

FOREST OF DREAMS

FOREST OF DREAMS

By Nathan Page

Two dice, a pencil and an eraser are all you need to embark on this deadly adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress. Innumerable dangers lie ahead and your success is anything but certain. It's up to YOU to decide which routes to follow, which dangers to risk and which foes to fight. Can you discover the secrets of the Forest of Dreams?

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INTRODUCTION

You are about to take the lead roll in an adventure that will make you into a living legend, renowned and respected throughout the world. Before you take part in this quest, you must first determine your own strengths and weaknesses. You use dice to work out your initial scores. On pages **16-17** is an *Adventure Sheet*, which you may use to record details of your adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina and Luck

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

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

Roll one die. Add 6 to the number and enter this total in the LUCK box.

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

Although you may be rewarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *initial* Scores, except on very rare occasions, when you will be instructed on a particular page.

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

Battles

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

First record the opponent's SKILL and STAMINA scores in the first empty Encounter box on your *Adventure Sheet*. The scores for each opponent or creature are given in

the book each time you have an encounter. You should also make a note of any special abilities or instructions, which are unique to that particular opponent.

The sequence of combat is then:

1. Roll two dice for your opponent. Add its SKILL score. This total is the opponents Attack Strength.
2. Roll two dice for yourself. Add the number rolled to your current STAMINA score. This total is your Attack Strength.
3. If your Attack Strength is higher than your opponent's is, you have wounded it. Proceed to step 4. If your opponent's Attack Strength is higher than yours is, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from steps 1 above.
4. You have wounded your opponent; so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below). Proceed to step 7.
5. Your opponent has wounded you; so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below). Proceed to step 7.
6. Make the appropriate adjustments to either your opponents or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round, starting again at step 1 with your current SKILL score. This sequence continues until the STAMINA score of either you or your opponent reaches zero (death). If your opponent dies, you are free to continue with your adventure. If you die your adventure ends and you must start all over again by creating a new character.

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, your opponent automatically gets in one wound on you (subtract 2 STAMINA points) as you flee.

Such is the price of cowardice! Note that you may use LUCK on this wound in the normal way (see below). You may only *escape* if that option is specifically given to you on the page.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one person or creature in combat and will have to fight them all at the same time! When you find yourself fighting multiple opponents, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you roll the dice

for your Attack Strength in the normal way; if your Attack Strength is greater than your opponent's is, in this instance you will not inflict any damage; you can regard it as if you have parried an incoming blow. If your Attack Strength is lower than your adversary's is, however, you will be wounded in the normal way.

Luck

At various times during your adventure, either in battles or when you come across other situations in which you could either be Lucky or Unlucky (details of these are given in the relevant pages themselves), you may use LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are *unlucky*, the results could be disastrous.

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

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realise that, the more you rely on your LUCK, the more risky this procedure will become.

Using Luck in Battles

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

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

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

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give you instructions to increase or decrease your

SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

At various times during your adventure, you will be told to *Test your Skill*. The procedure for this is exactly the same as that for *Testing your Luck*: roll two dice. If the number rolled is less than or equal to your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you *Test your Skill*. Your SKILL score can never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of SKILL (see later) will restore your SKILL to its *initial* level at any time; except when engaged in a battle.

Stamina

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

There will be (rare) occasions when you will be told to *Test your STAMINA*. The procedure for this is a little different from the procedures required when *Testing your Luck* or *Testing your SKILL*; and is as follows: roll four dice. If the number rolled is less than or equal to your current STAMINA score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current STAMINA score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your STAMINA each time you *Test your STAMINA*.

You can restore lost STAMINA by drinking Healing Potions. You start the game with ten of these potions. You must keep track of how many potions you have left by filling in the details in the Healing Potions box of your *Adventure Sheet*. Each time you drink a potion you may restore up to 4 points of STAMINA, but remember to deduct 1 potion from your Healing Potions box. You may stop and drink any number of Healing Potions (as many as you have left in fact) at any time except when engaged in a battle or, of course, when you have run out. Your STAMINA score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *initial* level at any time; except when engaged in a battle.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or created your own luck by some other action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and

STAMINA, your LUCK score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *initial* level at any time, and increase your *initial* LUCK by 1 point.

Special Note

There will be times during your adventure when you will come across an unusually dangerous situation and your SKILL, STAMINA or LUCK will be tested to the full; for example you may be instructed to *Test your Skill*, 'adding 2 to the number rolled'. This simply means that when you roll two dice you must add 2 to the total; if you had rolled a 1 and a 3, for example, your modified total would be 6 (1 + 3 + 2 = 6). You then compare this outcome with your current SKILL score to discover whether you've succeeded in the test.

Food and Water

Every adventuring warrior knows that food is vital as a form of sustenance. You begin this mission with 5 meals to consume during your arduous journey. However, there is one point to remember in using these vital supplies: the text shall instruct you to eat a meal at certain times in your adventure. This means you'll have to erase one meal automatically without gaining STAMINA! Venturing into Deathtrap Dungeon will prove arduous indeed; therefore you need food just to keep your strength up. This then leads to a second possibility: if you have no provisions and the text tells you to eat a meal, you must reduce your STAMINA by 3 points! Any other time you eat a meal, you may restore 4 lost STAMINA points, except during combat or when performing any other similar action.

You also have a water flask in your possession, containing enough for three drinks. There will be opportunities to refill your flask to its maximum capacity. Should your flask be empty when you are instructed to drink, you must lose 3 STAMINA points.

Special Note

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Equipment And Potions

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

In addition, you may take one bottle of a magical potion, which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of SKILL restores SKILL points

A Potion of Strength restores STAMINA points

A Potion of Fortune restores LUCK points and adds 1 to *initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *initial* level (and the Potion of Fortune will add 1 point to your *initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure; i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up your potion.

Remember that you may only choose *one* of the three potions to take with you on your trip, so choose wisely!

Secret Refs

When attempting this adventure you must remember that this book is devious beyond belief! If ever you come to a point in the adventure that seems impossible to past beyond, you may require a Secret Ref to help you. Secret Refs are paragraph numbers that can only be reached if you have acquired special knowledge of their existence, but how do you go about finding that knowledge? Play the book and look for it!

Hints on Play

This adventure is dangerous. You might well fail on your first attempt. Make notes and draw a map as you explore - this map will prove invaluable when making further forays in this adventure, and it will enable you to progress more rapidly to unexplored

sections. Remember: you are travelling through a dungeon enshrouded in darkness and evil, with tricks, traps and terrifying denizens. It is a good idea to make a note of where such encounters lie in the adventure ahead, including useful objects and information to aid you on your dangerous quest.

Be wary about testing your Luck, unless a paragraph instructs you to do this! When it comes to fights, you should *Test your Luck* only to keep yourself alive if an opponent's blow would otherwise kill you. But be warned! If you decide to use Luck in this way, be certain your adversary is worth it- Luck points are precious!

You start this mission with very few possessions, but will be given opportunities to collect food, weapons, and items. However, choose your equipment carefully - although many are precious or magical, others are red herrings and of no real value at all.

You will soon realise that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other sections lessens the excitement and surprise during play. The only true way to success in this adventure involves minimal risk; even if your character scores are low, you should be able to find magical artefacts and weapons that may increase your chances of victory in battle.

May Libra guide your steps, and Hamaskis your mind, bold adventurer!

ADVENTURE SHEET

SKILL

Initial

Skill=

STAMINA

Initial

Stamina=

LUCK

Initial

Luck=

EQUIPMENT
LIST

GOLD

JEWELS

POTIONS

PROVISIONS
REMAINING



MONSTER ENCOUNTER BOXES

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

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Stamina=

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Skill=
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Skill=
Stamina=

BACKGROUND

Through the bars of your cage, you watched the procession leading the village. At its head, the king, Rancibrawn. Fully clothed in armour, with horned helmet and double-headed battle-axe, he was an imposing sight, despite his diminutive height. Behind him, his warriors. Fierce, and ready for battle. Behind them, the Dwarven archers. Finally, bringing up the rear, were the trumpet bearers. Blaring music filled the air as Mirewater prepared for war against their sworn enemies, the Dwarfs of Stonebridge. Quite where the battle was to take place, you did not know. Perhaps an attack on Stonebridge itself was planned, or maybe a pitched battle on the Pagan Plains. Or maybe the Dwarfs were heading for Darkwood Forest itself. For many, Darkwood Forest symbolises pure, monstrous evil. Its murky depths hide all manner of creatures, from wild animals to orcs and goblins, from gremlins to giants, from pixies to the undead. It is perhaps understandable that most avoid the forest wherever they can, preferring to travel around it. You, however, long to return to its dark interiors. You are a Shape Changer- stolen many years ago from your mother by the evil King Rancibrawn of Mirewater. Kept as a pet, you have been forced to use your abilities to change form for the amusement of your Dwarven captives.

Throughout this humiliating life, you have longed to return to Darkwood Forest- to its safety and security. You have dreamed of escape from these dwarfs, and their leader Rancibrawn, but even more, you have longed for revenge. Although you could have escaped from your cage many times over the years, you have waited for a chance to get even with the dwarfs. Living in such close proximity to the dwarfs, you have a rough idea of the world outside of Mirewater (see map, below). For the last few weeks, Mirewater has been at war with their enemies- the Dwarfs of Stonebridge. The village has been a buzz of activity as soldiers have donned their armour, polished their shields and helmets, and practised with their weapons. Children have been waging excited mock wars against each other in the shadows, and the womenfolk have been busy preparing food and clothing for their men.

You care little for their wars, however, and are merely thankful that it has diverted attention from you. Using the respite to recover your energy- the dwarfs' demands on you can be very draining- you are now physically and mentally fitter than you have been for some time. One night, you allow yourself to relax, and to stretch your mind out to those of the dwarfs surrounding you. You receive vague impressions at first. The king at the front line with his warriors. The next meal. A great eagle. A battle. A hammer. The war has clearly been going well for Mirewater, as the Dwarfs are showing great expectations, and you can almost touch the sense of imminent victory. Disappointed, you begin to withdraw from their minds. Whilst this is clearly of great importance to the dwarfs, it isn't of any use to you. Then, unusually sharply, you learn something of great interest. One of Rancibrawn's advisors is concerned for his king. In four days time, the king will be meeting with the leader of his enemies- Gillibran- within Darkwood Forest. There, they will negotiate terms for Stonebridge's surrender. Although both parties will bring soldiers into the forest, the two kings and their first advisors will make the final discussions alone. The location of the meeting has been kept secret- for obvious reasons.

Gillibrán is incapable of treachery of any sort, but one of his warriors might take the matter into his own hands. There is nothing more that the advisor can now do. All precautions have been taken; all foreseeable dangers have been assessed. Any conceivable threat has been neutralised or countered, and yet still the advisor is worried. What if there is something that has been overlooked, or some factor that has not been considered? If Rancibrawn were killed, it would be a disaster for Mirewater. You recognize that this is your chance. If you can escape to Darkwood Forest, you may be able to learn where this meeting is to take place. Without his guards, you will have a chance of killing Rancibrawn, gaining both revenge against their King, and against the dwarfs of Mirewater. The irony of the situation hits you- to cause pain to the man inside Darkwood- the place where your own pain began, such a long time ago. Determined to make the best use as possible of this opportunity that has presented itself to you, you start to lay your plans. Darkwood Forest offers itself to you as the means for your vengeance, and of a refuge afterwards, should you need it. You long to live a freer life, in the Forest of Dreams.

Now turn over

*If you go down to the woods today,
Be sure of a big surprise.
There's lots of fun in the woods today,
But better go in disguise.*

*For every Dwarf that ever there was,
Is gathered there for certain, because
Today's the day the Dwarven folk
Have their picnic.*

*Ancient nursery rhyme
Original author unknown*

1

It is the dead of night. An owl hoots somewhere above you, as it continues its nightly hunt. Looking at it enviously- for it is free, whilst you are a prisoner, you wish it luck in its ever-ending task. A faint rustling sound comes to your ears from one of the nearby huts- a rodent of some kind. Perhaps it will make the next meal for the owl? Mirewater itself is silent. All the Dwarfs have either left the village for the battlefield, or are safely shut up in their huts. That evening's fire is no more than a small, dying glow- a few hunks of uneaten meat lie burning in the embers. It would be quite understandable if any visitor to this scene assumed that the village was at peace, for the only guards or soldiers in sight are the one outside your own cage, and the lookout on the main gate. Mirewater has its own defences- built in the middle of a stagnant swamp, any invaders can be heard when they are still a fair distance away. Although the middle of a marsh might seem a strange place to build a village, it is the perfect location for Dwarfs who are at war.

Your cage is made of sturdy wood, is reasonably large, but essentially empty. The Dwarfs have given you nothing more than a pile of straw to sleep on, and a wooden bowl to eat and drink from. Treated as an animal, you are aware of how disgusting you appear. Filthy, nearly naked, covered in welts and bruises- your own stench is often enough to make you gag. But your tribulations are nearly over. The Dwarf who is supposed to be guarding you has had nothing to do for over two hours now, and lost concentration some time ago. If you act quickly, you should be able to rapidly overpower him. Lulled into a false sense of security by your previous apparent submissiveness, the Dwarfs have failed to recognise how easy it is for a Shape Changer to escape from a cage.

Your guard's head is nodding, as he succumbs to sleep. His back is turned to you, and a pair of keys hangs from his belt. One of these is probably the key to your cage. The Dwarf is, however, about a metre beyond your reach. You can see two ways of escaping from this prison. You could either stretch your arm out, extending its length sufficiently to quietly lift the keys off the guard's belt, or you could completely shift your form into that of a rat, and slip out between the bars. Which of these will you try?

Reach out and try to catch the keys?

Turn to 235

Change into a rat, and scamper between the bars?

Turn to 347

2

Add one hour to your Time Elapsed box. You thank Yaztromo for everything, and then make your way out of his tower. Once outside, you may take one of the three paths. Which way will you travel? West (turn to 245), East (turn to 496) or North, into Darkwood (turn to 359).

3

"One gold piece." she says. Each gold piece will buy you a single portion of provisions, and you may buy up to five portions if you wish. Once you have traded with the woman, will you ask if she can tell you who lives in the various huts (turn to 129) or will you decide that you have spent enough time in Mirewater already? (Turn to 271).

4

You pull out the dagger, and drive it into the Phantom. It gives a brief shudder, and crumbles into dust at your feet. In the centre of the dust, you find a tiny gold chain, which is worth 4 gold pieces. You may take with you. You then hurry along the path to the west. Turn to 176.

5

Add two hours to your Time Elapsed box. The path continues west for some time, before finally petering out into nothing but bare grass. You look around, but can find no other option but to cross the river, or to head out into the rough countryside. You reject either of these options, and resign yourself to having to walk back east down the path you came by. Turn to 333.

6

Add one hour to your Time Elapsed box. You follow the path along the river. The path is extremely overgrown, and you find yourself having to force your way through bushes and other undergrowth. In order to make progress you have to travel further and further away from the river until you cannot even see it anymore, but eventually you find yourself walking through the trees. A little further, and you are in Darkwood itself! You find yourself at a crossroads within the Forest. You decide not to take the path to the south, or the one to the west (that which you have just come down), but may either travel north (turn to 149) or east (turn to 371).

7

You turn round quickly, expecting to see some Pixies or Sprites, but instead cannot see anything. Instead, you feel a vicious shove in the back, and you are knocked to the ground where you feel tiny fists pummelling you. Deduct 2 STAMINA points. "Oh no," says the voice again, "That's not how the game is played!" You shrug off your invisible assailants and get back to your feet. What will you try now? If you want to hurry north, turn to 200. If you would rather try to use something against these annoying creatures, turn to 464.

8

You place the pendant around your neck. As you put it on, your mind is filled with images of wild animals running, hunting and playing in the woods. You smile at their actions, and concentrate on a single animal- a great bear. You focus on it, and watch as it tries to catch a large fish from a river. However, the bear is too far away from the middle of the water, and cannot reach far enough to get the food. As you wonder why the bear does not just wade into the flow- it does just that! You continue to think about the bear for a while, and slowly discover that you can control, to some extent, its actions. You realise that you have found an Amulet of Beast Command. With this amulet, you will be able to impose your will on some of the more stupid wild animals that you come across. Delighted with your find, you ignore the other pendant and return to the path outside. Turn to 278.

9

Add one hour to your Time Elapsed box. You walk along the edge of the cliff for some time, when you come across another tunnel in the right hand wall. From the tunnel, you can hear voices and the light from flames reflecting off the walls, so you change direction to investigate.

Walking down the tunnel and around a bend, you find yourself facing about twenty tiny humanoids dressed in sackcloth, with pinches little faces. They are all glaring at you, and have drawn tiny daggers- clearly they heard you coming! Against so many enemies, you would stand no chance, despite their diminutive size. Do you have a model of a human hand? If you do, turn to 354. If you do not have one, turn to 232.

10

The Giant's body falls back into the swamp water, sinking to the bottom until there is no trace left of this huge creature. There is no time to waste, however, for time is now pressing. You leave the swampy area, and continue travelling over the grassy lands travelling due east. Add two hours to your Time Elapsed box. As you are passing a dilapidated hut on your right, you come across a large band of dark-skinned small men dressed in nothing but loincloths. These men are PYGMIES. They are clustered around the remains of three grotesque creatures. They look as though they are a cross between a man and a giant rat, and have obviously been dead now for a couple of days at least. As you approach the band, one of them spots you and raises a blowpipe to his mouth. You duck as a small dart flies over your head- that was too close for comfort. As some of the others lift similar blowpipes, you will have to make a decision quickly.

Will you:

Shift into the form of some fast creature (such as a Wolf or a Tiger) and try to run away from these Pygmies?

Turn to 324

Attack the Pygmies?

Turn to 191

Search in your backpack for something to use?

Turn to 439

11

You take something out and offer it to the nearest man. They don't, however, seem impressed by your gift and demand to have everything that you own. If you are willing to make this sacrifice, turn to 114. If you refuse to give them all your possessions, you have no choice but to fight. Turn to 405.

12

As you lift the bottle cautiously to your lips, Jaroth cries out, "Take a lot! There's plenty more!" You feel the bottle upended, and a great flood of the liquid pours out over you. The liquid is extremely thick and slimy, and it feels most uncomfortable as it slides down your body. Do you have any Salt of Dryness? If you do, turn to 121. If you do not, turn to 343.

13

Just as you finish off the battle, you see more Dwarfs pouring out of the huts to see what all the commotion is. Taking to your heels, you run off east away from the village. They chase you for some considerable time before you manage to elude them. Turn to 498.

14

You take out the bone, and all three Dogs immediately look at it with great interest. You fling the bone as hard as you can out into the trees, and hear it land a satisfyingly long distance away. Immediately, all three of the beasts take off into the trees, to search out this prize. You hurry north before they can return. Turn to 472.

15

Each attack round, the DWARF will try to raise the alarm. Roll two dice. If the result is equal to less than his SKILL score, he will succeed and you must immediately turn to 313. If the result is more than his SKILL score, then you manage to stop him from reaching the bell that will rouse the other Dwarfs.

DWARF GUARD **SKILL 6 STAMINA 7**

If you win, turn to 168.

16

You strike out for the far bank. Looking behind you, you realise that the shape is closing in fast. Left with no choice, you shift the shape of your hands and feet slightly to form broad paddle shapes. (Deduct 2 STAMINA points). This extra boost gets you over to the far shore just as the CROCODILE bursts out of the water behind you. Scrambling onto the bank, you hurry north before the Crocodile can follow. Turn to 307.

17

You take a mouthful of the liquid, and it tastes delicious! You drink the remainder of the liquid, and smack your lips in appreciation. Restore 3 STAMINA points. Although the drink was good, it was however alcoholic, and your reactions have been slowed by consuming it. For the rest of today, your Attack Strength in battle will be reduced by 1. Now turn to 430.

18

Deduct 4 STAMINA points. Once your transformation is complete, you walk confidently into the village square. The old Dwarves look up at you curiously as you walk past them, but then return to their conversation. You look around the village square, which is mostly empty. There is one She-Dwarf sitting on a tree-stump, sewing a tunic, and a group of young Dwarfs playing a game behind some barrels. There are also a couple of trade stands, which look as though they are open for business. Will you:

Go to talk to the She-Dwarf?

Turn to 251

Go to see what the children are playing?

Turn to 473

Inspect the wares in a weapons shop?

Turn to 485

See if there is anything interesting in a crafts shop?

Turn to 60

Walk over to a stand selling general equipment?

Turn to 159

19

Deduct 4 STAMINA points. The Rat-Men scuttle into a corner as you begin your transformation- obviously startled by your actions. You rapidly become small enough to escape from the snare, and then Shift back into your original form. The Rat-Men are just starting to regain their nerve, and, if you want, you have to escape from the hut and return to the path outside before they regain their composure (turn to 278). However, if you are confident enough to take on three opponents, you may attack the Rat-Men (turn to 207).

20

The Orcs will attack you in pairs. You must decide which of the two you wish to attack, and will fight that Orc in the ordinary manner. Against the second, you will roll for your Attack Strengths in the normal way. If his Attack Strength is higher, he will wound you for 2 STAMINA points. However, if your Attack Strength is higher, you will not wound it- you have merely fended off his blow.

First pair:

ORC A

SKILL 6 STAMINA 5

ORC B

SKILL 5 STAMINA 5

Second Pair:

ORC

SKILL 6 STAMINA 6

GREAT ORC

SKILL 7 STAMINA 7

If you win, turn to 184.

21

The battle against the Pygmies was time consuming, and you must add one hour to your Time Elapsed box. The Pygmies don't appear to have anything with them, except various bracelets and necklaces made out of bone, and the blowpipes and poisoned darts. You may take any of these with you, You then hurry along the path to the east. Turn to 205.

22

Which item did you take?

The helmet?

Turn to 373

The shield?

Turn to 128

The sword?

Turn to 264

The plate?

Turn to 91

The gold?

Turn to 415

23

You negotiate the second half of the rock line even more carefully than the first, and arrive without incident on the north bank of the river. You find yourself on drier land, with a path running east west along the riverbank. Since the west path would take you away from Darkwood- the opposite direction to that you want to travel in, you head off instead along the east route. Turn to 478.

24

You push the foliage aside, to see a huge crow caught in a snare. It is fluttering around madly, trying to escape. You are just wondering what to do with it, when to your astonishment it opens its beak to speak. "Whatever you are, get me out of here. Help!" it croaks. Obediently, you reach down and release the bird. It smoothes its ruffled feathers down, and says, "Did you see them? I was caught in that snare- some hunter must have left it. I heard someone walking along the path, and then these two ugly faces appeared. One of them was a Gnome, and seeing my helpless, did he stop to help. Well did he? No he did not! He thought it would be funny to change me into a crow! Of all the . . ." the little bird looks so angry, that it is difficult to stop from laughing yourself, but somehow you manage to keep a straight face. The crow mutters something about having to "see Yaztromo", and then flies away. Add 1 LUCK point. You then stand up and continue along the path. Turn to 279.

25

Add two hours to your Time Elapsed box. You continue travelling around the edge of the Forest, but see nothing of interest until you come to a simple wooden bridge crossing a river that runs from the hills to the northeast, down into Darkwood Forest itself. Will you travel north along the path, (turn to 124), or will you take the other option, to the south (turn to 294).

26

You must pay Arragon for invading his house. Deduct either 10 gold pieces, or 3 items from your Adventure Sheet. You hand your tribute over to him, and then leave his house, returning to the path to continue north. Turn to 51.

27

You take out the Dust, and sprinkle a little onto the boulder. You then proceed to lift it with ease, for it is now as light as a feather. Quin watches in amazement as you lift it to chest height. As you put the boulder down, Quin says, "That was incredible! How did you do it?" You explain to him about the Dust, and he laughs in a great booming voice. "This will make my acts much easier to perform. I must have that Dust! Will you sell it to me for 25 gold pieces?" You may sell him the remainder of the Dust of Levitation from him if you want, and then turn to 289.

28

As you walk, something in the reeds catches your eye. It appears to be the long-dead body of a Dwarf. Its flesh has all but rotted away, leaving little but the remains of some leather armour hanging off the bare skeleton. Its skull is lying on top of what appears to be a bag or backpack. Perhaps the Dwarf was sleeping when it was found by whatever killed it? This could be of great use to you, however as you reach down to knock the skull off, you notice a slight movement in one of the eye sockets. In the poor light, you cannot make out what this might be. Do you want to risk moving the skull, to get at the backpack underneath? (Turn to 107). If you do not want to risk touching the bones, you must continue travelling east. (Turn to 299).

29

The hunter gives you the ten gold pieces, and then says, "In the forest lives a band of thieves. Do not trust a word they say. Although their demands might seem reasonable at first, they will quickly demand more and more from you. It is better to refuse their commands at the beginning, and take them by surprise." You thank the hunter for his advice, and then continue north. Add 1 LUCK point, and turn to 73.

30

You shift your shape, and go towards the front gate. As you walk up to it, the guard steps out of an alcove, and raises a spear to challenge you. "This is the village of Mirewater," he says, "Who approaches?". As you walk into clear view, he suddenly tenses. Will he recognise you? Roll one die, and add 3 to the result. If the total is less than or equal to your SHIFTING skill, your disguise fools the guard, turn to 426. If the total is more than your SHIFTING skill, turn to 222.

31

Deduct 4 STAMINA points, and turn to 325.

32

Somehow, you manage to avoid being hit by the volley of darts, and before the Pygmies can send another in your direction, you are out of their range. Add 1 LUCK point. You revert to your natural form, and continue the journey back to Darkwood. Turn to 205.

33

You take out the water and splash it over your face. Relief comes instantly as the solution is washed away. As you put the bottle away, you realise that you have lost one item of equipment- choose something and cross this off your Adventure Sheet. You then look around and take stock of your new location. Turn to 297.

34

You strike the final blow, and end her life. She has a backpack slung over her shoulder. Pulling this off, you open it to find 2 gold pieces and a bottle of water. You may take this with you. If you do not already have a backpack, you may take this one. You then consider which way to go next. Turn to 376.

35

You walk into a small clearing, where you see two ORCS arguing over something they have found. As soon as they see you however, they forget their argument and draw their weapons.

Both Orcs will attack at the same time, and you must decide which of them you will fight at the beginning of each attack round. Against this Orc, you will fight in the ordinary manner. Against the second, however, you must roll for your Attack Strengths in the normal way. If it's Attack Strength is higher, it will damage you for 2 STAMINA points. If your Attack Strength is higher you will not have wounded it- you have merely fended off its attack. Now resolve your battle.

First ORC

SKILL 6 STAMINA 6

Second ORC

SKILL 7 STAMINA 6

If you win, turn to 303.

36

Is the chain in your backpack (i.e., do you have a backpack?) If it is, turn to 322. If it is not, turn to 120.

37

You pull out the bottle and drink its contents quickly. It works rapidly, and you feel no ill effects from the scorpion's attack. Deciding that the tree trunk might contain more scorpions, you shun it and continue along the path. Turn to 35.

38

It is the fourth night since you left Mirewater, and you have not managed to get to the meeting between Rancibrawn and Gillibran. Your best efforts to get there in time have been unsuccessful, and you are a failure. Your bid for freedom was a success, but your thirst for revenge remains unsaturated.

Your adventure ends here . . .

39

You take out the strap, and start jabbing at the snakes with it. A couple of them immediately bite into it with their tiny fangs. You yank the strap out, and pull the snakes off- quickly hurling them as far away as you can. Continuing the process, you start to see a metallic object being revealed in the pit. You continue until you can safely pluck the object safely from the remaining snakes, and then inspect your find.

You have found a simple silver crown- little more than a circlet. It feels extremely light. Do you want to try this crown on? If you do, turn to 194. If you prefer not to, you may still take it if you wish, and you then continue north. Turn to 329.

40

You walk through the swamp as carefully as you can, but an unfortunate step takes you off the main path, and your foot slides into a shallow, slimy pool. Suddenly, the pool starts to writhe and pulse underfoot. Before you can react, you see the slime haul itself out of the pool, and begin to reform into some grotesque parody of a humanoid shape. Globules of slime drip off its "arms" and "body", forming little pools at its "feet". Horrified, you pull your foot out of the hollow that was occupied by this creature a moment ago, and start to edge backwards nervously. The creature that you have disturbed, however, does not want to let you go that easily- you have disturbed its territory. It advances menacingly, moaning in a mournful voice. Turn to 434.

41

"The old wizard lives in that house," she says, pointing towards one of the finest huts in the village. "Like the rest of us, he's rather past it, but in his day he was a charming man. If you're going to see him, give him my respects." She then turns away from you, and concentrates on her pot again. You walk over to the hut, but all the windows have been blacked out. It seems to be similar to the other huts in the village, cream coloured stone and straw roofs, but is significantly larger. It also has a heavy wooden door, beautifully carved with a variety of runes and drawings of creatures. A whole dried lizard hangs above the door, and you are sure that its eyes are watching you. You reach out and touch the door, and feel a slight tingling spread across your fingers. Bitai is obviously a wizard of considerable power, and you feel great trepidation about the thought of entering his home. Do you want to enter this hut? If you do, turn to 358. If you do not, you decide that you have already spent too long in Mirewater, and start to leave? (Turn to 271).

42

You manage to sleep for most of the night, but are awakened in the morning by a monster. Roll one die to see what you have encountered:

1	ROVING EYE	SKILL 7	STAMINA 5
2	BIRD MAN	SKILL 10	STAMINA 9
3	NANDIBEAR	SKILL 9	STAMINA 10
4	WILD HILL MAN	SKILL 6	STAMINA 4
5	DRACON	SKILL 9	STAMINA 13
6	CAVEMAN	SKILL 7	STAMINA 7

If you win, you decide not to go back to sleep but to set off immediately. Add five hours to your Time Elapsed box. You may also restore all but 2 of your lost STAMINA points because of the rest you managed to get. Now return to the original paragraph that you came from.

43

The path that you are on twists and turns through the trees, and eventually you find yourself at another junction. You may stop to take Provisions here if you wish. At the junction, you ignore the paths to the west and to the south, instead taking the third route to the north. Turn to 176.

