. There is now a temple to Maka, goddess of disease and famine.
Visit the new temple of Maka turn to **142**
Leave Thurlings turn to **189**

526
The chapel to Tyrnai is built in the shape of a spear with a long, pillared nave, and an

altar at the far end. Tyrnai is depicted here in his aspect as a chivalrous knight, bedecked in golden armour. The priest is a high-ranking bishop, sent from Golnir to aid the High King.

Become an initiate	turn to **435**
Renounce his worship	turn to **69**
Seek a blessing	turn to **373**
Make resurrection arrangements	turn to **599**
Leave the chapel	turn to **112**

527

Black clouds gather above you, and vomit forth a maelstrom of rain, wind and lightning upon you.

Roll two dice, and add one if your ship is a galleon. If it's a barque subtract one. Add one if your crew is excellent, and subtract one if your crew is poor. Also add one if your Rank is 6 or more.

Score 0-4	Your ship sinks	turn to **510**
Score 5-15	Blown off course	turn to **660**

528

By the time you reach the top of the cliff, weary and panting for breath, the sun is sinking in a murky blue haze to the west. A gang of men with whips comes swaggering from the direction of the city. You can barely make out their expressions in the dusk, but you hear a harsh laugh and see the gleam of yellow teeth as they brush past you.

Roll two dice.

Score 2-3	Turn to **696**
Score 4-12	Turn to **444**

529

'Look!' screams one, pointing at you. 'A foreign swine!'

'I bet he isn't a true worshipper of Ebron,' yells another.

'Let's stone the blaspheming heretic,' shouts someone else.

'No, wait,' says their leader. 'We should at least give this foreigner a chance.'

They demand you recite a blessing of Ebron to prove you are a member of the church. Desperately you rack your brains, trying to remember what you have picked up during your time in Uttaku.

Make a SANCTITY roll at Difficulty 13. Add one if you are a member of the Church of Ebron.

Successful SANCTITY roll	turn to **623**
Failed SANCTITY roll	turn to **426**

530

The administrator is shocked to see that you are right. Unfortunately for you, he covers his blunder by pretending that you wrote the heretical text. Naturally, he is believed, and you, a lowly slave, are hauled off to the Red Garden to be executed for the crime of supreme heresy.

Turn to **170**.

531
You explain your scheme.
'Simply borrow a cart from a nearby mine; that makes twelve. You take six, your elder brother gets three, your younger sibling two. That leaves one left, the one you borrowed, which you may then return.'
The gnome is very impressed with your scheme and promises to repay you. Whenever your ship is in Kunrir you may hire transport to pick up iron ore from this mine.
Tick the codeword Ebb.
Turn to **307**.

532
Cross off the 150 Shards. You are released immediately. Turn to **444**.

533
You spot a pair of unicorns on a hilltop, but at the sight of you, they flee into the hills. You journey on. Turn to **307**.

534 ☐
If there is a tick in the box, turn to **154** immediately. If not, put a tick there now, and read on.
Something is rushing toward you through the undergrowth, shaking the bushes and ferns of the forest. Yet you cannot see anything – an invisible threat!
Make a MAGIC roll at Difficulty 14.
Successful MAGIC roll turn to **688**
Failed MAGIC roll turn to **611**

535
Targdaz teaches you an ancient word of the Shadar tongue that is full of magical power. 'You have only to speak that word in any temple in the world, no matter how far distant,' he says, 'and the tutelary spirits of the ancient Shadar will bring news of it to me. But make use of the word only when you are in the gravest danger.'
You can call on Targdaz when you are in any temple. When you do so, turn to **14** in this book. Note Targdaz's Recall Spell, Temples Only, *Court of Hidden Faces* **14** on your Adventure Sheet.
Targdaz intends to stay on in the castle as your personal sorcerer and to continue with his arcane research. Turn to **245**.

536
Her shoulders sag with disappointment. You ask if she has any clues about where the sword may be.
'If you can convince the Master of the Documents of Fable to let you examine the archives, you might find a reference,' she says.
You return to the audience chamber. Turn to **401**.

537
Did you make the roll using SANCTITY?
Made the roll on SANCTITY turn to **431**

Made the roll on another ability turn to **557**

538
A young princess enjoys your stories so much that she grows very fond of you. Eventually, she has you freed from slavery, and gives you 300 Shards and a cross-staff (SCOUTING +2). You are released into the city. Turn to **444**.

539
You are travelling in Old Harkuna, just west of the River Rese delta. A castle stands on a low hill close by.
Go to the castle turn to **20**
Head north into the Singing Forest turn to **31**
Go west across country turn to **12**
Follow the road to Ringhorn turn to **150**
Head east across country to the river turn to **222**

540
You come round on 1 Stamina point. The pirates strip you of everything you own and then jeeringly toss you into the sea. Cross off your ship and crew as well as your possession and money – you'll never see them again, and it will be a miracle if you survive to see dry land.
Make a SCOUTING roll at Difficulty 15.
Successful SCOUTING roll turn to **716**
Failed SCOUTING roll turn to **7**

541
If you have blue skin or the title Masked Lord or Masked Lady, turn to **297**. If not, read on.
You clear a space, and put yourself forward as a wrestler, prepared to take on anyone. A group of masked lords and ladies strolls past, and a young masked courtier, intent on impressing his lady friend, takes up your challenge. He slams down a bag of 100 Shards as prize-money.
The Uttakin have a long and hallowed tradition of wrestling. Wrestling is one of the few occasions during which an Uttakin can remove his mask without embarassment. Indeed, it is the only time a commoner, or an outlander can even touch a masked Uttakin. As the challenger, you are also expected to put up 100 Shards should you lose.
Can't afford the 100 Shards turn to **134**
Accept the fight turn to **335**

542
They beat you into unconsciousness, bind you in chains and take you to Aku, where they sell you into slavery. Turn to **321**.

543
Lose the codeword Elegant and cross off the silver nightingale.
You hand the bird over to the master. He is very pleased, and places it in a beautifully jewelled cage, where it begins to trill a sweet and melodic song.

'Well done, young adventurer!' he says. The master gives you 300 Shards as a reward. Your travels with the nightingale have taught you much about music. Roll two dice. If you score higher than your CHARISMA rating you may add one to that rating, permanently.
Your exploits have earned you a certain amount of fame in courtly circles. Turn back to **401** and add 1 to your Status points in the box there.

544
If you have the codeword Elude, turn to 8. If not, read on.
A crimson vine snakes its way toward you, blood dripping from its barbed suckers.
Make a SCOUTING roll at Difficulty 15.
Successful SCOUTING roll turn to **209**
Failed SCOUTING roll turn to **98**

545
The brotherhood has put together a team of three rogues, including you. You have the use of a magic kite, large enough to carry a man. The plan is to fly up to the palace, land on a rooftop, and sneak in, there to loot whatever can be found on an opportunistic basis. The kites are flown by magical means, and you will need a little skill in that area. That evening, you are strapped into the magic kite. You and two other rogues of the brotherhood (they are dressed in black, and wish to remain anonymous), take to the night sky.
Make a MAGIC roll at Difficulty 12.
Successful MAGIC roll turn to **701**
Failed MAGIC roll turn to **640**

546
The innkeeper tells you about a hideous monster that terrorises the local populace. It is called Grindel, and it has its lair deep in the swamp. At night it carries off its victims, and devours them, as human flesh is its favourite food. Bylewyn Buskle and the locals have put up a reward of 300 Shards for the hero that slays this vile creature.
'My pot-boy, Misgee, can guide you to its lair,' explains Buskle, pointing to a thin, sallow-faced young lad working out back. 'He's spent all his life around these parts.'
Go with Misgee into the Mixen Sumps turn to **604**
Talk to the adventurers turn to **690**
Talk to the farmers turn to **349**
Leave the Hall of Heroes turn to **11**

547
'You have already learned all I can teach you,' says the Master of Shung-bat.
Return to **401** and choose again.

548
It should be possible to bring the young man back from the dead. You need many ingredients, the most important of which are a silver holy symbol and a cobalt wand. You can buy these items easily enough at the bazaar. The holy symbol costs 400 Shards, and the cobalt wand costs 2000 Shards. Note that these items will be destroyed during the

spell.
If you have these items, or buy these items and want to try raising the dead, cross off any money you need to spend (you can turn to **601**, the bank, and withdraw some money then turn back to here, if you wish) and turn to **609**.
If you don't have the items, the cash or the inclination, turn to **274**.

549
You have found a rather extraordinary book. It is called the Vade Mecum. Note the Vade Mecum (*Court of Hidden Faces* **550**) on your Adventure Sheet.
Whenever you want to consult the book, note down the paragraph you are at and turn to **550**.
Turn to **443**.

550
You must be in one of the cities mentioned in the book below before you can use the Vade Mecum. It is a book of teleportation. You can use it to travel instantly to any one of the other cities listed. However, every time you use it you must make a MAGIC roll at Difficulty 13. If you fail the roll, you still travel to your destination, but the book is destroyed in the process, and you must cross it off your Adventure Sheet.

