FABLED LANDS

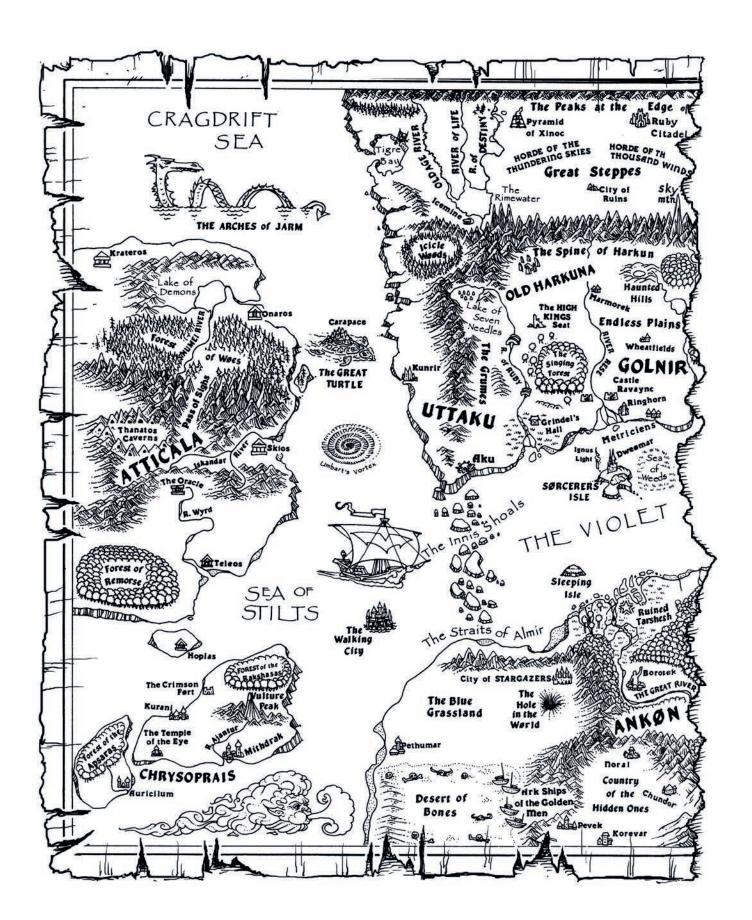


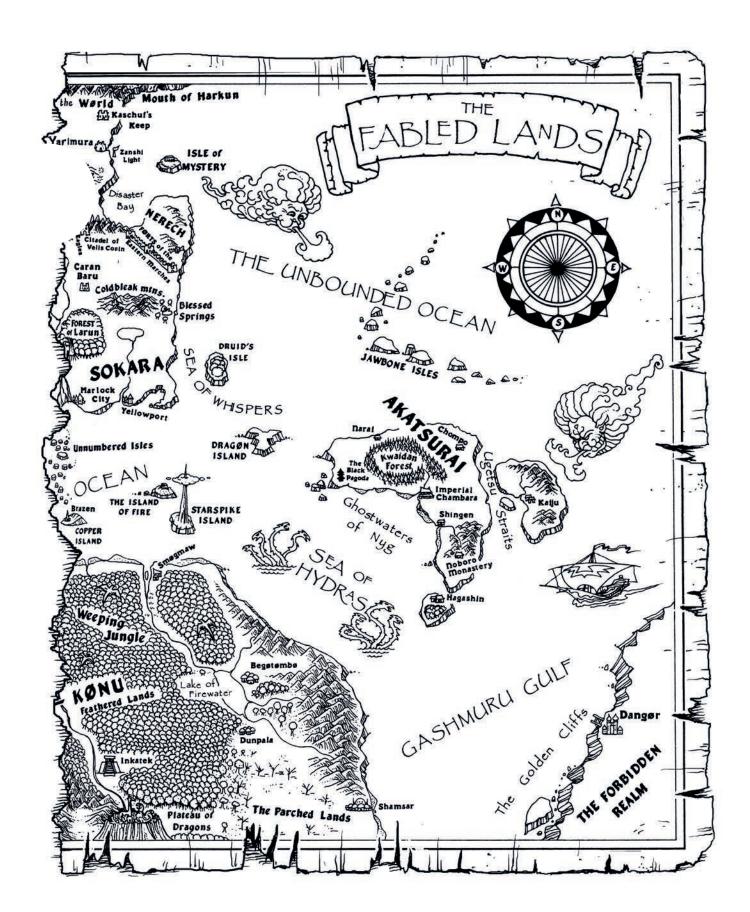
THE SERPENT KING'S DOMAIN

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Based on the world created by Dave Morris and Jamie Thomson

Illustrated by Russ Nicholson Cover painting by Kevin Jenkins





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Adventuring in the Fabled Lands

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

If you have already adventured using other books in the series, you will know your entry point into this book. Turn to that section now – though note that it would be a good idea to read the 'Special notes for The Serpent King's Domain' section first, in order to clarify some rules for this particular adventure.

If this is your first Fabled Lands book, read the rest of the rules before starting at section 1. You will keep the same adventuring persona throughout the books - starting out as a 7th Rank count (or countess) in this adventure and gradually gaining in power, wealth and experience throughout the series.

ABILITIES

You have six abilities. Your initial score in each ability ranges from 1 (low ability) to 9 (a high level of ability). Ability scores will change during your adventure but can never be lower than 1 or higher than 12.

CHARISMA the knack of befriending people

COMBAT the skill of fighting MAGIC the art of casting spells

SANCTITY the gift of divine power and wisdom **SCOUTING**

the techniques of tracking and

wilderness lore

THIEVERY the talent for stealth and lock picking



PROFESSIONS

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

Priest:

CHARISMA 7, COMBAT 5, MAGIC 6, SANCTITY 9, SCOUTING 7, THIEVERY 2

CHARISMA 5, COMBAT 5, MAGIC 9, SANCTITY 1, SCOUTING 8, THIEVERY 6

CHARISMA 8, COMBAT 7, MAGIC 7, SANCTITY 2, SCOUTING 5, THIEVERY 9

Troubadour:

CHARISMA 9, COMBAT 6, MAGIC 6, SANCTITY 5, SCOUTING 5, THIEVERY 7

Warrior:

CHARISMA 6, COMBAT 9, MAGIC 3, SANCTITY 7, SCOUTING 6, THIEVERY 3

Wayfarer:

CHARISMA 5, COMBAT 8, MAGIC 4, SANCTITY 5, SCOUTING 9, THIEVERY 7

Fill in the Adventure Sheet at the back of the book with your choice of profession and the ability scores given for that profession.

STAMINA

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

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

You start with 30 Stamina points. Record your Stamina in pencil on the Adventure Sheet.

RANK

You start at 7th Rank, so note this on the Adventure Sheet now. By completing quests and overcoming enemies, you will have the chance to go up in Rank.

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

Rank	Title
1st	Outcast
2nd	Commoner
3rd	Guildmember
4th	Master/Mistress
5th	Gentleman/Lady
6th	Baron/Baroness
7th	Count/Countess
8th	Earl/Viscountess
9th	Marquis/Marchioness
10th	Duke/Duchess
11th+	Hero/Heroine

POSSESSIONS

You can carry up to 12 possessions on your person. You begin this adventure without any equipment or money.

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

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

DEFENCE

Your Defence score is equal to:
your base, unmodified COMBAT score
plus your Rank
plus the bonus for the armour you're wearing (if any).