44

The arrow embeds itself deeply in your shoulder. Lose 1 SKILL and 3 STAMINA points. You grit your teeth and pull the arrow out. The pain is terrible, and you soon see your own blood flowing from the wound. You look up, expecting to see the figure move in to attack you, but fortunately it seems to have fled, presumably to the south. Keeping a wary eye open in case it should reappear, you head off in that direction. Turn to 394.

45

After a short walk, you arrive at yet another junction. Do you want to continue walking north (turn to 390) or would you prefer to take a new path, to the west (turn to 59)?

46

As you start to run, your foot slips on a pile of loose stones. Test Your Luck. If you are Lucky, turn to 209. If you are Unlucky, turn to 239.

47

The ghostly shape approaches. You turn to run, but cannot outpace the creature. It rapidly catches up, and then surrounds you. Its touch icy cold and seems to penetrate right through to your marrow. Deduct 2 STAMINA points. You try to brush the

SPECTRE off, but your hand pass right through its insubstantial form. Do you have a metal gauntlet? If you do, turn to 154. If you do not have this, turn to 433.

48

Add one hour to your Time Elapsed box. You walk north for some distance, until you come to a river flowing from the northeast to the south west- perhaps the water that you heard earlier? The path leads across a ford in the river, to meet another running parallel to the north bank of the river. You decide against following the path to the southwest, since this would lead back towards Mirewater. You therefore take the only other option open to you- to follow the path northeast. Turn to 150.

49

As the Eel dies, you strike out quickly for the opposite bank. You fling yourself back onto dry land, and cough the water up out of your lungs. Once you have recovered from your ordeal, you head off once again to the north. Turn to 317.

50

You remember the Amulet, and start to concentrate on the Dragon. You imagine the Dragon walking back into the tunnel, ignoring the intruder completely. Unfortunately, the Amulet has no effect whatsoever on the Dragon, and you are forced to fight it. Turn to 444.

51

Add one hour to your Time Elapsed box. The path continues for a while, before coming to a junction. As you make your way down the path, you notice a figure plodding along a short distance in front of you. It appears to be tall and thin, and is carrying a lantern high above its head. Its movements are completely silent, as it makes its eerie way through the trees. Abruptly, it stops moving, although it remains facing away from you.

Do you want to?

Walk up to the ghostly figure?

Turn to 66

Stop where you are, and wait for the figure to move on?

Turn to 246

52

You prepare to fight the She-Dwarf. As she realise that you intend to attack her, she pulls a battle-axe out from a carrier on her back, and defends herself.

SHE-DWARF

SKILL 6 STAMINA 3

If you win, turn to 34.

53

As you progress down the path, you notice a thinning of the trees to your right. Looking through the gap, you notice a little stone hut, surrounded by a beautiful garden. Do you wish to walk into this clearing to take a look at the hut (turn to 323). Otherwise, you continue to make your way north (turn to 244).

54

You hand over all of your equipment and let the guard look through them. Do you have any of the following?

Any conventional weapons?

Turn to 274

A roll of parchment?

Turn to 105

A walking stick?

Turn to 381

If you have none of these items, the guard gives you back your possessions and waves you through. Turn to 486.

55

You enter the hut, and look around. There is a vast array of bottles lining all the walls, and across the floor, most of them are either full or nearly so, but there are two huge baskets in one corner that are filled with empty bottles. The air has a wonderful mixture of smells in it- sweet, bitter, pleasant, foul. Sitting at a table, you see a small man dressed completely in green beaming at you. The man is a LEPRECHAUN. "Come in, come in!" he calls pleasantly, "Come to taste one of Jaroth's tipples have you?" You find yourself walking over to the table, where Jaroth pushes three bottles over to you. The first is filled with a red liquid, the second with a blue and the third with a green. "Take your pick!" he says, "One of them will do you a lot of good, and the others will do me a lot of good!" Will you:

Take a swig from the first bottle?

Turn to 169

Try a mouthful from the second?

Turn to 378

Take a cautious sip from the third?

Turn to 12

Decide against drinking anything, and attack Jaroth?

Turn to 459

56

Panicked, you look around the hut, but there is no sign whatsoever of the magician. He must be here somewhere, probably hiding with some new spell. You do not have any means for counteracting that spell, however, and you stand there for some time, waiting for the old Dwarf to reappear, feeling ever more foolish as the minutes pass by. Eventually, you reluctantly realise that, if he is in the room, the king's advisor has decided that you are too great a foe to risk attacking further. You therefore have no option but to leave this hut, and to head towards the exit from the village. Turn to 271.

57

As you take out the horn, you wonder what shape you should take when the Centaur arrives. Which form will you assume?

Your natural form? Turn to 325

A Dwarf? Turn to 446

A Wood Elf? Turn to 152

A Dark Elf? Turn to 31

58

You are astonished that your fight with the animal fails to rouse the rest of the village! Lifting its body, you dump it into the box and replace the lid. Hopefully, none will discover it until you are long gone. You put your head to the third box, but there are no sounds coming from inside, so you open it to see if there is anything of use to you. To your delight, you find that this case contains a variety of items. Much of it is useless to you, such as something, which you assume to be food for the wildcat, but there are some other things, which you may take with you. There is bread and fruit enough for three meals, the skull of some animal- probably a dog, a roll of parchment, and a heavy wooden club. You may take any of these with you, but remember that you cannot carry more than four items or portions of provisions altogether. Once you have made your choices, you decide to head towards the main gate of the village. Turn to 220.

59

Add one hour to your Time Elapsed box. As you are walking along the path, two WILD DOGS bound down the path towards you. The Dogs will attack one at a time.

First WILD DOG

SKILL 4 STAMINA 4

Second WILD DOG

SKILL 4 STAMINA 5

If you win, you may continue on your way. If you are travelling east, turn to 332. If you are travelling west, turn to 479.

60

You walk over to the crafts shop, to be met by a friendly but overweight Dwarf, who spends most of the time talking about nothing in particular. Weighed down by all manner of jewellery and handicraft, he looks as though he is wearing most of his stock himself! You look through his wares, and see nothing that interests you other than a necklace made of blue stones, which you may buy if you wish, at a cost of 6 gold pieces. He claims that the necklace has magical powers, and will protect you against the followers of Sukh. The Dwarf also offers to buy any valuable items that you may have found from you, for which he will give you a fair price. If you have found any items which you have been told are "worth so many gold pieces", you may sell them here for that figure. What will you do now?

Decide that you have done enough here, and leave Stonebridge?

Turn to 143

Go to talk to the She-Dwarf

Turn to 251

Go to see what the children are playing?

Turn to 473

Inspect the wares in a weapons shop?

Turn to 485

Walk over to a stand selling general equipment?

Turn to 159

61

"Blockhead? Well, he would live over there," she says, gesturing to one of the smaller huts nearby, "But I haven't seen him for days. Dunno where he is." You look over at the hut, but is completely shut up, and there are no signs of life inside. You decide against trying that house. You will now either have to enter a hut at random (turn to 228), or decide that you have already spent too long in Mirewater and leave? (Turn to 271).

62

As the Dwarf from Mirewater dies, the two Dwarfs from Stonebridge combine their forces to attack the remaining Dwarf, leaving you to concentrate on Rancibrawn:

Fight against Rancibrawn in the normal manner. The other Dwarf from Mirewater will attack Gillibran each round. Conduct the battle between these two Dwarfs in the ordinary way. However, Bigleg will also attack that Dwarf. Each round, you must also roll for the Attack Strengths of Bigleg and (a second time) for the other Dwarf. If Bigleg's Attack Strength is higher, he will wound the Dwarf for 2 STAMINA points of damage. However, if the Dwarf's Attack Strength is higher, he will not wound Bigleg- instead, he has merely fended off Bigleg's attack.

Now resolve the battle: (STAMINA scores should be carried forward from the previous round)

	SKILL	STAMINA
RANCIBRAWN	13	n/a
BIGLEG	9	n/a
DWARF 1	9	n/a
GILLIBRAN	7	n/a
DWARF 2	8	n/a

If you kill Rancibrawn, turn to 277. If either Bigleg or Gillibran dies, turn to 132. If the remaining Dwarf from Mirewater dies, turn to 352.

63

You take out the Stone of Seeing, and hold it between two hands. It is very cold at first, but quickly starts to warm up, before getting uncomfortably hot. When it becomes unbearably so, you drop it onto the ground. Abruptly, a hoard of tiny figures appears before you. Sprite-like, they are about a foot tall and are held above the ground by pairs of furiously beating transparent wings. They are looking down at the stone with a wary look on their faces. Having lost their invisibility, they do not seem to know what to do next. You wave your fist aggressively at them, and demand that they help you. Suitably cowed, they offer to restore any one of your attributes to its Initial level. Once they have done this, they flee into the trees. Satisfied with the result of that encounter, you continue north. Turn to 269.

64

The path is extremely overgrown, and you need to use some considerable force to push your way through. You persevere, and eventually find yourself blinking in the sunlight, as you step out of Darkwood! The path continues running along the north bank of the river that runs through the Forest, until it reaches a small bridge, where it joins another path. Will you take this path to the north (turn to 217) or the south (turn to 245).

65

The foul creatures lie dead at your feet. Looking around at the contents of the hut, you realise that it is going to take quite some time to conduct a thorough search. Do you want to forget about what treasures the hut might hold, and return to the path outside? (Turn to 278), or would you prefer to spend the time required to sift through the rubbish here? (Turn to 483).

66

As you approach the figure, it suddenly whisks round, and you find yourself staring into a ghastly yellow face. You feel its sunken red eyes boring into your own, and you start to sway on your feet. Have you drunk a Potion of Willpower? If you have, turn to 157. If you have not, turn to 414.

67

As he is about to die, the magician tries one last attempt to live. Abruptly, he turns into a cloud of smoke, and starts drifting slowly over towards the chimney of the hut—apparently, not all of his magic stems from his jewel. You try to catch the cloud, but your paws pass uselessly through it. As they move through the substance, you feel a strange tingling go through you. Do you have a bone-tipped ebony staff? If you do, turn to 310. If you do not have the staff, but have touched it in the past, turn to 195. If you have never seen the staff, turn to 153.

68

The shape gets closer and closer, and then there is a great wave of water as it breaks the surface. You find yourself staring down the throat of a large CROCODILE. During the battle, you will have to reduce your Attack Strength by 1, because you are unused to fighting in water.

CROCODILE
SKILL 8 STAMINA 7

If you win, you swim hurriedly to the far side of the river before any more Crocodiles find you. Turn to 307.

69

You are walking through the forest, thinking about where you are going to spend the night when you hear a deep chanting coming from the trees on your right. You make your way quietly through the trees, and find yourself in a hidden clearing. There is a blazing fire in the centre of the clearing, around which a number of naked men and women are dancing. Each is wearing a facemask and the chanting is coming from a character that seems to be standing in the middle of the fire itself! He is dressed in a long, flowing robe and is wearing the most elaborate mask of all. Despite his position, he does not seem to be affected by the flames at all. Will you:

Prudently walk on down the path?

Turn to 357

Stay to see what happens?

Turn to 216

Charge in on this ceremony?

Turn to 272

70

Whilst the rider is still on horseback, he will have a distinct advantage over you, and you must add 2 to his Attack Strength in each attack round.

MASKED RIDER
SKILL 8 STAMINA 8

When the rider's stamina falls to 3 or less, turn to 215.

71

You take out the chain, and swing it experimentally around. Unfortunately, the Pygmies are not impressed by your actions, and respond to your threat by blowing a new batch of darts at you. Two of them hit you squarely in the chest. Turn to 488.

72

You move towards the main gate, hiding in the shadows wherever you can. The last thing you want to do now is to wake the entire village! As you approach the gate, you catch sight of some large boxes piled up beside one of the huts. They may contain useful items, but you are loath to spend longer in Mirewater than you have to. Is it worth the risk? If you think that searching the boxes is worth the extra danger of lingering here, turn to 139. If you just want to escape from this place as quickly as you can, turn to 220.

73

Add one hour to your Time Elapsed box. The ditch on your left widens and deepens, and you realise that it is not a ditch after all, but the beginning of a tunnel that bores into the earth. You examine the edge of the tunnel, but there are no clues as to what might have made this. If you want to go down the tunnel, you may do so but you will have to crawl through to investigate. If you want to enter the tunnel, turn to 298. If you would rather continue travelling, turn to 351.

74

Just as you are nearing the bottom of the cliff, you complete your transformation and spread your wings. You hover in the air for a moment- long enough to see that the whole floor of the cave here is covered with stalagmites. If you had hit one of those, you would certainly have been killed! Deduct 4 STAMINA points for the transformation, and a further 2 STAMINA points for the bruising of the fall. If you are still alive, you soar back to the ledge ahead. Turn to 481.

75

Add one hour to your Time Elapsed box. You return to the junction, and this time take the other path, heading due east. Turn to 28.

76

Add one hour to your Time Elapsed box. As you walk along the path, you see two eyes staring out of the trees in front of you. They blink once as you approach, and then a terrible shape tears out of the bushes. Standing on two legs, with an red-haired covered body and the head of a wolf, your assailant gives a blood-thirsty howl as it springs towards you. You must fight this WEREWOLF.

WEREWOLF

SKILL 8 STAMINA 8

If you win, turn to 166.

77

The night passes uneventfully, and you wake up in the morning feeling refreshed. Add six hours to your Time Elapsed box, and restore your STAMINA to its Initial level. Now return to the original paragraph that you were on.

78

As you approach the village wall, a stocky guard comes out and blocks your path. "You're not wanted in Mirewater, so leave!" he says bluntly. He seems determined enough not to let you past, whatever you try. You will therefore either have to attack him (turn to 432), or turn around and head back east (turn to 498).

79

With the fearsome creature lying crushed at your feet, you are finally able to inspect the bottle. You pick it up, and notice a label on its side that reads "Potion of Invisibility: 2 doses". It is roughly half empty, so presumably there is just enough left for a single dose. Add 1 LUCK point for this find, and then continue by travelling west. Turn to 51.

80

Add one hour to your Time Elapsed box. You wade through the stream, and continue on your way. As you are walking, you stumble on something in the ground. You look down, and realise that there is a narrow hole there. You try to look down into it, but the angle is bad, and what little light there is soon swallowed up by the holes interior. However, you think you catch sight of something glittering down in the depths.

Will you:

Try to pull out whatever is in the hole?

Turn to 286

Ignore the hole, and continue walking?

Turn to 394

81

What will you try against the Dragon? If you wish to attack it, turn to 444. Otherwise, you may either run out of the cave (turn to 311) or search through your backpack for something else to use (turn to 179).

82

Bitai is dead, and without him, Mirewater will almost certainly become weaker. Rancibrawn will no doubt present his terms to Gillibran for the surrender of Stonebridge, but unfortunately there is now nothing you can do to prevent this from happening. Despite your epic struggle against the first advisor, you will not be able to present yourself at that meeting. You have failed in your quest for total revenge. The only refuge that you have from total despair is that, perhaps with his advisor dead, some of Rancibrawn's subjects will rise up to depose him. That, however, is not how you wanted it to be. Your adventure ends here . . .

83

Deduct 4 STAMINA points. She looks up and greets you as you approach. She is very friendly, and you soon find yourself engaged in conversation. She tells you that she has been sent into the Forest on a quest to kill the evil Arch-mage Arragon. For some years now, this wizard has been attacking any Elf who ventures too close to his home. She knows that he lives around here somewhere, but she has spent all her ammunition getting this far into the Forest, and is unsure whether she should continue to look for him at this time. You ask her how he attacks her friends, and she replies that his preferred means of attack is to turn them into stone or rock. She pulls out a pendant with a green stone in its centre, and explains that it is a magical item, designed to repel his attack.

Do you want to attack her, to try to win this charm? If you do, turn to 266. If you do not wish to fight her, you continue talking for a while, before you decide which way to travel next. Which way will it be? Will you travel west (turn to 206), north (turn to 43) or east (turn to 380).

84

You quickly take off down the path, away from the woman. A few hundred yards down the road, you take a quick look over your shoulder, and see that the woman has stopped coming towards you. In fact, you cannot see her at all anymore. You wait a little while, but there is no sign of her. She must have taken the path west towards Mirewater. Wondering who she could have been, you prepare to continue your journey.

There are two options available. You can either retrace your steps, or walk up the path to the north, keeping Darkwood on your right. (Turn to 376). Alternatively, you can continue travelling down the path to the south. (Turn to 428).

85

You get angry as you realise that the woman has been trying to hypnotise you! You throw the mug to the ground, and allow the liquid to soak into the carpet. Realising that she has no power over you, the WITCH takes the only option available to her—she runs away. She throws something to the ground, and the room is filled with smoke. When the smoke clears, she has vanished.

You flick through the books on the shelf, but they are all unintelligible to you. You do, however, find an ornament made from some green metal, depicting a clenched human fist. The number "140" has been worked into the design. You may take this if you wish. You then hurriedly leave the hut and return to the path before the servant can return. Turn to 244.

86

The Dwarf manages to stop her sobbing, and is able to tell you her story. She tells you that her husband has recently been killed by the king's first advisor for failing in his guard duties. She adds that her husband actually had nothing to do with it, and that the others were to blame. Sensing you have missed the essence of the story, you can do nothing but to offer her your condolences. She seems comforted by your attempts at consoling her, and fetches two mugs of some creamy liquid.

As she sips at her drink, you decide- perhaps wisely- against trying your own, and instead start to ask her a few questions about the inhabitants of the village. It is some quite evident that he despises most of the other Dwarfs living here. As she finishes off her drink, you notice that she is now talking more freely, and it is then that she tells you something of great interest.

The first advisor to the king is a great magician, and maintains his position through fear. Apparently, even the king is afraid to do anything to anger him. All the magician's power, however, comes from a green jewel that he wears about his neck. Without the jewel, the first advisor is still a powerful adversary, but is significantly weaker. Many have tried to take this jewel from him- for the advisor is a much hated man, but all have failed so far. She then states candidly that after what the wizard did to her husband, she wishes that one of those attempts had succeeded. Add 1 LUCK point for learning this information. You then decide to leave the girl. Turn to 430.

87

Add one hour to your Time Elapsed box. As you walk along, you hear the sound of laughter coming from up ahead. Before you can take any action, two figures appear out of the mist. Instantly, the laughter stops as they catch sight of you. The first you recognise immediately as a DWARF. It takes you a moment longer to identify the second as a GNOME. You wonder what could have been amusing enough for the Gnome to be laughing, certainly something unpleasant to the subject of the joke. The Dwarf steps protectively in front of the Gnome, and draws a sturdy battle-axe. Before you know what is happening, he is yelling a battle cry and charging towards you.

DWARF

SKILL 7 STAMINA 6

GNOME

SKILL 6 STAMINA 5

If you win, turn to 450. You may escape by running west down the path, and continuing west at the junction (turn to 290).

88

As you touch the stick, you feel a slight tingling feeling throughout your body. You grasp it firmly, and give it a tug. It comes out of its place easily enough. You turn it over in your hands, and notice a series of strange engravings down its side, but you are unable to make any sense of them. After a while, the tingling feeling fades away, leaving you holding a simple stick. You may take this stick with you if you wish. Whether or not you keep the stick, you should note on your Adventure Sheet that you have handled it. You then continue along the river. Turn to 296.

89

You walk down the tunnel, and emerge into a small room. Inside the room are three Dwarfs. They have been sitting down, but all three get to their feet as you walk in. One of them, you recognise immediately as Bigleg. He looks at you questioningly as you enter, but you don't dare to give him any indication of which you are, in case Rancibrawn picks up on it. Rancibrawn himself is in full battle armour, and has his double-headed battle-axe leaning against a wall behind him. The third Dwarf, a rather elderly but still powerful looking fighter, you take to be Gillibran. Whereas Rancibrawn is clearly delighted with the way that the talk is going, Gillibran just looks extremely tired. As you approach, Rancibrawn greets you.

"Old friend!" he says, "I was wondering where you had got to! Come, sit by my side and we will talk peace with these. . . spineless creatures." You walk slowly over to Rancibrawn. When you get within arm's reach of him, something changes behind his eyes. You will have to decide quickly how to act!

Will you:

Attack him now?

Turn to 441

Sit down, and wait for another opportunity?

Turn to 300

90

You leave Mirewater and head back across the swamp one last time. The sun is high in the sky now- so very different from the night you escaped from the village, and you can now make out details that you were unable to see before. There is essentially only one narrow path through the swamp. Although the path itself is covered in sticky mud and water, this surface is only very shallow. Wherever the path twists and turns, it is surrounded on all sides by much deeper marshland. Somehow, in the dark, you managed to find your way through it all. You shudder as you realise the danger you had unknowingly exposed yourself too.

Add one hour to your Time Elapsed box. The journey through the swamp is mostly uneventful, however just as you are nearing the perimeter, you see an unusual shape moving through the water to your right- it looks like a small mound of earth moving sedately through the mire. Unfortunately, you have been concentrating too much on this spectacle, and miss your footing, landing with a splash in the water just off the path. The mound suddenly swivels round, and you see two eyes peering out of it,

staring straight in your direction. It is then that you realise that you are looking at a MARSH GIANT- presumably he was walking along the bottom of the swamp, and all you could see was the top of his head. He starts splattering quickly towards you, and by the time he is on you, you have barely managed to extricate yourself from the water back onto the path. The giant is huge. Standing well over five meters in height, but thin and spindly. He roars a challenge at you, which you are unable to understand. There is, however, one language that most creatures share. Violence. Turn to 233.

91

The plate is made of gold and is a work of art. It will fetch 35 gold pieces. You now head back towards Darkwood. Turn to 440.

92

Despite his suspicions, your skill is sufficient to convince the guard that you are, indeed, the dwarf that you killed earlier. You chat with him for a while- he seems eager to have someone to talk to- before you continue on your way. Before you leave, he says, "If you're going out tonight, you'd better take this. The swamp can be treacherous at night." He throws you a polished walking stick, which you may take with you if you wish. Bidding him farewell, you pass through the gates of Mirewater, and head out into the night. Turn to 199.

93

You walk up the narrow path into the hills. The going is fairly easy, for there is very little vegetation, and the ground is soft. As you reach the top of a rise, you are able to look out over the landscape. To the east, you can see the great expanse that is Darkwood, stretching out to touch two rivers. You follow one of these rivers with your eyes, and think you can make out the small dot that is Mirewater, far, far away. Due north, some distance away, you can see a huge red-tipped mountain. Perhaps a volcano? And then, to the west, you can see a whole series of small hills, forming a pattern of oversized sand dunes spreading out for as far as you can see. Having seen the view of Allansia, you continue travelling east.

Looking down the hillside to the north, you see a motley collection of huts that look as though they have been built from grass. Do you want to go south to investigate these huts, (turn to 218) or would you rather continue travelling east? (Turn to 363).

94

Add one hour to your Time Elapsed box. The path continues north for a long distance, before eventually coming to a bend in the road. Beside the path, you see a large boulder, beside which is a small bottle. Do you wish to go over pick this bottle up (turn to 499) or would you rather continue round the bend, heading west (turn to 51).

95

Test Your Luck. If you are Lucky, you manage to outrun the monsters, and arrive back at the south junction (turn to 206). If you are Unlucky, they are too swift for you, and you will have no option but to fight them (turn to 281).

96

As you approach the pool, you realise that the melodic sound is actually the tune of some, very small, person singing. You soon find the source of that song. There are two Pixies floating above the pool, supported by a pale-looking cloud. They seem to be singing to a small school of fish, which are circling lazily in the water. The Pixies are engrossed in their song, don't appear to have seen you approaching.

Will you:

Decide to return to the path, and continue along the river? Turn to 163.

Shift into the shape of a Dwarf, (if you can) and approach the pixies? Turn to 340.

Attack the Pixies? Turn to 465.

97

As you consider his offer, you suddenly get a strong impression that this man is willing to give a lot more for the pendant than 25 gold pieces. You turn to the man, and tell him that the pendant is worth a lot more to you than that. He looks surprised, and for a moment you guess that he is considering whether or not to attack you. He obviously decides to play it carefully, however, for he then gives you another offer. "Very well," he says, "I will give you 25 gold pieces and two Fate Stones. These stones let you guide your fate." You decide to accept his offer, and hand over the pendant.

These Fate Stones are a very valuable find. At various points in your adventure, you are required to roll the dice to determine a random outcome. These stones will allow you to choose one of those outcomes, rather than relying on the roll of the die. At any point where you need to use the dice (including battles), you may use one of these stones instead. Each stone may only be used for a single die's roll.

Add 2 LUCK points for meeting this man. Before your eyes, he changes into the form of a Giant Bat, and flies off into the trees. You then continue east. Turn to 210.

98

The door opens, and you find yourself facing a man who is just the wrong side of being middle-aged. He is wearing a long dressing gown and a pair of soft looking slippers- obviously he wasn't planning on travelling anywhere. "You're here at last then. I've been wondering where you got to," he says. You look surprised, since you don't see how he could be expecting you, of all people. He starts to walk up a long winding staircase, and then turns round to speak to you again. "Well don't stand there gawping, follow me!" Rather puzzled by the man's attitude, you follow him meekly up the stairs; this is certainly not what you expected from an evil Wizard!

He gestures for you to sit down in a moth eaten armchair. You start to look around the room when your attention is drawn back to the owner. "I am Yaztromo," he begins,

"and you, no doubt, have come looking to buy magical items. Well here's what I've got." and he slings a slate over to you. "One of each item, everything can only be used once, instructions on the label. Now hurry along, I don't want to waste any time." For a man who claimed that the rest of the world was in a hurry, he certainly doesn't have much time for small talk! You look through the items he has for sale, though, and they certainly look interesting- whoever this Yaztromo is! You may buy any of these items that you wish.

Description	Cost
Potion of Anti-Poison	2 gold pieces
Potion of Fortune	4 gold pieces
Potion of Health	5 gold pieces
Potion of Plant Control	2 gold pieces
Potion of Strength	5 gold pieces
Book of Knowledge	7 gold pieces
Dust of Levitation	3 gold pieces
Garlic Buds	2 gold pieces
Headband of Truth	3 gold pieces
Holy Water	3 gold pieces
Leather Belt of Levitation	2 gold pieces
Magical Key	3 gold pieces
Nose Filters	3 gold pieces
Salt of Dryness	1 gold piece
Stone of Seeing	2 gold pieces

Make any purchases that you require, and pay the appropriate total. Now turn to 236.

99

You peer through a window into the hut. The interior looks filthy and filled with all manner of debris; broken furniture, rotting food, animal bones, crockery- there even appears to be a pile of moth-eaten blankets thrown into one corner. There may well be something of use to you inside this hut, but searching through the rubbish will take some time. Do you want to enter the hut (turn to 243), or would you rather return to the path and continue travelling east? Turn to 278.

100

Night draws near, and as a Shape-Changer, you must find a place to rest. How long has it been since you left Mirewater?

24 hours?

Turn to 407

48 hours?

Turn to 212

72 hours?

Turn to 345

96 hours?
Turn to 38

101

Did you fight the leader in the form of a Dwarf, an Elf or a Human? If you did, turn to 377. If you fought as any other creature, or in your natural form, turn to 263.

102

You flail your arms desperately in an attempt to stay standing, but there is nothing you can do to prevent yourself from falling in the water. Your attempts end with a great "splash" as you plunge into the ice-cold river. The flow of the water carries you a fair distance downstream. Eventually, you are carried to the northern bank, where you emerge gasping and spluttering onto the dry land. Deduct 2 STAMINA points for your ordeal. In the water, you lost hold of some of the equipment you were carrying. You must deduct either one item or 2 gold pieces from your inventory. Once you have regained your composure, you take stock of your surroundings.

Add one hour to your Time Elapsed box. You are on the north bank of a river, standing on a path that leads east west. If you wish to take Provisions here, turn to 268. Otherwise, since the way west takes you even further away from Darkwood, you decide to walk instead to the east, back in the direction you came from. Turn to 350.

103

"You'll be looking for the king then. He's off at the war! You won't find him here now." she cackles. You will now either have to enter a hut at random (turn to 228), or decide that you have already spent too long in Mirewater and start to leave? (Turn to 271).

104

The man stands up, and raises a magic wand above his head; the waistband shines with an inner light. Suddenly, the whole room is filled with a blinding flash, and you hear Arragon cry out in pain. Finally, when the light fades, there is nothing left of the mage other than his purple robe and his conical hat. You look around the hut, and realise that there must be something here of value to you. Do you want to spend the time needed to search this hut thoroughly (turn to 295), or would you prefer to return to the path outside and head north (turn to 51)?

105

"Well, what have we here?" says the guard, opening up the scroll. His face freezes as he reads through the parchment and he shouts a cry of alarm. Apparently whatever is on the scroll has some meaning for him. Two other Dwarfs arrive on the scene immediately, and he quickly shows them the parchment. They take in its details immediately. All three then advance towards you threateningly. You must defend yourself against the original guard first!

DWARF GUARD
SKILL 5 STAMINA 6

If you defeat the first Dwarf, the other two step forward to attack you. The two guards are experienced fighters, and are obviously used to fighting together. Whilst both are still alive, you must add 2 to each of their Attack Strengths. Each attack round, you must fight against the first in the ordinary way. Against the second, you must roll for your Attack Strengths in the normal way. If his Attack Strength is higher, he will wound you for the normal 2 STAMINA points of damage. However, if your Attack Strength is higher, you will not wound him. Rather, you have simply fended off his blow.

	SKILL	STAMINA
First DWARF	6	5
Second DWARF	7	6

If you win, you may reclaim any items that the guard may have taken from you and then turn to 13.

106

No sooner have you slid into the water, than you feel something thick and scaly brush against your body. You try to scramble back onto the bank, but something is coiled around your foot, dragging you back into the water. As you turn back to face this foe, a narrow head rises from the water. Its mouth is filled with tiny pointed teeth, which snap towards you. You have no choice but to fight this GIANT EEL.

GIANT EEL
SKILL 8 STAMINA 8

If you defeat the Eel before the beginning of the sixth attack round, turn to 49. Otherwise, as soon as the sixth attack round starts, turn to 240.