To Aku	*The Court of Hidden Faces* **444**
To Chambara	*Lords of the Rising Sun* **79**
To Dunpala	*The Serpent-King's Domain* **42**
To Dweomer	*Over the Blood-Dark Sea* **571**
To Mithdrak	*The Isle of a Thousand Spires* **50**
To Pethumar	*The Lone and Level Sands* **20**
To Ringhorn	*Cities of Gold and Glory* **2**
To Teleos	*Legions of the Labyrinth* **88**
To Yarimura	*The Plains of Howling Darkness* **10**
To Yellowport	*The War-Torn Kingdom* **10**

551
A masked priest of the Chosen of Ebron informs you of the result of the rite.
'Ebron has spoken – you are to pay a fine of 150 Shards.'

Pay the fine	turn to **532**
Can't or won't pay	turn to **23**

552
You remember an old technique for making an enchanted cloak from the skin of a giant chameleon. After a few hours of ritual magic, you have created a chameleon cloak (THIEVERY +3). Note it on your Adventure Sheet, and that you can sell it at any market for 500 Shards.
When you are ready, turn to **206**.

553
You do indeed find an old chest buried in the earth. Inside you find an amulet of Ebron, a scroll of Ebron, 75 Shards, a compass (SCOUTING +1) and the deed to a ship called Wrath of God.

Note the deed to the Wrath of God on your Adventure Sheet. According to the deed, it is docked at Kunrir.
Turn to **393**.

554
'I need one more ingredient before I can activate the golem,' says Hemmuwa silkily. 'To be precise, a human heart! Come to think of it, yours will be perfect, and it'll save me the payment for the ore!'
He steps toward you, readying a spell.
Try to talk him out of it turn to **375**
Counter with a spell of your own turn to **708**
Draw your weapon and attack him turn to **612**

555
You preach the word of Ebron, and soon you have drawn a small crowd, including one or two of the Soulwatch, the religious police.
Make a SANCTITY roll at Difficulty 14.
Successful SANCTITY roll turn to **239**
Failed SANCTITY roll turn to **48**

556
You step into the pool. You feel a sense of dislocation, as if you were drifting in time. You realise you will have to concentrate on making sure you get back to your own time.
Make a MAGIC roll at Difficulty 14.
Successful MAGIC roll turn to **279**
Failed MAGIC roll turn to **389**

557
Unicorns are suspicious creatures, but you have gained this one's trust. It gently nuzzles your forehead before taking its leave and bounding away across the rocks. Such beauty cannot be tamed.
Gain the codeword Exultant, and turn to **307**.

558
You find the Master of Shung-bat holding a lesson with a few courtiers. He wears a mask covered in strange symbols. You immediately realise that Shung-bat is of no practical use in combat whatsoever, and is almost entirely ceremonial. Courtiers duel with peacock feathers in one hand, and an inkwell in the other! The idea is to use the peacock feather to draw a sigil of defeat on the enemy's forehead! Points are awarded for the calligraphy and style of a sigil, if successfully drawn. Unusually, duellists remove their masks for the purposes of this fight.
Learn Shung-bat turn to **622**
Leave turn to **401**

559
Tick the codeword Ecumenical.
You notice some people playing a board-game that resembles chess while they wait for

purification. The Uttakin call it bokh, and it is a game much loved by them.
You are cleansed with sand by some priests. In effect they scrape off a layer of skin with the rough sand, a rather painful process.
In the bathhouse, the nobles of Uttaku take off their masks, and, according to old tradition, commoners may approach and petition the lords, while their masks are off. Requests must be granted, within reason, or the lords will incur the wrath of Ebron. Hence the nobles who attend the bathhouse are often surrounded by guards, making it difficult for people to get near them. You spot one blue-skinned lord in the sand within a tightly-knit group of former gladiators.

Go to the cathedral	turn to **94**
Try to get close to the lord	turn to **516**

560
The Hall of Heroes is open for business once more. The new patron is none other than Grindel the Ripper. He stands behind the bar, serving beer and meals (vegetarian only) and has become quite an attraction. Patrons come from miles around to be served by the friendly and amiable lizard man.
Grindel welcomes you as an old friend. You can stay here free for as long as you like and heal all lost Stamina points.
Grindel will also allow you to store items in his cellar. You can leave possessions and money here to save having to carry them around. Transfer anything you wish to leave from your Adventure Sheet to the box.
When you are ready to leave, turn to **11**.
Items in cellar

561
After consulting various magical texts in the archives, you find out that you need an egg of the mythical glissith lizard to use in the spell that will restore the princess to her rightful form.

Quest for the egg	turn to **606**
Give up, and return to your writings	turn to **702**

562
The Black Pagoda is the home of an evil giant and his minions. There's a story about a young girl who outwitted the giant using faery mead to get him drunk, and rope to tie him up while he slept it off. She escaped with most of the giant's looted treasure. Turn to **30**.

563
Lose the codeword Emerald.
You have a tattered map given to you by some faerie goblins in the Singing Forest. You dig up the spot marked on the map and uncover an old wooden chest, covered in strange symbols.

Make a MAGIC roll at Difficulty 15.
Successful MAGIC roll turn to **129**
Failed MAGIC roll turn to **394**

564
Cross off the hyperium wand from your Adventure Sheet. Targdaz uses it up (or so he says) in the creation of the special ring.
Note the ring of ultimate power (+1 all abilities, +2 Rank, +10 Stamina). While you carry the ring, all your abilities (i.e. CHARISMA, COMBAT, MAGIC and so on) are increased by one. Your Rank is also increased by two (which will increase your Defence by two) and your total unwounded Stamina score is increased by 10. If you ever lose the ring, you have to restore everything to normal.
When you are ready, turn to **245**.

565
Your last blow cleaves the ghostly apparition in two, and it dissipates into the dark. You proceed onward down the tunnel. But then you spot the spectre reforming in the air! It swoops to attack again, with an unearthly howl. This time, it stronger than before.
Irmak's Spectre, COMBAT 10, Defence 10, Stamina 12
Each time you are wounded by the spectre, make a SANCTITY roll at Difficulty 11. If you fail the roll, the sword drains you of one COMBAT point.If you make the roll, you resist the COMBAT drain.
If you lose turn to **7**
If you win turn to **631**
If you run away turn to **45**

566
You refuse to pay the fine. The arbiters shrug resignedly. 'As you wish, Exalted One,' mutters one from behind an intricately carved mask that is fashioned to resemble a hawk, a bird sacred to Ebron.
The religious penal codes of Uttaku state that the nobles of Uttaku are not above the law – however, as nobles, any fines imposed need be paid only on a voluntary basis unless the crime is heresy. You are free to go. Turn to **444**.

567
If you have previously entered a tomb in the Crags of the Long Homes, turn to **699**. Otherwise read on.
Guided by the Black Diptych (which you can consult at reference **410** – don't forget to note this paragraph number before you turn to **410**), you can make an informed choice. Whose long home will you enter?
King Elhonar Shadar turn to **642**
King Alkanar Shadar turn to **363**
The Hangman turn to **24**
The Seven Lords turn to **198**
Leave turn to **76**

568

You manage to grab a fat purse without incident. Later, you open it up to see what you got. Roll one die.

Score 1-2 Turn to **425**
Score 3-4 Turn to **87**
Score 5-6 Turn to **698**

569

You are travelling through the countryside of north-west Uttaku.
Roll two dice.

Score 2-5 A smoking crater turn to **290**
Score 6-7 No event turn to **74**
Score 8-12 A priest of Ebron turn to **120**

570

There are ten of them, battle-hardened veterans to a man. You will have to be one of the best warriors in all the world to beat the lot.
Make a COMBAT roll at Difficulty 24.

Successful COMBAT roll turn to **495**
Failed COMBAT roll turn to **542**

571

The men of the Soulwatch bow their heads and leave without a word. Puzzled, you sit at a street-bar, to take a cup of wine. After a while the patrol returns, dragging the charlatan healer behind them. He is trussed in chains from head to foot. In absolute silence, they return your 150 Shards.
You enquire as to the likely fate of the charlatan. 'The Red Garden, of course, O Exalted One,' whispers one of the Soulwatch in a voice like the wind in the trees.
They bow low and depart. Turn to **101**.

572

You come to a farmer's cottage. If you have the codeword Eclipse, turn to **369** immediately. If not, read on.
The farmer hurries out to greet you. 'Help me, mighty adventurer,' he cries, pointing to the roof of his cottage.
You see several small, spindly figures laughing and playing on his thatched roof, tearing up the thatch, and pulling out the wooden slats. They are spriggans, mischievous little sprites.

Climb up and attack them turn to **710**
Lay out a jug of faery mead if you have some turn to **676**
Ignore the farmer and carry on turn to **168**

573

The Three Fortunes are the goddesses of fate who weave the tapestry of all men's lives. A placard outside the temple declares: 'O Lucky Spatterdash, blessed by the Three Fortunes with freedom!'
Inside, a vast wall-painting shows a three-faced deity with six limbs hurling down nuggets of gold at a host of masked demons, who run in terror at her wrath. The high

priestess welcomes you as the instrument of the goddesses' revenge against the hated Uttakin.

Become an initiate of the Three Fortunes turn to **508**
Renounce initiateship turn to **647**
Seek a blessing turn to **703**
Leave the temple turn to **428**

574

From here you can go:

North-west turn to **328**
North-east towards Spatterdash turn to **17**
East turn to **478**
South-east into the Singing Forest turn to **31**
South turn to **711**
West to the Ruby River turn to **465**

575

From here you can:

Travel south turn to **334**
Head north turn to **569**
Head east into the southern Grumes turn to **621**

576

The Blender of Spices simply refuses to have much to do with you. 'I have all I need from you,' he says rudely.