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

Write your Defence score on the Adventure Sheet now. To start with it is just your COMBAT score plus 7 (because you are 7th Rank, and you have no armour). Remember to update it if you get some armour or increase in Rank or COMBAT ability.

FIGHTING

When fighting an enemy, roll two dice and add your COMBAT score. You need to roll higher than the enemy's

Defence. The amount you roll above the enemy's Defence is the number of Stamina he loses.

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

Example:

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

The goblin still has 1 Stamina point left, so it gets to strike back. It rolls 6 on the dice which, added to its COMBAT of 5, gives a total attack score of 11. Suppose you have a chain mail tabard (Defence +2). Your Defence is therefore 9 (=4+3+2), so you lose 2 Stamina and can then attack again.

USING ABILITIES

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

Example

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

CODEWORDS

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

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

SPECIAL RULES FOR THE SERPENT KING'S DOMAIN

Heat Penalties

Parts of Ankon-Konu are extremely hot, and many types of armour can only be worn for short periods, if at all. In some combats, particularly within the Weeping Jungle, it will be noted that heat penalties apply. In these cases, if you are not wearing armour that is specifically adapted for a hot climate, you must subtract the armour's Defence bonus from your COMBAT score for the duration of the battle. For example, if you are wearing **chainmail armour (Defence +3)**, you will receive the armour's Defence bonus as normal, but you must also subtract 3 from your COMBAT score until your current opponent is defeated.

Certain types of armour are designed for use in a hot climate, and ignore any heat penalties. Such armour is always marked with an asterisk. So, if you enter battle wearing **quilted armour*** (Defence +2) you add the armour's Defence bonus as normal, but you do not suffer a penalty to your COMBAT score.

Spiritual Combat

The spirit world hangs closely over the Feathered Lands, and you may find yourself facing enemies from this other realm – or you may even cross over into that realm yourself. Such combats will be explicitly described as such in the text, and they are not fought in the normal way. If you have the title Nahual, it will be followed by a certain number; this is your 'Nahual value' (if you do not have the title Nahual, this is assumed to be zero). When attacking spiritual foes, your Nahual value replaces your COMBAT ability. Your Defence score is calculated by adding your Nahual value to your MAGIC or SANCTITY ability (whichever is higher). Your Rank has no bearing on this Defence score. If you are injured, you lose Stamina points in the normal way. Finally, unless specifically stated, you cannot use any of your weapons, items or armour to help you in this fight. For clarity, any weapons or armour that may be used in spiritual combat are marked with the '†' symbol. So, if you possess a crystal knife† (COMBAT +2), you can use it in both regular and spiritual combat.

SOME QUESTIONS ANSWERED

How long will my adventures last?

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

What happens if I'm killed?

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

Are some regions of the world more dangerous than others? Yes. Generally, the closer you are to civilization the easier your adventures will be.

Where can I travel in the Fabled Lands?

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

What if I don't have the next book?

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

What should I do when travelling on from one book to the next? It's very simple. Make a note of the entry you'll be turning to in the new book. Then copy all the information from your Adventure Sheet and Ship's Manifest into the new book. Lastly, erase the Adventure Sheet and Ship's Manifest data in the old book so they will be blank when you return there.



The Serpent King's Domain

What about codewords?

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

Are there any limits on abilities?

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

Are there any limits on Stamina?

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

Does it matter what type of weapon I have?

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

Some items give ability bonuses. Are these cumulative?

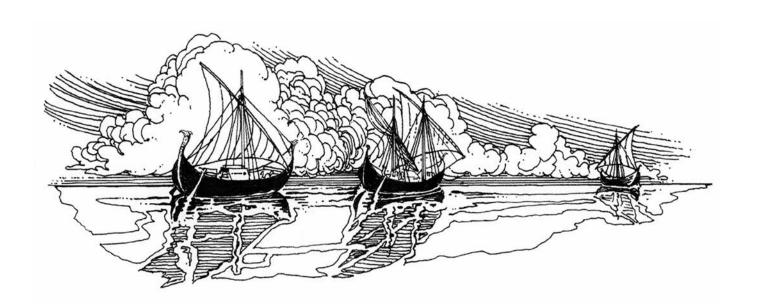
No. If you already have a set of **lockpicks (THIEVERY +1)** and then acquire **magic lockpicks (THIEVERY +2)**, you don't get a +3 bonus, only +2. Count only the bonus given by your best item for each ability.

Why do I keep going back to entries I've been to?

Many entries describe locations such as a city or castle, so whenever you go back there, you go to the paragraph that corresponds to that place.

How many blessings can I have?

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



Starting characters

You can create your own character or pick one of the following. Transfer the details of the character you have chosen to the Adventure Sheet at the back of the book.

TEOFILO, THE STOLEN ONE

Rank: 7th
Profession: Priest
Stamina: 30
Defence: 12
Money: none

CHARISMA: 7 COMBAT: 5 MAGIC: 6 SANCTITY: 9 SCOUTING: 7 THIEVERY: 2

Possessions: none



Teofilo was known as 'the Brutal', 'the Slaver', 'He Who Steals Lives'. A vision in Uttaku's House of the Oracle, changed him. He saw a weeping mother in a deserted jungle village, and a ravenous winged serpent whose face became his own. Teofilo freed his slaves and gave away his riches that day. His voyage to Ankon-Konu is one of penance and, he hopes, redemption.

MEREGALLI THE MAGUS

Rank: 7th
Profession: Mage
Stamina: 30
Defence: 12
Money: none

CHARISMA: 5 COMBAT: 5 MAGIC: 9 SANCTITY: 1 SCOUTING: 8

THIEVERY: 6
Possessions: none



Some teachers stand in classrooms, others write their lessons in books. Meregalli found his teachers in his dreams. Each night voices whispered magical lore to him, and upon waking Meregalli surpassed his previous limits in spellcraft.. He has heard that the jungle tribes of the Feathered Lands consider dreams one way of entering the spirit world of Elaz Carnaquen. He must learn more.

CHARBURNER SMITH

Rank: 7th

Profession: Rogue

Stamina: 30 Defence: 14 Money: none

CHARISMA: 8 COMBAT: 7 MAGIC: 7 SANCTITY: 2 SCOUTING: 5

THIEVERY: 9

Possessions: none

Smith had no wish to follow his father and grandfather into a humble life of charcoal-making. He found his way to Metriciens, and into a life of ever-more lucrative villainy. Yet with success comes fame, and well-known thieves can soon find a noose around their throat. Smith has come to far-off Ankon-Konu in search of anonymity — and perhaps a few gleaming treasures besides.

POPPEL THE NIGHTINGALE

Rank: 7th

Profession: Troubadour

Stamina: 30
Defence: 13
Money: none
CHARISMA: 9
COMBAT: 6
MAGIC: 6
SANCTITY: 5
SCOUTING: 5
THIEVERY: 7

Possessions: none



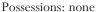
Poppel was a veritable musical prodigy. By the age of nine he had performed for royalty in three countries. But of late he has come to doubt his place in the world. Is music merely a trite means of titillation, or can it be something more profound? He has heard Shamsar is a city of dark enigmas and burning truths. Maybe his answers lie there.