107

You gingerly kick at the skull. Suddenly, there is a flurry of movement, and you see dozens of maggots wriggling violently towards you. Despite their ungainly appearance, they are very fast. Test Your Luck. If you are Lucky, turn to 384. If you are Unlucky, turn to 456.

108

You attack the Black Dragon. Because you are invisible to it, you have a significant advantage and may add 4 to your Attack Strength. Each attack round, in addition to its ordinary attack, the Dragon will exhale a stream of poisonous gas. If you are wearing nose filters, this gas will not harm you. However, if you are not wearing filters, it will damage you for 3 STAMINA points. You may try to use LUCK to avoid the gas if you wish. If you are Lucky, you will avoid the gas for that Attack Round.

BLACK DRAGON
SKILL 13 STAMINA 20

You may escape at any time by turning to 311. If you win, turn to 255.

109

"Ah, but I insist!" she hisses. She stares into your eyes, and you start feeling dizzy. You find yourself agreeing to go into the hut with her, even though every instinct is screaming against it. Turn to 227.

110

You stand triumphantly over the remains of the Golems. You look around for the wizard to see what he will do next, but he seems to have vanished! Do you have a Stone of Seeing? If you do, turn to 335. If you do not, turn to 56.

111

Deduct 4 STAMINA points. As the newcomer approaches, you realise that she is a SHE-DWARF. She has obviously been running for some time, and is clearly nearly exhausted. As she sees you, she slows down, before coming to a complete stop in front of you. She looks at you carefully, then she seems to recognise you. "Friend," she begins, "I come with bad news for Rancibrawn. The eagle that was sent to steal the hammer... it has been lost or killed. Gillibran is talking of sending someone into the Forest to find it. We must return to Mirewater at once. . .". She breaks off and collapses at your feet. She is clearly a Dwarf from Mirewater, and hence one of those who kept you as a pet. Since she is too tired to defend herself, she is at your mercy. Will you finish her off (turn to 34)? Or will you show compassion, and leave her where she lies, continuing your journey? (Turn to 376).

112

You wipe away at the solution, but it takes an age to remove the worst of it. Deduct an additional 4 STAMINA points. If you are still alive, you notice that in the struggle you have lost an item of equipment- choose something to cross off your Adventure Sheet. You then look around to see where you have run. Turn to 297.

113

Before she realises her danger, you lunge at her and quickly break her neck. She dies silently, so there is no danger of having alerted anyone outside the hut. You feel guilty at causing her death, however, and try to justify your actions to yourself- after all, she was one of the Dwarfs who kept you prisoner for years! You search the hut swiftly, and find 3 gold pieces in a saucer on a shelf above the fire and a clay pipe, which you may take with you. You also find a clay mug filled with a creamy looking liquid. Do you want to drink the contents of this mug? If you do, turn to 17. If you do not, turn to 430.

114

Rather than risk an all-out confrontation with such a large group, you placate them by giving them everything you have. Cross everything off your Adventure Sheet, and deduct 3 LUCK points. The Hill Men then roughly shove you out of their settlement, and start to examine their booty. Disheartened, you walk back through the Moonstone Hills and return to the junction at the edge of Darkwood Forest, vowing next time not to be so foolhardy. Turn to 440.

115

As you look at the man, he suddenly changes form into that of a giant bat, and flies off into the branches of the trees. The bat perches there, glaring balefully at you. A little disconcerted by this experience, you continue travelling east. Turn to 210.

116

The Dwarf's eyes fly open, and he whirls round as he senses what you are doing. Shrieking in fury, he jabs at you through the cage with his sword. Within moments, more Dwarfs have appeared, and soon your prison is filled with sharp metal, as the newcomers join in. Unable to effectively defend yourself, you cower in the centre of the cage. Unfortunately, you are not beyond the reach of the Dwarfs there. Blow after blow is landed on you, and the savage Dwarfs quickly destroy your body. Showing no mercy to their pet, they rain attacks on you until you lose the will to struggle further. Your adventure ends here . . .

117

Add one hour to your Time Elapsed box. You sit there talking with Bigleg for some time. He seems an amiable enough old man, but is clearly extremely weighed down by sadness. He tells that for some time now his village has been at war with Mirewater for some time now, and that this whole area is now dangerous to any lone Dwarf. He suggests that you leave the vicinity of Darkwood as soon as you can, and return to wherever you came from. He invites you to join himself and his wife in a meal, which you politely accept. The food is excellent, and you may restore 6 STAMINA points. Once you have finished, you say goodbye to the two friendly Dwarfs and leave the hut. Once outside, you decide that you have spent enough time in Stonebridge, and that is now time to move on. Turn to 143.

118

You hold the amulet in your hand, and concentrate on a picture of the two Bears standing guard over you. To your delight, the Bears take up "guard" positions around you, and you are able to go back to sleep. When you wake up in the morning, the Bears have gone, but you had a good night's sleep. Add six hours to your Time Elapsed box, and restore your STAMINA to its Initial level. You may also add 1 LUCK point. Now turn back to the original paragraph that you came from.

119

As you prepare to fight the Goblins, you feel power surge through your muscles. The pendant you found earlier is actually a Medallion of Might, and in this and every future battle you may add one to your Attack Strength as long as you keep the medallion. You then plunge into the fight against the Goblins. They will attack you one at a time.

First GOBLIN
SKILL 5 STAMINA 5

Second GOBLIN
SKILL 5 STAMINA 6

If you win, turn to 370.

120

As the rider starts his horse moving, he notices the chain that you are carrying. He recognises it instantly, "That belonged to one of my hounds!" he cries. He draws a short sword, and bears down on you. Turn to 70.

121

You take out the Salt, and frantically rub it over the slimy grunge. Instantly, the stuff dries out, and you find yourself covered with a green powder, which rubs off easily. The Leprechaun, however, clearly finds your panic to be of great amusement, for he can barely stay in his chair for laughing. Annoyed at his joke at your expense, will you attack him (turn to 459) or do you see the funny side of the situation (turn to 385)?

122

As you run past the Pygmies, some of them manage to fire their darts at you. Roll one die, and add 1 to the number rolled. This is the number of darts that are on-target. For each of the darts that is on-target, you will need to use the speed and agility of the animal that you have turned into to try to avoid the dart. Roll two dice. If the total is less than or equal to the creature's SKILL score, then you have successfully evaded the first dart. However, if the total is more than the SKILL score, the dart hits you. Repeat this process for each of the darts that is on-target. If all the darts miss you, turn to 32. If you are hit by just one dart, turn to 280. If two or more darts strike, turn to 488.

123

You fasten the belt around your waist, and feel your feet lift the ground. You will yourself forward, and begin moving slowly across the water. From this height, you

can see dark shapes moving below the surface of the water. Perhaps it was just as well that you chose to float across! You approach the other bank, and land lightly on the dusty ground. Turn to 307.

124

Add two hours to your Time Elapsed box. You walk along the path for some time, before finally finding yourself at a crossroads at the northern point of Darkwood Forest. The way south leads into the forest, and you decide against taking this path. This leaves you with three other options. You can either take a path that leads off to the west, but gradually bends around the forest to the left, so that in time it will be taking you south west. (Turn to 333). Opposite that path is one leading away to the east, again leading around the outside the trees (turn to 25). Your third option is to travel due north, up a little path which leads through some fields, and soon crosses over the river by means of a stone bridge. (Turn to 254).

125

As you kill the fourth man, you see that your newly found friend has had similar success. Although he has had a nasty blow to the head, at least five of your opponents are lying dead at his feet. The remaining Hill Men have decided that the fight is not going their way, and are now engaged in running off into the hills as fast as they can, along with their women and children. You breathe a sigh of relief, and turn around to talk to your comrade-in-arms.

The man is in remarkably good humour- apparently he is an adventurer by choice, and enjoys "a good fight". You talk to him for a while, and he says that he is on his way to Firetop Mountain, where he hopes to gain great treasure by killing the evil Warlock who lives there. You search through the grass huts together, and find 24 gold pieces (which you share evenly between you), a variety of small dead animals, and a motley collection of weapons consisting of stone axes, short knives and bows. There are also a number of animal skins lying around, and you notice a great bear fur draped over the entrance to the largest hut- probably that of the dad leader. If you wish to take this fur with you, it is very heavy and you will not be able to take any of the weapons. If you do not want the fur, you may take any three of the Wild Men's primitive arsenal.

The knight asks you if you want to join him to Firetop- he could do with a partner. You walk with him north for a little while, but then when you get to the junction, you tell him that you cannot continue travelling with him. You would not be able to maintain this shape for much longer. He looks disappointed, but bids you farewell and heads off to the north. You may add 1 LUCK point for meeting this man when you most needed him. Add one hour to your Time Elapsed box.

Which way will you travel now?

East, Turn to 363

West, back to Darkwood? Turn to 440

126

You take a sip of the liquid, but nothing seems to happen. If you wish, you may drink the rest of the phial. (If you do this, make a note on your Adventure Sheet to the effect that you have drunk all of the liquid). If you do not want to drink the remainder of the phial, you must leave it behind. Either way, you take the gold pieces and the backpack, and then continue travelling east. Turn to 299.

127

The scorpion's is powerful indeed, and you feel yourself growing weaker. You are barely able to stand when you see two ORCS walking down the path towards you. They shout to each other as they see you, and charge forward to attack.

In your weakened state, you will not be able to Shift your shape, and so will have to fight in your natural form. In addition to this, you will have to reduce your Attack Strength by three. Both Orcs will attack at the same time, and you must decide which of them you will fight at the beginning of each attack round. Against this Orc, you will fight in the ordinary manner. Against the second, however, you must roll for your Attack Strengths in the normal way. If its Attack Strength is higher, it will damage you for 2 STAMINA points. If your Attack Strength is higher you will not have wounded it- you have merely fended off its attack. Now resolve your battle.

	SKILL	STAMINA
First ORC	6	6
Second ORC	7	6

If you win, turn to 346.

128

The shield is made out of solid gold, and is too heavy for use in battle- is is purely ornamental. It is worth 40 gold pieces. You now head back towards Darkwood. Turn to 440.

129

"Mostly Dwarfs." she says unhelpfully, and then adds, "Anyone in particular?" If you know the names of any Dwarfs who live in Mirewater, you may ask the old woman where they live. Do this by consider the letters of their name, in the form A=1, B=2, ... Z=26. Add all the letters of their name together, and turn to the relevant paragraph. Alternatively, you may try inventing a name:

Red-Eyes - Turn to 403

Thunderhead - Turn to 248

Strong-Arm - Turn to 454

130

Prepare to battle this foul creature!

GHOUL

SKILL 9 STAMINA 7

If you win, turn to 475.

131

You find nothing of interest other than 2 gold pieces and some metal wire, which you may take if you wish. Then, deciding that you have spent enough time in this dingy hovel, you return to the path outside. Turn to 278.

132

Rancibrawn gives a great cry of triumph as his enemy dies. You turn round to see what has happened, and just as you take in the image, you feel steel cut into your neck as Rancibrawn takes the opportunity to swing his axe into your neck. Blood spurts out onto the table, and you collapse into a heap on the floor. Unable to help further, you watch as the Dwarfs of Mirewater systematically crush the last hope for Stonebridge.

Your adventure ends here . . .

133

The Dwarf manages to stop her sobbing, and is able to tell you her story. You listen with horror as you learn that on the morning after your escape, when the village discovered that you had left in the night, the king's first advisor had called together all of the Dwarfs that had been on guard duty that night. Furious at having lost his prize pet, the advisor had ordered the execution of all of them. The girl's husband had been one of these men, even though he had been patrolling the swamp outside the village, and had not been involved in guarding the animal directly.

You feel a sharp stab of guilt as she tells you the story, since the "prize pet" she refers to is almost certainly yourself. You hurriedly make your excuses and leave the hut. Lose 1 LUCK point, and turn to 430.

134

You chase after the man, and catch up with him just as he is reaching the huts. He has clearly been shouting to the rest of his people, however, because by the time you arrive there is a whole band of them waiting for you. You estimate that there are at least ten men wielding weapons, not to mention the women and children. Perhaps you have taken on more than you can cope with. Will you try to placate them by offering

them some item of equipment (turn to 11) or would you rather throw caution to the wind, and rush into battle? (Turn to 405).

135

You gently lower yourself into the water and start to move towards the mound. However, as soon as you are within a few meters of the construction, you notice some dark shapes stream out from the mound, racing towards you. You will have no chance at outrunning the first creature, so instead you stand your ground and ready yourself for combat.

As the first of these shapes comes closer, it rears out of the water and you get your first view of it. It is a small, scaly creature covered in dark blotches. There is a bony ridge running all the way down its back to a short, stubby tail. It slashes at you with its sharp claws. The creature is a MUDCLAW, a small amphibious pack hunter. You will have to defeat it quickly, as the others are approaching rapidly.

MUDCLAW

SKILL 4 STAMINA 4

As soon as the battle enters the third attack round, you must turn to 302. If you defeat the Mudclaw in just two attack rounds, turn to 418.

136

The HUNTER grimaces as you come forward to attack him, but is ready to fight.

HUNTER

SKILL 9 STAMINA 11

If you win, turn to 382.

137

You change your shape into that of a tall Elf. Have you shifted into the form of a Dark-Elf (turn to 78) or a Wood-Elf? (Turn to 364).

138

You take out the bottle, but feel it immediately grabbed from your hand. You here it smash against a tree in the distance. Something slaps you hard against the face (deduct 1 STAMINA point), and you here a voice say "Naughty, naughty. Play our way. You feel the creatures pushing you in the back, urging you to continue walking north. Deciding that you have no option but to comply, you reluctantly press on. Turn to 200.

139

Cautiously, you dart over to the boxes. You carefully lift the lid of the first one, and peer into the dark. It seems to be empty, so you move swiftly on to the second. As you lift the lid, there is a flash of dark fur, and a pair of bright eyes jumps at you from the blackness. You jump back, just as a WILDCAT clambers over the edge of the box. Hissing as it sees you, it makes a dart for your leg. You are forced to fight!

WILDCAT **SKILL 5 STAMINA 5**

You may escape after you have inflicted your first hit on the cat (do not forget the penalty for doing this) by racing towards the main gate of the village, and turning to 220.

If you win, turn to 58.

140

You scoop some of the water into your clawed hands, and lift it up to your mouth. The liquid tastes very pure, and is most refreshing. Restore 2 STAMINA points. When you have finished drinking, you wade into the water, and make for the other bank. Turn to 275.

141

As you put the hands into place, you hear a great creaking sound coming from one of the walls. A crack of light appears, which slowly widens into a passage. From the tunnel, you can hear the sound of Dwarfs' voices! Realising that this must be where the meeting between Gillibran and Rancibrawn is taking place, you Shift into the form of Bitai (deduct 4 STAMINA points) and quickly enter the tunnel. Turn to 89.

142

You walk over to the old woman. She is surrounded by all manner of cooking implements and various food types- mostly meats, bread and fruit. She looks up at you as you approach, and then asks in a cracked voice, "Can I help young man?" Will you ask her if she will sell you some of the food (turn to 3), or will you ask if she can tell you who lives in the various huts? (Turn to 129).

143

Add one hour to your Time Elapsed box. You leave Stonebridge, and cross back over the river. You may now either take a path to the east (turn to 25) or a path to the west (turn to 333).

144

As you start to move away from the snake's hole, you start to feel giddy- the snake's venom is starting to affect you! Have you drunk an entire phial of red liquid? If so, turn to 189. If you have not, turn to 447.

145

You take out the Potion and drink its contents quickly, before the SPIT PLANTS can attack again. Immediately, their attacks on you stop and you are able to get back to your feet. Now docile, you are able to look more closely around your erstwhile opponents. Surrounding the base of each plant are the remains of what you take to be previous victims of the plants. There is a large number of bones from various species, as well as some more interesting artefacts. As you move closer to the plants, you notice that they are starting to move slightly- the Potion is wearing off! You will have to be quick to get anything. You rush up to the plants, and make a grab at the treasures. Seeing the flowers starting to point in your direction again, you race north up the path. When you are far enough away to be safe, you inspect what you found. Roll one die to see what you picked up:

Roll of	Item
1	6 gold pieces
2	10 gold pieces
3	Elven Bow
4	Ogre's tooth
5	Bronze Plate
6	Goblin bones

You then continue along the path until you get to another clearing. Turn to 297.

146

Half way through the night, a wandering creature wakes you. Jumping to your feet, you fight to the death. Roll one die to see what you have encountered.

	Roll of	SKILL	STAMINA
MAN-ORC	1	8	7
OGRE	2	8	11
KRELL	3	7	6
HARPY	4	6	6
SNATTACAT	5	7	10
GARK	6	9	12

If you win, you go back to sleep and wake up in the morning. Add six hours to your Time Elapsed box, and restore 4 STAMINA points. Now return to the original paragraph that you came from.

147

Add one hour to your Time Elapsed box. You search the hut for some time, but don't find anything other than dry bones and broken pottery. Do you want to continue your search? If so, turn to 265. If you think you have already wasted enough time here, you return to the path outside. Turn to 278.

148

You sleep soundly through the night, but when you wake up you discover that some of your possessions have been stolen while you were resting. You must deduct either 2 items of equipment, or 10 gold pieces. Your STAMINA can be restored to its Initial level, but you must add six hours to your Time Elapsed box. Now return to the original paragraph that you came from.

149

As you walk through the crooked trees, you notice three pairs of eyes appear in the dimness in front of you. A terrible growling quickly follows them and one of the creature's steps into a shaft of light coming through the branches. It is the shape of a dog, but is much, much larger than any dog you have seen previously. Covered in jet-black hair, with huge fangs, it stalks towards you. These animals are DEATH DOGS. Will you:

Attack the animals?

Turn to 281

Use an Amulet of Beast Command?

Turn to 495

Take out a blood-covered bone?

Turn to 14

Flee back south?

Turn to 95

150

You are walking northeast, with a river flowing on your right, and a great stretch of grass- the edge of the great Pagan Plains- on your left. Suddenly, out of the long grass, you see two large animals tearing towards you. At first, you take them to be wolves. As they get closer, however, you realise that they are too thin for that, and have very short coats. These are in fact WOLFHOUSES- a cross between a dog and a wolf. You are obviously their next target, so you prepare yourself for a difficult fight.

Both Wolfhounds will attack at the same time, and you must decide which of them you will fight at the beginning of each attack round. Against this Wolfhound, you will fight in the ordinary manner. Against the second, however, you must roll for your Attack Strengths in the normal way. If its Attack Strength is higher, it will damage you for 2 STAMINA points. If your Attack Strength is higher you will not have wounded it- you have merely fended off its attack. Now resolve your battle.

	SKILL	STAMINA
First WOLFHOUND	7	6
Second WOLFHOUND	7	7

If you win, turn to 366.

151

The gas billows around you, this time catching you dead centre. You try to avoid breathing in the gas, but are unable to stop yourself from inhaling a lungful. You immediately feel extremely sick. Deduct 5 STAMINA points and 1 SKILL point. Whilst you are in this cave, you will also have to deduct 2 from your Attack Strength in any battle. Now turn to 81.

152

Deduct 4 STAMINA points. You raise the horn to your mouth, and give one long blast. The Centaur veers off, and starts galloping towards you. His belly just brushes over the tops of the grass stalks as he runs, and you are quite taken by the sight. As he approaches, he hails you. Turn to 242.

153

The cloud continues to drift towards the chimney. You watch helplessly as the wizard escapes outside. You change back into the shape of the Dwarf, and slowly open the door to leave the hut. Defeated, you head back towards the main gate. Turn to 271.

154

Abruptly, the thing around you releases its hold, and begins floating off into the trees. You notice with surprise that the gauntlet is floating off with it! You consider giving chase for a moment, before realising that you have no way to combat the Spectre. Resigning yourself to your loss, you continue north up the path. Turn to 206.

155

Before you can react, the snare pulls tight around your ankle, and you are pulled off your feet. As you fall to the ground, the pile of blankets in the corner bursts into life. Three strange creatures dash out- they have the torsos of humans, but the heads of tails of huge rats. Their bodies are entirely covered by a thin layer of dark fur, and you realise that you have entered the nest of three RAT-MEN. They advance

menacingly on your vulnerable position. Desperately, you try to free your leg from the trap, but it is too tight. You will have to act quickly. Will you:

Shift into the shape of a rat, to escape from the snare?

Turn to 19

Try to fight in this vulnerable position?

Turn to 308

156

You quickly pull the phial out of your backpack and gulp its contents down. You cannot feel anything, so presumably the potion had the desired effect. You toss the empty phial away, and continue travelling east. Turn to 205.

157

With a start, you realise that the PHANTOM is trying to paralyse you. You shut your eyes firmly to dispel its hypnotic stare, and then open them again. The creature is still there, staring at you. Do you have a silver dagger? If have found this item, turn to 4. If you have not found it, turn to 192.

158

Before the guard gets a good look, you shift into the form of the Dwarf who was guarding your cage. Deduct 4 STAMINA points. The gate guard steps out of the shadows, his spear raised. He looks surprised when he sees you. "I thought you were guarding the animals tonight," he says, "What are you doing leaving the village?" You start to mutter something about him being mistaken; your animal duty was last night, when he starts looking at you suspiciously. "You look different," he starts, "What have you done to yourself?". Roll one die and add two. If the result is more than your SHIFTING skill, the guard recognises you for what you are, and you will have to fight him. You will not have time to shift shape again before the battle, and will have to fight as the dwarf (turn to 15). If the result is less than or equal to your SHIFTING skill, turn to 92.

159

There are a number of items for sale, which you may buy if you wish:

Item	Cost
Backpack	5 gold pieces
Rope	2 gold pieces
Leather Gloves	3 gold pieces
Metal Wire	1 gold piece
Ceramic Vase	1 gold piece
Healing herbs	1 gold piece
Grappling Iron	8 gold pieces
Provisions	2 gold pieces / portion
Empty bottle	1 gold piece

Hunting Horn 4 gold pieces

You make the necessary transactions, and then decide what to do next. Will you:
Decide that you have done enough here, and leave Stonebridge?
Turn to 143

Go to talk to the She-Dwarf
Turn to 251

Go to see what the children are playing?
Turn to 473

Inspect the wares in a weapons shop?
Turn to 485

See if there is anything interesting in a crafts shop?
Turn to 60

160

You sit down to eat your meal (restore the usual 4 STAMINA points). As you are sitting there, just opposite you, you notice a little hut hidden behind a large pile of rocks. Do you want to go to investigate this hut? If you do, turn to 493. If you would rather continue north instead, turn to 51.

161

You slip the pendant over your head, and wait to see what- if anything- happens. You are disappointed, however, as there doesn't seem to be any magical effect whatsoever- it would seem that the pendant is nothing more than an item of jewellery. If you want to try on the other pendant instead, then you must remove this one (and discard it) first, and then turn to 8. If you would like to keep this pendant on, then you may do so. You then leave the hut and return to the path. Turn to 278.

162

As you walk, you feel a prickling between your shoulder blades. Danger! You continue walking, but very slowly, when you hear a deep voice whispering in your ear.

Will we hurt you bad?
Will we hurt you slow?
Will we drive you mad?
Well, you soon will know.
Can you fight us back?
We don't think so.
For we, my friend, are the CHINNERMITES

At the look of surprise on your face, your unseen enemy lets out a cackle of glee, and you feel tiny hands start pushing you around. You start to feel angry at whatever these Chinnermites are. Will you:

Continue walking without turning round?
Turn to 200

Turn round to challenge this creature or creatures?
Turn to 7

Use an item of equipment?
Turn to 464

163

Add one hour to your Time Elapsed box. As you continue, you notice that you are starting to be able to make out more details in the landscape- the light is improving, so it must be nearly daybreak! Throughout the night, you have been walking along the southern edge of a great expanse of grass. For as far as you can see, the landscape is completely desolate. It is most fortunate that you have stayed close to the river rather than trying to travel north through those plains!

A short while later, you come across something, which is most puzzling. In the centre of the path, stuck into the ground, you see a dark ebony staff, tipped with bone. Quite what the staff is doing there is quite beyond you. It could be a trap of some sort. Will you decide against touching this staff, and continue your travel to the northeast? (Turn to 296). If you think that the staff might be too valuable to miss, you will have to try pulling it out of the ground (Turn to 88).

164

You find yourself at another junction. Do you want to continue walking north (turn to 336) or would you prefer to take a path that leads east? (Turn to 59).

165

You walk into a patch of ground that is free from the grass. In its precise centre is a large pond. You walk over to the pond, and peer into it. There are no plants or weeds of any type, but towards the bottom you can see a number of fish covered in light blue scales. The floor of the pond is covered with a whole variety of bones, amongst which you can see a wide silver bracelet. As you stand looking into the depths, the fish seem to take an interest in you. It is then that you notice that their mouths are filled with tiny, sharp teeth. Perhaps they are not so harmless as they look! If you want to try to get the bracelet, you judge that it is just within reach, but this would mean exposing yourself to the fish (turn to 305). Alternatively, perhaps you know, and can still play, the Fish Song (turn to 396)? Otherwise, you will have to ignore the bracelet and leave via an exit to the east (turn to 234) or to the west (turn to 477).

166

You search the remains of the Werewolf's loathes quickly, but find nothing of interest. Did the Werewolf wound you in the battle? If it did, turn to 365. If it did not, you travel north- the only path available other than the one that you came by. Turn to 221.

167

Add two hours to your Time Elapsed box. When you come round, you find that you have been taken to another part of the forest. You hurriedly look through your possessions. If you had a Book of Knowledge that you bought from Yaztromo, that has been taken, otherwise your equipment is intact. There are three paths leading from this junction. You decide not to take the south path, but may either travel west (turn to 59) or north (turn to 390).

168

You may add one LUCK point for succeeding in disposing of the guard without him raising the alarm. In one of the dwarf's pockets, you find a single gold piece and a wooden whistle. There is also a polished wooden walking stick leaning against a post. You may take any of these with you if you wish (remembering that you cannot carry more than 4 items altogether). You leave exit via the main gate, and out into the swamp outside of Mirewater's gates. Turn to 199.

169

You pour some of the liquid into your mouth and swallow. As you do so, you notice the look of glee on Jaroth's face. You try to spit the liquid out, but it is too late. Your throat feels as though it is on fire as the liquid passes down it, and you double over with pain as it hits your stomach. For some time, you writhe about on the floor in agony as your insides burn. Throughout this time, Jaroth has been rocking about on his chair in laughter, and starts laughing even harder at the look of fury on your face as you stand up. "Why did you drink pure Fire Water"? he says, tears streaming down his sides. "It has that effect on most people- and creatures!" Deduct 4 STAMINA, 1 SKILL and 1 LUCK point for the damage you have received. As the Leprechaun bursts into another fit of giggles, will you attack him (turn to 459), or will you force a laugh and join in (turn to 385)?

170

These potions can be used at any time, and will restore half of any STAMINA or LUCK points that you have lost. Now turn to 2.

171

You manage to fall to one side, the arrow narrowly missing your ear. The figure in front of you cries with anger as its shot misses, and it draws a sword to attack you. As it runs in your direction, its hood falls back, and you realise that you are facing a DARK ELF. You quickly clamber to your feet to defend yourself.

DARK ELF
SKILL 8 STAMINA 7

If you win, turn to 337.

172

You quickly rub the ring on your hand, and the bolt of lightning bounces harmlessly off an invisible wall. A great crack appears in the ring's stone, and you realise that you cannot use it again. Stunned at your ability to defend yourself, the Druid who attacked you takes a step back, and then another, before running off into the trees. The rest follow suit, melting away into the night. You are soon left all alone in the clearing. Taking the opportunity to search the artefacts they left behind, you find a sacrificial knife and a long armet fashioned in the design of a snake. You may take either of these with you if you wish. You then return to the path, and continue along it to find somewhere to sleep for the night. Turn to 357.

173

You walk over to Strong-Arm's hut. You are surprised to hear a loud, strained voice coming from within. You knock on the door, but there is no response - perhaps the occupant can't hear you? You decide to open the door and walk in.

The interior of the hut is filled with various objects- most of them heavy. In the centre of the room, a huge bare-chested man appears to be trying to lift a massive boulder, without much success. As you walk in, he stops his efforts and says, "Come in! Come in! Anyone is welcome here. My name is Quin. Not that I get many guests . . . the Dwarfs are kind enough to let me stay here, but leave me well alone most of the time. Perhaps they are wary of my great feats of strength?" He pauses a while, and then adds, "Would you like to try this one?" Do you want to try to lift the boulder? If you do, turn to 344. If you do not, turn to 289.

174

Remembering the scroll, you take it out and pass it to Bigleg. He glances at the runes, and then looks back up to you. "Friend," he says, "This is the proof that I have been looking for. May I keep this?" Since the scroll isn't of any use to you, you agree to let him have it. You then ask if you can provide him with information in return, he agrees to tell you what he knows.

King Gillibran has agreed to meet with Rancibrawn in a cave system in the part of the Moonstone Hills, which is inside Darkwood Forest- he shows you on the map where he means. He is to accompany Gillibran, and Mirewater's first advisor, Bitai, is to go with his own king. No one else is allowed to go to the meeting, for the Dwarfs are going there to agree the terms of Stonebridge's surrender, not make further war. Without the war-hammer, Gillibran can no longer muster his people for battle.

You talk over your plans with Bigleg. Despite the agreement, Rancibrawn is almost certain to bring along some of his best fighters, and your chances of getting close enough to him to attack him are very slight. However, if you were to go in the form of Bitai, Rancibrawn would not suspect anything. Bitai is likely to remain in Mirewater for as long as he can, for he is rarely seen outside the village walls. You stand up eagerly, for now you have a plan, but Bigleg holds you back. "Bitai is an extremely powerful wizard. Make sure you have prepared well for a battle against him. And do not let word of this reach Gillibran's ears. I do not want him to know that I have been involved in a plot to assassinate his enemy!" You thanks Bigleg, and turn to leave the hut. As you do so, you hear the Dwarf call out, "One last thing. The caves are filled with hoards of tiny Gremlins. Although small, you cannot hope to fight your way through them all, but they are easily bribed with models of human hands. They seem to carry some religious significance. Good luck, my friend. I hope to see you again in Darkwood!" Turn to 143.