Turn to **401** and choose again.

577

'What use are demolished mining carts to us?' says the gnome.

There is nothing else to do, so you leave. Turn to **307**.

578

Tick the codeword Élan.

You sneak into the rooms of a noble lord. Inside, you find 200 Shards, a silver holy symbol (SANCTITY +2), a fine sabre (COMBAT +2), and an Uttakin telescope.

You make your escape the way you came, and glide down to the slums. You are welcomed by the Brotherhood of the Night as a hero after such a daring exploit. You will have to donate 100 Shards and one of the items you found to the brotherhood as its 'cut' for setting up the mission. Note which items you want to keep on your Adventure Sheet.

When you leave, one of the rogues who went on the mission says, 'Come back any time – especially if you're looking to make a purchase. We have a large stock of items that have, er ... fallen off the back of a cart, if you get my drift.'

Turn to **444**.

579

The master is displeased. 'I asked you to fetch me a silver nightingale. Why have you returned without one? Can it be that you have forgotten where to find them? Well, they

can be found in the Singing Forest, in eastern Old Harkuna. Now go, and don't come back until you have better news.'
You return to the audience chamber. Turn to **401**.

580
The lake is icy cold as you plunge in and strike out towards the stones.
If you have the codeword Ember, turn to **436**. If not, turn to **689**.

581
'Then you are under arrest for lesser heresy,' grates one of them. They reach for you with the rods they carry, tipped with purple gems.
Run for it turn to **357**
Let them take you to the dungeons turn to **350**

582
You set to work. It is hot and humid, and the insects of the swamp seem intent on eating you alive.
Roll one die and add two. If you roll higher than your Rank, turn to **620**. Otherwise, turn to **280**.

583
The morning sun rises over the hill, and you decide the time is right to enter the crypt. You step in through a low portal. Instantly, a stone slab slams down behind you, trapping you in the crypt. Ahead, another heavy stone door bars your passage. It is enscribed in magical runes.
Make a MAGIC roll at Difficulty 12.
Successful MAGIC roll turn to **712**
Failed MAGIC roll turn to **654**

584 ☐
If there is a tick in the box, turn to **158** immediately. If not, put a tick there now, and read on.
The High Convener of Chariots wants you to quest for an ancient heirloom of great significance to the Uttakin that was lost in ages past. A great hero, known as Kizil Irmak the War Prophet, wielded a mighty sword called the Holy Avenger of Ebron.
'Find this sword and bring it to me, and I will reward you,' says the High Convener of Chariots. She dismisses you with an airy wave of her hand.
Tick the codeword Errant.
You return to the audience chamber. Turn to **401**.

585
The shades of the dead have come for you, howling for revenge. They turn your sleep into a living nightmare, and you are driven, screaming with terror from the haunted hall. The experience has left you with an uncontrollable facial tick, and a hollow, haunted look about the eyes. Lose one point of CHARISMA permanently.
Turn to **11**.

586
As you are an important member of the Court of Hidden Faces, the Satrap of Kunrir invites you to stay in the palace.
Your rooms are plush and lavish. You also have a staff of several servants to feed you, and dress you in the mornings. It is luxury.
You can leave possessions and money here to save having to carry them around with you. You can also rest here safely, and recover any Stamina points you have lost. Record in the box anything you wish to leave.
Items in room

When you have finished, you can:
Visit the harbourmaster turn to **145**
Visit the bazaar turn to **244**
Go to the House of Sweet Repose turn to **284**
Visit the Cathedral of Ebron turn to **367**
Explore the city streets turn to **439**
Leave the city on foot turn to **575**

587
Holyamu flies in, points at you, mumbles something, and flies off again, giggling. This time, he has turned your hair back to normal.
Lose the codeword Elk. You can no longer receive 20 Shards every time you travel to another book. When you are ready, turn to **211**.

588
You are pursued and overwhelmed. 'You fool!' hisses one of the Soulwatch. 'Did you think you could avoid the ineluctable hand of Ebron?'
You are hauled off to the dungeons. Turn to **350**.

589
From here you can journey:
North to Kunrir turn to **100**
South-east to Aku turn to **444**
North-east into the southern Grumes turn to **621**

590
You spot a giant chameleon observing you from the trees. This one seems to recognise the nature of your cloak and scuttles away into the undergrowth, merging into the

greenery.
Turn to **206**.

591
She shakes her head with a sorrowful expression on her face. 'I can't, I'm afraid,' she says.
Attack her turn to **464**
Demand to know the secret she spoke of turn to **374**

592 ☐
The waterfall is thin but falls from a great height over a sheer drop. The pool is covered with a surface of crimson froth, and drains down through rapids towards Old Harkuna. There appears to be little of interest here.
If the box above is ticked, turn to **307** immediately. Otherwise, make a MAGIC roll at Difficulty 16. If the MAGIC roll is successful, turn to **327**. Otherwise, tick the box above and turn to **307**.

593
The Soulwatch is very interested in what you have to say. When it examines the texts, if finds you are right. The administrator is arrested and tried for supreme heresy. He suffers the ultimate penalty – a horrible death.
You are well rewarded by the Soulwatch. You are set free and given a scroll of Ebron, **150** Shards, and a blessed mace (COMBAT +3). Turn to **444**.

594
The High King wants as much selenium ore as he can get for his magicians and the war machines they are making. The High King will pay you 800 Shards for every nugget of selenium ore you bring. (Don't forget to cross the ore off your sheet, if you do this).
When you are finished, turn to **112**.

595
You flee, and the mercenaries give chase venting their joy in the hunt with cries of blood-lust. You dart into a large warehouse used by a local merchant to dye clothes.
Hide in a barrel turn to **661**
Run on turn to **637**

596 ☐
If there is a tick in the box, turn to **709** immediately. If not, put a tick there now, and read on.
You announce to the teeming crowds that Aku is blessed to have the presence of such a great mage as yourself.
'I, the greatest mage that ever lived, am at your service, mighty Aku!' you cry.
Shortly, a noble lady wearing the mask of the Caste of Blessed Attendants comes to you. She brings a bier, carried by six golden-skinned slaves, on which rests a young man, quite dead. She explains that it is her son, and she demands that you, as a great wizard, should bring him back to life. You take a look at the body.
Make a MAGIC roll at Difficulty 15.
Successful MAGIC roll turn to **548**

Failed MAGIC roll turn to **659**

597
Hundreds of years ago, the Uttakin were a tribe inhabiting the Blue Grasslands and the Desert of Bones of Ankon-Konu. They united under the banner of Ebron and their first king, Ammunas the Baptizer. The Uttakin struggled with another tribe, the Golden Men, for dominance. The Uttakin began to get the upper hand, until the Golden Men started using flying chariots, known as arkships. How they came to use these ships is unclear – all you learn is that the arkships were powered by the magical ore selenium. The Uttakin were defeated and driven out of Ankon-Konu. They sailed across the Violet Ocean, and invaded Harkuna, where they overthrew the people there, and re-established their ancient kingdom, renaming the land Uttaku.
Turn to **30**.

598
The Hall of Heroes is a cosy tavern, a welcome break from the rigours of travel. At one table sits a group of local farmers, at another a motley group of adventurer types – a mage, a priest and a couple of hard-bitten veteran warriors.
The tavern-keeper, a fat, barrel-chested, red-faced man called Bylewyn Buskle, hails you from the bar.
'Welcome, stranger,' he bellows, looking you up and down with greedy-looking eyes.
You can stay here as long as you like. The tavern costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.
Leave the Hall of Heroes turn to **11**
Talk to Bylewyn Buskle turn to **546**

599
Resurrection costs 200 Shards if you are an initiate, and 800 Shards if not. It is the last word in insurance. Once you have arranged for resurrection you need not fear death, as you will be magically restored to life here at the temple.
To arrange resurrection, pay the fee and write Temple of Tyrnai - The Court of Hidden Faces 500 in the Resurrection box on your Adventure Sheet. If you are later killed, turn to 500 in this book. You can have only one resurrection arranged at any one time. If you arrange another resurrection later at a different temple, the original one is cancelled – cross it off your Adventure Sheet, you do not get a refund.
When you are finished here, turn to **526**.

600
A sleek war-galley courses through the waves towards you. It has the wind behind it, and you are unable to escape. As it draws near, you see the decks are crowded with an evil-looking crew of cutthroats and villains. The pirates pull alongside, and grapple your ship with determined efficiency. They board you, and a bitter battle ensues.
Make a COMBAT roll at Difficulty 13. Subtract one from the roll if your ship is a barque. Add one if it is a galleon. Subtract one if you have a poor crew; add 1 if you have an excellent crew.
Successful COMBAT roll turn to **460**

Failed COMBAT roll turn to **540**

601
You can bank money with the merchants' guild simply by writing the sum you wish to leave in the box here. (Remember to cross it off your Adventure Sheet.) It can be useful to have money banked – if you are ever robbed, your money in the bank won't be touched and you may have to use your banked money to pay off a ransom, if you ever get captured. If you have banked any money with the guild in another book in the Fabled Lands series, add it now to this box and erase it from the other book.
Money banked

To withdraw money from your account, simply transfer it from the box to your Adventure Sheet. The guild charges 10% on any withdrawals. (So if you withdrew 50 Shards, for example, it would detect 5 Shards as its cut. Round fractions in the guild's favour.)
When you are ready to leave, turn to **444**. Or, if you visited here to withdraw money, turn back to the paragraph you came from.