AGUIRREN WRIALTO

Rank: 7th

Profession: Warrior

Stamina: 30
Defence: 16
Money: none
CHARISMA: 6
COMBAT: 9
MAGIC: 3
SANCTITY: 7
SCOUTING: 6



THIEVERY: 3



A fortune-teller once prophesied that Aguirren would inscribe his name in blood on the scrolls of history. He has sought glory with a savage, fanatical devotion ever since that day. His latest whim has brought him to the southern jungles, seeking ancient powers that will ensure his name is spoken by men and women across the whole world.

GARTH THE TRAVERSER

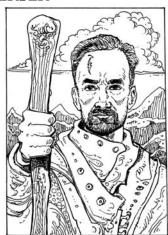
Rank: 7th

Profession: Wayfarer

Stamina: 30 Defence: 15 Money: none

CHARISMA: 5 COMBAT: 8 MAGIC: 4 SANCTITY: 5 SCOUTING: 9 THIEVERY: 7

Possessions: none



An orphan child adopted by druids, Garth has spent most nights of his life under the stars. He has often wondered at the interconnectedness of the plants and beings of nature — might nature itself possess some sort of primal intelligence? Hearing myths of a sentient elemental spirit living at the heart of the Weeping Jungle, he has set out to learn more.

QUICK RULES

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

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

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

That's pretty much all you need to know. Now your adventure can begin.

A selection of pre-generated characters, colour maps of the Fabled Lands world and other bonus material is available on the Fabled Lands website:

Chris Norton

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James "Chalor" Back Nick Marsh Tristram James Davis Nicodemus Vicki Hsu Nigel Toa Jian Hao Y. K. Lee James Gross Zachary Carango

James O'Grady Nils Langford James Sutherland NonceDrive

The white, shining serpent comes in your dreams. It slithers through the dark sky as if on land and then, noticing you, descends. It draws nearer and nearer, and it is immense.

You stand on a clifftop, looking out across a turbulent sea. Far away, thunder cracks, and a bolt of lightning strikes the surface of the water. The serpent reaches the clifftop now, and the light touch of its scales does not disturb a single pebble. It coils into a tight circle, with you at its centre, and its body all around you is taller than a house. And yet, up close, you see a faint translucence to it, as if it is not wholly here. You hold out one hand, to test its tangibility — and then you see that same translucence in your own skin. If the serpent is not truly here, neither are you.

It raises its triangular head to regard you, and its eyes are great, pale blue stones. Then it murmurs one word: 'Namagal.'

The dream ends; a painful near-consciousness returns.

The clear sky above you is too bright. From time to time the sun threads its way across your field of vision, remorselessly beating down on you. Blackness comes intermittently – whether because of night, or because you slip from wakefulness, you can't be sure. It doesn't matter. The dreams, and the serpent that lingers within them, stay far away from you, now.

And then, abruptly, you wake to find that the hellish sky is gone. You are in a house, lying on a bed. A woman is nearby, working. You try to speak to her, but a choking cough is all you can manage. She passes you a cup of water, and says, 'My name is Cellacqtella. You may stay here until you are well again, but no longer.'

A month passes before you can stand unaided. One day you ask Cellacqtella where you are. She tells you, 'I found you alone in an open boat, waiting for death. You are in the Feathered Lands, near the city of Dunpala. This is my home.'

That is halfway to the edge of the world! You have no notion of how you have come to this place. You question Cellacqtella further, and realise that you cannot remember the last year of your life. 'You were suffering from the waking rot,' she tells you. 'A loss of memory is common in those few who survive the disease.'

At last you are well enough to leave. Cellacqtella, your taciturn healer, walks with you along the edge of the Lake of Firewater for three hours, until you can see the city of Dunpala in the distance. 'We part ways here,' she tells you. 'Take these.' With that, she gives you a small pouch containing 20 Shards, and a well-balanced **fishing spear** (COMBAT +1). Note them on your Adventure Sheet.

You start to thank her for all that she's done, but she says, 'Thank me by never returning to my home. In this land, it is

dangerous to help a foreigner. Goodbye.'

You watch her for a time as she walks back the way you have come. Then you turn away, and enter Dunpala.

Get the codeword Gloom, and turn to 42.

2

Birdsong at Dawn stops you as you are leaving. She says, 'Oh, let me introduce you to the newest member of our troupe. This is —'

But you stop her. You already know the little man beside her. He is Kaimren the Portly, a minor sorcerer you caught trying to raise an army of scorpion men, in far-off Sokara. It feels like an age ago, now. The intervening time has not been kind to Kaimren. He is no longer so portly, and carries a watchful air about him, like a beaten dog.

You tell Birdsong at Dawn and the other actors about the circumstances in which you first met Kaimren. For his part, he explains that he managed to escape from the prison that the Venefax authorities sent him to, but that he has subsequently been captured and enslaved twice since. 'I have been a fool in my life, many times over,' he says. 'I sought out this theatre in this strange land because it offers the erasure of past crimes, past lives. I wish only to let the man I was disappear, forgotten.'

'We have to let him stay,' says Birdsong at Dawn. 'Whatever he's done in the past.'

Attack Kaimren	turn to 580
Convince the troupe to expel him	turn to 568
Allow him to stay	turn to 317

3

The soldiers surround you, and attempt to cut you down. Fight them as a single opponent.

Soldiers COMBAT 7, Defence 12, Stamina 22

If you are killed during this battle, turn to **99**. If you succeed in defeating the soldiers, the administrator launches a furious, if somewhat inept, attack.

Administrator COMBAT 2, Defence 5, Stamina 7

If you manage to overcome this foe, you find five **spears** (no COMBAT bonus), two **animal helms* (Defence +1)** and four suits of **quilted armour* (Defence +2)** on the corpses of your foes. These helmets, and this armour, will not incur heat penalties in combat. Note whatever you choose to keep on your Adventure Sheet.

The workers in the fields around you are running from you, and so you decide to move on. Turn to 845.

4

The steam of the hot jungle floats across the top of Panyck Falls; the Great River that spills out from the clifftops here almost seems to issue from a cloud. And yet it crashes down to the ground, far, far below, with bone-shattering power. The people of the Feathered Lands originally named this place Auyi-Mera, 'The Home of the Gods'. Later, it was renamed by the merchant lords of Tarshesh — rather than revere such power, they resented this place for cutting any passage along the Great River.

If you have the codeword *Granite*, turn to **993**. If not, turn to **125**.

5

Here, at the northern tip of the vast jungle kingdom, you think carefully about the safest route onward.

Go east along the coast

to Smogmaw Over the Blood-Dark Sea 44
Go south into the jungle turn to 657
Go south-west along the coast turn to 251

6

The tedium of your trek through the swamp is broken by a green dart flying past your face. You dive for cover, searching for an enemy armed with a blowgun or a crossbow.

Only then do you realise that the 'dart' is slithering across the ground. It is a snake, as thin as your little finger, with two leathery wings. Just then, several more such snakes launch themselves at you with remarkable speed.

You are surrounded by scores of the snakes; your best hope is to run, and outdistance them. Roll as if you are being attacked by an enemy. You may apply your Defence score as normal, as well as the bonus from any armour you are wearing that does not impose a heat penalty (that is, from armour marked with an asterisk).

Javelin snakes COMBAT 16

The snakes make a single attack against you. Deduct any Stamina points in the normal way. If this kills you, turn to **99**. Otherwise, you manage to evade the group. If you escaped this attack without injury, turn to **694**. If you were wounded, you console yourself with the knowledge that at least they were not venomous; turn to **821**.