175

You carefully lower your arm into the hole again, but are relieved to find that you are not attacked a second time. However, although you reach into the hole until you can feel its end, there is nothing at all of interest to you. Perhaps the glittering you saw earlier was moonlight shining off the creature's scales. Disconsolate, you stand up, and start off again on your travels. Lose one LUCK point, and turn to 144.

176

Add one hour to your Time Elapsed box. You continue walking until you arrive at a junction. At the junction, you look north and can see shafts of sunlight through the trees. The end of Darkwood! You decide to ignore the new path, and instead head north. As you walk, you can sense the evil of Darkwood fading behind you. As you continue, you can suddenly sense a threat in front of you. On your guard, you walk forward cautiously.

Standing in front of you, you can see a group of roughly dressed men. Each has a knife thrust into their belts, and a second in their hands. In the background, you can see a similarly dressed woman clutching a small child. Your attention, however, is drawn to the man who is now striding towards you. He hooks his thumbs into his belt, and says, "Well . . . this is a strange sight, for sure! Well, no matter. See that kid over there? I have to feed it you see. . . and we aren't got any money. Could you spare me a couple of gold pieces, or. . . uh. . . we're gonna have to take them from you." The other men chuckle as he says this.

Will you:

Give the Bandit 2 gold pieces?
Turn to 408

Refuse, and attack him?
Turn to 497

177

Add two hours to your Time Elapsed box. You travel in a roughly southerly direction until you reach the southernmost tip of Darkwood Forest. You remember from your time among the Dwarfs of Mirewater that there is a tower here, in which an evil wizard lives. It might be best to avoid him if you can help it. You look around, and see the tower set a short distance off the path- a well-constructed stone affair that winds up into the sky. If you wish to walk up to the front door of the tower, turn to 330. If you prefer not to get any closer to the tower, there are three paths that you can take. The first will take you due west, but you can see that it bends round to the right, following the edge of the Forest. If you want to take this route, turn to 245. A similar path leads off to the east, this time bending around to the left. To take this option, turn to 496. Finally, another path leads due north, into Darkwood Forest itself. If you are ready to go into the Forest, turn to 359.

178

Turn to 318.

179

What will you try?
An Amulet of Beast Command?
Turn to 50

A Potion of Invisibility?
Turn to 288

If you don't have either of these, you will now have to fight the Dragon as it is now almost upon you. Turn to 444.

180

Deduct 4 STAMINA points. You make your way through the undergrowth, but the cries still sound a long way off. Concentrating on the plants, you nearly fall into the same trap yourself! You stop just before a great pit in the ground. Looking into the pit, you can see a man at the bottom. He looks up at you and waves eagerly. He doesn't appear to be injured, but cannot get out because of the depth and shape of the hole. Do you have a rope? If you do, turn to 417. If you do not, turn to 312.

181

You set off west down the path. The scenery changes from the edge of a forest, to grassy hills, to swamp land. The journey passes uneventfully- you may stop for a meal along the way if you want. Eventually, you arrive back outside the village of Mirewater. A shudder runs down your spine as you see the place again. Add four hours to your Time Elapsed box. Entering the village in your natural form would clearly be a mistake- the Dwarfs here know you too well already. Obviously, you will have to retain the shape throughout your visit to the village, and this could be extremely wearing, so you will have to try to stay within the village for as short a time

as possible. Remember, if you choose to shift your shape here, you will have to deduct 4 STAMINA points. Will you:

Enter the village in the form of a Dwarf from Mirewater?
Turn to 30

Enter the village as a Dwarf you have killed elsewhere?
Turn to 306

Choose to enter the village as an Elf?
Turn to 137

Forget about Mirewater, and travel back east?
Turn to 498

182

As the as the figure flies towards you, you remember what the man said the ring could do, and you take it out hurriedly, pointing it towards the ghostly shape. When it comes to within five metres or so, it gives out a howl of pain, and rapidly fades away. Surprised at this easy victory, you head of again to the north. You may add 1 LUCK point for having this ring. Now turn to 206.

183

You seize the opportunity to attack the Dwarf. You are forced to fight in your natural form, since you haven't learned any other shapes yet, however you will have an advantage in the first two attack rounds, as he is still only semi-aware; you may deduct 2 from his attack strength for these two rounds only. Now resolve your battle.

DWARF
SKILL 7 STAMINA 5

If you win, do not forget that you may try to learn the Dwarf's form, and then turn to 273.

184

You go through the Orcs' clothes, and find a portion of Provisions and a hard lump of mouldy looking cheese, as well as 3 gold pieces and a cloth bag. The bag, unfortunately, is empty. You may also take the Great Orc's morning star if you wish. You then area and continue north. Turn to 237.

185

You start to claw the wizard as he lies beneath you, but with each strike at him, you feel a deep pain in your own back. You quickly stop, as you realise that the wizard has used yet another spell, this time to repel any attack that you make on him, back on yourself. As this realisation hits you, the wizard glares triumphantly into your eyes. "Well, kitty," he goads, "what can you do to me now?" He pushes you off with a

strength that belies his frail body, and then raises his arms a second time for the final assault. Caught in a shape in which you cannot readily use items, there is nothing you can do except for attack with tooth and claw. Desperately, you launch yourself at the wizard, but by now it is too late.

His spell tears into your body, ripping open your furry coat. You lie there gasping in pain and sheer exhaustion, unable to do anything else at all. The magician comes forward to gloat over you as you slowly revert to your natural form. "Another Shape-Changer slain by my hand." he says. He picks up the skull of the other, and holds it to your face. Perhaps this is even the head of your mother," he says, "After all, you look as though you're about the right age. We found her in Darkwood many years ago . . ."

Your eyes glaze over as life leaves your body. The wizard proved too strong for you in the end. Your adventure ends here . . .

186

The Snake begins to crush your ribcage. It starts squeezing the air out of you. If you (not the shape, if any, that you are currently in) have at least 5 STAMINA points, you take the only option available. You Shift your shape into that of a bird, and fly free from its grasp. (Deduct 4 STAMINA points). You fly off to the north, away from the Snake. Turn to 329. If you do not have enough STAMINA, you have no means of escaping from the creatures, and you are slowly crushed to death . . .

187

He stares closely at you, but appears to believe what you have said. You talk with the man for a short time, and learn that he is a great friend of the Dwarfs of Stonebridge. Apparently they performed some great service for him in the past, and he considers himself to be forever in their debt. He then adds that ever since Gillibran's warhammer was stolen, he has been scouring Darkwood Forest for it whilst on his hunting trips- without much success so far. The man is clearly in a hurry to be away, though, as he is uneasy about letting his hounds get too far away from him. Do you have a metal chain with you? If you do, turn to 36. If you do not, turn to 322.

188

As you start to run away from the remaining Hill Man, you feel a sharp pain in your back. You put a hand round to see what it is, and discover a short arrow protruding from your shoulder, blood seeping from the wound. Deduct 4 STAMINA points. You quickly see the source of the arrow- there was a third man up above you! He is now dancing around with joy at hitting you, but the other is mourning over the death of his comrade. Either way, both seem to have forgotten about you for now, and you manage to crawl away back up the hill away from the men. You decide that these hills are too dangerous, and you return to the junction beside the edge of Darkwood Forest. Turn to 440.

189

The giddiness fades quickly, and you realise that you must have drunk a Potion of Anti-Poison earlier. This potion will work for one more time only. After your head has cleared, you proceed down the path. Turn to 394.

190

You take out the headband, and probe the mind of the man in front of you, after all-perhaps he is exaggerating his claim for power. A smile appears over the mage's face as you read that he is, indeed, capable of what he claims. "You see?" he says, "Do not underestimate my powers. Now give me what I demand!" Will you choose to attack him (turn to 404) or agree to pay him what he demands (turn to 26).

191

You charge towards the Pygmies just as three more darts fly towards you. Will any of these hit? You must Test Your Luck once for each of these three darts. For each dart, if you are Lucky the dart misses you. If you are Unlucky, the dart hits its mark. If all three darts miss you, turn to 256. If one or more darts strikes you, you must turn to 467.

192

Despite the Potion, the creature's gaze is extremely powerful, and you slowly feel yourself being caught by it again. This time, there is to be no escape. Turn to 414.

193

"I'm sure this is the stick Blockhead said he gave this to a stranger," muses the guard to himself. "Perhaps it's a different stick then . . ." You breathe a sigh of relief as he puts the stick to one side, and looks through your other equipment. Do you have either any conventional weapons (turn to 274) or a scroll of parchment (turn to 105)? If you have neither of these, the guard gives you back your possessions and waves you through. Turn to 486.

194

As you place the crown over your head, you feel an agonising pain. You try to lift it off, but it seems to have embedded itself in your skull, and you are unable to move it. This is going to restrict your ability to Shift your form, and you must deduct 2 from your Shifting skill. Lose 1 LUCK point. In great pain, you continue north. Turn to 329.

195

You recognise the tingling feeling as being similar to that which you felt when you grasped the staff. Although interesting, this information is of no help to you now. Turn to 153.

196

Add one hour to your Time Elapsed box. You sit in the chair, and take out some food to eat. However, as you sit there munching away, you notice a very strange thing happening. You start feeling weaker and weaker despite the food! You collapse out of the chair, and lie there panting on the ground for a while. Deduct 4 STAMINA points. (Don't forget to cross off one portion of provisions). When you have recovered, you take the sign off the chair and break it in half, throwing the pieces into the trees. Someone has a very sick mind. You then leave the clearing by walking north. Turn to 474.

197

You decide to face whoever is approaching in your natural form. You do not have long to wait, as a cloaked rider on a white horse comes into view. On seeing you, he comes to a full stop a few metres away. He is wearing a facemask, but his eyes are visible above it. Although he doesn't say anything, you can sense his curiosity. He has clearly never seen anything like you before. You can see no anger or hatred in his eyes, but there is a strong aura of blood and killing about him. Finally, he starts to speak. "Well, what have we here? I've never seen the likes of this before. And how did it get past my hounds?" Will you attack the masked rider (turn to 70), or will you try to engage him in conversation? (Turn to 392).

198

Which form will you choose?

A Dwarf from Mirewater?

Turn to 111

A Dark Elf?

Turn to 247

A Goblin?

Turn to 386

If you know none of these shapes, you may either stay to meet the woman in your original form (turn to 355), or run south down the path to try to avoid her altogether (turn to 84).

199

You leave Mirewater behind you, and walk off into the swamp. After all these years, you are finally out into the open country. Add one hour to your Time Elapsed box. In another 23 hours time, you will need to rest- that will be the end of your first day.

You know that Darkwood forest is to the east of Mirewater, so you start trudging through the swamp in that direction. Pools of water, marsh reeds and holes filled with thick, sticky mud, surround you. Progress is slow, and you are soon feeling rather fatigued, since you are unused to such exercise. Since there is no light, other than that of the moon, it is difficult to make out features in front of you. Are you using a walking stick? If so, turn to 326. If you do not have a walking stick, turn to 40.

200

You continue north, trying to maintain your temper as you are pushed and shoved around. After about five minutes, the Chinnermites seem to tire of this game, and they go away, leaving you in peace. However, during their game, two items were taken from you, so you must cross off any two items from your Adventure Sheet. If you do not have two items, you must lose any gold pieces that you have instead. Deduct 1 LUCK point. You then continue north. Turn to 269.

201

You apologise, but your gruff Dwarven voice is not suited to singing. The Pixies chirp their condolences, but then start to sing again. You wait by the pool listening to them play, and watch as they ask the fish to perform various tasks, and swim in patterns through the water. When you tire of the show, you bid the Pixies farewell and return to the river, where you again set off northeast. Turn to 163.

202

You put the hands into place, but nothing happens. Turn to 283.

203

The Dragon is a huge creature, and changing form to that of the Dragon will be extremely draining, using 8 points of STAMINA rather than the usual 4. In addition to that, you may only use that form once in the adventure, so choose your time wisely. You now leave the cave to inspect your treasure. Turn to 22.

204

As you walk down the steps, the sounds from below get louder and louder. Strangely, though, you can only hear the voice of one of the combatants. From the shrieking it is making, you guess it to be an Orc or a Goblin. The identity of the other remains a mystery until you reach the bottom of the stairs. You are in a small square room, lit only by a lantern in one corner. In front of you is a large stone sarcophagus, open, around which are fighting two creatures.

The first is, as you expected, a Goblin. Although fighting bravely, it is clearly taking the worst of the blows, since the creature it is fighting is far more fearsome.

This creature seems to be an old man. However, his skin is white with disease, and his eyes are sightless. Ragged clothes are hanging off its body, and you realise that you are looking at an undead creature- a GHOUL. Just then, the Ghoul makes a final swipe at the Goblin, finishing off the smaller creature, and it falls lifeless into the far corner.

To your horror, the Ghoul then turns to face you.

What will you do?

Race back up the staircase?
Turn to 334

Prepare to fight this creature?
Turn to 130

205

The remainder of your walk back to Darkwood passes uneventfully. By the time you arrive at the T-Junction, it has started to get dark. It has got darker still whilst you journey south to the river, and then east into Darkwood itself. When the dense undergrowth once again surrounds you, the moon is high in the sky. Add two hours to your Time Elapsed box.

The forest feels different somehow tonight. Although it is completely silent, with no signs of life whatsoever, there is an almost tangible cloud of expectancy hanging around the trees. Or perhaps it is just you. You think again about what Bigleg told you. The meeting between the two kings is due to be held within a cave system in the Moonstone Hills. You therefore need to travel to the east side of the Forest.

As you walk through the trees, you get the distinct impression that something is watching you. You try to look out of the corner of your eye to see what is spying on you, without alerting it to your presence, but can see nothing. Perhaps you are just getting nervous, you really ought to relax! Then you see it. Right at the bottom of the bush some way up the path, a pair of red eyes is glaring at you balefully. They blink once, and you get the impression that the owner of the eyes has realised that you are now aware of it. With a smooth scuttling motion, it bursts out of the bush to stand in front of you. It is obviously reptilian, although it stands on its two hind legs like any humanoid. It has a wide mouth ringed with many rows of sharp teeth, and a line of sharp spines running all the way down its back. It uses a thick, powerful tail for extra balance. You realise with a shock that you are looking at another SHAPE-CHANGER, the first live specimen of your own species that you have seen in years. Turn to 374.

206

Add one hour to your Time Elapsed box. You find yourself at a crossroads. You decide against taking the path to the south. This leaves you with three options. You can either take a new path to the north (turn to 149), a path to the east (turn to 371) or a very narrow path to the west (turn to 64). The path to the west looks as though it will lead you out of Darkwood.

207

The Rat-Men attack one at a time.

SKILL STAMINA

First RAT-MAN	4	5
Second RAT-MAN	5	5
Third RAT-MAN	5	6

You may escape at any time after you have killed the first Rat-Man, by running out of the hut and back onto the path. (Turn to 278). If you win, turn to 65.

208

You walk down the path, but after a short distance find that the trees in front of you grow too densely together for you to be able to make any further progress. As you are about to return to the junction however, you notice a small red glow coming from three separate patches of the ground. Do you want to investigate these? If you do, turn to 398. If you would rather return to the junction you have just left, this time heading north, turn to 491.

209

You manage to regain your footing without falling over, and scurry away back up the hillside. You manage to outpace the Hill Men, and arrive back at the junction. You decide against further exploration of the Moonstone Hills for now, since the Hill Men might reappear at any time, so you choose to head back west towards Darkwood Forest. Turn to 440.

210

You find yourself at a junction. The path to the south leads back towards the river, so you decide ahead to continue further into the forest by taking a path to the north. Turn to 380.

211

Your feet slip and slide in the mud as you try to escape past the creature in front of you. Fortunately, it seems satisfied that you are leaving its territory, and it makes no move to stop you. You are relieved to hear its moaning die away behind you. Gathering yourself together, you continue your journey east towards Darkwood. Turn to 413.

212

Which part of Allansia are you in?

The Swamps around Mirewater?
Turn to 388

Inside Darkwood, south of Catfish River?
Turn to 435

Inside Darkwood, north of Catfish River?
Turn to 77

In the Moonstone Hills?
Turn to 42

Elsewhere?
Turn to 148

213

You walk north. As you make your way along the path, you notice a large hollow log on your right. Do you want to stop for Provisions here? If you do, turn to 160. If you would rather continue your journey, turn to 51.

214

You quickly jam the stick against the previous rock in a desperate attempt to stop yourself from falling backwards. For a moment, it gives you enough leverage to enable you to start to push yourself upright, but then, to your horror; it starts to slip sideways on the rock's surface. Test Your Luck. If you are Lucky, the stick catches in a small depression in the stone, and you are able to regain your balance. (Turn to 23). If you are Unlucky, the stick goes skidding across the surface, before losing contact with the stone altogether. (Turn to 102).

215

Realising he is losing the battle, the rider digs his heels into the horse's flanks, and accelerates away from you quickly. There is nothing you can do to continue the battle, so you have to resign yourself to letting him get away. You then continue travelling alongside the river. Turn to 437.

216

You stay to watch for a while. The ceremony progresses for some time, with the dancing getting wilder and wilder. The dancers then take out some sacrificial knives, and begin mutilating themselves. As the chanting reaches a crescendo, there is a sudden blaze of light as the figure standing in the fire bursts into flame, and incinerates immediately. In his place is a truly horrific sight. A huge black creature, well over three metres tall with gigantic horns steps out of the fire. Yellow vapours pour out of its mouth as it breathes. You try to run off down the path, but you find you are unable to move your legs. You look on in terror as the HELL DEMON saunters over to you, and proceed to casually pull your body to pieces with its great claws. Your adventure ends here . . .

217

Add two hours to your Time Elapsed box. You are at a junction, by the edge of Darkwood Forest. Which way will you travel next?

North?
Turn to 333

South?
Turn to 428

West? (This route will eventually take you back to Mirewater)
Turn to 181

218

As you walk down towards the huts, you hear an excited jabbering coming from somewhere above you on your left. You look up just in time to see two unkempt men with long men and ragged hair. They are bounding down the hillside towards you, and will arrive at any time. Do you want to retreat back north away from these WILD HILL MEN? If so, turn to 46. If you would rather stay to fight them, turn to 353.

219

You put the hands into place, but nothing happens. Turn to 283.

220

Just as you reach the gate, you hear a voice challenge you from the shadows. "Who goes there?" the gruff voice demands. "Identify yourself!" You will have to act quickly! You may:

Try to quickly dash out of the gate?
Turn to 361

Turn to attack this guard?
Turn to 15

Shift into the shape of a Dwarf (if you can already do this) and try to bluff your way out?
Turn to 158

221

You arrive at a junction. Will you take a new path to the east (turn to 327) or continue walking north? (Turn to 45).

222

Recognising that you are a Dwarf from this very village- possibly one of the guards own friends- and a Dwarf who, presumably, was found dead on the morning after your escape, he gives a yell of alarm. Two other Dwarfs arrive on the scene immediately, and all three rush forward to attack you. You must defend yourself against the original guard first!

DWARF GUARD
SKILL 5 STAMINA 6

If you defeat the first Dwarf, the other two step forward to attack you. The two guards are experienced fighters, and are obviously used to fighting together. Whilst both are still alive, you must add 2 to each of their Attack Strengths. Each attack round, you must fight against the first in the ordinary way. Against the second, you must roll for your Attack Strengths in the normal way. If his Attack Strength is higher, he will wound you for the normal 2 STAMINA points of damage. However, if your Attack Strength is higher, you will not wound him. Rather, you have simply fended off his blow.

	SKILL	STAMINA
First DWARF	6	5
Second DWARF	7	6

If you win, turn to 13.

223

Add one hour to your Time Elapsed box. You have been walking through the woods for some time when you come across a hut, half submerged by vines and creepers in the undergrowth to your left. It is made from logs clearly taken from the trees of Darkwood, since their twisted shapes create an unnerving illusion of life in the walls of the hut. You can almost believe that the hut is reaching out towards you, inviting you in. If you wish to enter this hut, turn to 55. If you would rather continue north, turn to 429.

224

Add one hour to your Time Elapsed box. You start to tell your story cautiously, watching the old Dwarf's face carefully. You tell him about your escape from Mirewater, your journey through the swamp, and about the forthcoming meeting between the two kings. Bigleg's face flickers with interest as you say this last part, but otherwise he remains impassive throughout. You cannot tell whether he just disbelieves your story, or whether it is just of little interest to him. He asks you why Rancibrawn kept you "as a pet" for so long, and it is then that you realise that he still thinks you are a Dwarf. Taking the plunge, you explain to him that you are not a Dwarf at all, but a Shape Changer. To demonstrate this, you revert to your normal form.

Bigleg jumps up, and draws a short sword from his belt. You sit there, waiting for the shock to pass away. Seeing you do not intend to attack him, he sits down again, somewhat calmer. He runs his hand through his long beard. "Interesting . . . a Shapechanger . . . and you say you seek revenge on Rancibrawn?" You nod. He calls to his wife to bring you both some food. She comes in with a plateful of steaming meats, which she promptly drops on the floor when she sees you.

Once his wife has recovered, and you have a plate of excellent food in front of you (restore 6 STAMINA points), Bigleg tells you his side of the story. Gillibran had a magical war-hammer, which he used in any battle that Stonebridge fought in. This hammer could be thrown at an enemy, who was killed instantly. The hammer then returned to the wielder. Because of this hammer, Stonebridge's enemies hadn't dare to fight them for many, many years, and Stonebridge had prospered. About a week ago, an eagle had entered the village at night, stealing the hammer away. Bigleg is fairly sure that the king of Mirewater sent the eagle, but has no proof. Unfortunately, no one has seen the hammer since, and its fate is unknown.

Do you have a scroll with the word "Eagle" written on it? If you do, you should know what to do now. If you do not have a scroll, turn to 369.

225

The scorpion brings its sting down, and punctures the back of your hand. You try to pull it off, but the creature is holding on hard. It flexes and pulses as it injects its venom into you. Eventually, you manage to wrench it free, and you sling it off into the trees. Have you drunk the entire contents of a red phial? If you have, turn to 431. If you do not, but if you have a Potion of Anti-Poison, turn to 37. If you have neither of these, turn to 127.

226

As the sun rises in the east, you can make out a line of trees in the distance- that must be Darkwood Forest! Although you were only tiny when you were last in Darkwood, the sight of the trees causes something to stir in your heart. Home . . .

A short distance from the path, you notice a small stone hut to the south. The path leading up to the hut is overgrown with various weeds and creeper plants, and you cannot see any sign of life inside. Perhaps the hut is deserted. Will you:

Go to investigate the hut?
Turn to 99

Ignore the building, and journey on to Darkwood?
Turn to 278

227

You follow her obediently into the hut. She claps her hands together, and a young man comes in with a tray carrying two mugs of a red liquid. He passes one to each of you, and then leaves the room. The woman's attention is diverted to the drink for a moment, and you take the opportunity to look around. The room is empty apart from some simple furniture, and a shelf above the fireplace. The shelf contains half a dozen books and a few scrolls of parchment. "Do you like my place?" asks the woman sweetly. A shiver runs down your spine. You look back at her, and find your eyes locked into hers. "Drink up! It's good for you." she commands. Have you drunk a Potion of Willpower? If you have, turn to 85. If you have not, turn to 314.

228

Picking a hut at random, you enter confidently. You find yourself in a small, but neat and well-ordered home. There is a faint smell of rose petals lingering in the air. In one corner is a rough wooden table, at which a young She-Dwarf is sitting. She had her head in her hands as you entered, and as she looks at you, you can see that she has been crying. You look round quickly, but there is no one else in the hut.

Do you want to?

Attack her?

Turn to 113

Sit down at the table and talk to her?

Turn to 409

229

You walk into a luxurious room, decorated with many fine works of art and thick, plush carpets. On the far wall are a number of shelves, on which have been placed a fair number of different books. Below these books is an intricately carved wooden table, at which sits an old man. He is dressed in purple robes, and is wearing a conical hat that rises for about two feet. His face is cruel and arrogant, and as you step into the room he challenges you. "I am working stranger, and you have disturbed me. You must learn the price for intruding into the house of others, and so must pay reparations. Give me either 10 gold pieces, or three items of equipment for this most wondrous collection, or I will use my power to turn you into stone." You sense extreme danger from this man, and will have to be careful over how you respond to him. Will you:

Attack this man?

Turn to 404

Agree to pay him his demands?

Turn to 26

Look in your backpack for something else to use?

Turn to 356

230

You are woken in the middle of the night by a stabbing pain in your leg. You look down to find a TARANTULA has embedded its fangs into your calf. You kick it off, and stamp on it killing it immediately. Unfortunately, it has injected a mild poison into you, and you must deduct 1 STAMINA point for each hour that passes, unless you have a Potion of Anti-Poison. If you have such a potion, you may take it now, in which case you will suffer no penalty for this attack.

You go back to sleep, and wake up in the morning refreshed. You may restore your STAMINA to its Initial level, but must deduct 3 STAMINA points for the last three

hours if you are still suffering from the poison. Add six hours to your Time Elapsed box. Now return to the paragraph that you originally came from.

231

As you progress along the path, the river you are walking beside changes direction, so it is now flowing from northeast to southwest. As you walk, you see a small pool of water off the main path, about 50 yards to the north. There is a faint shimmering across its surface. You can also hear a soft, melodic sound. Do you wish to go and investigate this? If so, turn to 96. If you would rather ignore this altogether, you continue travelling northeast. Turn to 163.

232

The Gremlins swarm towards you, stabbing you with their small blades. You put up a valiant fight against them, but in the end their numbers are just too great. You feel yourself being cut to ribbons under the onslaught, and your struggles get weaker and weaker as you bleed to death. Your adventure ends here . . .

233

The Giant is a powerful adversary, and has the additional advantage of extremely long arms with which he will try to hold you underwater long enough to drown you. If the Giant wins an attack round, you must firstly deduct 3, rather than the usual 2 STAMINA points of damage because of his great strength. In addition to this, he will also try to grab hold of you and drag you into the water. Roll two dice. If the result is more than his SKILL score, you have managed to evade his attempt to catch you, and you may progress to the next attack round. However, if the result is equal to or less than his SKILL score then he has succeeded in dragging you into the water, and you must see if you manage to escape his grip before you drown. Roll two dice again. If their total is equal to or less than your own SKILL, you manage to slip out of his grip, and may start the next attack round. However, if the result is more than your SKILL, you must immediately turn to 399.

MARSH GIANT **SKILL 10 STAMINA 10**

If you win, turn to 10.

234

The path meets another coming from the south. You decide to ignore this path, and instead to take a left hand turn, taking you north. Turn to 427.

235

You put your arm between the bars, and concentrate on extending your reach. Slowly, the muscles start to bulge, and change shape, becoming longer and thinner. There is an audible crack as the bones inside start to stretch. The tips of your fingers brush against the Dwarf's armour, and you can feel the cracks in the leather. He obviously

doesn't look after his equipment, which probably explains why he is left on guard duty, rather than fighting in the war itself. You draw your arm back a little, to allow yourself sufficient reach to grasp the keys firmly. When you are ready, you seize their hard metal, and raise them gently.

As you lift the keys, one of them catches on the Dwarf's armour. You are forced to tug them away, and as you do so, you hear the Dwarf give a snort, as he begins to regain awareness. You freeze, desperately hoping that you have not woken him. If you have, it is unlikely that you will be able to escape from the cage before he raises the alarm. Will he wake up? Test Your Luck. If you are Lucky, turn to 292. If you are Unlucky, turn to 116.

236

You are about to say goodbye to Yaztromo when he says, "And perhaps you have something I might like. . .?" You pause for a moment and think. Do you have four Berries of Fortune? If you do, turn to 476. If you do not have the berries, or do not have all four left, turn to 349.

237

The path that you are on emerges from the forest, and you find yourself walking through thick grass, out in the open. Some distance to the north, you can see the edge of a great river. As you make your way towards it, you come upon a junction, and may either continue north (turn to 461) or take a new path east (turn to 165).

238

You stop short in your tracks- you can hear the sound of hooves galloping nearby. Perhaps the owner of the Wolfhounds? You must decide whether you will stand and face whoever is approaching, or whether you will hide in the long grass. Will you:

Hide in the grass?

Turn to 451

Stand your ground, maintaining your natural form?

Turn to 197

Shift into the form of a Dwarf to wait?

Turn to 342

239

You lose your balance, and fall over, hitting your head against the stones. Lose 2 STAMINA points. You quickly jump to your feet, but by now it is too late to escape from the Wild Hill Men, and you are forced to fight. Turn to 353.

240

Throughout the fight, the Eel has been dragging you deeper and deeper into the water. Suddenly, you feel yourself being swept off your feet, and you find yourself completely submerged. You try to head for the surface, but the Eel is holding you firmly underwater. You struggle in vain against it, for in its element it is at an advantage. As the last of the air flees your lungs, you wonder if perhaps the bridge would have been the safer option.

Your adventure ends here . . .

241

As you leave the hut, you realise that you barely have enough time to head back towards the caves in Darkwood Forest where Rancibrawn is due to meet Gillibran. If you fail to get to the meeting before it starts, then your struggle so far will be in vain. In a great hurry, you leave Mirewater (collecting any weapons- if any- that you left with the guard). Turn to 90.

242

You greet the Centaur. He seems quite young, but is clearly dressed for battle- he is clad in full armour. You feel relieved that he seems to be friendly! He has a gentle voice, however, which he enjoys using. You ask him about what lies on the other side of the river, and he tells you that that is a dangerous place- filled with evil spirits, ghouls and demons. He adds that everyone expects him to want to fight such creatures, but really all he wants to do is to relax and gather a little gold. He explains that with the current war between the Dwarfs, he has had little time for relaxing! As you are about to leave, he takes out a waistband made from coarse rope, into which a number of green crystals have been tied. "Take this," he says, "It will protect you from some of the evils ahead. And drink only Jaroth's blue liquid." You thank him for the gift and advice as he races off to the east. You then continue down the hill. Turn to 270.

243

The door to the hut is extremely stiff, but you manage to force it open with some effort. As you enter the room, you hear a whipping noise coming from the floor, and look down just in time to see a wire snare tightening rapidly around your ankle. Test Your Luck. If you are Lucky, turn to 422. If you are Unlucky, turn to 155.