602 ☐
If there is a tick in the box, turn to **641** immediately. If not, put a tick there now, and read on.
The Master of Nightingales is looking for an unusual addition to the Garden of Exotic Fragrances. The silver nightingale is said to have the sweetest song in all the world, and the master wants one to show off to the king and the courtiers.
'Bring me a silver nightingale. It is said they can be found in the Singing Forest, in the eastern regions of Old Harkuna. Naturally, I have others on this quest, but the first to return with one of these birds will be the one I reward.'
Tick the codeword Elegant.
You return to the audience chamber. Turn to **401**.

603
You are unsuccessful and do not have the knowledge you need to banish the spirit. Turn to **397**.

604
You profess your desire to take on the challenge.
The adventurers all wish you luck, and the priest of Elnir gives you a blessing. Write CHARISMA in the Blessings box on your Adventure Sheet. The blessing allows you to try again when you fail a CHARISMA roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can have only one CHARISMA blessing at any one time, so if you already have one you don't get another.
You leave the hall, with Misgee as your guide. Turn to **36**.

605

You strip off your armour and plunge into the maelstrom of opaque water.
Make a SCOUTING roll at Difficulty 18.
Successful SCOUTING roll turn to **628**
Failed SCOUTING roll turn to **7**

606
You set off in search of a glissith lizard. Roll one die and add 1. If you score less than or equal to your Rank, turn to **442**. If you score greater than your Rank, turn to **511**.

607
You report the position of the raiders. The army moves against them, and a short battle ensues in which the nomad warband is defeated. It transpires that a prince of the Court of Hidden Faces happened to be in the village at the time on a hunting trip; he would have been killed or captured by the nomads had you not been successful in your scouting mission. When the army returns to Aku, you are given your freedom as a reward. The prince is also generous – he gives you 100 Shards, and a scroll of Ebron. You also get to keep the regulation issue of a janissary – a leather jerkin (Defence +1), a sword, some rope, and a spotted scarf.
You leave the barracks. Turn to **444**.

608
You enter the crypt. Instantly, a stone slab slams down behind you – you are trapped! To your horror, you find several more vampires, seven in all. Here in the crypt, at the very heart of their evil power, they are too strong, and you are overwhelmed and killed ... for now. Turn to **684**.

609
To succeed, you will need to make a MAGIC roll at Difficulty 16, followed by a SANCTITY roll at Difficulty 10. You can use the bonuses of the cobalt wand (MAGIC + 3), and the holy symbol (SANCTITY +2) for these rolls.
Make both rolls turn to **294**
Fail one or both rolls turn to **138**

610
You swim to the needle that matches the sword you carry and touch the ancient blade to the stone. A bell sounds in your head, a perfect note. The sword in your hand seems to sing in joy. Which blade do you have?
sword of fire turn to **497**
sword of ice turn to **466**
sword of stone turn to **102**
sword of air turn to **380**
sword of wood turn to **670**
sword of metal turn to **309**
sword of water turn to **524**

611
You cannot sense what it is that assails you. Judging by the way the forest is disturbed,

there may be several invisible creatures heading toward you.
Flee turn to **77**
Stand your ground turn to **657**

612
He casts a spell that causes your weapons and armour to heat up unbearably. You have no choice but to remove them as fast as you can – even so, you lose 2-12 Stamina points (the roll of two dice) before you can get them off.
If you are still alive, he begins readying another spell.
Reason with him turn to **375**
Counter his spell turn to **708**

613
The border outpost is manned by troops of the High King. Under its new ruler, Old Harkuna has rebelled and thrown out the Uttakin. The people recognise you as the one who freed the High King and hail you as their saviour.
If you are wounded, you can rest here at the outpost for as long as you like, free of charge, until your Stamina is restored to norml.
East to Ringhorn *Cities of Gold and Glory* **2**
West into Old Harkuna turn to **539**
Follow the River Rese north turn to **222**

614
You are caught red-handed with the jewellery box in your hand. The masked lord calls for his retainers, and you are seized by many armed men.
Make a CHARISMA roll at Difficulty 15. If you succeed, you end up thrown into the dungeons of Aku – turn to **350**. If you fail, you are sold into slavery in Aku – turn to **321**.

615
You join the other preachers and speakers, jumping up on to an old box to have your say.
Preach about Ebron turn to **555**
Preach about another god turn to **666**

616
You are chained to a large millstone grinder, which you and several others have to push round and round, day after day. You are well fed and cared for, however, like a farmer's valued workhorse. You can restore any lost Stamina points.
On your immediate left is a blue-skinned Uttakin called Isputakhsus Uilusa. Blue skin is the mark of a pure-bred aristocrat of Uttaku. You wonder what terrible crime a noble could have committed to end up a slave. He tells you it was for supreme heresy.
'If it wasn't for my noble birth, I would have been executed in the Red Garden,' he explains.
'The Red Garden?' enquires another slave, a bald-headed nomad of the northern steppes.
'Best you do not ask about the Red Garden ...' says the Uttakin mournfully, before sinking into a despondent silence.
Turn to **172**.

617
You fail to deflect the flames sufficiently. You are burnt horribly. Lose 3-18 Stamina (the roll of three dice). If that kills you, turn to 7. Otherwise, read on.
You scream horribly and collapse. The courtiers, however, think it is all part of the act and applaud your excellent acting.
'Ha, ha!' bellows an old courier. 'That's what I call the Righteous Fires of Retribution!'
The Faceless King himself actually claps once or twice, an event not seen in some time!
The conjuror is extremely pleased. He apologises for burning you (somewhat insincerely, you feel) but he rewards you by teaching you a few magical techniques – roll two dice and if the result is higher than your MAGIC rating you can add one to that rating. He also gives you 50 Shards for your trouble.
Your act has also enhanced your reputation in court circles. Turn to **401** and add 2 to your Status points in the box provided. Then make a choice from there.

618
'The Faceless King is angry,' says the Factotum, 'for you have come into his presence without the tatsu pearl. Go at once to Akatsurai and bring him the object of his desire – he will not acknowledge your existence until you have done this.'
Hastily you back out, bowing the whole time. Turn to **648**.

619
Your vessel is skirting the south coast of Uttaku. Close at hand is a fissure in the cliff face. Inside the fissure, at the bottom of a gorge with sheer crags on either side, lies Aku harbour.

Put in at Aku	turn to **178**
Sail east	turn to **95**
Sail west around the coast	turn to **400**
Head south, out to sea	*Over the Blood-Dark Sea* **78**

620
Unfortunately, you have been infected with a disease from an insect bite. Note that you have the Red Ague (causing a blotchy rash that itches like the devil). Reduce your COMBAT and CHARISMA by one until you can find a cure. Ignore this if you have a blessing of Immunity from Disease/Poison (but don't forget to cross off the blessing).
You struggle to dig out the idol. Turn to **280**.

621
You are making your way through the southern peaks of the blood-red mountain range known as the Grumes.
Roll two dice.

Score 2-5	Airborne predators	turn to **15**
Score 6-8	Safe journey	turn to **53**
Score 9-11	A child's scream	turn to **403**
Score 12	Your feet slip	turn to **104**

622 ☐
If there is a tick in the box, turn to **547** imediately. If not, put a tick there now, and read

on.
The master teaches you the art of duelling with feather and inkwell. The footwork and techniques of strike and parry are so stylized that they impair your natural fighting skills. Reduce your COMBAT rating by one, permanently. Those who have mastered Shung-bat, however, are greatly respected at court. Turn to **401** and add 1 to your Status points in the box provided. Then make a choice from there.

623
You manage a passable rendition of a blessing in the name of Ebron.
'May Ebron smile on you!' says the leader.
He gives you an amulet of Ebron, commenting on how good it is that foreigners are embracing the faith. The Flagellants of the Soul continue on their way.
Turn to **589**.

624
Your rooms are plush and lavish. You also have several servants to feed you and to dress you in the mornings. It is luxury.
You can leave possessions and money here to save having to carry them around with you. You can also rest here safely, and recover any Stamina points you have lost. Record in the box anything you wish to leave.
Palace rooms

When you have finished, if you have the codeword Enamel, turn to **215**. If not, you can:
Visit a minister in the audience chamber turn to **401**
See the court physician turn to **674**
Leave the palace turn to **444**

625
By the gods! Your castle is under siege! You hasten to rally your knights and men-at-arms, calling on them to attack and drive off the varlets who are trying to take the castle. They are a small army of bandits – former mercenaries by the look of them.
Roll three dice.
Score 2-6 The battle is lost and you are slain. Gain the codeword Extinguish and turn to **7**.
Score 7-8 You lose the battle but escape with your life; turn to **722.**
Score 9+ Victory! The enemy retreats, leaving behind 200 Shards of loot; turn to **196**.

626
You walk past, ignoring her.
'Hey! Where d'ya think you're going! Come back here and give us a kiss,' she screams petulantly.