7

You strike up a friendship with a young man named Atotl, a noble convicted of public disorder crimes. 'Too much canca!' he tells you, with a grin. He is fascinated to hear about your experiences in the jungle and beyond, and urges you to visit him at his home here in Inkatek, once your respective sentences are finished.

Record the codeword *Guilt*. At last, your duty is concluded, and you are returned to the city's prison for

further assessment. Turn to **250**, and reduce your number of duties remaining by one.

8

Record the codeword *Gauche*. You close your eyes, calm your breathing. Do you even require breath in this place? Perhaps it is a question of habit.

Too many distractions. You push the abstract from your mind, focus on the concrete, the physical – the sensation of your tongue against your teeth, your fingernails against the palm of your hand.

And then, abruptly, it is done. The ground beneath you, the breeze about you — these familiar sensations return. You lose any remaining Entropy points that you possess; remove them from your Adventure Sheet. When you entered Elaz Carnaquen, you should have noted down a paragraph number, which you would turn to upon leaving that curious realm. Turn to that paragraph now.

9

You find a spiral staircase within the tower, and you climb. In a room at the tower's tip you find a lone figure in regal garb looking out of a wide window. Without looking at you, he says, 'They wait for me, the men outside the walls.'

You look out of another window. The city's fallen walls are some distance away, and yet beyond them you can see soldiers in the moonlight — thousands and thousands of them, waiting, staring at this room.

'They are not the Serpent King's men,' he goes on. 'Those have come and gone, leaving naught but ash behind. No, these are my soldiers, and I their general. And yet I sent them out to fight without me. I stayed here, for the promise of a night with my love Vyanya, whom I had sought for so long. And while I loved, my men fought and died...' He looks at you now and, though he is stronger, healthier, than the others you have encountered in this ruined city, he has a manic intensity about him. 'My name is Uemec, and I was leader here. But was I to blame for the fall of Tarshesh? And if I was not, then who was responsible?'

The cook, Atl	turn to 92
The merchant, Kualli	turn to 765
The priestess, Patli	turn to 1147
The bodyguard, Tuemec	turn to 639
He, Uemec, was responsible	turn to 1046
Nobody was to blame	turn to 421

10

If you have the codeword *Giant*, turn to **610**. If not, but you have the codeword *Geyser*, turn to **304**. If you have neither codeword, turn to **770**.

'Leave your belongings here,' The priest says. 'You will not need them.' You do so; note that you cannot use any of your possessions until told otherwise.

This done, the priest leads you out of the temple, and walks with you towards the edge of the city. As the buildings disappear, and the first traces of jungle life become visible, you pass a woman playing with a young girl. The priest greets them as you pass. 'Friends of the temple,' he explains. 'The girl has been blessed and cursed with the sight.'

You reach a hole in the ground, as wide as a man is tall. 'The spirit realm of Elaz Carnaquen hangs closely over this continent, more so than elsewhere in this world. To align yourself with that realm, you must in part sever yourself from this one. Descend, and learn how.' With that, he hammers a stake into the ground, and ties a rope to it. He drops the rope into the hole.

You climb down. The sides of the shaft are smooth. In near-total darkness, your feet touch the floor of a small cave. Groping your way around, you find no exits.

'What now?' you yell up the shaft.

In response, the priest suddenly pulls up the rope. In the gloom, it takes you a couple of seconds to notice this, and it is out of your reach before you can grab it. You yell up to the priest again, demanding an explanation.

But he is gone. You are alone in the dark.

Turn to 339.

12

A Xibalban lantern will allow its bearer to more easily see the denizens of Elaz Carnaquen, the spirit world, when they roam abroad in the realm of men. This lantern has even been known to summon such creatures on occasion. It serves as a practical lantern at all other times — whenever you are asked for an ordinary lantern or other light source, the Xibalban lantern will do.

To make such a lantern, Call of Eagles will require a **lantern** and either a **sea-green lens** or a **tsavorite prism**. He will also require 100 Shards for his work.

If you possess the necessary items and want Call of Eagles to carry out his work, remove the two items and the money from your Adventure Sheet, and note down the **Xibalban lantern**.

Return to 922.

13

Your sails catch far less wind here, where the Lake of Firewater meets the Nozama River, than out on the open ocean, and you consequently make slow progress. And yet this pace is not entirely disagreeable; you give the order to sail closer to land, to get a better view of the region's magnificent foliage and wildlife.

If your ship is a barque or a brigantine, you pass through this area without incident. To sail into the Nozama, turn to 375; to sail out onto the lake, turn to 133.

If, however, you are travelling in a galleon, turn to 110.

14

You make the required gestures, and speak the necessary formulae, to honour Quetzil, and to recognise his power in this world and in others. The slightest green light suffuses the spire; where before stood only empty space you now see vague ghost-outlines of walls and stairs, and a succession of levels climbing up into the spire.

'I was a priestess of Quetzil myself, for a short time,' says Cuxi-Suri, beside you. 'I renounced the faith soon after I completed this trial. It didn't matter; only a moment of acknowledgement is required, not a lifetime of servitude...'

Turn back to **588**, and place a tick beside the second trial, to indicate that you have successfully completed it.

15

You are the first foreigner the scout has ever seen. Yet he has been taught all his life that those beyond the jungle seek only to destroy his homeland. With a cry of rage, the scout swings his weapon at your head.

Tribal scout COMBAT 9, Defence 13, Stamina 17

If you lose, this is the end of your adventure unless you have a resurrection deal. If you win, you discover that the scout is carrying a **club** (no COMBAT bonus) and an **animal helm* (Defence +1)** which does not incur heat penalties. Record whatever you choose to keep on your Adventure Sheet, and then turn to **380**.

16

The watchman idol almost seems to give a resigned sigh – and then it darts toward you, trying to bludgeon you to death with its fists.

Watchman Idol COMBAT 11, Defence 17, Stamina 30 Heat penalties apply in this combat. See the 'Special Rules' section at the start of this book for more information.

If the idol manages to kill you, turn to **99**. If you win, turn to **1166**.

17

If there is a tick in the box, turn to 805 immediately. Otherwise, put a tick in it, and read on.

As you walk the city's streets you happen upon a fight between one of the city's constables and a middle-aged man with a long, livid scar across his cheek and neck. The constable hits the man in the gut with a spiked mace, but then the man strikes the constable with his elbow, hard, knocking him unconscious.

The scarred man staggers your way, clutching his wounded belly. Just then, another constable appears further up the street, and shouts, 'Stop that murderer! There is a large bounty for his capture!'

The man notices you for the first time, and gasps, 'It's true, I am a murderer – though I've killed nobody this night, nor for some years. Please, I'm hurt. Help me escape.'

Capture the murderer	-	turn to 991
Help him escape		turn to 378
Neither help nor hinder him		turn to 397

18

Your efforts to cut through the rope about your feet are too slow. A quartet of Nyar soldiers arrive on the scene while you are thus engaged. If you have the title Chamessa, or if you possess a **merchant's cloak**, they cut you down and allow you to continue on your way. In this case, turn to **767**.

If you have neither the title nor the item, however, one of them climbs up a tree beside you and, without malice, without anger, plunges a spear through your chest.

Turn to 99.