244

Add one hour to your Time Elapsed box. As you are walking along, you notice a large tree trunk with a hole in it. You peer inside the hole, but cannot see anything- it is too dark. You tap the trunk experimentally, and discover that it is hollow for some way down. Do you want to put your arm into the trunk to see if there is anything of interest in it (turn to 391)? If you do not, you continue north up the path (turn to 35).

245

Add two hours to your Time Elapsed box. You have been walking for some time, and are starting to feel rather fatigued. You may stop here for Provisions if you wish. When you are ready to go on, you must decide whether to take the path to the north (turn to 428) or the path to the south, which bends round to the south-east (turn to 177).

246

Add one hour to your Time Elapsed box. You stand there staring at the figure's back for about an hour, before deciding that it isn't going anywhere. Reluctantly, you find yourself having to approach it, rather than wasting even more time by retracing your steps. Turn to 66.

247

Deduct 4 STAMINA points. As the woman approaches, you are able to make out that she is a SHE-DWARF. You deduce that she has been running hard for some time, and is now very tired. As she sees you, she stops running, and approaches warily. "Elf," she says, "I am on an important mission. Let me pass, and do not try to stop me." Will you:

Do as she says?
Turn to 406

Decide that this is a fight that you cannot lose, and attack?
Turn to 52

248

"Thunderhead?" she asks, "He left the village years ago with that Tyris woman. Never seen him since. Wonder what happened to him . . . Youngsters!" You will now either have to enter a hut at random (turn to 228), or decide that you have already spent too long in Mirewater and start to leave? (Turn to 271).

249

The vile creature lies dead at your feet. Around its neck, you find a gold pendant emblazoned with a skull which you may take if you wish, but you decline to try it on. You try to go back to sleep, but your dreams are filled with the image of the creature, and you are unable to get any rest at all. You set off in the morning feeling drained. Add six hours to your Time Elapsed box. Now return to your original paragraph.

250

You take a sip of the water, and feel somewhat invigorated. You take a second sip, and then a third. By the time you have satiated your thirst, you feel much stronger.

You have found some water with magical healing powers. You may restore half of any missing STAMINA points, and add 1 LUCK point. Also, if you have been poisoned or cursed in any way, you have been cleansed of that affliction. You realise that the carvings on the side of the pedestal were not a reflection of what the water would do to you, but what the water could heal! With a bounce in your step, you leave the clearing by a path to the north. Turn to 164.

251

As you make your way towards the She-Dwarf, she gives a little cry of alarm. Immediately, a hardy-looking male Dwarf comes out from one of the houses, and places his arm comfortingly around her shoulders. Judging by the look on his face, these people are very wary of strange Dwarfs in their village, so you back off. The last thing you need at this time is to start a fight. Will you:

Decide that you have done enough here, and leave Stonebridge?

Turn to 143

Go to see what the children are playing?

Turn to 473

Inspect the wares in a weapons shop?

Turn to 485

See if there is anything interesting in a crafts shop?

Turn to 60

Walk over to a stand selling general equipment?

Turn to 159

252

As the Wraiths die, their bodies lose their forms, and revert back to the slimy pools that they once were. Thankful to have survived this encounter, you gather yourself together, and prepare to continue your journey east, towards Darkwood. Turn to 413.

253

You slide down the slope, spinning over and over as you go. You desperately try to regain control of yourself, but are unable to get your bearings as you roll. You hit the bottom of the tunnel with a great thump! Just as you are beginning to think that your plummet is over, you feel the ground beneath you crumbling, and you plunge headlong over a precipice. As you fall down, you realise that your only hope is to change into the form of a bird and halt your fall, but because of your disorientation, the Shift will be significantly harder than normal. Roll 3 dice. If the total is less than your Shifting skill, turn to 74. If the total is equal to or more than your Shifting skill, turn to 402.

254

You walk over the little bridge, and find yourself heading into a Dwarven settlement. There is a sign on the bridge, which reads, aptly enough, "Stonebridge", and you realise that you have found the village of Mirewater's enemies. There is a group of extremely old men sitting on a bench talking together, and you realise that in your natural form you aren't exactly going to be popular in the village! Do you have the ability to change into a Dwarf? If you do, turn to 18. If you do not, you will not be able to enter Stonebridge at this time, and will have to return to the junction. There, you may either take the path to the west (turn to 333) or the path to the east (turn to 25).

255

Triumphantly, you stand over its huge carcass. You may add 2 LUCK points for your victory. You walk down the tunnel and round the corner to enter its lair. You find yourself in a large cave with no further passages leading off. Of most interest to you however is the great variety of treasures. Looking through the piles of precious jewels and metals, certain items stand out. A winged helmet, a golden shield, a shining sword, a huge plate set with rubies. These items are heavy, though, and you may only take one of them with you. If you do not want to take any of these, you may alternatively take 30 gold pieces from the trove. Did you successfully gain the ability to change into the form of the Dragon? If you did, turn to 203. Otherwise, you then leave the cave to inspect your treasure in the sunlight. Turn to 22.

256

Add 1 LUCK point for dodging the darts. Before the Pygmies can fire any more darts at you, you are amongst them, slashing away at their small forms.

You will fight each pair of Pygmies in turn. Both Pygmies in the pair will fight at the same time. You must decide which of the two you wish to attack, and will fight that Pygmy in the ordinary manner. Against the second, you will roll for your Attack Strengths in the normal way. If his Attack Strength is higher, he will wound you for 2 STAMINA points. However, if your Attack Strength is higher, you will not wound it—you have merely fended off his blow.

	SKILL	STAMINA
First pair:		
PYGMY A	5	5
PYGMY B	5	6
Second Pair:		
PYGMY A	4	6
PYGMY B	5	7
Third Pair:		
PYGMY A	6	5

PYGMY B	6	6
PYGMY CHIEFTAIN	7	8

If you win, turn to 21.

257

You step into the freezing water, and start to make your way towards the other side. As soon as you set off, you feel something brush against your leg. You quickly draw your leg away, and ready yourself to fight whatever is attacking you, just to discover that it was nothing more harmless than a river weed! Relieved, you continue across.

When you are about half way, you notice a dark shape heading straight towards you. You doubt that you would have time to traverse the remainder of the water, but you may try if you wish (turn to 16). If you prefer to hold your ground, and fight against this shape, turn to 68.

258

You manage to reach over with your right hand and rub the ring on your left. Immediately, the pain in your head dissipates, and you stop shaking. Having regained control of yourself, you get back to your feet. The old Dwarf looks stunned at your recovery. "So, you think yourself powerful enough to defeat me, do you? Let us see how you fare against a CREATURE GOLEM then!" He brings his hands together over a pile of animal remains, and you look on in terror as the various bits come together, forming a huge mass roughly humanoid in figure, and standing about two and a half meters tall. The wizard points in your direction, and the diabolical creation lumbers towards you. This will be an incredibly difficult fight indeed.

CREATURE GOLEM **SKILL 11 STAMINA 16**

Since the Creature Golem is composed of various parts of other animals, landing a strike on it will not cause it damage in the normal way. Instead, the first hit on the Golem will split it into two, roughly equal masses, each with a will of their own. You will then find yourself fighting two Golems, both with SKILL equal to 10, but each will only have a STAMINA score equal to half of its "parent" (i.e. they will each have a STAMINA of 8). This process will continue, so that as you hit this new pair, each will create a new pair of Golems with a STAMINA of 4, and a SKILL one less than their "parent's", and so on. Each round, you will roll for your Attack Strengths once against any Golems that are present- fortunately, the creature is slow enough for you to be able to fight multiple enemies at the same time. You will only be able to "kill" a part of this Golem when you successfully strike a Golem of STAMINA 2.

If you win, turn to 110.

259

"You're not coming in then. Simple as that." He says. Will you relent and hand over your equipment? (Turn to 54). If you still refuse to let him go through your items, you will either have to attack him (turn to 432), or you will have to leave Mirewater altogether, and head back east towards Darkwood Forest (turn to 498).

260

You change direction, to the north. Presently, you find yourself standing on the south bank of a fast flowing river. You doubt that you could cross the river at this point, so you walk along the bank, heading upstream to the east. You do not have far to walk, however, as you soon come across a possible way across the water. There is a line of large, well rounded but rather slippery looking rocks spanning the river. You judge that you could manoeuvre from one stone to another, but if you were to miss your footing you would certainly be carried some distance downstream. Will you attempt to make the crossing? (Turn to 379). If you prefer to avoid this method, you have no option but to return to the junction and take the path to the east instead (turn to 75).

261

Rather than risking trying to walk through the dangerous insects, you decide to take the prudent option. You Shift into the form of an owl, and soar above the army of marauding insects. Deduct 4 STAMINA points. You fly silently above the grass for some time until you can no longer see movement, and then alight on the ground, where you revert to your natural form. From here, you walk down to the river. Turn to 293.

262

As you strike your final blow, your opponent reverts to his original form. Battered and bruised, bleeding from many different places, he is a most sorry sight indeed. The red in his eyes fades as he beckons you to come closer. Throwing caution to the wind, you lean in to what he has to say. The message is simple. "Good luck on your . . . quest . . . brother." he gasps, as he breathes his final. Devastated at causing the death of a fellow Shape Changer, you run off to the east, crashing through branches and tearing through bushes as you go, showing little care for what or who you might come across. However, your attitude or determination apparently keeps other creatures at bay, and you are left in peace to make your way through the forest.

Add two hours to your Time Elapsed box. By the time you finally slow down, you realise that you have made it right across to the eastern side of Darkwood, where the Forest meets the Moonstone Hills. Recovering yourself, you take stock of your surroundings, and discover that you are only a short distance from the cave system that Bigleg referred you to. You swiftly travel the short distance to the tunnel mouth, which is disconcertingly quiet. However, this is both the place and the time, so presumably the two kings are either inside already, or will be arriving soon. Putting

the death of the Shape Changer to the back of your mind, you enter the caves and prepare yourself for the final battle. Turn to 400.

263

The men are enraged at the death of their chief, and rush forward to attack you simultaneously. Against such a rapid, concerted attack there is little you can do to defend yourself, and you are quickly battered to death by the persistent blows.

Your adventure ends here . . .

264

As you touch the hilt of the sword to inspect it, you feel a terrible jolt run up your arm, and your movements feel sluggish. You drop the sword hurriedly, but the damage has already been done. The sword has been cursed, and you must deduct 1 from your Attack Strength in all future battles, unless you find some means for removing this curse. Lose 1 LUCK and 2 STAMINA points. You leave the sword behind, and return west towards Darkwood. Turn to 440.

265

Add one hour to your Time Elapsed box. Roll one die. If you roll a 1 or a 2, turn to 178. If you roll a 3 or a 4, turn to 442. If you roll a 5 or a 6, turn to 131.

266

She lets out a shrill cry as you launch yourself at her.

WOOD ELF

SKILL 7 STAMINA 7

If you win, turn to 375.

267

As you start to speak, the man relaxes. He seems quite willing to talk rather than fight. As you talk, you may take Provisions if you wish, but if you do so you will have to share them with the man (restoring only 2 STAMINA points, rather than the usual 4). He tells you that he is a Hunter, trapping wild animals in the forest. He is attracted to Darkwood by the variety of life here- animal, as well as monsters, but that it is dangerous enough without encouraging fighting. The trap he had left here was intended for one of the bears that live in this corner of the woods, but so far he has been unsuccessful. Do you have a bear fur? If you do, you may offer to sell or trade it with the hunter (turn to 412). If you do not have a fur, you continue to talk to him for a while, and then continue travelling north (turn to 73).

268

You sit down to eat your meal. Restore 4 STAMINA points. Do you have a scroll of parchment with you? If you do, turn to 389. Otherwise, once you have finished your food, you stand up and continue on your way. Turn to 350.

269

Add one hour to your Time Elapsed box. You arrive at a bend in the path. There is a fallen tree here, on which you may stop for Provisions if you wish. You then continue in the new direction- west. Turn to 76.

270

You walk down the hill until you get to a junction in the path. You may either take a new route west (turn to 165), or continue through the long grass down to the river (turn to 427).

271

Add one hour to your Time Elapsed box. You leave Mirewater, collecting the weapons (if any) that you left with the guard as you leave. You then start your journey east across the marsh back towards Darkwood. Turn to 498.

272

You charge in on the ceremony. Immediately, all the DRUIDS stop their dance, and look in your direction. The Druid in the fire steps out,, and by his body language you can tell that he is furious about the interruption. He raises his hand, and a great bolt of lightning sparks in your direction. You have the ability to create a magical barrier, you may do so now. If you do not know how to create a magical barrier, turn to 423.

273

As your claws rake through the Dwarf's body for the final time, you look around furtively to see if the commotion has attracted the attention of any other villagers. Everything is quiet, however. You quickly search the Dwarf's clothing, and find some bread and meat (useful for one meal- add this to your provisions) and a few other items of interest; a leather pouch, a short dagger and 2 gold pieces. You may take these with you if you wish. Then, leaving the body behind, you stealthily move towards the main gate. Turn to 72.

274

"Well you're not going in with that for a start! Who knows what trouble you want to cause" exclaims the guard. He takes the weapon or weapons. "You can have it back when you leave, but I'll keep it until then." You will not be allowed into the village with that (those) item(s), but when you leave the village- assuming you make it out alive, you will be able to reclaim the weapon from the dwarf. He then looks through your other items. Do you have either of these?

A roll of parchment?
Turn to 105

A walking stick?
Turn to 381

If you have neither of these items, the guard gives you back the remainder of your possessions and waves you through. Turn to 486.

275

You wade across the water, and arrive on the north bank without mishap. The ground on the other side is dry and dusty, and lacks the pleasing earthy smell of the southern forest. As you continue north and approach the line of trees that leads back into Darkwood, you realise that either the Forest- or your attitude towards the Forest- here has changed. The trees look threatening, and the air has an unmistakable air of death about it. Before you reenter the Forest, you may stop for Provisions if you wish. You then set your shoulders, and plunge once again into the depths. Turn to 223.

276

Did you fight the Dwarf? If you did, you search the Dwarf's pockets, and find 4 gold pieces, a tiny hammer and enough food for one meal. You then continue east back towards Darkwood. Your journey is uneventful until you arrive back at the junction you were at earlier. Turn to 217.

277

As soon as Rancibrawn dies the remaining Dwarfs from Mirewater, if any, give a wail of anguish, and they flee back into the tunnel. You feel yourself reverting back to your original form through sheer exhaustion. So many Shifts over the last four days have left you feeling like a dried out husk. Gillibran lets out a cry of surprise, and raises his axe to attack you, but Bigleg stays his hand. "My king," he says, "This Shape Changer is not our enemy, but has been working to help us defeat our evil opponent. Calm yourself, and see that is is so." As the blood of battle cools in his veins, Gillibran lowers his axe again, and holds out his hand towards you. "Friend, please forgive me. I was not thinking of what I was doing." He shakes your hand vigorously, and then together you head back out towards Darkwood Forest.

At the mouth of the caves, Bigleg lets out a cry like some forest bird, and a cluster of other Dwarfs emerge from the trees. As a group, you head through Darkwood unmolested, and return to Stonebridge. There, you all get a good night's sleep, to rest your muscles and recover from your wounds. Turn to 500.

278

You continue walking towards the forest. The path starts to slope upwards slightly, and you soon find yourself walking up a shallow hill. After a while, you smell wood burning, as you come to the top of the rise, you discover the source of that smell- two GOBLINS are sitting around a small campfire- obviously where they have spent the night- and are staring right at you! They jump to their feet, and charge at you, weapons drawn. Taken by surprise, you have few options.

Are you wearing a pendant set with a red stone? If you are, turn to 119. If you are not, you have no choice but to fight the Goblins. The Goblins attack one at a time.

	SKILL	STAMINA
First GOBLIN:	5	5
Second GOBLIN:	5	6

If you win, turn to 370.

279

Add one hour to your Time Elapsed box. The path widens slightly, and you arrive at a junction in the path. You could either continue along the path that you are on, or take a new path to the north. There is a signpost at the junction, which looks as though it has only just been put there- the wood is still fresh and clean. The two signs on the post are rather unhelpful in that they state the obvious somewhat; "North" and "East".

Which way will you go?

North
Turn to 162

East
Turn to 309

280

The dart lodges itself in your flank, causing an immediate pain. You manage to hobble away from the Pygmies before they can launch another attack. When you are beyond the range of the pygmies, you revert to your natural form and pull the dart out. A daub of some dark sticky liquid covers the tip of the dart, and you realise that you have been poisoned. Do you have a Potion of Anti-Poison? If you have, turn to 156. If you have not, turn to 368.

281

The Death Dogs are horrific creatures, and this fight is one that should well have been avoided. The largest of the three will attack first:

DEATH DOG
SKILL 10 STAMINA 11

If you defeat the animal, the other two will dart forwards to attack you together. In each attack round, decide which of the two you wish to attack. Deal with this animal in the normal way. Against the other, you must roll for your Attack Strengths in the ordinary manner. If its Attack Strength is higher, it will damage you for the normal 2 STAMINA points. However, if your Attack Strength is higher, you will not wound it. Instead, you have merely succeeded in defending yourself against its attack.

	SKILL	STAMINA
First DEATH DOG:	9	10
Second DEATH DOG	9	9

If you win, each of the Dogs is wearing a gold studded collar, worth 5 gold pieces each. You take the three collars, and then continue your journey north. Turn to 472.

282

You step quietly into the cave, and are immediately taken by how dry the air is. The edges of the cave are covered in a black, powdery dust. You run your finger through this, and it comes off easily- it's soot! You then realise that you are not in a cave at all, but the entrance to a long tunnel, which bends off to the right. You start to walk nervously down the tunnel. As the opening to the tunnel grows more distant, the light gets worse, and you are soon walking in almost complete darkness. From somewhere up ahead, you can hear what appears to be the laboured breathing of a huge creature.

You decide against going any further into the tunnel, but by now it is too late. There is a swift explosion of sound and light, as a green cloud erupts in the tunnel in your direction. You try to roll out of its path, but just catch its rim. Unable to prevent yourself from breathing in some of the gas, you start coughing and spluttering- it tastes foul! Deduct 2 STAMINA points. Then, from around the corner, steps the intimidating shape of a BLACK DRAGON. Although a young creature, it is still an awesome spectacle. Its huge mouth opens as it begins to send another cloud of poisonous gas in your direction.

Do you have any nose filters? If you do, turn to 458. If you do not have any nose filters, turn to 151.

283

As you are wondering what to do next, you hear faint footsteps scampering in the tunnel behind you. You spin round to see that the Gremlins have returned! Furious to see you in their holy place, they attack you viciously with their short knives. Overwhelmed by their combined assault, you are unable to fight off these little men.

Your adventure ends here. . .

284

You hear the sound of a door opening, and light streams into the room from outside. You catch a quick glimpse of the old man running out of the hut, before the door

slams again. You hurry over to the door and try to open it, but discover that it is jammed shut. It is at that point that there is a deafening crash from the vase in the centre of the room as it explodes, causing the roof to collapse onto you. Although a drastic measure to get rid of you, the old wizard sacrifice has not been in vain, as there is little you can do to survive such a mass of masonry falling on top of you. You are buried alive.

Your adventure ends here . . .

285

Add one hour to your Time Elapsed box. By the side of the path ahead, you see an unusual looking plant. It is about the height of an Elf, with a huge, inverted bell-shaped flower at the top. The leaves have an odd red tinge to them. As you approach, you see that there is a second, and then a third of these plants hidden in the foliage. Suddenly, you realise that the flowers are no longer pointing up at the sky, but have turned so that they are now facing in your direction. There is a squelching noise, and you see a cloud of yellow liquid heading towards you. Test Your Luck. If you are Lucky, turn to 453. If you are Unlucky, turn to 410.

286

You lie down on the ground, and put your arm into the whole. Stretching out, your fingertips just brush against something . . . and then you cry out in pain as something bites into your hand! (Lose 2 STAMINA points). You pull your arm out quickly, and find a poisonous SNAKE has caught hold of you. You grab hold of its jaws, and force them open, but the damage may already have been done. You prepare to defend yourself:

SNAKE
SKILL 5 STAMINA 3

You may escape at any time by turning to 144.

If you win, turn to 401.

287

You try to reach down to free yourself from the vines, but are unable to concentrate with your fire burning so. More of the vines curl around you, and you feel yourself being pulled apart as the different plants try to drag you towards them. Slowly, your strength ebbs, and you surrender yourself to your fate.

Your adventure ends here . . .

288

You gulp down the potion, and quickly dart to one side. You look on in satisfaction as the Dragon fails to follow your movement. It can't see you! You now have two choices. If you want to attack the Dragon, turn to 108. If you would rather slip out of the cave, and return to Darkwood Forest, turn to 440.

289

You stay in the hut for a short while, talking to Quin and watching him "play" with the artefacts in his hut, displaying strength just short of a miracle. Apparently, although he gets on with the Dwarfs- who call him Strong-Arm for obvious reasons- he is bored with his life here. He is planning to move on to somewhere more exciting. Finally, you leave the hut and return to the village outside. There, you decide that you have already spent more than enough time in Mirewater, and so head back towards the main entrance. Turn to 271.

290

Add one hour to your Time Elapsed box. The path winds between the trees for a little way, before arriving at another junction. Do you wish to continue travelling west (turn to 457) or would you rather take a narrow track to the north (turn to 53)?

291

If you fought the Elf, you find 2 gold pieces, and may also take her bow if you wish.

The remainder of the night passes uneventfully, but you wake up very early in the morning, unable to sleep any more. Add four hours to your Time Elapsed box, and restore up to 6 STAMINA points. Now return to the original paragraph that you came from.

292

You breathe a sigh of relief, as the Dwarf's eyes remain closed. Quickly, you draw the keys back into the cage. The first one you try fits the lock, and with a slight squeak, the door opens. You are free! You may take the keys with you if you wish- the second key, presumably, fits some other lock in the village. You now find yourself with another decision to make. You may either:

Attack the Dwarf while he is still half asleep?

Turn to 183

Decide against risking a fight here, and move towards the main gate?

Turn to 72

293

You arrive at the river. It is fairly narrow at this point, but looking downstream you can see that it quickly broadens out. The river is flowing quickly at this point, but a sturdy looking bridge stretches out across the water. Do you want to attempt to cross

the river via the bridge (turn to 489) or would you prefer to take your chances wading across the water (turn to 106).

294

Add two hours to your Time Elapsed box. As you are travelling along the path, you notice that it starts to run uphill. You realise that you are no longer walking along the flatlands that surround Darkwood Forest, but are now in the outer rim of the Moonstone Hills themselves. You arrive at a junction in the path. You may either take a path, which continues to the north, running down through the hills (turn to 25). Otherwise, there is a path running in the other direction, to the south (turn to 496), or a path that leads to the east, further up into the Hills (turn to 93).

295

Add one hour to your Time Elapsed box. Many of the items in the hut are purely ornamental, whilst others you cannot even guess at their use. Just as you are beginning to wonder if, perhaps, you are wasting your time here, you discover a small clay model of a human hand, with the number "62" scratched on the back. You may take this with you if you wish, and turn to 51.

296

You come across a ford in the river. On the other side of the ford is a path leading to the south. Will you cross over the river once again, by wading across this shallow water? (Turn to 460). If you prefer to continue walking along the north bank of the river, turn to 150.

297

You are in a small clearing. A path runs straight through the clearing running north south, and just to the right of the path is an oak chair. There are clusters of vines running around its legs, and it has clearly been here for some time already. A sign above the chair reads "Rest Here Ye Weary Traveller". This looks like a good place to stop for a meal. Do you want to sit down on the grass beside the chair and take a portion of Provisions (turn to 436), or would you prefer to sit in the chair itself (turn to 196). Alternatively, you may not want to have a meal here at all, in which case you hurry through the clearing, and continue north (turn to 474).

298

You get down onto your knees, and begin to crawl into the hole. The air is foul and musty, and smells of damp earth. The tunnel soon begins to slope downwards, and you have to work at stopping yourself from sliding uncontrollably down the rest of the tunnel. After a short distance, you realise that it is rapidly becoming too dark to see. You have no idea how long this tunnel might go on for, and you are already in a rather vulnerable position. If you lost the ability to see as well, you would be at the mercy of whatever or whoever created this hole. Do you wish to continue? If so, turn to 484. If you decide that enough is enough, you wriggle back outwards from the tunnel, and continue north up the path (turn to 351).

299

As you progress, the marshy land starts to dry out, and you soon find yourself walking on a grassy plain. The going becomes significantly easier, and you are soon marching along at a brisk rate. As you walk, you come across a small stream, bubbling out of the ground and flowing northwest. Beside the stream is a grassy mound, which looks most inviting. If you want to take Provisions (if you have any) here, turn to 494. If you would rather continuing walking east, turn to 80.

300

As you sit down in the chair, Rancibrawn puts his arm around your shoulders. Suddenly, you feel a pain in the back of your neck, and watch as Rancibrawn puts a dagger back down onto the table. As you slump in your seat, you hear him say to the other Dwarfs, "Please, let us continue. He has been plotting to kill me for some time, and I thought this was an appropriate moment to deal with a traitor, too. Now, you were just about to agree to give me all your village's weapons . . ."

Your adventure ends here . . .

301

You are woken in the middle of the night by the sound of heavy breathing. You open your eyes and find that you are staring straight into the face of two huge BEARS. Do you have an Amulet of Beast Command? If you do, turn to 118. If you do not, turn to 452.

302

You are still fighting the Mudclaw when the others arrive. You soon find yourself surrounded by a whole school of the creatures, which bite and scratch you with their teeth and claws. Although they are very small, their numbers are significant and their attack ferocious. You slowly feel yourself being dragged down into the water. No matter how hard you fight, you are never going to be able to defeat all of these creatures. Your adventure ends here . . .

303

You search through the Orcs' clothes and find 5 gold pieces, a small silver dagger, two crossbow bolts and a silk glove. You then turn your attention to what the Orcs were arguing over.

Embedded in the ground you see the end of what appears to be the end of a segmented metal worm. However, as you work the earth around the "worm", you realise that it is in fact one of the fingers of a metal gauntlet. You pull enough of the earth away so that you can get a grip on the gauntlet, and you pull it free. Some bones fall out of the

open end, and you realise with disgust that the long-dead warrior's hand (or at least the remains of it) were still inside the gauntlet. The gauntlet won't fit on your hand, of course, but you may find some use for it in the future. You idly wonder whether the rest of the warrior is buried here, but decide that you don't have the time to go digging.

You may stop to eat Provisions here. If you want to have a meal, turn to 367. If you do not want to eat here, you must leave the clearing. Other than the exit to the south, there is only one other path leading from this clearing, which leads to the east. Turn to 425.

304

Yaztromo beams as you agree to make the trade. He tucks the leather pouch away in one of his dressing gown pockets, and then takes a ring of his finger. "There we go. This will create a magical barrier, which will prevent someone from using magical spells on you. Take good use of it though, as it can only be used once. Just rub the stone, and it will do the rest." You slip the ring onto a finger on your left hand. You may only use this ring when the option to do so is given in the text. To create the barrier, take 100 off the paragraph number that you are on at that time, and turn to the corresponding paragraph. Now turn to 349.

305

You put your arm into the pool, and immediately pull it out again as you feel it burning into your flesh! That isn't water; it's some sort of acid! Deduct 3 STAMINA points. How the fish can live in it you will never know. Nursing your injured arm, you may either leave the clearing by the east exit (turn to 234) to the west (turn to 477).

306

You explain that you have come from a village to the far south, and are in need of supplies. The guard looks at you dubiously, and then says, "Well, Mirewater is at war. You're only going to get in here if I can see all your stuff first." Will you allow the guard to check your possessions before you can go into Mirewater? If you will, turn to 54. If you will not, turn to 259.

307

Add one hour to your Time Elapsed box. You travel north quickly away from the river. You walk up through the shallow hills for a fair distance, until you come once again to the edge of the northern half of Darkwood Forest. As you approach it, you notice a subtle change in the air. Although the southern half was dark and forbidding, you nevertheless felt as though the Forest was your home. Here, however, the Forest is different. You cannot see any difference between the trees here and further south, but there is a strong sense of evil surrounding them, and you can smell an almost overpowering stench of decay. Where once the depths appeared to offer a place to

hide, you no longer consider the gloom to be a refuge- it now seems to threaten to obscure your enemies instead. In trepidation, you continue up the path.

A short distance into the trees, you find yourself at a junction. You may either continue travelling north (turn to 491) or take a new path west (turn to 208).

308

As the three Rat-Men advance towards you, you prepare to defend yourself, but given your unyielding position, you are unable to fend off their attack. Quickly succumbing to their combined assault, you are quickly knocked unconscious, and are scheduled to become their next meal, your bones to join the others scattered around the hut.

Your adventure ends here . . .

309

After about a hundred yards, the path takes a sharp bend to the left and continues north. As you continue to walk, you see the beginnings of a ditch starting to form on your left. You notice a pile of leaves on the path ahead of you that looks somewhat out of place. Walking up to them carefully, you brush a few of them away, to discover a loop of rope. Further inspection reveals that one end of the rope continues along the ground, before running up a tree trunk. You realise that this is some sort of a snare, lying to catch the unwary creature or traveller. Will you:

Walk carefully around the snare, and continue north?
Turn to 73

Give the rope a great tug, and then call out for "help"?
Turn to 416

310

You recognise the sensation as being the same as the one you felt when you first touched the ebony staff. You quickly change back into your natural form, and take the stick out. You point the stick at the cloud, and sparks of lightning jump out, striking the remains of the wizard. A moment later, you are astonished as the staff in your hands vanishes into thin air. However, it has already done its work. The cloud is lit up in a whole rainbow of colours, and then it vanishes as the wizard reappears. A broken man, he lies on the floor, huddled into a ball. You bring one foot up, and send it crashing into his head, crushing the bone and killing him instantly. You must try to read the essence of the wizard now (remember, he has a SKILL of 11). If you succeed in learning how to use his form, turn to 469. If you are unsuccessful, turn to 82.