Go back and give her a kiss turn to **434**
Break into a run turn to **675**

627
You are welcomed in the Hall of Heroes as the one who slew Grindel the Ripper. You are asked repeatedly to tell the tale of your adventures, and make about 5 Shards during the telling. Bylewyn Buskle, the innkeeper, treats you frostily for some reason.
You can stay here as long as you like. The tavern costs you 2 Shards a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.
When you are ready, you leave the Hall of Heroes. Turn to **11.**

628
Your fingers close around something cold.
You kick hard off the bottom and up to shore. You have come up with an enchanted sword of whose kind there are few left in the Fabled Lands. Note the Jade Defender (COMBAT +3, Defence +3) on your Adventure Sheet. In effect the Jade Defender increases your Defence by 6 through its COMBAT and Defence bonuses.
Turn to **307**.

629
Cross off the 75 Shards. You hand the Soulwatch the cash. Their black masks, shaped like avenging demons, nod imperceptibly. One of them hands you a spotted scarf.
'See that you do not blaspheme again, or your soul will suffer for it,' whispers one of the black-garbed fanatics.
They glide away. Turn to **444**.

630
Make a MAGIC roll at Difficulty 14.
Successful MAGIC roll turn to **694**
Failed MAGIC roll turn to **161**

631
The spectre dissolves under your attack, only to reform yet again, even more potent than before!
Irmak's Spectre, COMBAT 12, Defence 12, Stamina 14
Each time you are wounded by the spectre, make a SANCTITY roll at Difficulty 11. If you fail the roll, the sword drains you of one COMBAT point (for this fight only – it is not permanent).If you make the roll, you resist the COMBAT drain.
If you lose turn to **7**
If you win turn to **697**
If you run away turn to **45**

632
You are sucked under and drown in the viscous mud. Turn to **7**.

633

Since you banished the ice ghoul that haunted these woods, the natural wildlife of the area has returned – unfortunately! You are attacked by a small pack of snow wolves. Fight them as a single opponent.
Snow Wolves, COMBAT 6, Defence 6, Stamina 9
If you win, you can take a wolf pelt. Then turn to **47**.

634
The ship grinds to a halt as submerged rocks rip her open below the waterline.
'Abandon ship!' cries the bosun as water gushes up out of the hold.
The crew gets safely to shore in time to watch the ship keel over and lodge half-sunk in the harbour entrance.
'Can you pay to have your vessel refloated and repaired?' asks an Uttakin overseer. 'If not we'll have to break her up – she's a danger to shipping.'
The cost of salvaging the ship is 90 Shards. If you can't afford that, cross her off the Ship's Manifest along with any cargo. If you do salvage the ship, note that she is docked at Aku. If you were carrying Cargo Units of grain, textiles, spices or slaves they are lost.
Turn to **88.**

635
Gain the codeword Ectoplasm.
You only get the chance to take one of the blades. Turn to **223**.

636
You fight many bouts in the arena, and gain much fame, winning the championship three times in a row. This is enough to win your freedom, according to ancient tradition. You are discharged from slavery and showered with gifts from an adoring crowd of Uttakin lords and ladies. You get 400 Shards, a suit of chain mail (Defence +3) and a silver holy symbol (SANCTITY +2).
You are released into the city of Aku. Turn to **444**.

637
The mercenaries are waiting for you on the other side of the warehouse, having worked out where you were hiding. You will have to fight them. Turn to **570**.

638
The instant you open it, you are blasted by a hideous faerie curse. Note you are suffering from the Curse of Vulnerability. Subtract 3 from your Defence until you can find a way to lift the curse. Inside the chest, however, you find a scroll of Ebron, a flute (CHARISMA +1) and a potion of healing which can be used at any time, once only, to restore up to 5 lost Stamina points.
Turn to **346**.

639
The alchemist's stall is full of potions, jars of exotic substances, herbs, and so on. Alembics and beakers full of strangely coloured liquids bubble and boil.
The alchemist sells potions. You can buy as many as you can afford – each one costs 50 Shards.

Potion of strength (COMBAT +1)
Potion of comeliness (CHARISMA +1)
Potion of intellect (MAGIC +1)
Potion of godliness (SANCTITY +1)
Potion of stealth (THIEVERY +1)
Potion of nature (SCOUTING +1)
A potion can be used just before any ability roll or a fight to add 1 to the relevant ability for that one roll or fight only. Each potion can be used only once, and you cannot use more than one at a time (i.e. you cannot drink six potions and add 6 to your roll).
When you are finished, turn to **101**.

640
You are unable to control the kite, and you spiral down into one of the great buttresses that hold up the palace. The kite disintegrates on impact, and you plummet to the ground. Lose 4-24 points of Stamina (the roll of four dice). If that kills you, turn to **7**.
If not, you are retrieved by the brotherhood. Fortunately they are not angry – rather you are treated as a laughing stock, and made the butt of jokes. Some call you the 'Dodo of the Dark', or the 'Flying Fool'. Others greet you with the phrases 'Kite Killer' or 'Winged Wuss'.
You return to the city for a break. Turn to **444**.

641
The master recognises you as the one who brought him the silver nightingale. You can hear its sweet song in the background. He is pleased to see you, but he has no further need of your talents.
You return to the audience chamber. Turn to **401**.

642
The interior of the dimly lit tomb is murky and scented with myrrh.
Make a THIEVERY roll at Difficulty 12.
Successful THIEVERY roll turn to **238**
Failed THIEVERY roll turn to **311**

643
You emerge into a sea of red-hot lava. The last thing you remember before you are burnt to a crisp is a maelstrom of heat and flame, of lightning and rain, steam and thunder. Turn to **7**.

644 ☐
If there is a tick in the box, turn to **292** immediately. If not, put a tick there now, and read on.
Inside the old ruin, you find a blind old man, dressed in ragged tatters that were once fine robes. He tells you his tale. It transpires that he is the last descendant of the household bards of the High King, and he still plays here, in the old banquet hall, awaiting the day the High King will return. Five hundred years ago the High King ruled Old Harkuna, and he defended it vigorously against invaders from Uttaku. The Uttakin used sorcery to imprison the king beneath Lake Rimewater where he and his paladins were frozen in ice.

His wife, and only true love, Leonara, was an Uttakin princess, but the masked lords of Uttaku, angry at her heretical love for the king, slew her, and bound her ghost to serve as the merciless guardian jailer of the High King. Now she is a terrible spectre, the Ice Queen, whose heart is as frozen as the lake she haunts. Or so he says.
The old man teaches you the song he was singing, a love ballad that was sung at the court of the High King, for him and his consort, Princess Leonara.
Tick the codeword Evergreen and turn to **574**.

645
The Red Garden is where the Uttakin dispose of their criminals and heretics. The condemned are thrown into the large sunken garden, and the suckered tendrils of the carnivorous alalakh plants that flourish in the pit drain them of their blood, and dissolve their flesh. The leaves, barbed vines and strange, bulbous, mushroom-shaped flowers glisten redly in the sun, pulsing with the blood of their victims.
A wire fence has been erected around the top of the pit. Masked lords and ladies of the court amble around the edge, taking an unholy pleasure in the viewing of these grisly executions. Victims are herded into the pit, screaming horribly, by the Expungers. Death is agonizingly slow in coming. Several of the lords and ladies are taking bets as to which victim will be consumed first, and such-like. What ignominy should this fate befall you!
Turn to **444**.

646
You tell the high priest of your intention to renounce Ebron as your god. His mask nearly falls from his face, he is so shocked.
'Are you insane? Have you been possessed by the devils that ignorant foreigners call their gods?' he splutters. 'You will be committing a supreme heresy and your soul will be in danger!'
If you still want to renounce Ebron, delete Ebron from your God box and tick the codeword Erebus. Either way, when you are ready, you leave the cathedral. Turn to **100**.

647
To renounce the worship of the Three Fortunes, you must pay 30 Shards to the priesthood by way of compensation. The high priestess thinks you are being foolhardy.
'How will you ever get rich if you turn your back on the threefold goddess?' she says.
If you are determined to renounce your faith, pay the 30 Shards and delete Three Fortunes from the God box on your Adventure Sheet.
When you have finished here, turn to **573**.

648 ☐
If there is a tick in the box, turn to **147** immediately. If not, put a tick there now, and read on.
You have picked up much information about the state of Uttaku.
Tick the codeword Element and turn to **147**.

649
The passage is longer than it at first appears – the sparkle in the darkness is still some distance off.

Continue turn to **37**
Leave turn to **83**

650
Grindel eyes you warily, and takes a step close. 'Balderdash,' he rumbles, 'I wouldn't eat one of you lot if you paid me! All hair and bone. Anyway, my race is vegetarian. Always has been, always will be.'
'And what about the bodies I found on the way here?'
'I've got a right to defend myself, haven't I!' he blusters angrily. 'It's all a ploy by that Bylewyn Buskle – he sends people like you to attack me, I kill 'em – have to – and he gets the tourist trade, not to mention the gear you characters love to carry around. That Misgee is always sneaking about, looting the bodies I dump over there.'
He indicates a pile of bones in the corner.
Turn around and fetch Misgee turn to **131**
Attack Grindel turn to **409**

651
Your opponent lies defeated. With ill-grace he picks himself up and leaves, muttering under his breath. You win 100 Shards.
One of the crowd of spectators, a merchant of Golnir comments wryly, 'It is always unwise to make an enemy of one of the high caste.'
Turn to **398**.