19

Remove any items and money you are carrying from your Adventure Sheet; these are seized by the Baron's pirates. You are transferred to a galley in Baron Moonshine's fleet, *The Violet Lily*. For weeks, you are chained to an oar, and forced to row until you collapse. Piecing together overheard fragments, you gather that *The Violet Lily* is part of a group that preys on ships in the waters near Shamsar. Four times, the ship enters combat; on each occasion, the pirate crew returns with booty and fresh slaves, and drinks heavily in celebration. You watch and wait, ready for any opportunity to escape your imprisonment.

You are worked almost to death during this confinement. You lose one Rank: roll one die, and remove this number from your maximum Stamina score. Also reduce your Defence by 1. You can, however, restore your current Stamina to the new maximum.

A chance for escape occurs after two months at sea, when *The Violet Lily* docks at Shamsar for repairs, and the bulk of the crew goes ashore. While the slaves are unattended, you tuck your thumbs into your palms and struggle to slip out of the manacles about your wrists. Make a THIEVERY roll at Difficulty 14.

Successful roll	turn to 479
Failed roll	turn to 693

20

The monkey god is feeling punitive today. A wave of nausea runs through you. Roll two dice, and lose this many Stamina points. If this kills you, turn to **99**. Otherwise, turn to **989**.

21

You cry out as Nobou shoves you, but he is deaf to your protests. With six powerful limbs he pushes you back, back — and then out into nothingness.

Those brief moments as you plummet downwards are the worst. The end comes mercifully quickly. Turn to **99**.

22

If you have the codeword *Gore*, you have earned the scorn of the temple and cannot receive a blessing here. Otherwise, you can receive a blessing of Immunity to Disease and Poison. This is free if you are an initiate of Quetzil or if you have the title Chamessa; otherwise, you must pay 40 Shards. This works by allowing you to ignore any one occasion when you would normally suffer from disease or poison — for instance, if bitten by a venomous snake. When you use the blessing, cross it off your Adventure Sheet. You can only have one such blessing at any one time.

When you are finished here, turn to 1071.

23

You are walking along the cliffs at the eastern edge of the Feathered Lands. The sheer rock face reaches a dizzying height, here.

If all the boxes above are empty, place a tick in the first box and turn to 1002. If the first box was already ticked, place a tick in the second box and turn to 969. If the second box was already ticked, place a tick in the third box and turn to 180. If the third box was already ticked, place a tick in the fourth box and turn to 677. If all of the above boxes have already been ticked, turn to 122.

24

The mood within the temple is jubilant this day. With the restoration of Eleuia, her followers have gained the power to grant blessings, and perform other priestly services.

0 0 1	1 ,
Become an initiate	turn to 807
Renounce worship	turn to 998
Seek a blessing	turn to 734
Leave the temple	turn to 42



The serpent carries you far across the surface of the Plateau of Dragons. Far from being a smooth surface, it is covered with valleys, steep cliffs, rocky spires. And yet this whole landscape is elevated high above most of the tallest mountains on this continent. Occasionally, you spot a group of young dragons — some of them freshly-hatched, smaller than a human child. Some are winged serpents, others are the flying lizards more common on the northern continent. The creatures play-fight with one another, or shakily test the strength of their wings.

'These are the breeding grounds,' your dragon steed tells you. 'We are far fewer now than we once were — in part because of our own intransigent nature, in part because foolish humans insist on hunting us, for treasure or as part of some silly quest for titles and honour. Up here, at least, our young are safe.'

It flies towards a wide cave. Within, you encounter an enormous black-scaled dragon. He dwarfs the serpent you are riding upon; you, in comparison, are little more than a gnat.

A brief exchange between the two, which you cannot understand. And then this huge dragon leans down to address you. 'My name is Szairax. I hold influence here. You seek to be returned to the physical world. This is in my power. In exchange, I require information. I wish to understand better the Serpent King, whom you call Namagal. He does not seek to expand his rule beyond the Weeping Jungle. Even when we have manipulated events so as to grant him the possibility of easy conquest, he has held back. He confines his domain, through choice. And I would know why — it is surely not for lack of ambition. I gift you a physical form, so that you may discover this knowledge for me. Fail to do so and, one day, a different price will be paid. Now, return.'

Record the codeword *Gauntlet*, then turn to 1180.

26

You wait for a time until, just as you are ready to move on, you see somebody. A man, blueish-grey in colour, who is bent over double, as if clutching his stomach in pain. He moves in a shambling, stumbling way — but, though his eyes face the ground, he comes unerringly towards you. 'Please...' he murmurs, 'take me from this place...'

Your sensitivity to the spirit realm has drawn the attention of a gaunt. Though it means you no ill, its presence will destroy you if you fail to drive it away.

Make a SANCTITY roll, at Difficulty 19.

Successful roll turn to 701
Failed roll turn to 485

27

The hunting calls of the Nyar begin to grow more distant, and you begin to grow confident that you are outdistancing them.

Just then, a heavy net falls on you from above. You stumble under its weight and crash to the ground. Two Nyar warriors nimbly drop down from the tree above you and, without any hesitation, slay you while you remain helplessly tangled. Turn to **99**.

28

You are housed in a luxurious suite of rooms. Healers and masseuses visit you, to treat any injuries you may have. Restore your Stamina to its initial level, if you are currently wounded. Your rooms open onto a small courtyard, in which you can train and prepare yourself. You are instructed by skilled warriors, even, and gifted with a range of excellent weapons and armour. You may select any or all of the following items, and note that neither of the pieces of armour incurs heat penalties in combat. Add anything you choose to keep to your Adventure Sheet.

Spear (COMBAT +2) Sword (COMBAT +3) Quilted armour* (Defence +3) Feathered shield* (Defence +2)

Though you sleep on a soft bed, and you dine on the finest foods in the Feathered Lands, you remain keenly aware that you are a prisoner here - a squad of guards stands at the entrance to your gilded cage at all times, ready to ensure that you remain safe, and present, for the combat to come.

Eleven days pass in this manner until, finally, you are told that the day for your duel against Namagal has come.

Turn to **966**.

29

As the sun sets you catch sight of a score of hunched figures loping towards you. These are marsh ghouls, travellers who have perished in the Meandering Ooze, who are cursed to walk here forevermore. You are nearly knee-deep in mud, and cannot escape without fighting a handful of these horrors.

A pall of magical fear falls over you as the ghouls draw near. Make a MAGIC roll at Difficulty 15; if this roll fails you must subtract 3 from your COMBAT score for the duration of this battle (note that if you are a Priest, your spiritual purity allows you to ignore this effect completely). In addition, the noxious odour of these putrefying creatures causes you to lose 1 additional Stamina point each time they

attack you, regardless of whether their attack is successful.

Marsh ghouls COMBAT 8, Defence 13, Stamina 58

If the marsh ghouls kill you, turn to **99**. If you are victorious, you cut down a half-dozen of your enemies, and then manage to escape before you are overwhelmed. Turn to **165**.

30

And then a long, baying howl reaches you. The Grim is sitting in the distance, watching you. Once again, it has caught your scent, and it has travelled from the spirit realm to tear you apart.

If you possess a **beeswax candle**, turn to **972**. Otherwise, you can only ready yourself for battle.

The Grim COMBAT 16, Defence 24, Stamina 40

If you win, turn to 680. If this monster kills you, turn to

31

A gasp of astonishment from the crowd makes you turn. Despite the mortal wounds you have inflicted on him, Namagal is rising from the arena floor. He kneels, then stands. Though he bears faint traces of the injuries you have dealt him, his body is whole, and strong, once more.