311

You run out of the cave, and are dismayed to hear the Dragon thundering along the tunnel after you. Charging out into the sunlight, you risk a look behind you to see the Dragon unfold its massive wings, and start flying towards you, its huge mouth wide open. You will have no chance in outrunning this fearsome creature, and so you take

the only option open to you. You Shift into the form of a small mammal, and scamper into a crack to hide. Deduct 4 STAMINA points. You keep a wary eye on the Dragon as it circles overhead, but it clearly did not see you transform. It continues to search you out for some time, and you are forced to remain in hiding. Eventually, the Dragon gives up and returns to its cave. Add one hour to your Time Elapsed box. You decide against spending any more time in the Moonstone Hills, and return to Darkwood Forest. Turn to 440.

312

You rack your brains, but cannot think of any way to help the man out of the pit. You shout your apologies, and return to the path. Deduct 1 LUCK point, and turn to 285.

313

The Dwarf manages to pull on the bell rope, and within moments some more Dwarfs dash out of their huts to help defend the village. You will have no chance against this many enemies at once, and so you are forced to rely on your shape changing abilities. Before the reinforcements arrive, you imagine the owl you heard earlier. You shrink in size rapidly, and feathers appear along your arms and down your back. Before the Dwarfs realise what is happening, you are soaring above their heads, and out over the village wall. Deduct 4 STAMINA points. You return to the ground at what you judge to be a safe distance from Mirewater, and alight on a small grassy hillock. Turn to 199.

314

You feel your arm lift the mug to your lips, and you begin to drink the red liquid. Desperately, you try to stop yourself from swallowing, but the drink tastes so good that you start gulping it down. You hear the woman laughing as she drinks her own drink, without any untoward side effects. You begin to wonder if her actions have all been a rather unfunny joke, and then you black out. Turn to 167.

315

You quickly search the Wild Hill Men's clothes, and find some flint stones, which you may take if you wish. You can also take one of their stone axes. You then decide to return to the junction, away from the grass huts. At the junction, you can either continue travelling east into the hills (turn to 363), or return west to Darkwood Forest (turn to 440).

316

You take out the item of jewellery, and instantly you see interest in the largest Pygmy's eyes. You hold it out to him . . . just as the Pygmies decide that the best way to get this treasure from you is by force. You feel yourself stabbed in several places by a fresh volley of poisonous darts from the Pygmies' blowpipes, and you keel over as the poison starts to work on you. You feel extremely hot, and your limbs feel as though they are made of lead. You can barely move a muscle as the Pygmy Chieftain

walks over to you and takes the jewellery from your hand, before searching through your backpack to see what other treasures you have. The Pygmies then rush off, jabbering to each other over their great finds. As they leave, you stagger to your feet with a great effort, but you instinctively know that any moment, the damage caused by the poison is going to hit you again, hard.

Do you have a potion of anti-poison? If you do, turn to 156. If you do not, turn to 368.

317

As you walk away from the river, you start feeling increasingly uneasy. You cannot quite work out whence this feeling originates, until you see the black trees of Darkwood looming before you again. The Forest here, though, is different from the southern Forest. Lingered over the trees is an air of death and decay, and you find yourself almost loathing the place that you once thought of as home. Squaring your shoulders, you press onwards.

A short distance into the trees, you arrive at a junction. You glance down the path to the west, but decide against taking that route- the feeling of decay seems to be stronger down there. Instead, you continue travelling north. Turn to 380.

318

You decide to start by investigating the ruined fireplace. However, as you move towards it, you notice a small hole in the ceiling, from which there is a slight trickle of dust. Grabbing a chair leg, you jab at the hole above. The trickle turns into a torrent, and you are forced to step backwards to avoid getting dust in your eyes. Suddenly, you hear a sharp crunch, as something heavier than dust lands on the remains of a ceramic plate. Once the flow has stopped, you move to investigate.

Half buried by the sand, you find a rough bag made from old sacking and tied with a short length of wispy rope. The bag's contents, however, are a great find. There are two pendants inside, both of which are beautiful pieces of handiwork. Made from the same green metal, the first is set with a small blue stone, and has tiny engravings of animals covering it. The second has a larger red stone, and has an intricate, interlacing design of various weapons. Do you want to try on one of these pendants?

The blue stone pendant?

Turn to 8

The red stone pendant?

Turn to 161

Ignore both pendants, and leave the hut?

Turn to 278

319

The woman cowers away, hiding her child behind her as you defeat the men. You search their pockets, and you find 5 gold pieces, as well as food for two meals. You

may also retrieve the gold (if any) that you gave to the thieves. When you have finished, you head off again north. Turn to 348.

320

You are just going off to sleep when you hear a swishing sound in the air. You look up just in time to see a huge bat-like creature descending on you, but it is not like any bat that you have seen before. Its body is basically humanoid, but it is long, thin and very sinewy. Its head is completely bald, and its mouth is filled with row after row of extremely sharp teeth. Four of its teeth are significantly larger than the other, and protrude outside its mouth. Its eyes are completely white. It is carrying a long knife, which it is wielding expertly, and you realise that you are in deadly danger from this creature. You are facing a LIFE STEALER- one of the warriors of the Storm god, Sukh.

LIFE STEALER

SKILL 11 STAMINA 17

If you have the magical item that will aid you against this creature, then for every attack round that you win, you will inflict 3, rather than the usual 2, STAMINA points of damage on the Life Stealer.

If you win, turn to 249.

321

You put your hand into the tree again, and your fingers close around what seems to be a metal bowl. However, just as you start to pull it out you feel something grab hold of your finger. You pull your hand out hurriedly, to find a large scorpion holding on to you with its claws! Have you bought a pair of leather gloves? If you have, turn to 448. If you are not wearing the gloves, turn to 225.

322

The rider bids you farewell, and starts his horse galloping in the direction that you have come from. You then continue to travel northeast. Turn to 437.

323

As you walk over to the hut, you hear a voice call out to you. You look for the source of the sound, and see a young woman kneeling beside a flowerbed. You wince as you realise that you are still in your natural form, but the woman does not seem to be fazed by this. You walk over to the woman. She has short, black hair and sparkling eyes. She has obviously been working for some time in the earth, for her face and hands are very grubby. As you approach, she looks up at you and smiles- showing clear, white teeth. You are rather disturbed, then, when you see what she is planting. Rather than flowers, or shrubs, she seems to be laying a row of bones in the soil.

She invites you to go into her hut to have something to drink. Despite her friendly outward appearance, she can sense a strong wave of deception coming from her, and resolve to be extremely careful. You start to decline, but she presses you. Will you:

Accept her invitation?
Turn to 227

Decline her invitation?
Turn to 109

Attack her?
Turn to 470

324

Deduct 4 STAMINA points. Which way will you run? If you want to run east, turn to 122. If you would rather run to the south, and try to circle around the Pygmies, turn to 420.

325

You raise the horn, and blow on it. The air is filled with the haunting sound, and you watch as the Centaur responds. As he gallops towards you, you sense that something is wrong. He lifts a longbow up and fires a single arrow in your direction. Test Your Luck. If you are Lucky, you manage to avoid the arrow as it flies past. If you are Unlucky, the arrow hits you squarely in the chest. Fortunately, the arrow does not drive too deeply in, and you are able to pull it out with difficulty (deduct 3 STAMINA points). You then ready yourself to deal with the Centaur when he arrives. Turn to 360.

326

You make your way through the swamp, testing the ground cautiously before you commit your weight to the treacherous path. As you poke your stick into the area in front of you, you sense immediately that something is different about it. That did not feel like water or mud! As you watch, you see the slimy mess start to rise up out of its surroundings, to make a roughly humanoid shape! You jump back in horror- what is this vile creature? As soon as it becomes fully formed, you hear a low moaning sound coming from it, but cannot make out any particular words. The creature, however, doesn't seem to be intending to attack you straight away, giving you time to think. Do you:

Attack this horror?
Turn to 434

Choose to avoid a fight here, and dash quickly by the creature?
Turn to 211

327

Add one hour to your Time Elapsed box. The path continues east for a fair distance, before changing direction to the south. You decide not to continue along this path, and instead return to the junction where this time to take the option to go north. Turn to 45.

328

You see the jewel hanging around the wizard's neck, and grip it firmly in your great jaws. You jerk backwards, and the chain holding it in place breaks easily enough. You throw the jewel across the room. You give a growl of triumph, but the fight has still not been knocked out of wizard. With an unnatural strength, he throws you off his chest, and you land a few yards away. Robbed of his magic, you now have the chance to fight the wizard in an ordinary battle. However, you will have to remain in the form of a tiger, as the room is still too dark to see in otherwise.

MAGICIAN

SKILL 11 STAMINA 15

When the magician's STAMINA falls to less than 3, turn to 67.

329

Finally, the trees peter out, and you find yourself walking through a great plain of the long, long grass. As you walk across the plain, you notice some low hills to the east. Those must be the Moonstone Hills. The path that you are taking, however, will stay firmly to their west. In the distance, you can see a river winding down through the hills, and you realise that you will be coming to that river soon. Your current location seems peaceful, so you may take the opportunity to eat Provisions if you wish. When you are ready, you continue north. Turn to 487.

330

You walk up to the front door of the tower- a heavy wooden affair with a large brass bell. Before you ring the bell, you may want to Shift your shape into something else before you do. If you do change form, remember to deduct 4 STAMINA points. You then reach up, and give the bell a hearty shake. In the otherwise silent forest air, the sound is deafening, and yet there is no response from within the tower. You ring the bell a second time, and hear a gruff voice saying "Alright, alright! Everyone is in such a hurry these days. I'm coming!" A wooden panel opens in the door, and you see a pair of eyes staring out at you. Turn to 98.

331

As the last of the maggots is shaken off, you make a grab for the backpack. Catching one of the straps in your hand, you hurry off east down the path.

Once you have left the maggots safely behind, you pause to examine your booty. The backpack is well made, and so has suffered little from exposure to the elements. You adjust the leather straps so that it will fit comfortably over your shoulders. Inside the

backpack, you find two gold pieces and a phial of a red liquid. Will you take a sip of this liquid? (Turn to 126). If you prefer to leave this phial behind, and continue travelling east, turn to 299.

332

You continue down the path until you come to another junction. You ignore the path to the south, and travel north. Turn to 390.

333

Add two hours to your Time Elapsed box. You walk along the path for some considerable time before you arrive at a junction. There are three paths you can take. A path to the northeast runs between a river to the north, and the edge of Darkwood Forest. To take this path, turn to 124. Alternatively, you can take a path due south, which runs along the western edge of the Forest. (Turn to 217). The third alternative is to take a very narrow path to the west. To take this route, turn to 5.

334

You run back up the staircase, and back into the open air. You slam the door behind you. Within moments, you hear a great pounding on the door, as the Ghoul reaches it, but the building has been built to withstand such an attack, and the pounding gradually dies away. When the Forest has regained its peaceful state, you along the path, which shortly bends around to the east. Turn to 43.

335

You take out the stone and hold it in both hands. It quickly becomes too hot to handle, and you drop it on to the stone floor. As it clatters to the ground, the wizard instantly reappears in one corner of the hut where he has been hiding. He looks at you in shock as he realises that you have defeated yet another of his gambits. You warily advance on him, wondering what he will attempt next. Abruptly, the flame in the vase goes out, and the room is plunged into darkness. "Let's see you find me now!" he shrieks. Do you have the ability to shift into the form of a tiger? If you do, turn to 462. Otherwise, turn to 284.

336

Add one hour to your Time Elapsed box. You walk for some time, and notice that the trees are beginning to thin out. As you continue, you find that the trees have stopped altogether, leaving you standing a great Plain of grass. There is a gentle breeze, and you can see the long stalks swaying. The plain leads down a shallow hill to a river. In the distance, you can see a shape moving from the west to the east. It seems to be moving very quickly. As you watch, you realise that it is in fact a CENTAUR. Do you have a hunting horn? If you do, you may attract the Centaur's attention by blowing it if you wish (turn to 57). Otherwise, the Centaur will be long gone by the time you get down to the river, so you just continue walking northwards (turn to 270).

337

You search the Dark Elf's clothes quickly, and find 4 gold pieces. The real treasure, however, is a bottle of clear liquid. You take a small sip of the liquid, and feel your muscles relaxing. Restore 1 STAMINA point. This is a Potion of Strength, which you may take at any time (except in battle), and which will restore your STAMINA to its Initial level. You may also take either of the Elf's weapons if you wish- either the bow, or a long knife with a serrated edge. You then continue walking south. Turn to 394.

338

You pop the berry into your mouth, and chew cautiously on it. It is very sweet, and the juice melts into your throat. It is quite delicious! As you munch on the fruit, you start to feel more confident, and more likely to succeed. You have discovered a valuable prize here, for these are Berries of Fortune. Each one you eat will add one LUCK point, so you may restore your LUCK to its Initial level at this time. If you have a leather pouch, it will hold four of these berries, which you may take and eat at any time. Delighted with your find, you progress along the path. Turn to 226.

339

You hand over all your equipment to the Orcs. They jeer at your cowardice, and one of them jabs you with a sword as you comply with their demands. They then run off into the trees to see what they have stolen from you. Feeling rather vulnerable without your equipment, you continue north. Turn to 237.

340

Deduct 4 STAMINA points. You Shift into the shape of a Dwarf, and walk up to the pool. The Pixies look up startled as you approach, but then relax. They greet you warmly, and invite you to join them. Both of the Pixies are dressed in plain green clothes. From their faces, they appear to be genuinely friendly, and you can sense no hostility or deception from them. It would seem that they bear no animosity towards Dwarfs- you chose your shape well! You start to talk to the Pixies, and you ask them what they are doing. Apparently, they are practising a Fish-Song, an art developed to speak to certain species of water creature. A practised singer can make the fish understand his thoughts, and even- if the fish is friendly- persuade it to perform simple tasks. They invite you to join in with their song. Do you have a wooden whistle? If you do, turn to 397. If you do not, turn to 201.

341

Add one hour to your Time Elapsed box. You continue along the edge of the cliff for some considerable time, before coming to a solid wall of rock. There is no way past

this dead end- other than to plunge off the cliff itself. Damning your luck, you turn around and head back in the opposite direction. Turn to 9.

342

You Shift into the shape of a Dwarf. Deduct 4 STAMINA points. You wait until the stranger arrives. He is a tall man wearing a black cloak, and riding on a white horse. His face is covered with a mask. As he sees you, he reins in his horse and starts speaking. "Ho, Dwarf", he says, "It is unusual to see one of your kind out alone these days. Perhaps you have seen my hounds? They must have come this way." You explain that they headed off into the grass to the north, in pursuit of some small creature. The man suddenly leans forwards, and says, "Which village are you from, Dwarf?" What will you say?

Mirewater?
Turn to 411

Stonebridge?
Turn to 187

343

The slimy mess starts to contract all over your skin, pulling the muscles together tightly. "Well, if you will go swimming in Drag Ooze, what do you think is going to happen?" cackles the Leprechaun. As your muscles are stretched out of their normal shapes, you feel a myriad of pains across your body. Deduct 1 from your Shifting skill. Once the Ooze has dried out completely, you will be able to break it off. The Leprechaun, meanwhile, obviously finds the whole situation highly amusing. Do you want to attack him (turn to 459) or will you attempt to join in his mirth (turn to 385)?

344

The boulder is massive, and there is no chance of your being able to lift it unaided. Do you have any Dust of Levitation? If you do, turn to 27. If you do not, you try to lift the boulder for a while with no success, before having to admit defeat. Turn to 289.

345

Which part of Allansia are you in?

The Swamps around Mirewater?
Turn to 395

Inside Darkwood, south of Catfish River?
Turn to 480

Inside Darkwood, north of Catfish River?
Turn to 69

In the Moonstone Hills?

Turn to 435

Elsewhere?
Turn to 230

346

Having survived your ordeal against the Orcs, the poison now starts to take effect. Deduct 4 STAMINA points. If you are still alive, you start feeling dizzy and you fall over and knock your head on a stone. You black out. Turn to 167.

347

You concentrate on changing your shape. Deduct 4 STAMINA points. Quickly, you get smaller and smaller, and hairier and hairier. Within moments, you have transformed into a large black rat, and you are easily able to slide out between the wooden bars. You are free! Once outside the cage, you must decide what to do next. You may either:

Stay in this shape, and run towards the main gate?
Turn to 72

Revert to your natural form, and attack your Dwarf guard?
Turn to 183

348

Add one hour to your Time Elapsed box. You continue north, and the trees gradually stop lining the path altogether. You have made it through the Forest! Blinking in the sunshine, you carry along until you get to a cross roads by the edge of a river. You can either take a path that leads off to the west, but gradually bends around the forest to the left, so that in time it will be taking you southwest. (Turn to 333). Opposite that path is one leading away to the east, again leading around the outside the trees (turn to 25). Your third option is to travel due north, up a little path which leads through some fields, and soon crosses over the river by means of a stone bridge. (Turn to 254).

349

If you bought either the Potion of Fortune or the Potion of Strength, turn to 170, otherwise, turn to 2.

350

Add two hours to your Time Elapsed box. Your walk is uneventful and tedious, however you eventually find yourself back at the line of rocks at which you originally fell into the river. Firmly deciding against risking another attempt at crossing the water to return to the south bank, you instead continue walking east. Turn to 478.

351

Add one hour to your Time Elapsed box. The path takes a sharp turn to the left, taking you to the west. After a long walk, you come to another junction, where the path that you are on meets another running north south. You decide to ignore the option to go south, and instead head north. This route quickly takes you to another junction, where you may either continue north (turn to 390) or take a new path west (turn to 59).

352

Having defeated the Dwarf that they are attacking, Bigleg and Gillibran turn to help you against Rancibrawn.

Each round, determine which of you Rancibrawn will attack by rolling one die. If it is a 1 or a 2, he will attack you. If a 2 or a 3, he will attack Bigleg, and if a 5 or a 6, Gillibran. Against that combatant, roll for Attack Strengths in the normal way, and deduct STAMINA points as appropriate. Against the other two of you, Rancibrawn will merely defend. Roll for your Attack Strengths in the normal way. If Rancibrawn's Attack Strength is higher than his opponent's, then he will have successfully defended himself. However, if his Attack Strength is equal to or less than his opponent's, then he will have been wounded for 2 STAMINA points of damage.

If either Bigleg's or Gillibran's STAMINA falls below 3, that Dwarf will leave the battle, and any attacks that Rancibrawn would have made against that Dwarf will be directed against you instead.

Now finish the battle with this most evil of Dwarfs. (STAMINA points should be carried over from the previous paragraph).

	SKILL	STAMINA
RANCIBRAWN	13	n/a
BIGLEG	9	n/a
GILLIBRAN	7	n/a

If you kill Rancibrawn, turn to 277.

353

The Wild Hill Men are brandishing stone axes, and will attack you in turn.

	SKILL	STAMINA
First WILD HILL MAN	7	5
Second WILD HILL MAN	6	6

If you win, turn to 492. You may escape after you kill your first opponent by turning to 188.

354

Remembering Bigleg's words, you take out the hand, (if you have more than one model, choose which one to use) and after making sure that the Gremlins have seen it, you toss it into the tunnel behind you. There is a great surge of tiny bodies pressing against you, as the Gremlins rush towards it. Seizing the opportunity, you run towards a tunnel in the opposite wall. Turn to 463.

355

The woman approaches. As she gets closer, you can see that this newcomer is a SHE-DWARF. She has clearly been running for some time, and is already quite tired. However, she takes one look at you, and gives a blood-curdling battle cry. Pulling a battle-axe from a holder on her back, she lunges to attack.

SHE-DWARF

SKILL 6 STAMINA 3

If you win, turn to 34.

356

What will you try?

A Headband of Truth?

Turn to 190

A pendant with a green stone?

Turn to 438

A rope waistband with many green stones?

Turn to 104

If you have none of these, you will either have to attack him (turn to 404) or agree to pay him what he demands (turn to 26).

357

You continue down the path, and find a place to sleep behind a large log. However, your mind is filled with the image you have just witnessed, and your sleep is very restless. You wake up in the morning, and continue your journey. Add six hours to your Time Elapsed box, and restore 4 STAMINA points. Now return to the paragraph you originally came from.

358

As soon as you enter the hut, you can feel an extreme sense of fear. The hut is completely dark, except for a single flame coming from a large vase standing in the centre of the room. Its light flickers of a wide assortment of artefacts, casting shadows across a collection of parts of dead animals- skulls, bones, dismembered limbs, teeth

lie strewn across the floor, apparently at random. You wince as you see the complete head of an old Shape Changer, its crown cracked open by some heavy weapon. The walls are draped with woven tapestries, covered with various arcane symbols. A shelf in the far corner contains a variety of coloured jars and bottles, most dusty with disuse. It is beside this shelf that the hut's only occupant is standing. As you entered the hut, he put down the phial he had been holding, and turned slowly to look at you.

He is perhaps the oldest Dwarf you have ever seen- his face has more gnarls and wrinkles on it than the oldest oak tree, his hands and fingers are little more than claws. A heavy robe made of some deep purple material, which occasionally seems to shimmer in the light, covers his slight frame. If it weren't for his eyes, you would consider this old man to be of no threat to you, but these give away the Dwarf's power. Filled with fire, they pierce you with such a hatred that you recoil backwards. "I know you," he states, "You are no Dwarf. You are one of the hateful morpheis creatures, aren't you." He stares at you for a moment longer, his eyes burning into your mind and adds, "And I see you are here to kill my king! Well this is one hut too many you have entered." With that, he raises his arms to the horizontal position, and starts to mutter something intelligible. Suddenly, you feel your body start to shake violently, and you find you want to retch. You fall to the ground, hugging your stomach . . . Your vision starts to blur, as water fills your eyes. A hot pain fills your head, and you begin to black out. If you know how to create a magical barrier, this would be a good time to do so.

If you do not, your adventure ends here . . .

359

You walk north up the path, the Forest looming up in front of you. As you walk, you hear a crunching noise underfoot, and see that you are walking over a number of tiny animal skeletons. Perhaps a sign of the death that awaits inside Darkwood? The path continues into the woods so you follow it, disappearing into the gloom.

A dense forest of knotted, twisted trees surrounds you. For the most part, the trees and the associated undergrowth are too close together for you to be able to force a way through, so it is fortunate that the path that you are on is relatively free of obstacles. There seems to be a mist at ground level, making it difficult to see very far ahead. The air, and the ground itself is very damp, and you can hear your footsteps making a slopping sound as you walk along. You take a deep breath of the forest air, and it tastes dank and mouldy. You can understand why humans might refer to this place as "Doom", but to you, it is only home. It is good to be back again.

The path that you are on comes to a junction. You may either take a path to the east (turn to 87) or a path to the west (turn to 290).

360

The Centaur rears up on its hind legs when it gets near, and bears down on you. Because of his height advantage, the Centaur will make a difficult opponent.

CENTAUR

SKILL 11 STAMINA 11

If you win, turn to 270.

361

Are you in your original form? If you are, you must Test Your Luck. If you are Lucky, you manage to evade the guard, and race past him into the swampy ground outside the village (turn to 199). If you are Unlucky, you are not fast enough, and you find him blocking your path before you can escape (turn to 15).

Otherwise, if you are still in the form of a rat, then the guard does not see you, and you are able to scuttle past the guard. Turn to 199.

362

You manage to grasp the knife in your hand, and you swipe at the vines holding your legs. The knife cuts well through the vines, and after a few hacks you feel the tension give. You clamber to your feet, and hurry north. You wipe at your face in agony as you run, and are forced to keep your eyes closed. After what seems like an eternity, you consider yourself to be far enough away from the plants. Deduct 6 STAMINA points. Do you have a bottle of water? if you do, turn to 33. If you do not, turn to 112.

363

Add one hour to your Time Elapsed box. You continue east, further into the Moonstone Hills. The hills are mostly featureless, and you are beginning to wonder whether you are wasting your time here when you come across a very large cave entrance set into the side of a hill. Outside the cave, you can see the half-decomposed bodies of a variety of animals- mostly larger ones. You walk up to the cave entrance and look inside, but it is pitch black and you cannot make out any details. If you want to enter the cave, turn to 282. If you consider the cave to be too threatening, you decide that you have spent enough time in the Hills already, and that you should now return to the outskirts of the Forest (turn to 440).

364

A guard comes out to meet you as you approach the village wall. On seeing you, a smile spreads across his face. "Greetings, your kind is always welcome here." he says. He waves you through the gate. Add 1 LUCK point, and turn to 486.

365

You start to feel hot and feverish, and your body starts shaking uncontrollably. The Werewolf's claws must have contained some toxic substance. Then, you start noticing your body starting to undergo a transformation- hair starts to sprout through your scales, and your tail starts to shorten. You realise with disgust that you are turning into a Werewolf- a transformation that you did not initiate. You concentrate, and revert to your original form. Deduct 2 STAMINA points. You are able to maintain your normal shape with some difficulty. If you have some Healing Herbs or a Potion

of Healing, you may take it now and rid yourself of this tiresome affliction. If you do not have this medicine, you must deduct 2 STAMINA points every hour until you find them.

You then leave this area by a path to the north. Turn to 221.

366

Each of the Wolfhounds had a thick metal chain around its neck- they were obviously the pet, or guard-dog, of someone. Deciding that you would rather avoid meeting this someone, you hurry along the path. You may take one of these chains with you if you wish. Now turn to 238.

367

Add one hour to your Time Elapsed box. You eat your meal, keeping watch for any attackers, but the Forest remains quiet. When you have finished, you gather together your things and then leave the clearing by a path to the east. Turn to 425.

368

You crumple to the ground as the poison starts to take effect. Great beads of sweat start pouring down your head and neck, and you feel extremely hot. You try to raise an arm to mop your forehead, but you feel too weak to even raise your arm. Whatever poisons the Pygmies used was certainly powerful! You have no option but to stay calm and wait for your metabolism to counteract the poison. Although the poison was less effective to a Shape Changer than it might have been to any other sort of creature, it takes some time for you to recover, and has been very wearing on you. You must add 2 hours to your Time Elapsed box, and must deduct 6 STAMINA points. If you are still alive, you drag yourself to your feet and continue travelling east. Turn to 205.

369

You thank Bigleg for the meal, and he insists on leading you out of the village- perhaps he still doesn't want to have a creature like you in Stonebridge. Once you have crossed back over the bridge, he returns to his hut. Turn to 143.

370

You search through the Goblins' clothes, and find 12 gold pieces and a leather strap, which you may take if you wish. You also find some dried meat, cheese and a gourd of foul wine, which will provide enough provisions for two meals. You may also rest here and take a meal. You then set off and continue east once more. Turn to 490.

371

Add one hour to your Time Elapsed box. As you approach a crossroads, you see the tall, thin form of a WOOD ELF pondering which way she wants to travel. A slender

long bow is in her hand, but you cannot see any arrows in her quiver. She is facing away from you, and clearly hasn't seen you approach. Will you:

Shift into the form of a Dwarf and approach her?

Turn to 83

Attack her?

Turn to 266

372

Remembering the scroll you found earlier, you open it out, to take a look at it. It is covered with Dwarven runes, and you are unable to read it in its entirety. However, you do have a little knowledge of the Dwarf's writings, and you are able to make out the word "Eagle". You may be asked about this parchment at some point in the future. If you are, subtract 50 from the paragraph number that you are then on, and turn to the corresponding section.

You then put the parchment away, and continue travelling east. Turn to 80.

373

You try the helmet on, and immediately feel a strong sense of knowingness. This is a Helmet of Hidden Thoughts, which will enable you to be able to predict with some certainty how an opponent is going to attack. It will therefore add 1 to your Attack Strength while you wear it, however you will only be able to use it if you are fighting as a Dwarf, an Elf or a Human- it will not fit you otherwise. You may add an extra LUCK point for this find. You then return west to Darkwood Forest. Turn to 440.

374

The creature looks at your backpack and possessions with scorn, and then hisses, "That is not our way, brother. We prey on the humans and the dwarfs- we do not follow their paths. You have obviously lived too long among their kind. Leave those things and come with me, and I will show you how you were meant to live!"

You long to go off with this creature, to once again live with your own people, but to do so at this time would mean abandoning your quest for revenge on Rancibrawn. You start to explain this to the other Shape Changer, but it waves away your arguments with a heavy claw. Apparently he considers them to be meaningless. As you persist in your explanation, he interrupts and says, "You are no longer one of us. So be it. You are now one of our prey." Before your eyes, you see a strange transformation take place- presumably, a similar transformation to that which so many of your own victims have seen as you have changed shape in front of them. Once the transformation is complete, the Shape-Changer steps forward to attack you. What shape has he chosen? Roll a die to find out:

Roll of SKILL STAMINA

CENTAUR	1	11	12
MANTICORE	2	13	18
BILE DEMON	3	12	13
DEATH SPIDER	4	14	10
CLAWBEAST	5	10	14
GOLDEN DRAGON	6	16	24

If you win, you cannot perform your usual reading of the creature (since this was not the original animal, but merely a copy). Turn to 262.

375

The Elf has on her possession an Elven bow, a pendant with a green stone and 4 gold pieces, any of which you may take with you if you wish. You must now decide which path you will follow. Do you want to take a path to the west (turn to 206), a path to the north (turn to 43), or perhaps you would like to journey east (turn to 380).

376

You are standing at a T-Junction. Which way do you want to go?

North?

Turn to 333

South?

Turn to 428

West? (This route will eventually take you back to Mirewater)

Turn to 181

377

The Hill Men are enraged by the death of their leader, and just as they are about to rush in to attack you together, there is a shout from a rocky outcropping above the settlement. You look up to see a human warrior outlined against the sky. He is dressed in full battle armour, and is holding a great battle axe in one hand. Once he has the men's attention, he jumps down from his ledge to land beside you. "Let me help, friend. You look rather outnumbered here!" he offers. You nod your agreement gratefully, and stand back-to-back against the band.

The men will attack you in pairs. You must decide which of the two you wish to attack, and will fight that man in the ordinary manner. Against the second, you will roll for your Attack Strengths in the normal way. If his Attack Strength is higher, he will wound you for 2 STAMINA points. However, if your Attack Strength is higher, you will not wound it- you have merely fended off his blow.