652
Erase the codeword Energy if you have it.
Urhi-Akhad wanted to know about the Wingless Hawk tribe, part of the Horde of the Thundering Skies that lives on the Great Steppes. You have spent some time with them on your travels through the Plains of Howling Darkness, as the steppes are sometimes known. You tell him how their steeds are great wingless avians that they call elephant birds, and a few other stories beside.
He is fascinated by your tales and lets you consult his extensive library. Choose an ability (i.e. COMBAT, CHARISMA, SCOUTING and so on) and roll two dice. If you score higher than your rating for that ability, you can add one to it.
When you are finished, turn to **100**.

653
You are travelling across the green countryside of Old Harkuna. Nearby is the ancient castle of the High King.
Visit the High King's Seat turn to **61**
Leave the area turn to **574**

654
You cannot decipher the runes, nor can you open either of the stone doors. Time passes. You begin to dread the coming of night. Eventually, darkness falls, and the door ahead of you opens. The vampires emerge. Here in the crypt, at the very heart of their evil power, they are too strong, and you are overwhelmed and killed ... for now. Turn to **684**.

655
'Excellent! Remember, it must be finished in eight weeks!' he says excitedly. The master seats you at a desk, and provides you with parchment, ink-pot and quill. You set to work. The next day, a brightly coloured bird lands on the windowsill of the archives. 'Help me!' it squeaks. It transpires that the bird was once a princess from a far-off land, who has been transformed into a bird by a jealous witch.
Help her turn to **561**
Continue writing your tale turn to **702**

656
One of the Soulwatch hisses in a sepulchral voice, 'Why are you not wearing your spotted scarf, you blasphemer? You have committed a crime of lesser heresy. Everyone must wear a spotted scarf on the Holy Day of the Recantation of the Soul. You must pay a fine of 75 Shards.'
Can't or won't pay turn to **581**
Pay the fine turn to **629**

657
You are attacked by several invisible creatures. You will have to try to guess where they are by sound alone.
Unseen enemy, COMBAT 12, Defence 22, Stamina 15
If you win, turn to **220**. If you lose, turn to **7**. You can run away at any time. To do so, roll a die and lose that many Stamina points as you are struck from behind. Then turn to **77**.

658
Without warning, the floor of the passage opens beneath you and you fall about ten feet. Small stones start to shower down on you. No – not stones, but gold coins! Riches beyond mortal imaginings? You start to feel uneasy. The shower becomes a downpour of gold, and you frantically try to scramble out. Large gold bars begin to fall, and one of them strikes you senseless. You crumple on to a bed of coins and are buried alive under a mountain of gold. Turn to **7**.

659
You realise that you have absolute no chance of bringing the dead back to life. You simply have no idea what to do.
The lady says through gritted teeth, 'So, you claim to be a wizard, yet you are unable to bring my son back from the dead.'
She summons the Soulwatch, and demands that you are cast into the Red Garden.
If you have blue skin or the title Masked Lord or Masked Lady, turn to **513**. Otherwise, turn to **470**.

660
Your battered ship and sea-drenched crew have weathered the storm. But where are you? Roll one die.
Score 1-2 Turn to **400**
Score 3-4 Turn to **26**

Score 5-6 Turn to **95**

661
You jump into a barrel which turns out to be full of blue dye. The mercenaries run past, and when you get out of the barrel some minutes later, you find your skin has been stained a bright blue colour. Note in the Titles box that you have blue skin.
When you leave the warehouse you find the mercenaries milling about in the village square, looking for you. They do not recognise you now. In fact, blue skin is the hereditary mark of the Uttakin nobility. The purebred aristocrats of Uttaku are born with blue skin. The mercenaries mistake you for a great lord of Aku and make way for you. You journey on. Turn to **168**.

662
You hand over the tatsu pearl. Cross it off your Adventure Sheet.
One of the Faceless King's ministers, known only as The Hand, takes the pearl. Obviously it wouldn't be right for the king himself to handle anything that had been touched by a commoner until it has been ritually cleansed.
The king rewards you with a title. Gain 1 Rank. Roll one die and add the result to your total, unwounded Stamina score permanently. Don't forget that going up in Rank will also increase your Defence by one.
Note the title Masked Lord (or Masked Lady) on your Adventure Sheet in the Titles box. The Hand gives you a mask to wear, signifying you are now a fully fledged member of the Court of Hidden Faces, and a High Lord of Uttaku. You will have you own suite of apartments in the palace. Turn to **224**.

663
If you have a silver nightingale turn to **543**. If not, turn to **579**.

664
The Soulwatch is pleased to see that you have a striped scarf.
'Remember, if you do not wear a striped scarf on the holy day of the Burning of the Heretics in Hell you are committing a crime of lesser heresy,' one cautions as they glide away.
Musing on the bizarre theological zealotry of the Uttakin, you journey on. Turn to **100**.

665
You fail to locate the enemy. Later, it transpires that the nomads raided a nearby village, which they looted and burned. A prince of the Court of Hidden Faces happened to be in the village at the time, on a hunting trip, and he was killed. The commander of the army holds you responsible. You are hauled off to the Red Garden in Aku for immediate execution.
Turn to **170.**

666
Several people stop to stare at you in astonishment. Within a matter of seconds you have been surrounded by twenty or more of the Soulwatch, the black-robed, demon-masked religious police of the Church of Ebron. You are arrested for supreme heresy, the worst

conceivable crime in Uttaku. There is no discussion and no trial, and no way out, even if you were the Faceless King himself.
You are hauled off to the Red Garden. Turn to **170**.

667
Swimming in armour is unwise. Subtract your armour value from any SCOUTING roll you make to check your swimming abilities while out in the lake. Turn to **580**.

668
You are given to the Superintendent of Storytellers and trained as a storyteller to the children of the lords and ladies of the palace.
Roll two dice. If the result is higher than your CHARISMA rating you can add one to that rating.
Naturally, you tell the children stories about your own extraordinary adventures.
Make a CHARISMA roll at Difficulty 14.
Successful CHARISMA roll turn to **538**
Failed CHARISMA roll turn to **411**

669
It takes all your skill to stay on firm ground, but you are unable to find your way out of the swamp. You wander for days amid the blackened trees, and stagnant waters. There is nothing to eat, and worst of all, no drinkable water. Eventually you find a way out, but you are half-starved and mad with thirst. Reduce your Stamina to 1 point and turn to **371**.

670
Wood represents precision, care and a love of the natural world. While you have the sword of wood with you, raise your SCOUTING by 2. Note the sword of wood (SCOUTING +2) on your Adventure Sheet.
You swim back to shore. Turn to **268**.

671
Tick the codeword Epicure.
You manage to convince them that Buskle is behind it all by insisting they check his cellar. Sure enough, a hoard of gear is uncovered.
'By Elnir,' cries someone, 'there's Obraid the Incapable's cobalt wand!'
Various other objects are recognised, and the full extent of Buskle's infamy is uncovered. Justice is summary. He is hanged from the nearest lamppost, and left to rot. Misgee's fate is to become a slave in the ox-driven ships of the Uttakin navy.
You are given first pick of the items in the cellar as reward. You may choose two items from the following list.
Cobalt wand (MAGIC +3)
silver holy symbol (SANCTITY +2)
selenium ore
chain mail (Defence +3)
400 Shards
Shadar scimitar (COMBAT +3)
When you are ready to leave, turn to **11**.

672 ☐
Tick the box above. If it is already ticked, you may not try a second time – return to **327**.
Sweat forms on your brow and upper lip as you try to attune your own magical energies to those beneath the pool.
Make a MAGIC roll at Difficulty 17.
If you fail, return to **327**. Otherwise read on.
You manage a supreme feat of sorcerous skill. The surface of the pool is broken by a shimmering jade blade, which drifts slowly towards you, attracted by pure arcane energy. It is a Jade Defender, an enchanted sword of whose kind there are few left in the Fabled Lands. Note the Jade Defender (COMBAT +3, Defence +3) on your Adventure Sheet. In effect the Jade Defender raises your Defence by 6 through its COMBAT and Defence bonuses.
Turn to **307**.

673
This time, you find several members of the Soulwatch milling about the entrance to the pavilion. They appear angry and frustrated. A sign has been posted at the entrance of the pavilion. It reads: 'The Purveyor of Prophecies has left town. I have foreseen that the Soulwatch intends to arrest me for heresy. Farewell, Uttaku!'
Turn to **101**.

674
The physician may be able to cure you of disease or poison, but he cannot lift a curse. It will cost you 25 Shards an attempt. If you want him to make an attempt, cross off the 25 Shards and roll one die.

Score 1	Misdiagnosis. Lose 1-6 Stamina
Score 2	He fails to cure you
Score 3-6	Cured of one disease or poison effect

When you are ready you can:

Go to your apartment	turn to **624**
Visit a minister in the audience chamber	turn to **401**
Leave the Spider Palace	turn to **444**

675
'Oooh, you're making me so mad! Come back, or I'll ...' You hear her voice fading on the wind as you run on, determined to have no truck with faery folk.
Turn to **393**.

676
Cross the faery mead off your Adventure Sheet and tick the codeword Eclipse.
You put down the jug in the courtyard and stand back to watch. Sure enough, the spriggans smell it, and they scamper down to drink. After half an hour of raucous bedlam, they collapse in a heap, drunk as lords. You scoop them up, toss them into a bag and hand them to the astonished farmer.
He thanks you and gives you all he has – a verdigris key he found in a field. Note it on your Adventure Sheet.

The farmer rushes off with the sack to empty the contents on the roof of his landlord's house!
You carry on. Turn to **168**.