Namagal is the living embodiment of a god; legends say that no mortal hand can ever slay him. And perhaps this is true. Certainly, you cannot hope to prevail against such a skilled foe, whose skin heals almost as soon as it is cut.

At last, his knives pierce your defences and plunge into you, again and again. You fall, only a few paces from the spot where Namagal lay just minutes earlier.

Remove the codeword *Green* from your Adventure Sheet, and turn to **99**.

32

Your crew watches your departure with a mixture of awe and sorrow. And then they are gone. Remove your ship and crew from your Ship's Manifest. You will not see them again. You paddle on, as the mist leeches the heat from your body. You can just barely make out the dim light of the sky above you, and soon enough this fades to darkness. Perhaps the sun has set. Unexpectedly, your little boat jolts as you strike land. You step out, and walk a little way up a stony beach. The mist claims your boat too; even your route back to the sea is erased in its ubiquitous whiteness.

Roll two dice, and lose this many Stamina points. If this kills you, turn to **99**. Otherwise, do you have the codeword *Gauche?* If so, turn to **156**. If you do not have this codeword, make a MAGIC or SANCTITY roll (your choice which) at a Difficulty of 19. If you have the title Nahual, with a value of

2 or greater, add 2 to this roll.

Successful roll turn to 575
Failed roll turn to 156

33

Record the codeword *Gourd*. The shining serpent arrives at a raised, flat rock, a sort of natural table. It coils itself into a horseshoe on the far side of the table and, as you draw closer, you see two objects there, a clay bowl and a bamboo stalk. A handful of leaves sprouting from that stalk have long since died, and turned grey.

'You seek ingress to Elaz Carnaquen, the spirit realm,' says the serpent, its voice incongruously soft. 'And you travel west. These truths are known; only motive remains unclear.' It watches you a few seconds with its vast, lidless eyes, then says, 'The bowl represents power; take it if you seek a weapon over Kerep Tlotor, or others. Reject it if not. The bamboo represents your passage through Elaz Velara, that which is tangible and transient. Take the branch if survival and personal prosperity decide your actions. Reject it if not.'

Take the bowl and the bamboo stalk
Take the bowl, leave the bamboo stalk
Take the bamboo stalk, leave the bowl
Take neither item,

turn to 662
turn to 555
turn to 395

or refuse to participate in this test turn to 137

34

If the box above is empty, place a tick in it and turn to 95. If it was already ticked, turn to 177.

35

The blessing will cost 10 Shards if you are already an initiate, or 50 Shards if you are not. Note this blessing of Immunity to Disease and Poison in the blessings box of your Adventure Sheet if you want to receive it. It allows you to ignore any one occasion when you would normally suffer from disease or poison — for instance, if bitten by a venomous snake. When you use the blessing, cross it off your Adventure Sheet. You can only have one such blessing at any one time.

'This blessing will protect you from even the most potent poisons of the Feathered Lands,' the priestess tells you, with no small sense of pride. 'Except perhaps from that of the upari tree. Such a tree is so venomous that even the touch of its shadow is sufficient to kill.'

With this in mind, you leave the temple. Record the codeword *Grog* if you do not already have it, and turn to **679**.

36

To renounce worship of Vinti, you must undergo a ceremony in which the priests pelt you with burning hot

sand. If you want to subject yourself to this, you lose 1-6 points of Stamina (roll one die). If this kills you, turn to 99.

If you still live, remove 'Vinti' from the God box on your Adventure Sheet. Also note that this will cause you to lose any COMBAT blessing that you may currently possess.

Turn to 1198.

37

The air is cool here, up amongst the foothills of the mountains that line the continent's eastern edge. You soon chance across a wide mine opening, one of several in the area. A shallow trail descends from the mine entrance, leading towards Begotombo in the west.

Enter the mine turn to 248
Leave the area turn to 646

38

You stumble on through the dense trees, struggling with all your will to push these hateful voices from your mind. And then, abruptly, they are gone. You have come upon a windowless green tower within the rainforest. You realise that the tower is formed from thick, moss-covered tree trunks, twisting around one another forming a structure shaped like the horn of an immense narwhal. Far, far above your head branches begin to sprout out from the structure.

At the tower's base is a door, the only visibly man-made feature here. Curious, you test its handle. It is unlocked.

Enter the tower turn to **759**Leave the area turn to **534**

39

Your experience rebuilding a house on your own has taught you much, and you can see that you are wasting your time here. Your team cannot be driven any harder, and they cannot work any faster, than has already been done. This labour cannot be accomplished; the palace will always fall into ruin faster than you can mend it.

You tell the withered queen your conclusion. Her dream of a glorious palace is a fantasy, you say, and it is time to let go.

She listens, then gives a long sigh. 'You are right, of course. And I think I have known this for some time. You have not honoured our agreement, but you have given me something of far greater value. I will pay you for your time regardless.'

With that, she gives you a **dragon egg**, almost as long as your forearm. Note it on your Adventure Sheet; it will travel with you to the physical world when you leave the realm of Elaz Carnaquen.

Then, in an instant, the queen collapses into a cloud of

dust before you. One by one, so do the workers with whom you have toiled for so long. And then, as the innards of the palace begin to collapse around you, you are forced to sprint for the exit. Soon, only a shell of the building remains.

Record the codeword *Grub*, and lose 1 point of Entropy. Then turn to **442**.

40 🗆

You find a clean-looking inn near the waterfront. Entering, you detect the smell of fried catfish, wafting into the taproom from the inn's kitchen.

If the box above is empty, place a tick in it and turn to 1175. If it was already ticked, turn to 703.

41

Finally, you manage a powerful swing at Kerep Tlotor's chest, breaking his sternum and cutting into his heart. He drops to his knees, a great grin still plastered across his face. His skin starts to smoulder, and then ignites into flame. Then he tips back his throat, and a thousand fireflies rise from his gorge, filling the air around you.

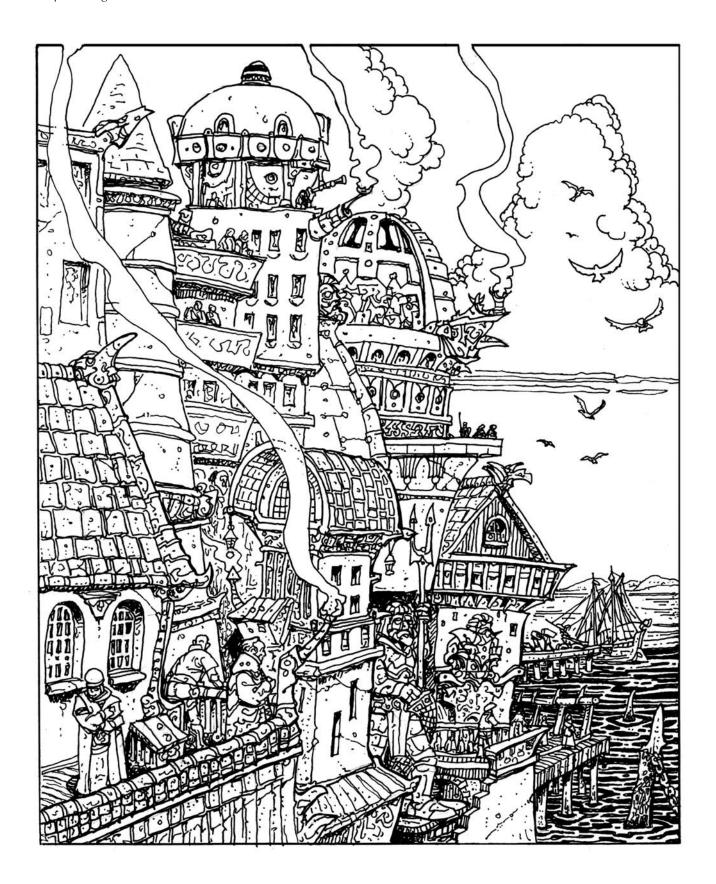
Kerep Tlotor is a supernatural being. Though you have killed his human form, he is not defeated. The fireflies land on your skin, biting at you. They crawl into your mouth and up your nose. And though you beat at them and roll on the ground, you can do little to stop them.