SKILL STAMINA

First pair:

HILL MAN A	5	5
HILL MAN B	6	4

Second Pair:

HILL MAN A	4	6
HILL MAN B	5	6

If you defeat the first four Hill Men, turn to 125.

378

Taking one last careful look at the Leprechaun, you take a mouthful of the blue liquid. It has little taste, and seems little different from water. However, as you finish the mouthful, Jaroth says, "That's a Potion of Willpower. It will stop others from being able to control your actions. I make it myself." As he bursts into fits of laughter, you slip quietly out of the hut and return to the path, where you continue north. Add 1 LUCK point, and turn to 429.

379

You carefully step onto the first rock, and it seems to be reasonably secure. Although drenched in the cold water, there are enough pits and lumps on the rock to provide enough grip. Testing each carefully before you commit your weight to it, you continue from one rock to another. It is not until you are about half way across the stones that it happens. In the poor light, you misjudge the distance to the next stone, and find yourself off-balance. Do you have a walking stick? If you do, turn to 214. If you do not, turn to 102.

380

Add one hour to your Time Elapsed box. You walk for some time until you get to another junction- this time a crossroads. The way south leads back into the Forest, so you decide to ignore this path. This leaves you with three options. You may either take a path to the west (turn to 371), a path to the east (turn to 443) or a path to the north (turn to 213).

381

As the Dwarf's eyes fall on the walking stick, you remember that you got this from the guard who was guarding the gate when you escaped earlier. Did you kill that guard in order to get it? If you did, turn to 445. If the guard gave you the walking stick, turn to 193.

382

The Hunter's knife snaps in the battle, and is now useless. However, you search through his clothing and find 12 gold pieces, as well as some bread and fruit, which will last for one meal. He was also wearing two gold earrings, worth a single gold piece each. You then continue north down the path. Turn to 73.

383

You take out the skull and hold it up. Instantly, the air is filled with shrill shrieks, and you hear a fluttering of tiny wings. Everything goes quiet, and you wonder for a moment whether they have really gone, but when the silence persists you realise that you have indeed been left alone. You put the skull away again, and continue walking north. Turn to 269.

384

You manage to give the skull a hefty kick, and send it hurtling into a pool of water. The surface of the water instantly turns into a boiling frenzy, as the maggots writhe around. Grabbing the backpack, you hurriedly continue east down the path.

Once you have left the maggots safely behind, you pause to examine your booty. The backpack is well made, and so has suffered little from exposure to the elements. You adjust the leather straps so that it will fit comfortably over your shoulders. Inside the backpack, you find two gold pieces and a phial of a red liquid. Will you take a sip of this liquid? (Turn to 126). If you prefer to leave this phial behind, and continue travelling east, turn to 299.

385

You force a laugh, and then find the Leprechaun's hilarity to be infectious. Before long, you are both rolling around on the floor. When your laughter has finally died down, Jaroth says. "Ah, you're a good sport. Here, this is the bottle you should have had." He pushes the bottle of blue liquid towards you. If you want to risk trying this liquid, turn to 378. If you would rather leave this annoying fellow, and return to the forest outside, turn to 429.

386

Deduct 4 STAMINA points. Turn to 355.

387

You take out the belt and out it on. You will yourself rise up from the ground a couple of feet, and then to float north above the army of insects below you. You continue this way for some time, until you are sure that you have completely cleared the danger area, and then you return to the ground. From here, you walk on down to the river. Turn to 293.

388

As you are looking for somewhere to spend the night, a creature interrupts you. Roll one die to see what you have met.

	Roll of	SKILL	STAMINA
LIZARD MAN	1	8	8
DARK ELF	2	7	6
GIANT SNAKE	3	8	14
MARSH HOPPER	4	4	5

BLOOD EEL	5	5	4
GOBLIN	6	6	7

If you win, turn to 291.

389

Remembering the scroll you found earlier, you open it out, to take a look at it. It is covered with Dwarven runes, and you are unable to read it in its entirety. However, you do have a little knowledge of the Dwarf's writings, and you are able to make out the word "Eagle". You may be asked about this parchment at some point in the future. If you are, subtract 50 from the paragraph number that you are then on, and turn to the corresponding section. You then gather together your belongings, and start the long trudge east, back along the river. Turn to 350.

390

Add one hour to your Time Elapsed box. As you walk north, you notice that you can see light shining down between the trees- they are starting to thin out. It is not long before you find that the trees are being replaced by long grass, although you are still surrounded by the gloom of Darkwood. As you walk through the grass, you feel something brush past your leg. You look down and see a GIANT SNAKE has started to coil itself around your legs. You guess that it must be at least 20 metres long! The Snake will be continually trying to tighten its coils around you. If it wins two attack rounds in succession, it will succeed and you must immediately turn to 186.

GIANT SNAKE **SKILL 8 STAMINA 13**

If you win, turn to 468.

391

You put your arm into the hole, and feel around inside. Your fingers brush against two items. You pull one of them out, and discover that you have found an ornate dagger. You heft it in your hand, and judge that its balance is perfect. You have found a Dagger of Deceit. This dagger is endowed with magic powers, which will serve to confuse an enemy in battle. When it is used against an opponent, your opponent will be confused by the blade, which will seem to him to be coming from a different direction. It may be used in any one fight, and for the duration of that fight you will do 3 STAMINA points of damage, rather than 2. However, you may only use this dagger if you are fighting in a form, which uses hands for grasping (i.e. your natural form or a humanoid form). Add 1 LUCK point for this find. Do you wish to put your hand into the hole again to retrieve the other item? If you do, turn to 321. If you do not, you continue walking up the path (turn to 35).

392

As you start to speak, the rider jerks back on the horse's reins in surprise. "It talks as well!" he says, "This would make a most fine trophy!" The rider draws a short sword from a hidden sheath, and starts to slash at you with it. Turn to 70.

393

You make your way through the undergrowth, but the cries still sound a long way off. Concentrating on the plants, you nearly fall into the same trap yourself! You stop just before a great pit in the ground. Looking into the pit, you can see a man at the bottom. He looks up at you and starts to wave eagerly, and then stops as he sees you. You see him bend down, and the next moment you see an arrow flying towards you! Test Your Luck. If you are Lucky, the arrow misses you by inches. If you are Unlucky, it catches you in your upper arm (Deduct 4 STAMINA points). Cursing the man, you decide to leave him to his predicament, and you return to the path to continue north. Turn to 285.

394

You arrive at a junction in the path. The path to the west leads back towards Mirewater, so you decide to ignore this route. You may either take a path to the east (turn to 471), or instead travel north (turn to 48).

395

The night passes uneventfully, and you wake up in the morning feeling refreshed. Add six hours to your Time Elapsed box, and restore your STAMINA to its Initial level. Now return to the original paragraph that you were on.

396

You take out the wooden whistle, and begin playing the melody you learned. As the song progresses, you suddenly find yourself looking through the eyes of a fish again. This time, however, the picture you see of yourself seems to be distorted differently, and it occurs to you that this might be because the pool is not, in fact, filled with water but some other liquid. Experimentally, you try dropping a twig into the pool, and you see it dissolve instantly. That's not water, that's acid! Unfortunately for you, you were not able to learn how to control the fish, and so you cannot think of a way to get the bracelet out. You may, however, add 2 LUCK points for avoiding injuring yourself here. You must now leave the clearing either by an exit to the east (turn to 234) or to the west (turn to 477).

397

You take out the whistle, and show it to the Pixies. They clap their hands together excitedly, and start to sing their song again. You quickly pick up the tune, and are happily whistling away with the little folk. As the melody progresses, you begin to sense the effect of the magic that it holds. An image enters your mind- a hazy image of two small people and a short, sturdy individual standing far, far above you. With a flash, you realise that you are looking through the eyes of one of the fish below,

staring up through the water. One of the Pixies giggles, and says he is going to get some of the fish to swim in a circle.

You play this game for a while, and eventually grow tired of it. Unlike the Pixies, you cannot learn how to talk to the fish, but you are able to see through the creature's eyes. This skill may be of use to you in the future, and you may reproduce the effect at will, provided that you retain the whistle. Add 1 LUCK point. You then bid the Pixies farewell, and retrace your steps to the path, where you continue your walk to the northeast. Turn to 163.

398

You walk over to the patches, and notice immediately that it is not a red glow as such, but a glow coming from underground that is shining through a red liquid on the surface. The liquid seems to be seeping out of the ground, and you put your finger into it cautiously. It is warm, and has a slightly tacky feel to it. Blood! As this realisation hits you, you are covered with a shower of earth as all three areas of the ground explode around you. You find yourself facing three horrific images. They are a form of SKELETON, but completely unlike any you have seen before. Fully animated, clutching wicked looking curved swords, they advance menacingly upon you. From their glowing green eyes is pouring a constant stream of blood that flows down their ribcages, and onto the ground. The Skeletons will attack you one at a time. Because of the nature of their bodies, normal attacks on these creatures will only inflict a single STAMINA point of damage. If, however, you have a Wooden Club, you may inflict the usual 2.

	SKILL	STAMINA
First BLOOD SKELETON	8	6
Second BLOOD SKELETON	7	7
Third BLOOD SKELETON	8	7

If you win, turn 455.

399

You struggle and thrash about in the water, but the Giant's grip is too strong. Slowly, your efforts fade as your strength leaves you. The last sensation you feel is that of the murky swamp water entering your lungs as you run out of air. The Giant will eat well tonight.

Your adventure ends here . . .

400

After the moistness of the forest outside, the air in the caves seems extremely dry, yet despite this there are puddles of muddy water covering the floor of the tunnel. You step through them carefully, trying to make as little noise as possible. Within these caves somewhere, are large number of Gremlins, and probably Dwarfs as well. The tunnel start sloping steeply downwards, and you find yourself having to work hard to

keep yourself upright. Without warning, the loose ground beneath your left foot gives way. Test Your Luck. If you are Lucky, you manage, somehow, to keep your balance. Turn to 481. If you are Unlucky, turn to 253.

401

With the snake dead, you may now be able to safely get whatever was in that hole. Will you slip your hand inside a second time? If so, turn to 175. Otherwise, you must continue your journey (turn to 144).

402

You are half way through your transformation when you hit the ground at the bottom of the cliff. From that height, you have no chance of surviving- even less as you land dead centre onto a large stalagmite that is growing out of the floor. As the stone rips into your body, you feel your life energy seeping away, and you surrender yourself to death.

Your adventure ends here . . .

403

"Red-Eyes . . . Red Eyes . . . Don't know. Never had that name before. Are you sure he lives here?" Lose 1 LUCK point for guessing incorrectly. You will now either have to enter a hut at random (turn to 228), or decide that you have already spent too long in Mirewater and start to leave? (Turn to 271).

404

As you charge forward, Arragon cries out, "I warned you stranger! Since you chose to ignore me, you must pay the higher price!" He stands up, and raises a magic wand which he points towards you. Your legs start feeling very heavy, and you look down in horror to see that they are, indeed, turning to stone! You feel yourself growing broader and broader, heavier and heavier. Soon, you find yourself able to move only extremely slowly. Arragon has turned you into a BOULDER BEAST! You find yourself having to obey his every command. Ready to defend him against any future intruders.

Your adventure ends here . . .

405

The leader of the wild men steps forward to fight you first.

CHIEF HILL MAN
SKILL 7 STAMINA 7

If you win, turn to 101.

406

You step aside, and tell her to continue on her way. She looks relieved as she realises that you do not intend to fight her, and takes the path to the west that you have come from. Once she has left you, you consider which way to go next. Turn to 376.

407

Which part of Allansia are you in?

The Swamps around Mirewater?
Turn to 77

Inside Darkwood, south of Catfish River?
Turn to 301

Inside Darkwood, north of Catfish River?

Turn to 146

In the Moonstone Hills?
Turn to 320

Elsewhere?
Turn to 449

408

He takes the gold from you. A second Bandit steps forward, and says. "You know, I've got a little one of my own. Could you give me something for him too?" Before you realise what is happening, a third, and then a fourth Bandit are demanding their toll from you, in order to let you pass. If you want to avoid a fight here, you are going to have to hand over a further 8 gold pieces, or 4 items from your Adventure Sheet. If you want to pay this price, you hand over your hard won possession, before the Bandits finally let you pass (turn to 348). If the price is too steep, you have no choice but to attack them (turn to 497).

409

She looks alarmed as you sit down, but then calms somewhat as she sees that you mean her no harm. Which shape have you chosen to assume while in Mirewater? If you have come in the form of a Dwarf, turn to 86. If you currently look like an Elf, turn to 133.

410

The yellow cloud flies into your face, covering you with tiny droplets of the yellow liquid. Instantly, your face feels like it is on fire. You closed your eyes instinctively against the attack, so fortunately none of the solution went into your eyes. However, with your eyes closed you are unable to see the plants' follow-up attack until it is too late. Thick vines wrap themselves around your legs, and you are pulled off your feet.

You feel yourself being dragged towards the plants, all the time being covered with more of the biting liquid. Do you have a long serrated knife? If you do, turn to 362. If you do not, turn to 287.

411

"Then you are my enemy!" the man cries. He draws a short sword from a hidden sheath, and attacks you. You will not have time to Shift your form again, and so must fight this horseman as the Dwarf. Turn to 70.

412

You show the hunter your prize, and he runs his hand over the skin appreciatively. "Very nice, I'd give you 10 gold pieces for that- and some advice about the forest." Will you accept the hunter's offer? If you will, turn to 29. If you would rather keep the fur, you decline his offer, and then continue north (turn to 73).

413

Add one hour to your Time Elapsed box. As you continue on your way, you discover that the ground to the north is decidedly wetter than that to the south. Listening carefully, you think you can hear the sound of running water coming from the north. Which way will you travel? Will you continue walking east, (turn to 28), or will you veer off to the north? (Turn to 260).

414

As the Phantom's gaze pierces into you, you find yourself swaying on your feet, and your mind clouds over. You lose sensation, and your thoughts slow down. . .

Add one hour to your Time Elapsed box. When you regain awareness, the Phantom is nowhere in sight. Unable to account for the past hour, you decide to continue by travelling west. Turn to 176.

415

Feeling extremely rich, you head back towards Darkwood Forest. Turn to 440.

416

You decide to see who has laid this trap, you give it a great tug, and watch as the rope tightens and pulls up into the tree. You then give out a cry, and start calling for help. Shortly, a male human appears from the north. He is wearing high boots and leather trousers, but is naked from the waist up. His body is covered with old scars, as well as a particularly large one running down the side of his face. Well built, he is clearly used to action. Slung over one shoulder is a bag of some sort, and stuck in his belt is a long knife. As he sees you- not hanging from the tree as he thought- he draws this knife in a well-practised motion. Will you:

Attack this man?

Turn to 136

Try to start a conversation?

Turn to 267

417

You tie the rope to a tree, and let it down the side of the pit. The man nimbly clambers up the rope, and you give him a hand over the side. He thanks you profusely, and is obviously embarrassed at having been caught out by such a simple trap. He offers to share a meal with you, which you graciously accept.

You sit there talking for a while over a simple meal of bread, cheese and fruit (restore 4 STAMINA points). He tells you that he is a sword for hire, wandering the land in search of paid employment. He has been in these woods for a few days now, searching for a group of Druids who have been causing trouble in Chalice and Anvil recently. One of his friends sighted them in Darkwood recently. Before he goes, the man gives you a ring, which he says will ward off evil spirits. He then wishes you long life, and heads south. You examine the ring, and see that it has an image of two intertwined snakes on it. You then return to the path and continue north. Turn to 285.

418

As the first Mudclaw dies, you decide against waiting for the others. Although these creatures are very small, a large number of them could be quite deadly. You make a break for the shore, and get there just as the pack's leader starts snapping at your heels. You roll onto the bank, and stand up quickly, poised to fight if the Mudclaws decide to leave the water. Fortunately, they seem reluctant to attack you on land. Stepping backwards warily, you wait until the Mudclaws return to their nest, and then continue east along the path. Turn to 231.

419

The Dog's blood pours out onto the Forest floor, staining the ground with its deep red. Just as you are relaxing from the fight, you hear a howling noise in the distance that seems to be getting closer- the other Dogs are coming back! The Dog was wearing a gold studded collar, which you take with you. It is worth 5 gold pieces. Before the other two Dogs can return, you hurry north. Turn to 472.

420

You veer off to the south, keeping far away from the band of Pygmies. The detour takes significantly longer than the direct route would have taken, and you must add one hour to your Time Elapsed box. Once you have found your way back to the main path, you continue your journey east. Turn to 205.

421

Do you want to Shift your shape before you go to investigate the cries? The cries sound human, so going in your natural form might be rather alarming. If you still

want to go in your natural form, turn to 393. If you would rather Shift into the form of a Dwarf, Wood Elf or Human, turn to 180.

422

You succeed in jumping out of the snare before it can catch you. You start to wonder who could have set this trap, when the pile of blankets in the corner bursts into life. Before you can prepare yourself completely, you are attacked by a mass of fur, teeth and claws- you have entered the nest of three RAT-MEN! Since they are already upon you, you are forced to defend yourself. Turn to 207.

423

The lightning arches through your body, and you scream in pain. The ferocity of the attack knocks you unconscious, and you collapse to the ground. When you regain consciousness, you discover that you have been tied to the ground, surrounded by a number of bowls of burning oil. You try to Shift your shape to escape from the ropes, but discover that some magic is preventing from making the transformation! Helpless, you watch as the Druids begin to dance around you, as you form the centre point for their next ceremony.

Your adventure ends here . . .

424

You take a handful of gold pieces out of your backpack. (Roll one die and add 1 to determine how many you take out. If the number is greater than the number of gold pieces you actually have, you take out all your gold pieces). The Pygmies eyes light up as they see them. You take the gold, and hurl it as far away from you and the Pygmies as you can. There is then a mad scramble as the Pygmies rush to try to get to the gold first. In the confusion, you rush past them before they realise you have gone. Hurrying down the path, you continue travelling east. Turn to 205.

425

Add one hour to your Time Elapsed box. You walk east, down a path, which shortly leads into another clearing. In the clearing, you can see a small stone pedestal with a hollow in the top. The hollow is filled with a colourless liquid. There are a series of carvings running all over the stonework, which you examine closely. They all depict pain or suffering in some way- disease, famine, burns, death. The detail is quite staggering, and you wonder who placed this here. Do you wish to drink some of the liquid? If you do, turn to 250. If you think that the carvings are warning enough, you leave the clearing via a path to the north. Turn to 164.

426

Turn to 306.

427

Add one hour to your Time Elapsed box. You arrive at the south bank of a wide, slow moving river. The water is very shallow, and can easily be waded across. On this bank of the river, you can see a large pile of flat-topped stones, which have obviously been put there for a reason, which, judging by the fact that there are two similar stones already lying a metre or so apart in the water, is to build a line of stepping-stones across the water. You look around, but there is no sign of the mysterious builder. Since you don't want to waste time putting the stones into the river yourself, you have no choice but to wade across.

Although icy cold, the water is amazingly clear, and you can see right down to the bottom. There are no signs of any creatures, although waterweeds are plentiful. Do you want to try drinking some of this water? If you do, turn to 140. If you would rather just wade across, turn to 275.

428

The path continues for some distance, until you arrive at a river. Looking upstream to the northeast, you can see that the river flows out of Darkwood Forest. There is a very roughly made bridge across the river, which seems strong enough to take your weight. You are just about to continue in the direction that you are travelling when you notice another narrow path, running along the north bank of the river. Perhaps this would provide a suitable route into Darkwood? Will you:

Take this narrow path into the Forest?
Turn to 6

Travel north, keeping Darkwood on your right?
Turn to 217

Travel south, keeping Darkwood on your left?
Turn to 245

429

The path continues north for a hundred yards or so, before taking a sharp turn to the right. As you walk east, you are suddenly startled by the sound of someone clicking their tongue. You look around for the source of the sound, and notice a man leaning against a tree. He is dressed in fine clothes, and carries himself with an air of confidence. Do you have a Pendant with an engraving of a skull on it? If you do, turn to 466. If you do not have this, turn to 115.

430

You leave the hut and return to the village square outside. If you have not already done so, you may now go and talk to the old She-Dwarf by the fire (turn to 142). If you have already spoken to the woman, or if you do not wish to do so, you now

decide that you have spent enough time in Mirewater already, and you turn towards the main gate. Turn to 271.

431

The potion you drank earlier was a Potion of Anti-Poison, and it negates the effects of the scorpion's venom. However, the potion will not have any effect if you are poisoned again in the future. You decide not to risk the hole a third time, and instead continue further up the path. Turn to 35.

432

Resolve your battle.

DWARF GUARD
SKILL 5 STAMINA 6

If you win, turn to 13.

433

You feel part of the creature beginning to tighten around your throat. You pull ineffectually at the thing around your neck, but again your fingers pass straight through it. Desperately, you try Shifting your form, but you have become too cold to make the transformation quickly enough. Unable to breathe in any air, spots appear in front of your eyes and you lose consciousness.

Your adventure ends here . . .

434

As you prepare to fight, you hear another voice joining the creature in front of you—this time from behind! You whirl around, to see a second creature forming to your rear. These creatures are MARSH WRAITHS. You will have to defend against two adversaries. In each attack round, choose which Wraith you wish to attack. Fight this creature in the normal way. Against the second, roll for your Attack Strengths in the normal manner. If its Attack Strength is greater than yours, then it will wound you for the ordinary 2 STAMINA points. However, if your Attack Strength is higher, then you will not wound it— you have simply fended off its blow. Now resolve the battle.

	SKILL	STAMINA
First MARSH WRAITH	7	5
Second MARSH WRAITH	6	6

If you win, turn to 252. If you wish to Escape you may do so after 2 attack rounds by turning to 211.

435

The night passes uneventfully, and you wake up in the morning feeling refreshed. Add six hours to your Time Elapsed box, and restore your STAMINA to its Initial level. Now return to the original paragraph that you were on.

436

Add one hour to your Time Elapsed box. You sit down to consume a meal. Restore 4 STAMINA points. When you have finished, you collect together your things and continue north. Turn to 474.

437

Add one hour to your Time Elapsed box. Your journey continues along the river. For some time, the path that you have been on has been becoming rougher and rougher, until it can hardly be called a path at all. However, looking over the other side of the river, you can see that just up ahead is another path. The water here is running much more slowly than down river, so rather than struggling across wild country, you decide to risk crossing the water.

You make it to the other side without incident, and make your way to the new path, heading east. In the distance, you can see the edge of Darkwood Forest. Realising that you are now close to your old home, you set off down the path energetically. Turn to 333.

438

You take out the pendant, and hold it up. A light spreads within the stone, and lights up the room with its brilliance. Arragon recoils as he sees it, and cries out as if in pain. He falls back, and you feel a flush of triumph at your victory. However, the light starts to fade, and you see Arragon start to recover himself! Will you rush out of the hut while you can (turn to 51), or do you prefer to attack the man (turn to 404).

439

What will you try?

Gold pieces? (You must have at least two)

Turn to 424

An item of jewellery? (Pendant, Necklace, Ring etc)

Turn to 316

A Metal Chain?

Turn to 71

If you do not have, or do not want to use any of these, you now have no choice but to fight the Pygmies. Turn to 191.

440

Add one hour to your Time Elapsed box. You head west towards Darkwood and back to the junction. Once there are two paths, both of which lead you out of the Moonstone Hills. You can either take a path to the north (turn to 25) or one to the south (turn to 496).

441

Immediately recognising that you intend to attack him, Rancibrawn gives a yell of "Traitor!" and lunges backwards to grip his axe. Simultaneously, two other Dwarfs burst into the room from the same entrance that you came from, where they clash with the two Dwarfs from Stonebridge.

All six warriors (five Dwarfs and yourself) will fight in the melee. In order to determine who attacks whom, read the following instructions.

Bigleg and Dwarf 1 will attack each other each round. Roll for their Attack Strengths in the normal manner, and deduct 2 STAMINA points for each successful attack. Similarly for Gillibran and Dwarf 2.

Rancibrawn will attack you. If you wish to attack Rancibrawn, combat will be as per normal. However, you may, if you want to, choose merely to defend yourself against Rancibrawn 's attack. If you decide to do this, then if Rancibrawn 's Attack Strength is higher than yours, he will hurt you for the customary 2 STAMINA points. If however, your Attack Strength is higher, you will not have wounded him, but rather you have fended off his blow.

If you choose to defend yourself against Rancibrawn, this will allow you to attack either Dwarf 1 or Dwarf 2 in addition to defending against Rancibrawn 's attack. In the same round, roll for both yours and your opponent's Attack Strengths again. If your Attack Strength is higher, you will have wounded him for 2 STAMINA points of damage. However, if his Attack Strength is higher, he will not have wounded you, instead, he has merely defended himself against your attack.

	SKILL	STAMINA
RANCIBRAWN	13	19
BIGLEG	9	10
DWARF 1	9	12
GILLIBRAN	7	9
DWARF 2	8	11

If you kill Rancibrawn, turn to 277. If either Bigleg or Gillibran dies, turn to 132. If one of the other Dwarfs dies first, turn to 62.

442

You life up the top section of a broken table, to find a small metal box. Opening this box carefully, you find 4 gold pieces and a dull metal ring. You slip the ring onto your finger, but it is exactly what is appears to be- a bland metal ring. You take the gold,

and may take either of the metal items if you wish. Then, deciding that you have had enough of this rank place, you leave and return to the path outside. Turn to 278.

443

Add one hour to your Time Elapsed box. You walk east some distance, before the path changes direction abruptly, taking you to the north. It continues this way for some time. You are starting to feel rather tired from your walking, and may stop here for Provisions if you wish. When you are ready, you then continue walking north. Turn to 94.

444

You attack the Black Dragon. Each attack round, in addition to its ordinary attack, the Dragon will exhale a stream of poisonous gas. If you are wearing nose filters, this gas will not harm you. However, if you are not wearing filters, it will damage you for 3 STAMINA points. You may try to use LUCK to avoid the gas if you wish. If you are Lucky, you will avoid the gas for that Attack Round.

BLACK DRAGON
SKILL 13 STAMINA 20

You may Escape at any time by turning to 311. If you win, turn to 255.

445

"This used to belong to old Blockhead!" the guard exclaims. You feel a sinking feeling as the logic of the situation runs through his mind. He looks from you to the walking stick, and then the penny drops. Turn to 222.

446

Deduct 4 STAMINA points. You put the horn to your lips, and give two long blows. It produces a beautifully clear sound. You watch the Centaur as he gallops towards you. Half human, half white stallion, he makes an awesome sight as he gallops through the grass towards you. He hails you as he approaches, and then seems to hesitate. Will he recognise you for what you are? Roll two dice. If the result is more than or equal to your Shifting skill, turn to 360. If the result is less than your Shifting skill, turn to 242.

447

You quickly lose your sense of balance, and fall heavily to the ground. For quite some time, your body is wracked by violent spasms, as the poison works its way through your system. Finally, the spasms die away, and you are able to regain control of yourself. However, you have not been able to completely neutralise the poison, and you must deduct 1 from your Attack Strength in all future battles until you find a Potion of Anti-Poison, or so other means for healing yourself. You must add two hours to your Time Elapsed box for the time that you have wasted here, and must deduct 1 LUCK point. When you are ready, you proceed down the path. Turn to 394.

448

The scorpion's tail sting flashes down, and sinks into your glove. You quickly pull it off with the hand and through it to the ground, crushing it underfoot. You pull off the glove inspect your hand worriedly, but you are unharmed. Slipping the glove back on, you decide against risking the tree trunk again, and you continue north. Turn to 35.

449

The night passes uneventfully, and you wake up in the morning feeling refreshed. Add six hours to your Time Elapsed box, and restore your STAMINA to its Initial level. Now return to the original paragraph that you were on.

450

You search through the little men's clothes, and find 3 gold pieces and a leather sling, which you may take if you wish. You then continue east along the path.

After a short distance, you hear a noise in the bushes to your right. It sounds like some sort of an animal- probably a bird. Do you wish to investigate (turn to 24) or would you rather hurry along the path (turn to 279)?

451

Quickly, you hurry off the path and dive into the long grass. You found refuge just in time, for as soon as you land on the ground, you hear the hoof steps go thundering past you. You raise your head to see who has just past you, but cannot see anything other than a cloaked figure riding on a white horse. When the rider is far away, you leave your hiding place and continue travelling northeast. No doubt the rider will soon come across the bodies of the Wolfhounds, so you don't waste any time. Turn to 437.

452

One of the Bears rears up on its hind legs and gives a great bellow before falling back down again and attacking you. The Bears will attack singly, but because of your semi-aware state, you must deduct 1 from your Attack Strength for the first 4 rounds.

	SKILL	STAMINA
First BEAR	9	9
Second BEAR	10	8

If you win, you go back to sleep but rest only fitfully for the remainder of the night. You wake up in the morning and continue on your way. Add 6 hours to your Time Elapsed box, and restore 4 STAMINA points. Now return to the original paragraph that you came from.

453

You dive to one side, and the cloud passes over your head. You are still not out of danger, though, for you see the flowers tracking towards your new position. Do you have a Potion of Plant Control? If you do, turn to 145. If you do not have such a Potion, another of the yellow clouds bursts towards you. Turn to 410.

454

She spits on the ground and points to one of the huts on the far side of the village. "There," she says, "That's where that good-for-nothing lives. All he does all day is to flex his muscles. If you're a friend of his, I want nothing to do with you." She turns away, and starts to stir her pot once more. Will you:

Go over to this "Strong-Arm's" hut?
Turn to 173

Try another hut at random?
Turn to 228

Head towards the main gate to leave?
Turn to 271

455

You sink onto the ground with exhaustion, the remains of the skeletons lying shattered around you. You may take one of their blood soaked bones with you if you wish. You may also stop to take Provisions here. When you are ready to continue, you return to the junction and take the path to the north. Turn to 491.

456

As you kick the skull, you lose your footing in the slippery mud. You try to maintain your balance, but to no avail. You land with a wet "slap" on your rump. Desperately, you try to regain your feet as the maggots come writhing towards you. Unfortunately, you are unable to recover yourself in time, before some of them are upon you. Roll two dice, add them together- this is the number of the vile worms that manage to dig their sharp little teeth into your skin.