677
Cross off the 400 Shards from your Adventure Sheet. If you aren't carrying the cash, you can draw the money from the bank, if you have enough there. (In this case, note this paragraph, turn to **601**, draw out the money, and then turn back to **677** and read on).
If you have enough money, you are released immediately – turn to **444**. Otherwise, you must go to court – turn to **314**.

678
Cross off the sceptre from your Adventure Sheet and tick the codeword Edify.
'Well done, my champion,' says the High King, who knighs you using the sceptre.
You go up 1 Rank. Roll one die and add the result to your total, unwounded Stamina score permanently. Don't forget that going up in Rank will also increase your Defence by one.
Turn to **112**.

679
You hand over the sword. Cross the Holy Avenger off your Adventure Sheet.
The High Convener of Chariots is grateful. She tells one of her men, the Master of the Ways of War, to instruct you in combat techniques.
Roll two dice. If the result is higher than your COMBAT rating, then you can add one to that rating.
She also gives you an Uttakin long-axe (COMBAT +2) and a suit of chain mail (Defence +3).
Erase the codeword Errant.
Your exploit has enhanced your reputation in the eyes of the Court of Hidden Faces. Turn to **401** and add 3 Status points to your total in the box provided. Then choose an option from there.

680
Targdaz tells you that he could make a ring of ultimate power if you can find and bring him a hyperium wand. Unfortunately, the only one he knows of lies in the lost tomb of Dawatsu Morituri, somewhere in Akatsurai.
Targdaz says, 'Seek out a ship of fleshless men in the seas west of the Island of Fire, in the Violet Ocean. They'll know where he lies.'
If you have a hyperium wand (MAGIC +6), turn to **564**. If not, turn to **245**.

681
Holyamu the Unbidden (for it is he) speaks a magic word and points at you, before flying away on his throne laughing like a madman. He has changed your hair into threads of spun gold!
Tick the codeword Elk.
This can be useful. Note than whenever you travel to another book in the Fabled Lands series you can add 20 Shards to your Adventure Sheet. This represents your hair growing,

and you cutting it and selling the gold!
When you are ready, turn to **211**.

682
You are travelling across north-west Uttaku. The countryside is rocky and sparse; it is largely uninhabited save for the occasional goatherd. You spot a squat tower of red stone in a field. It appears to be floating a couple of inches off the ground. A sign leans drunkenly nearby. It reads, written in a crazed scrawl: 'The House of Holyamu the Unbidden. Visitors welcome (to buzz off!).'
Journey on turn to **54**
Visit Holyamu turn to **90**

683
Cross off the 75 Shards and write Luck in the Blessings box on your Adventure Sheet. The blessing works by allowing you to reroll any dice result once. (This does not have to be an ability roll. You could also use it to reroll an encounter result that you didn't want.) When you use the blessing, cross it off your Adventure Sheet. You can have only one Luck blessing at any one time.
When you are ready, the gypsies pack up and leave. Turn to **211**.

684
You have been killed by vampires. You come back as an undead vampire yourself, cursed forever to roam the night in search of blood. You cannot be resurrected, and you can hardly continue adventuring as a vampire! Your career is over – you'll have to start again with a new character (don't forget to erase all the codewords and ticks in all the Fabled Lands books you've adventured in).

685
Your knowledge of the creatures of the wild tells you that the giant chameleon cannot abide the taste of gurul fruit, so you cover yourself in its foul-smelling pulp before rising to your feet. This makes it harder for the chameleon to ensnare you with its tongue.
Giant Chameleon, COMBAT 8, Defence 10, Stamina 19
If you win, turn to **68**. If you lose, turn to **7**.

686
'I see,' says the Master of Shadows. He signals, and several figures, dressed in black from head to foot, appear as if from nowhere. 'We can't allow the possibility of a security leak, no matter how remote ...'
You throat is cut, and you are dumped into the harbour. Turn to **7**.

687
Holyamu blinks, and looks at you a little closer. 'Oh, it's you,' he says. 'How do you like your hair?' He laughs maniacally.
Holyamu will restore your hair to normal for 50 Shards if you want. If so, pay the 50 Shards and delete the codeword Elk.
If you have the codeword Ethereal, turn to **254**. If not, you can:
Attack Holyamu turn to **19**

Ask him to lift a curse turn to **152**
Leave turn to **54**

688
You sense an unseen charm, a minor faerie magic. For an adventurer of your magical talent it is an easy matter to employ true sight and penetrate the charm. Suddenly, four goblin-like faeries are revealed, running toward you. Their limbs are long, their hair spiked and limed, taloned claw-like hands gripping ornate bronze axes (for cold iron is anathema to the goblin-faeries of the forest). When they realise they can be seen, they pull up short, uncertain now, and somewhat fearful.
Yell a war cry and attack turn to **91**
Leave while they hesitate turn to **704**
Threaten them turn to **180**

689
Looking down, you see a cloud of blood-red silt kicked up from the bottom of the pool, and a writhing shape within it. A dragon-shaped head and snake-like body shoot up from the water like a fountain.
The creature, a water drake, opens its mouth and a high pressure jet of water stuns you. Make a SCOUTING roll at Difficulty 10 (remember to subtract any armour you are wearing from the roll). If you fail, you pass out and are drowned by the monster – turn to **7**. If you succeed, you must fight the water drake in its own environment.
Water Drake, COMBAT 9, Defence 12, Stamina 40
Your own Defence score is COMBAT plus Rank only – armour will not help you against the attempts of the drake to pull you under.
Each round, you must make a SCOUTING roll at Difficulty 9 (subtract armour) to stay afloat. If you fail at any time, one of the creature's slippery coils has dragged you under for the last time.
If you lose, turn to **7**. If you succeed, tick the codeword Ember and turn to **436**.

690
You pull up a chair and join the four adventurers. They are hoping to have a go at Grindel, but are uncertain of the risks.
'It's all very well,' comments a young enchantress, whose name is Chrysea, 'being adventurers and all, but the trouble is at least 15 so-called heroes have tried dealing with this Grindel, and none have ever been seen again!'
'Aye, that's true,' growls an older warrior called Kymren, 'and I've taken on some tough opponents in my time, but that is not good odds.'
Another, a priest of Elnir from Sokara, juding by his attire, says, 'And, of course, no one has lived to tell us what Grindel looks like, or how he fights, so we're all a little unsure how to proceed.'
Accept the mission turn to **604**
Talk to the farmers turn to **349**
Leave the Hall of Heroes turn to **11**

691
You emerge in the cell next to yours. You find it occupied by a white-haired old man. He

tells you that he was sentenced to 30 years in prison for running off with the daughter of one of the courtiers of the Spider Palace. He says his sentence is up, and that he will be freed tomorrow. The bureaucrats of the prison match his sentence with the number of the cell and not its occupant.
'I am too old to rejoin society,' he rasps. 'Let us swap cells. My life is already over – in this way at least you will be freed and some good will have come of the tragedy that has been my existence.'
Swap cells turn to **107**
Return to your own cell turn to **481**

692
Cross off the 25 Shards. Write Defence through Faith in the Blessings box on your Adventure Sheet. The blessing works by allowing you to add 3 to your Defence for the duration of one combat only. When you use the blessing, cross it off your Adventure Sheet. You can have only one Defence through Faith blessing at any one time. Once it is used up, you can return to any branch of the Church of Ebron to buy a new one.
You leave the cathedral. Turn to **100**.

693
The compiler thanks you for fetching him the pink rice grain, but he has no other missions for you.
Return to **401** and choose again.

694
You are no slouch as a mage yourself, and you banish the demon to the underworld. The artificer is very grateful. He gives you 200 Shards, a magic sword (COMBAT +1), a scroll of Ebron, and an amber wand (MAGIC +1).
He also gives you your freedom, and releases you into the city of Aku.
Turn to **444**.

695
The weather-beaten menhirs of the stone circle are enscribed with runes so ancient, you cannot decipher them. In the middle you find a stone plinth with a small keyhole set into it.
If you have a verdigris key turn to **320**. If not, you can do nothing but leave. Turn to **210**.

696
The only reason a visitor to Aku would climb the cliff-path on foot is if he's too poor to afford a sedan chair. This is why the men naturally mistake you for a penniless vagabond. They tap you on the back of the skull with a hard cudgel and the next thing you know you have been sold into slavery!
Turn to **321**.

697 ☐
If there is a tick in the box, turn to **440** imediately. If not, put a tick there now, and read on.
The spectre of Kizil Irmak fades away. This time, it leaves a sword on the ground that

flickers with a luminescent pale energy. Quickly, you grab it, and run out of the tomb. Note the Holy Avenger on your Adventure Sheet. You are unable to use it yourself (it burns your hand) but you are able to carry it.
You leave the tomb.
Return to the village turn to **121**
Leave the area turn to **185**

698
Inside you find a scroll of Ebron and a potion of blue liquid. Note the scroll and a blue potion (*Court of Hidden Faces* **306**). Whenever you want to drink the blue potion, note the paragraph you are at, and then turn to **306** in this book. When you are ready, turn to **101**.

699
You cannot find the entrance to any of the Long Homes – even the one you previously entered.
Tick the codeword Ectoplasm and turn to **471**.