If you have the codeword *Goblet* or *Indigo*, turn to **209**. Otherwise, turn to **80**.

42

In the old language of south-east Ankon-Konu, 'Dunpala Ztsele Qatl' means 'The Place Where Stingrays Swim'. It was here that the Falling Water tribe first settled, living off the fish that the Lake of Firewater provided, and here too that traders from the northern continent were first welcomed with open arms. Those early merchants made Dunpala their base in the Feathered Lands, and it rapidly became the largest and richest city east of the Weeping Jungle. And yet such prominence has not come without bloodshed, as warriors have swept from the jungle to attack the city four times, slaughtering every foreigner present, and much of the city's native populace besides. In each case, it has taken decades for commercial links to mend and grow strong once more.

The people of Dunpala today tend to be resilient or desperate opportunists, the brand of pirate or merchant willing to brave the dangers of the Nozama River in pursuit of fortune. This is especially true of those who migrate across from the jungle. For abandoning their families and obligations in the west, they are considered criminals.



And yet Dunpala is not as lawless as it might seem. Foreigners face stringent limits on buying property within the city or exporting goods. In practice, this forces many traders to work through native intermediaries.

The king of eastern Ankon-Konu, Whispering Wind, makes his home in Dunpala. He is responsible for little more than the international imports and exports passing through this region, and yet this duty alone makes him an influential figure.

Remove the codeword *Gauche* from your Adventure Sheet if you have it.

with Whispering Wind	turn to 551
Look into buying a townhouse	turn to 929
Visit your townhouse ☐ (if box ticked)	turn to 405
Visit the temple to Quetzil	turn to 205
Visit the temple to Eleuia	turn to 714
Visit a shrine	turn to 755
Visit the Theatre of the Obscure	turn to 1089
Explore by day	turn to 103
Explore by night	turn to 1109
Visit the Call of Eagles tavern	turn to 1155
Visit the market	turn to 140
Visit the docks	turn to 440
Leave the city	turn to 654

43

During your work in the temple, you spend a considerable amount of time in a room containing sacred documents. A priest of Quetzil notes your interest in the texts, and encourages you to peruse them.

Roll two dice. If the score you roll is greater than your SANCTITY, add one point to that ability. Then turn back to **250**, and reduce your number of duties remaining by one.

44

Bellentacq can try to increase the COMBAT bonus of any weapon, or the Defence bonus of any armour, that you provide her with. She can improve these items by a +1 bonus at a time, and the cost for this is 100 Shards multiplied by the number of the new bonus (that is, to increase Defence +2 armour to Defence +3 armour will cost 300 Shards).

If you ask Bellentacq to carry out this work, remove the money from your Adventure Sheet, and then roll two dice, adding any COMBAT bonus the weapon already possesses, or any Defence bonus the armour possesses.

Roll 2-9 The work is successful; increase the weapon's COMBAT bonus by +1, or the armour's Defence bonus by +1

Roll 10-11 The work is unsuccessful; reduce the weapon's COMBAT bonus by 1, or the armour's Defence bonus by 1 (to a minimum of 0)

Roll 12+ The weapon breaks under the artificer's efforts. Remove it from your Adventure Sheet

Note that Bellentacq can only provide weapons with a maximum bonus of COMBAT +6, and armour with a maximum bonus of Defence +6. Also note that weapons and armour that can be used in spiritual combat cannot be enhanced in this way.

When you are finished here, turn to 1161.

45

The guards and soldiers of Inkatek grant the city's nobles a certain degree of leniency. If you are lucky, you may be able to find a guard who grants you the same privilege.

To bribe a guard, you will need to offer at least 100 Shards. Make a CHARISMA roll, at Difficulty 16. Note that you can add 2 to this roll for every additional 100 Shards you offer (decide how much you want to offer before you roll).

Successful roll turn to 916
Failed roll, or don't have 100 Shards turn to 61

46

A great statue of the twin hunters, Huan-da and In-da, stands in the centre of a square in the heart of the city. They stand back to back, guarding both ends of the passageway between the world of the living and that of the dead. Though the gods are most commonly known by their old tribal names, the inscription at the foot of the statue has translated their names into a more contemporary tongue: One Death and Nine Deaths.

The temple to Huan-da and In-da is a low, black-walled building on one side of the square. The cool darkness within is an agreeable change to the dry heat of Shamsar.

Become an initiate	turn to 1080
Renounce worship	turn to 179
Seek a blessing	turn to 918
Leave the temple	turn to 225



You approach Borotek, the site of the most immense battle in the history of Ankon-Konu, when the armies of the Serpent King fought and defeated the might of the merchant lords of Tarshesh. That tilt in the balance of power – the prioritisation of religion over commerce – is still evident today, nearly two centuries later.

If you have the codeword Golem, turn to 739. If not, turn to 812.

48

By chance, you catch sight of the Serpent King, Namagal, striding through the corridors of the great temple. He is accompanied by a group of a dozen priests and warriors. Despite his great age, the god-king himself appears little more than a slender young man.

An initiate beside you kneels, his head bowed. In the presence of the living avatar of your patron god, you are expected to do likewise.

If you have the codeword *Game*, turn to **245**. If not, Namagal passes by, heedless of your presence. Turn to **1071**.

49

You have come to the point where the Lake of Firewater narrows, becoming the Nozama River. A handful of tribesmen, from the Macaw Tribe, sit fishing on both sides of the river. They prove amiable enough, and are happy to convey you across the river, if you wish.

Go north	turn to 1026
Skirt the Lake of Firewater going east	turn to 333
Skirt the Lake of Firewater,	
going south into the jungle	turn to 219
Go west	turn to 505
Walk north along the Nozama	turn to 408

50

Your eyes meet Maelzohl's, and he gives a wide grin. You notice for the first time that his teeth are pointed, like a shark's.

A wave of dizziness passes over you. Lose any resurrection deal you may currently have, and note that, unless specifically stipulated, you can never again make any resurrection arrangements — any resurrection deals you receive will simply fail to function.

Maelzohl thanks you, and bids you good day. The sudden weakness passes, and you charge out of the inn, after him.

But he is nowhere to be found. He has faded away, like smoke on the wind.

Record the codeword *Goblet*, and turn to **703**.

51

'Only a fool turns away from Zaos,' one of the priests tells you. 'And our goddess does not look favourably on fools.'

If you still want to renounce your worship of Zaos, erase the goddess from the God box on your Adventure Sheet, and lose the bonus point of MAGIC that you gained as a member of her faith. Then, make a MAGIC roll, at Difficulty 15. If this roll fails, you must also subtract 1 point from your SANCTITY score.