You will not fight these MAGGOTS in the normal way, and may not Shift your shape for this encounter. Instead, each attack round, you must roll one die. This is the number of maggots that you manage to remove in that round. The remaining grubs will burrow into your flesh, doing 1 STAMINA point of damage each. Unless you succeed in scraping them off quickly, you will soon die- perhaps suffering the same fate as the Dwarf whose backpack you tried to take!

If you manage to remove all the grubs, turn to 331.

457

The path turns to the right, and you find yourself walking north. As you continue, you hear faint cries for help coming from somewhere to your left. Do you wish to go to the aid of whoever is in trouble? If you do, turn to 421. If you would rather continue north, turn to 285.

458

You quickly take out the filters and put them in place. The gas swirls around you harmlessly. You now realise that you have another problem. If you try to Shift your shape into anything other than something humanoid, the nose filters will no longer fit. Whilst you have the filters in place then, you will not be able to change form into any animals or monsters. Turn to 81.

459

"Oh, a man without a sense of humour?" sighs Jaroth as you lunge towards him. As you get within striking range, you suddenly find something jammed between your legs, which you promptly trip over. You bang your head against the table, immediately losing any sense of awareness. Deduct 3 STAMINA points. When you come round, you find you are in a completely different part of the forest. Add two hours to your Time Elapsed box, and turn to 149.

460

Add one hour to your Time Elapsed box. You walk south, away from the river that you have been following. Up on the path ahead of you, you notice a tall and thin figure wearing a dark cloak. The figure seems to be walking away from you. However, as soon as you start wondering what this might be, it whirls round and stares at you with bright green eyes. The figure quickly raises a bow strung with an arrow. Before you know what is happening, the arrow is flying straight towards you. Test Your Luck. If you are Lucky, turn to 171. If you are Unlucky, turn to 44.

461

You continue to wade up a slight slope through the sea of grass until you come to the river. It is very wide, but slow moving as it makes its leisurely way from the north east out to the west. To the west, you can hear a great roaring, and realise that there must be a waterfall just a short distance away. On the far bank of the river, you can make out a stone path heading north, so you decide to cross the river at this point.

The water here is fairly shallow and slow moving, and you could wade or swim across without too much difficulty, however the water would be up to your chest, and you might be vulnerable to any water creatures. If you have a Leather Belt of Levitation, you could use it to cross the river (turn to 123), otherwise, you will have no choice but to enter the water (turn to 257).

462

Deduct 4 STAMINA points. You change your form quickly, and peer into the darkness. With your cat's eyes, there is just enough light for you to see in the room, and you can make out the shape of the wizard stealthily making his way towards the door. With a roar, you leap at him, and hit him with your huge front paws landing squarely in his chest. "Damned Shape-Changers!" you hear him cry as you knock him to the ground. Have you been told the wizard's source of power? If you have, turn to 328. If you have not, turn to 185.

463

You run down the tunnel, and find it opening out into a small cave. There are no exits from the cave, however in its centre you see a single statue. The statue is about two metres high, and depicts the form of a primitive looking human- probably a cave man of some sort. Examining the statue, you notice that both of its hands are missing, although each wrist has a sunken depression as though there has been something taken out of it. Do you still have two models of hands in your possession? If you do, you decide to see what happens if you put the hands into the slots on the statue. Add together the numbers on the hands, and turn to the corresponding section of the book. If you do not have any models left, or only have a single hand, turn to 283.

464

What will you try?

An empty bottle?

Turn to 138

A Stone of Seeing?

Turn to 63

An animal skull?

Turn to 383

If you have none of these, you will have to continue walking north. Turn to 200.

465

You approach the pool stealthily, in an attempt to reach the Pixies without them noticing. However, just as you get within striking range, the song stops, and the Pixies stare startled in your direction. Abruptly, they vanish into thin air. The cloud that they were sitting on dissipates, and you soon find yourself standing alone beside a pool filled with fish. There doesn't seem to be anything else you can do here, so you have no option but to return to the path and continue northeast. Turn to 163

466

The man whispers in a husky voice, "That pendant you have. I need it. If you'll give it to me, I'll give you 25 gold pieces." You are unsure whether or not to trust this man. You finger the pendant thoughtfully whilst trying to decide whether or not to sell it to

him. If you have a Helmet of Hidden Thoughts, turn to 97. If you do not have this helmet, you may make the trade if you wish (make the necessary adjustments to your Adventure Sheet). Whether or not you make the trade, you then leave continue east down the path. Turn to 210.

467

As the sharp point bites into your body, your muscles start to feel extremely heavy, and you feel extremely hot. The dart was poisoned! You fall to the ground, unable to control your limbs any more. Before you can regain your feet, the Pygmies are upon you, battering away at you simultaneously. You are unable to defend yourself against this attack, in your present state, and the world soon fades around you as you die.

Your adventure ends here . . .

468

After your victory over the Snake, you are about to walk north when you discover a hole in the ground about one and a half feet across. You look into the hole, and see that there are masses of tiny snakes inside- this must be the creature's nest! There might be something in that hole, but if there is you cannot see it because the baby snakes are obscuring the view. However, you don't feel like putting your arm in amongst all those serpents, so you try to devise a way of getting them out. Do you have a leather strap? If you so, turn to 39. If you do not have a strap, or do not want to investigate the hole, you continue travelling north through the grass. Turn to 329.

469

Add one hour to your Time Elapsed box. Do you still have 9 or more hours remaining before the end of the fourth day? If you do, turn to 241. If you do not, turn to 82.

470

As you are about to begin your attack, you feel a blow to the back of your head. As you fall to the ground, you catch a glimpse of a man standing behind you, holding a wooden chair leg in his hand. You lose consciousness. Turn to 167.

471

Add one hour to your Time Elapsed box. As you walk, you start to notice a bit more vegetation around- a few weather-beaten bushes, and the occasional spindly-looking tree. Abruptly, you realise that light has been increasing steadily for the last half hour or so, and that there is a yellow glow far on the horizon in front of you- daybreak! With an increased vigour to your step, you continue walking.

You notice that one of the bushes has some extremely juicy-looking berries on it. You pluck one off the branch, but it immediately squashes into a sticky mess. Wiping your fingers on the grass, you take a second one- this time handling it far more gently. These berries are far too ripe to hold unprotected, or loose in a backpack, however if

you have a leather pouch you may take some with you if you wish. Do you want to try eating one of these berries now? If so, turn to 338. If you wish to avoid taking the risk, you drop the berry on the ground and continue walking. Turn to 226.

472

As you walk along the path, you notice a small stone building off to your left. You walk up to the building, and discover that it is very small- about 10 feet by 10 feet, and has no windows of any sort. The stonework looks very new and fresh, as though it has only just been built. The door is ajar, and you can hear sounds of a battle coming from below. You glance into the doorway, and see a line of stone steps leading downwards into the ground. Do you want to enter this building, and see who is fighting? If so, turn to 204. If you would rather hurry along the path, it quickly takes a sharp bend to the right, continuing east. Turn to 43.

473

You walk over and watch the children. They seem to be playing some complicated game involving discs of metal, stones and white chalk, and are obviously taking their positions according to some complex set of rules. At first, you cannot fathom what they are doing, but then you slowly realise that is some stylised mock battle game. Just as you are about to leave, one of the children calls out to you. "Hey, stranger. Are you looking for something?" You pause to think, and then say that you're looking for the king. The child points towards a small hut nearby, and says, "King's not here, but Bigleg lives there". You wonder who Bigleg might be. You thank the child, and move on. You decide to try to talk to this Bigleg. Perhaps you can be of some use to each other. Turn to 482.

474

Add one hour to your Time Elapsed box. The path continues north for a fair distance, and you notice that the trees are beginning to thin out. Could you have made it to the northern edge of the Forest already? As you walk down the path, there is a sudden commotion in the trees above you. You look upwards, to see a great crashing of breaking branches. Suddenly, you find yourself facing four Orcs. Dressed in leather armour, and brandishing a variety of weapons, their intentions are clearly hostile. One of them grunts, and points towards your equipment. His meaning is obvious. As you hesitate, the largest of the Orcs raises his sword and points it straight at you, emphasising the request. Will you hand over your equipment (turn to 339), or do you prefer to risk taking on four opponents at once (turn to 20)?

475

As the Ghoul is dying, you feel it rake its sharp claws across your leg. Instantly, you lose all feeling in the leg, and you notice with horror a white patch spreading rapidly across the flesh. You have been infected with the same disease that killed the old man! You stumble towards the staircase, but trip and fall as the infected leg fails to support you. Your leg is now completely covered with the blight, and it is starting to spread across your body. You are suddenly filled with the desire to eat the flesh of the

dead Goblin, and somehow you manage to struggle over to its corpse. The flesh is tough and stringy- but tastes delicious! When you have had your fill, you feel extremely tired. That sarcophagus looks extremely comfortable!

You lower pull yourself into the stone box, and lie down. The light from the lantern hurts your eyes. You slide the lid back into position, and soon you are in a wonderful darkness. In the stillness, you wait for another meal to walk into your crypt.

Your adventure ends here . . .

476

You take out the berries, and show them to Yaztromo. "Yes, I'd be interested in these." he says, "Would you exchange them for a barrier ring?" If you want to make the exchange, turn to 304. If you would rather keep the berries, Yaztromo hands the leather pouch back to you. Turn to 349.

477

The path meets another coming from the south. Since the southern direction would lead you back into the Forest, you decide to ignore it and instead head north. Turn to 461.

478

As you walk along the river, you notice a small mound a short distance into the water. From a distance, it appears to be a huge pile of earth, but as you get to the edge of the water, you realise that it in in fact a construction- a collection of reeds carefully woven together, and then plastered with layers of mud. If you consider that this deserves further inspection, you will have to wade into the water to take a closer look (turn to 135). If you would prefer to ignore the mound altogether, you return to the path and continue travelling east. Turn to 231.

479

You arrive at another junction. You change direction, so that you are again travelling north, rather than following a path south. Turn to 336.

480

As you settle down for the night, you encounter a roaming creature. To see what you have encountered, roll one die.

	Roll of	SKILL	STAMINA
WOOD ELF	1	7	6
APE MAN	2	8	7
ORC	3	5	5
TIGER	4	9	10
TROLL	5	9	8
FOREST GIANT	6	9	12

If you win, turn to 291.

481

You brush yourself down, and then look around. There is very little light here, but you can see that you are standing on the edge of a great cliff, the bottom of which is too distant to see. You may either walk along the edge of the cliff to the south (turn to 9) or north (turn to 341).

482

You walk into the hut, and find yourself inside a charming little home. A friendly blaze is burning in the fireplace, and there are countless vases around the room filled with freshly picked flowers. There is a chubby She-Dwarf plucking a chicken by the fire, and she stands up as you enter. You tell her that you are looking for Bigleg. She yells out, "Bigleg! Visitor!" and a plump Dwarf appears from another room. "Yes dear?" asks the balding man as he comes in, and then he notices you.

He walks over, and says enquiringly, "You are welcome, stranger, if you come as a friend. I don't recognise your face...?" Will you:

Claim to be a traveller from a far off village?
Turn to 117

Tell Bigleg the whole story?
Turn to 224

483

You start to root through the piles of junk. How the rat-men could live in this squalor, you will never know. Not only is the floor strewn with all manner of artefacts- mostly broken- but the walls are covered with glistening green algae, drops of some liquid (you hope, water) are falling constantly from the ceiling, and the stench is even worse than that of your own cage back at Mirewater.

You may Test Your Luck to try to shorten the length of time that the search will take. If you wish to do this, and are Lucky, turn to 318. If you attempt to use your luck and are Unlucky, turn to 147. If you do not wish to use Luck here, turn to 265.

484

You crawl down the hole a little further, and abruptly the ground under your knees changes from being bare earth to wooden boards. You find yourself in a tiny cave, which, by touch, seems to be furnished with crude wooden furniture.

Fortunately for you, the cave seems to be empty, although you suppose that its occupant could be back at any time. You feel around, but there doesn't seem to be anything you can take with you other than something which appears to be a hard human hand.

Twisting round in the confined space, you return back to the surface.

In the light, you inspect your find and discover that the hand is a model, made out of a bright red clay. You turn it over and see the number "79" scratched into the palm. You take it with you, wondering who the owner was. You then continue north up the path. Turn to 351.

485

You walk over to the shop, but the owner scowls at you as you approach. "They're not for sale to strangers." he says. Perhaps you could try again when Stonebridge isn't at war? The owner will, however, buy any weapons that you have that you do not want, which you may sell to him for the following prices:

Item	Price
Short Dagger	2 gold pieces
Elven Bow	5 gold pieces
2 Crossbow Bolts	1 gold piece
Long Serrated knife	7 gold pieces
Tiny hammer	1 gold piece
Stone Hammer	2 gold pieces
Wild Hill Man Bow	3 gold pieces
Morning Star	4 gold pieces
Short knife	2 gold pieces

Once you have finished here, what will you do next?

Decide that you have done enough here, and leave Stonebridge?
Turn to 143

Go to talk to the She-Dwarf
Turn to 251

Go to see what the children are playing?
Turn to 473

See if there is anything interesting in a crafts shop?
Turn to 60

Walk over to a stand selling general equipment?
Turn to 159

486

You are standing in the centre of Mirewater. You are unable to prevent yourself from looking over to the cages where you were once held. "Your" cage is still empty-presumably the Dwarfs haven't found a new pet yet. The village seems to be nearly as deserted as the night you escaped, for there is no one around except for an ancient She-Dwarf who is tending to a large pot hanging over a low fire. Will you:

Go over and talk to the old woman?
Turn to 142

Enter a hut at random?
Turn to 228

487

Add one hour to your Time Elapsed box. As you make your way through the grass, you feel a sharp stab in your foot. You look down to see that there are a number of giant ants around your feet. Looking around, you see that the grass is awash with them! A second one bites you, and you realise that you are in danger of being eaten alive by these ARMY ANTS. If you do not act, you will certainly be there next meal. Do you have a Leather Belt of Levitation? If you do, turn to 387. If you do not, or do not wish to use it, turn to 261.

488

The darts sink into you, and you immediately start to feel weak on your feet. A few steps later, and you come crashing to the ground. You realise that the darts have been poisoned, but not even your Shape Changer's immune system is able to counteract the effects of the poison rapidly enough. Your muscles lock, and you are unable to defend yourself as the band of Pygmies rush up to you and begin to batter away at you with their assortment of weapons. Consciousness fades, and everything turns black.

Your adventure ends here . . .

489

The bridge creaks as you walk across it, but it has been well built, and it holds your weight safely as you make your way across. On the other side, you head off once again to the north. Turn to 317.

490

Add one hour to your Time Elapsed box. The trees of Darkwood are now very close-it cannot be more than half an hour's walk away. Eagerly, you set off down the small hill towards the edge of the forest. As you reach the bottom, you find yourself at a T-

Junction, with the path you are on meeting one running north-south, parallel to the edge of Darkwood. You are suddenly aware of someone approaching from the north. Although still a fair distance away, they are nearing very quickly.

You cannot make out any details by eye, but by reading their mind, you are able to determine that this person is female. Other than that, you cannot determine any other details. Will you:

Stay and wait for her to arrive?

Turn to 355

Shift form, in an attempt to deceive her?

Turn to 198

Run south down the path, and hope to avoid her altogether?

Turn to 84

491

As you walk north, you notice a dark shape flitting from tree to tree in the distance. You observe it for a while as you walk, trying to make out what it might be. Its form, however, is constantly changing shape and seems almost fluid in substance. Whilst you have been observing it, its movements have followed a pattern, as it hovers above the ground for a few seconds, before flying over to a new location and repeating the process- almost as though it is looking for something. Now, however, you discover with horror that it is flying directly towards you! Do you have a ring with two intertwined snakes embossed on it? If you do, turn to 182. If you do not have such a ring, turn to 47.

492

As you finish off the second man, you notice movement in the distance. You look over to see a third wild men haring off down the path towards the grass huts- presumably to fetch reinforcements. Do you want to chase after him? If you do, turn to 134. If you do not want to risk an encounter with any more of the men, turn to 315.

493

You step off the path and head across the rocks towards the small hut. There is nothing particularly special about the hut- stone walls, thatched roof,. However, you see a sign above the door that is of some concern:

Do you wish to enter the hut to see this Arragon (turn to 229), or would you prefer to return to the junction and continue north (turn to 51).

494

You sit down to eat your meal. Restore 4 STAMINA points. Do you have a scroll of parchment with you? If you do, turn to 372. Otherwise, once you have finished your food, you stand up and continue on your way. Turn to 80.

495

Remembering the amulet, you decide to use it here. You concentrate on a mental picture of the three dogs slinking away into the trees, their tails between their legs, heads down. You hear a low whining, and look up to see that that is exactly what two of the Dogs are doing . . . but unfortunately the largest of the three is still facing you. Although you have evened up the odds somewhat, you have not succeeded in avoiding a fight altogether.

DEATH DOG
SKILL 10 STAMINA 11

If you defeat the Death Dog, turn to 419.

496

Add two hours to your Time Elapsed box. You walk across the flatlands, around the perimeter of Darkwood Forest. From this viewpoint, the Forest just looks like any other collection of trees, and it is hard to believe that they could be the focus of such an important meeting for the Dwarfs, in such a short time. You come across a handy felled tree, where you may stop to eat Provisions if you wish. You then have to decide which way to go next. Will you travel to the north, into the Moonstone Hills? (turn to 294), or would you prefer to head south-west, towards the southernmost point of Darkwood? (Turn to 177)

497

You yell a cry of defiance, and through yourself into battle. You must fight the leader first.

BANDIT LEADER
SKILL 9 STAMINA 7

If you defeat the first Bandit, the other four step forward to attack you and you must fight them in pairs in turn. Each attack round, you must decide which of the Bandits you will attack, and fight him in the ordinary way. Against the second, you must roll for your Attack Strengths in the normal way. If his Attack Strength is higher, he will wound you for the normal 2 STAMINA points of damage. However, if your Attack Strength is higher, you will not wound him. Rather, you have simply fended off his blow.

	SKILL	STAMINA
<i>First Pair:</i>		
BANDIT A	8	7
BANDIT B	7	6
<i>Second Pair:</i>		
BANDIT A	7	8

BANDIT B**6****7**

If you win, turn to 319.

498

Add three hours to your Time Elapsed box. When you are just over half the distance between Mirewater and Darkwood, you come across a roaming creature. In order to see what creature you have encountered, roll one die and fight it as normal:

Roll of		SKILL	STAMINA
1	MARSH GOBLIN	6	6
2	DWARF	7	7
3	GIANT LIZARD	8	9
4	GREAT ORC	7	6
5	CAT MAN	8	6
6	GIANT SPIDER	7	8

If you win, turn to 276.

499

As you bend over to pick up the bottle, the rock that it is beside suddenly starts creaking and moving, and then two eyes appear at its top! Balancing on stubby legs, its starts walking towards you. It is a BOULDER BEAST! Before you can stand up, it brings one of its massive rock-like fists crashing down into your back (deduct 2 STAMINA points). Because the creature is made of rock, you will not be able to damage unless you have a crushing weapon (either a Morning Star or a Wooden Club). If you have either of weapons, you may fight the creature as normal. If you do not have one of these, you will not be able to damage the monster, and have no choice but to escape (do not forget your penalty for doing this).

BOULDER BEAST
SKILL 9 STAMINA 12

If you win, turn to 79. You may escape by running west down the path (turn to 51).

500

You are woken in the morning by a great sound of laughter and singing coming in through the window. You Shift into the form of Bitai- after all, it wouldn't be a wise move to alarm Stonebridge by emerging in your natural form now- and step out of your hut into the street. The village is full of Dwarfs, young, old, male, female, celebrating and dancing. As you make your way towards the village square, a number of strangers come up to you, offering you gifts of small trinkets and delicacies. How different the village is to when you visited it earlier! When you finally make it to the square, you force your way through the crowds to the centre.

Bigleg and Gillibran are standing on a hastily erected stage, and are shouting out the story of the defeat of Rancibrawn. As each thrust of the sword is described, the

crowds give out a great cry of triumph. In between breaths, Bigleg sees you waiting in the front, and rushes down to bring you up to the stage with him. He introduces you to the crowd, and the roar of applause deafens you! Although you had only intended to exact your revenge on the evil Dwarf, you find that you have now become a hero! Lost for words, you are able to do little else but stand there, grinning. It is enough for the villagers, however. All they want to do is to see the champions of their village. When Bigleg announces your true identity, not as a Dwarf at all, but of a Shape Changer, the village's support for you doesn't waver for a moment. From being a ragged animal in a cage, you are now the liberator of a wonderful community of good people.

That day is the most exciting of your life. Time and time again, you are asked about your adventures in the Forest, about your escape from Mirewater, and about your prowess in battle. You perform a few Shifts to show the Dwarfs how you overcome your obstacles, and by the end of the day you feel that you should be exhausted. The village is high on its own celebrations, however, and much of this rubs off onto you. The street parties continue long into the night, and the sun has already started to rise by the time you finally go back to sleep.

The next day, the village is much more subdued. The euphoria of the previous day has worn off, and the Dwarfs have settled down once again to their ordinary lives. Unable to face saying goodbye to Bigleg and Gillibran, you slip away and head south to Darkwood Forest.

To the Forest of Doom. To the Forest of Dreams.

Epilogues

Rancibrawn 's son was only a young man when his father was killed. Although hot-blooded with a desire to avenge his father, the old men of Mirewater held him back. Stonebridge had shown that they had the strength to defeat even the strongest of their enemies- without their legendary war-hammer. He was not yet old enough to consider going into war against Stonebridge, and should take note of his father's mistake. Perhaps if he was able to find the lost war-hammer for himself, maybe then he would be able to begin hostilities again. Until then, he should bide his time.

Yaztromo called down his pet crow, and listened to what it had to say about the Shape-Changer's success. Chuckling to himself, he went back up his tower. "I knew he was the man for the job," said the old man, satisfied that, once again, he had made the right decisions. He picked up a black ebony stick from beside the fire, and smacked it against his hand. "Sometimes," he muttered to nobody in particular, "my forward planning amazes even me." He then settled back to consider the next move in his eternal game.

As his most trusted advisor, Bigleg was granted immediate access to his king. "My liege," he began, "I have grave news. I have just discovered that Rancibrawn 's son has once again turned his attention towards Darkwood, and to our lost hammer. An expedition is leaving to search the Forest. I need not tell you of the consequences should they find it. Let me venture then, I beg you." Gillibran sighed- the last few years weighing heavily on his shoulders. To let Bigleg travel into Darkwood would be

to take a great risk, and yet even more would be at stake if he did not allow his closest friend to endanger his life. Perhaps, though, there was a way of improving those odds . . .? "Bigleg, much as I loathe this action, I must grant your request, for we must find that hammer before Mirewater does. However, you should remember that we have a powerful ally in Darkwood. The Shape Changer who saved our village years ago may be willing to aid us again. Seek him out, for by now he should know the ways of the Forest. May Kerillim go with you."

Two days later. Bigleg staggers towards the firelight. His party dead, ambushed by Wild Hill Men. Perhaps the owner of that fire would continue his mission? The pain in his stomach is overwhelming; there is a throbbing around the two bolts. He sees a tall, muscular shape standing there, a sword readied for combat. He collapses with a thud onto the ground. An image of a triumphant return to Stonebridge. "I'll get them! I'll get them! Don't you fear, Gillibran, Bigleg is coming to bring you the hammer." he cries out, deliriously, before losing consciousness again. The stranger tends to Bigleg. Once again, the Dwarf opens his eyes, this time speaking in a calmer tone. "Help us, friend . . . take the hammer to Gillibran . . . only the hammer will unite our people . . . I beg you to find the hammer . . . you will be well rewarded . . ." The stranger rests the Dwarf's head on the ground as Bigleg breathes his last. A thoughtful look on his face, he searches the little man's clothing, pocketing some gold and a map. Perhaps Stonebridge has found a new champion.

AUTHORS NOTE

Although "Warlock of Firetop Mountain" was the first Fighting Fantasy book I ever saw, it was only from a distance- my brother had the book. Unfortunately, I didn't realise the potential of the series at that time. It wasn't until the books started appearing in our school's Book Club that I first played anything in the series. The first book that I played, then, was "The Forest of Doom", and as such, FF 3 has always had a special place in my heart. Although the book might be one of the easiest in the series, as well as being (potentially) one of the least satisfying (where is the big enemy to fight?), for me this book is the very definition of Fighting Fantasy. It comes from a time when the series was still fresh, when there were still new avenues to explore in the standard hack 'n' slash formula, and there was still great potential in the idea.

It was therefore my intention to write a book, which had a similar feel to Forest of Doom, whilst resolving some of the problems that the book had. Did I succeed? Only partly. There is, now, a real race against time in the book. There is a big enemy at the end. The book is now exceedingly difficult. I also corrected a number of mistakes that I feel I made with "Horror of Craggen Rock". The book now feels huge. It is very non-linear (more so than most of the official books). The basic system is far less complicated, whilst still remaining original. Once again, I have created a number of links to other books- most notably, of course, "The Forest of Doom", but also to "Warlock of Firetop Mountain", and "The Horror of Craggen Rock". There is even a reference to the Sega hit "Golden Axe" in there (answers on a postcard). The book leads nicely into "Doom", and has (for me) a very satisfying end. So why am I not completely happy with my story?

The answer is simple. I failed to create a book, which had the same "feel" as the "Forest of Doom". No doubt, part of this is due to nostalgic memories of the original. However, it is also to do with the writing style. Ian Livingstone still writes, in my opinion, at a level, which I cannot. Although I feel that my book is designed better than his, I do not feel that I am in the same forest that he wrote about. Compare this, for instance, with the Black Tower in "The Horror of Craggen Rock". Reading those sections transported me straight back to "The Citadel of Chaos". I genuinely felt as though I were back in Steve Jackson's creation. As far as I am concerned, then, "Forest of Dreams" is a great attempt, but it is not, really, a prequel to "Forest of Doom". I must strive harder.

And onto other matters. When "Horror of Craggen Rock" was written, I did not have access to "Out of the Pit" or "Titan". In fact, I do not even know if these books were available at the time- As such, the monsters and creatures I used were rather limited- mostly Orcs, Wizards, Goblins. After starting "Forest of Dreams", my sister found me copies of these books, and suddenly things changed. I was able to use a wider variety of creatures, with attributes more in line with the FF "norm". Many of these created situations that I just would not have thought of on my own. However, I was also hit with a great disappointment when I read "Out of the Pit". When I first met the Shape-Changer in "Forest of Doom", I assumed that the reptilian creature it turned into was its "fighting form"- just another shape that it could change into. I had therefore intended to write an encounter in "Dreams" with this reptile. Unfortunately, "Out of the Pit" stated otherwise. This reptilian form was, in fact, the Shape-Changer's natural

form. Rather than using alternative bodies for fighting purpose, the Changer merely used them to lure its enemy in, before reverting to its original form for fighting.

Some of this, I was forced to accept. Since I like, wherever possible, to accept the official books as canon, I had to scrap the proposed encounter. Not to great a loss- I replaced it with an encounter with another Shape Changer. However, I did have to deviate from the use that the Shape Changer makes of its abilities, sticking with my original intention to have a creature that fights by assuming other creature's forms. It made for a better story. The northern half of the Forest is also extremely rushed- I was running out of paragraphs far more quickly than I thought, and as such the Forest is a lot smaller than I originally intended. I think it just about holds together, but the deficit shows. The southern half of the Forest is good, the northern half is not. The other huge chunk of the book that is missing is a picture. I had intended to have around 25 illustrations for these book- line drawings, similar in style to the original books'. I had even commissioned an artist to do these. Unfortunately, he backed out of the deal, and my book is now, for the most part, picture less. Maybe next time then.

So where do I go from here? I have no intention whatsoever of writing a prequel or sequel to "Starship Traveller". Warlock of Firetop Mountain, and Zagor, has been done to death. City of Thieves? I don't think so somehow- there's is, perhaps, scope for another book there, but there is very little to work with. Deathtrap Dungeon? That is a very clear possibility- I never liked "Trial of Champions", as I feel I could have done much better. The book has far too many sudden death scenarios without warning for me. I have a lot of ideas for this one though, and it will be some time coming. "House of Hell" is another title I have my eye on. Or I might try something else entirely. I have been considering the possibility of writing an epic book for some time. A multi class, multi quest adventure would be fun to write, but would take ages to do justice to. How many paragraphs would it have to be. 1000? 2000? I dread to think.

The other book I have been considering would be entitled "Shards of Darkness, Shards of Light". I have a plot sketched out for this one, and know exactly where it would go. It would not be based on any of the original books, and so would be harder to create a believable world. Loosely based around the ideas I was toying with in "Horror of Craggen Rock", it would cover a multi-generational epic. Only the future will tell. For a while, at least, I will not be writing any more, other than in "Doom and Gloom", and "Knight's Quest" (see Moloch's Gamebook Garden, in my links section). I need a break. I hope you enjoy "Forest of Dreams"- please tell me what you think!
Nathaniel Page

This book was created with much effort, sweat, and blood (I got two paper cuts) as well as:

- 6 litres of Coca-Cola
- 4 litres of Orange Tango
- 5 pizzas (Meaty Ones)
- 12 pieces of fried chicken
- 4 apples
- And a Mars Bar

Please respect the wishes of the author, and do not copy or reproduce this book either in part or its entirety without my express permission. Thanks. Contributions from other people have been extensive, and I must thank a number of individuals: Firstly, I would like to express my gratitude to my brother, Jonathan, for his great effort in writing the theme music for the book (playing over the "Background" section) AND for writing the little Java dice roller. Secondly, to my Proof Readers: Rodney Hobbs and Saggi Hed. Their comments, and suggestions have been invaluable to me. If you manage to complete "Forest of Dreams", you have them to thank. They made me make the book easier. I also wish to thank my father for drawing the map at the beginning of the book. It looks great, Dad.

To Ian Livingstone: I doubt you will ever read this, but if you do I hope that this book is a fitting tribute to your earlier work. You have given me many hours- days- weeks of reading, and your writing created the inspiration for me.