700
If you have the title Masked Lord or Masked Lady, turn to **473**. If not, read on.
You are escorted to the Grand Hall of the Lord of All by a platoon of Expungers, the élite fanatical guard of the court. You have to walk down a long hallway of polished marble until you reach the throne of the Faceless King.
The king wears ornate robes of such finery that he can barely move. His mask is of featureless white ivory – you know that, underneath, his face is also featureless. The throne is a massive structure of gold and jewels, and is actually on wheels. The king never moves from the throne – if he wants to go anywhere the throne, which is some kind of horseless chariot, will take him there.
Various ministers and officials surround the king, and you have to prostrate yourself before him. He leans forward and whispers into the ear of a woman wearing a mask that is also blank, save for a single mouth painted right in the middle of it. She has the title Holy Factotum of He who is Appointed by Ebron and everything that the Faceless King has to say is relayed through her.
Turn to **325**.

701
You float up through the clouded night to land on the roof of a tall tower on the palace. You find a skylight, and ease yourself inside. You come to a quiet corridor, near the apartments of the masked lords of the court.
Make a THIEVERY roll at Difficulty 13.
Successful THIEVERY roll turn to **578**
Failed THIEVERY roll turn to **229**

702
You leave the princess to her fate and hurry on with your task. She flies away in search of another saviour.
You need to keep a running total of the number of weeks you have spent on your book.

Note that the total stands at 2 for the moment.
One afternoon, you are working at your book when one of the scholars who often frequent the archives drops a scroll on the way out. It is a map that leads to the treasure hoard of an ice dragon in the Icicle Woods!
Quest for the treasure turn to **491**
Return to your writing turn to **319**

703
If you are an initiate it costs only 25 Shards to purchase the Three Fortunes' blessing. A non-initiate must pay 90 Shards.
Cross off the money and write Luck in the Blessings box on your Adventure Sheet. The blessing works by allowing you to reroll any dice result once. (This does not have to be an ability roll. You could also use it to reroll an encounter result that you didn't want.)
When you use the blessing, cross it off your Adventure Sheet. You can have only one Luck blessing at any one time. Once it is used up, you can return to any temple of the Three Fortunes to buy a new one.
When you are finished here, turn to **573**.

704
You back away carefully. The goblins jeer and shake their weapons at you, but they are too cowardly to pursue, now that you can see them. You make your escape. Turn to **206**.

705
That was tactless. Gnomes are very sensitive about their appearance.
The man's face contorts with rage and he waves his hands about in an arcane manner. An ancient gnomic curse, perhaps?
Your nose starts to grow, warts erupt inside your nostrils, your eyebrows vanish and your lower lip turns green and ulcerous. Your face is now even more ugly than his.
Your CHARISMA falls to 1 and will not recover unless the curse is lifted. Note that you are under a Curse of Ugliness.
The gnome runs off into the hills, laughing.
There is little else for you to do but travel on. Turn to **307**.

706
The mercenaries hesitate to attack, realising you are a person of some importance. You order them to move out of the way, and that is enough to remind them of their position in life. They fall to their knees, and bow their heads.
'Forgive us for disturbing you, Exalted One,' their leader says.
You journey on. Turn to **168**.

707
To your amazement, the rite has acquitted you! A masked priest of the Chosen of Ebron says, 'Ebron has deferred judgement to give you a chance to redeem yourself. Mend your ways!'
You are released. Turn to **444**.

708

Hammuwas Tamalkaya points at you, and speaks a word of magic. You begin to feel your heart straining inside your chest.
Make a MAGIC roll at Difficulty 13.
Successful MAGIC roll turn to **33**
Failed MAGIC roll turn to **342**

709
Throughout the day you are approached by people seeking divinations, cures for boils and warts, love potions and such like.
Roll two dice.
Score 2-3 You break the law and are hauled off to prison. Turn to 350
Score 4-7 Another wizard gets all the trade
Score 8 You make a profit of 50 Shards
Score 9-12 Cure a priest of warts. He rewards you with a scroll of Ebron or 150 Shards (your choice).
When you are finished, you return to the city centre. Turn to **444**.

710
The spriggans become quite agitated at the sight of you climbing up. One of them casts a hex on the drainpipe you are climbing, and it buckles under your weight. You fall to the ground with a crash. Lose 1-6 points of Stamina (the roll of one die). If you are still alive, read on.
The spriggans burst into squeaky giggles, leaping up and down, like demented monkeys. You'll have to try a different approach.
Lay out a jug of faery mead turn to **676**
Leave turn to **168**

711
You are travelling through Old Harkuna.
Roll two dice.
Score 2-5 A flying visit turn to **338**
Score 6-7 No event turn to **168**
Score 8-12 Uttakin mercenaries turn to **262**

712
Tick the codeword Expunge.
You manage to invoke the power of the runes, and the door opens. Beyond, you find three stone coffins. Inside each is a sleeping vampire. It is an easy matter to drive a stake through each of their black hearts, and rid the world of a dark evil.
You find their treasure hoard – 200 Shards, a nugget of selenium ore, a suit of chain mail (Defence +3), an ebony wand (MAGIC +2) and a book called the Black Diptych (Court of Hidden Faces 410) It is a map of the tombs in the Crags of the Long Homes. Note the Black Diptych, *Court of Hidden Faces* **410**. Whenever you want to consult the book, note the paragraph you are at and turn to **410**.
When you are ready, you journey on. Turn to **393**.

713

You catch sight of movement out of the corner of your eye – a pale-blue creature hurtling towards you from close range – the troll you outwitted earlier! Even as you wonder at its tenacity and vengefulness, your reflexes are saving your life. You rull backwards and kick up, propelling the leaping creature over you and head first into some jagged stones. Clutching at a gash across its forehead, the troll edges towards you with a large, cruelly pointed flint in its free hand – but you've had the better of this evil creature's tricks twice already, and you don't intend to give it a third chance.
Troll, COMBAT 5, Defence 10, Stamina 8
If you win, turn to **307**. Otherwise, turn to **7**.

714 ☐
If there is a tick in the box, turn to **260** immediately. If not, read on.
Your boots become caked in red dust as you clamber through the mountains of the central Grumes. The path opens out over a narrow, steep valley, at the north end of which is a curious-looking cave. If you want to investigate the cave, put a tick in the above box, and turn to **86**.
To continue with your journey turn to **260**.

715
'Well, if you haven't got what I want to know, I haven't the time to speak with you,' says the seneschal brusquely and he shows you out. Return to **401**.

716
You are picked up by a passing ship. Roll one die.

Score 1	Sold into slavery	turn to **321**
Score 2-3	Dropped off at Kunrir	turn to **100**
Score 4-5	Dropped off at Aku	turn to **88**
Score 6	The ship capsizes	turn to **510**

If you roll a 6 and have a blessing of Safety from Storms, lose the blessing and reroll.

717
The book is the work of a man called Agrash the Explorer. You learn that the underworld is the name for the shadowy realm of the creatures like the trau, and of demons and the dead – in short, Hell itself. It has many names – the Land of Roots, the Place of Direful Dreams, the Land Beyond the Dark Mirror and suchlike. There are several ways in. There is rumoured to be a stairway to the underworld on the other side of the Peaks at the Edge of the World, far to the north. Sailors say you can sail into the underworld through the cave known as the Mouth of Harkun, north of Yarimura. The monks of Noboro monastery claim you can walk into the underworld from Akatsurai, simply by always heading in a north-easterly direction. Scholars of Dweomer claim an entrance lies at the very top of the peak on Starspike Island. Also, the tunnels of the trau are thought to lead inexorably downward, into the Realm of Shadows. The end of the book refers to volume two in the series, How to get out of the Underworld.
You ask one of the archivists if this book is in the library, but he tells you it never got written! 'Agrash the Explorer never came back to finish it,' comments a scholar wrly.
Turn to **30**.

718
The Slumlord is not impressed. You are lead out, blindfolded once more, and left in the city streets. Turn to **444**.

719
One day, you notice something the High Holy Administrator has written in the holy texts. You are certain he has made a mistake, and that he has inadvertently committed an act of supreme heresy, punishable under Uttakin law by instant death.
Quietly tell him of his error turn to **530**
Report him to the Soulwatch turn to **593**

720
Your knowledge of mythical creatures suggests that the patterns are made by a water drake. The creature is particularly dangerous in water and armour offers little protection against its drowning attacks. Perhaps it would be wisest to try to draw it out of the lake?
Return to **268**.

721
The merchants' guild is a large building of white marble, plushly decorated inside to show off the wealth of the guild of Uttaku. Here you can bank your money for safe-keeping – or invest it in guild enterprises in the hope of making a profit.
Make an investment turn to **115**
Check on investments turn to **116**
Deposit or withdraw money (note that you are in Aku) turn to **601**
Return to the city centre turn to **444**

722
Tick the codeword Extinguish.
You slink away tasting the bitter ashes of defeat. In the distance, as the sun sets, you see flames lick around the once proud towers of your castle. Your court wizard, your loyal steward and all your men-at-arms lie dead or dying.
Turn to **539**.

723
You need Legions of the Labyrinth to travel to Teleos. If you haven't got it, turn back to **225** (if in Aku) or **145** (if in Kunrir) and choose again. If you have, cross off the 45 Shards and turn to Legions of the Labyrinth **18**.

BEWARE
THE CURSE
OF THE
HANGMAN
BE NOT
GREEDY OR
SUFFER
THE CURSE
THE
BLACK DIPTYCH