Turn to 558.

52

You squat down beside the corpse. Something about this scene is familiar – something from that period of your life that you cannot remember. Did you kill this person? Perhaps not – this collection of bones evokes only... sadness? Regret?

The faint memory is a maddening itch at the edge of your mind. You frown up a moment at the too-hot sun, feeling that something, somewhere, is enjoying your discomfort. Note the title Nahual on your Adventure Sheet, followed by the value '1'. This is your 'Nahual value' (if you already possessed this title, you can now increase your Nahual value by 1).

At last, it is time to travel onwards.

Go south-east, along the beach

Go south, up into the mountains

tu

turn to 1183 turn to 118 turn to 623

turn to 233

Travel west, up into the mountains
Travel north-west, along the beach

2

If you have the codeword *Glove*, turn to **869**. If you have the codeword *Glutton*, turn to **139**. If you have neither codeword, but you have the codeword *Glimmer*, turn to **1182**. Otherwise, read on.

You soon learn that Coyotl was alone in his hut at the time of his death, during the town's midday siesta. The door to his hut was barred from the inside; it ultimately had to be broken down in order to retrieve the body. The only way to enter the building was through its one tiny window, an opening far too small for a person to pass through. For this reason a monkey spotted near the Chief Administrator's hut has been arrested for the crime. Who but a monkey could have entered the building?

'If you have any information about this horrible crime, report it to Coyotl's deputy,' one of the townspeople tells you. 'She's in charge of things here, for now.'

If you want to visit the Deputy Chief Administrator, turn to **790**. If not, turn back to **679**.

Pachara listens as you recount your experience in the cave far to the west. At last she says, 'You met Vyanya. She seeks her brother's defeat, but not his death? Curious. Follow me.'

She leads you further into her grove. At last she halts at a short, squat tree with yellowish leaves. She reaches up and pulls a round seed from one of its branches. 'Namagal is both man and god. If he is slain in this world, Elaz Velara, and yet he lives on in the other, Elaz Carnaquen, his wounds will soon heal, and he will rise up from death.' She hands you the seed. 'Face Namagal first as a man, and then eat the seed of the ponopa tree the very moment he falls dead. It will displace your spirit for a short time, allowing you to seek out the god.'

You place the unassuming-looking seed amongst your belongings. On your Adventure Sheet record 'ponopa seed — note down current paragraph and turn to 320'. When you wish to consume it note down the number of the paragraph you are currently reading, as you may have to return there later, and then turn to 320.

Turn to 358.

55

You turn about and speed towards Baron Moonshine's flagship. This will not be an easy fight. The Baron's crew outnumbers your own. Rather than trying to overcome the whole crew, your best chance will be to find and reach the Baron before his support vessels can arrive and swamp you with reinforcements.

You toss out grappling hooks and catch hold of the rail of *The Brine and Glee*. Roll two dice as your men leap aboard. If you are a Warrior, add 2 to this roll. If you are 10th Rank or higher, add 2. If your crew is poor quality, subtract one. If it is good quality, add 1. If it is excellent quality, add 2.

Roll 2-5	Crushing defeat;	
	you are slain	turn to 99
Roll 6-10	Forced to surrender	turn to 556
Roll 11+	Reach the Baron	turn to 1128

56

The serpent that brought you to this cave seizes you once more. Gently holding you in its mouth, it flies out across the plateau at a dizzying speed, across the plateau's southern edge – if notions such as 'south' have any bearing here.

Further still, and higher still. Grey cloud surrounds you. Below, through the occasional space in those clouds, landscapes that exist on no map. Gargantuan beings like beetles, larger than cities.

The chill of the cold – you feel it, for the first time since your body was burned away. And then the winged serpent

releases you. You plummet downwards.

Roll one die.	
Roll 1-3	turn to 213
Roll 4-6	turn to 754

57

Zlaloc is overjoyed to see you; he takes you by the shoulders and thanks you for your help. He presents you with a bag containing 350 Shards, and a **macuahuitl (COMBAT +3)**, a long wooden sword inlaid with slivers of obsidian which form a razor-sharp edge. On a whim, he also presents you with a prop from one of the theatre's performances, a **jaguar mask**. Note down the money and the items on your Adventure Sheet if you choose to keep them.

Then he leads you through to the auditorium, where you see that Birdsong at Dawn has already begun directing rehearsals once more. She glances back and, seeing you, forces a thin smile.

Turn to 307.

58

The rocky beaches north of Shamsar offer little shade from the relentless sun. You huddle down beneath an overhanging ledge a few moments and look out across the waves.

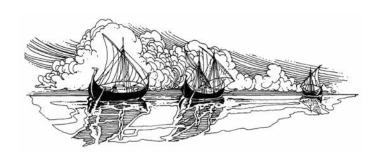
If you possess a **wine-stained treasure map**, and if the box above is empty, put a tick in it now and turn to **753**. If not, or if the box was already ticked, turn to **726**.

59

You reassure Birdsong at Dawn that, in following her heart, she is doing the right thing. She is grateful for your understanding, and presents you with a **blue crystal shard** as a gesture of thanks.

'Please, tell my followers at the troupe that they may visit me, as a friend, any time they wish,' she says. 'And know that you will be also be welcome here whenever you return.'

It is time to leave. Record the codeword *Glacier*, then turn to **462**.



You can guess at the source of this sound – it is the male kakpi bird, which booms in order to attract a mate to its feather-lined burrow.

You are unlikely to track down the kakpi in the dark, but if you possess a **cloak of feathers** you might be able to emulate its burrow, attracting a female kakpi bird to you. If you possess such a cloak and wish to do so, turn to **637**. Otherwise, turn to **469**.

61

Your attempt to enter the amphitheatre is unsuccessful. The amphitheatre's guards are rapidly joined by a dozen soldiers who take you into custody. Turn to **643**.

62

You assure him that you do indeed have such a right. He steps closer to examine you, and interrogates on how you came to bear such a title. You answer his questions honestly.

He frowns, but accepts your tale. He nods to his band of warriors; wordlessly, they melt into the jungle once more.

Turn to 674.

63

You are heavily outnumbered, and facing skilled foes. You will need to manage something remarkable to prevail, here.

Make a COMBAT roll at Difficulty 20. If you succeed, you swiftly kill three of your opponents, and badly injure three more. At a cry from the surviving constable, the whole group withdraws. Turn back to **679**, and choose one of the options there.

If you fail, you fight well, but at last one of the Nyar warriors succeeds in throwing a heavy net over you, which drags you to the ground. You cannot fight back as they overpower you. Turn to 79.

64

The priest of Shimae recognises this staff at once. The monkey god gave it to Nopalti, a weakling, and its power made him the greatest warrior of his tribe. And yet the monkey god also pushed Nopalti to use it to slay his own brother.

'The story of Nopalti is sometimes performed at the Theatre of the Obscure,' the priest tells you. 'Though their presentation is but one version of this tale.'

If you possess the codewords *Glove* or *Glutton*, turn to **629**. If not, turn to **42** to leave the temple.

65

The innards of the palace, once glorious, have fallen into a lamentable state of disrepair. Wide cracks threaten to tear

apart every wall, from floor to ceiling. Mirrors are fractured, or smashed entirely. Staircases have fallen through. Through holes in the ceiling you can see the grim, grey sky of this dream-place.

A small army of labourers works ceaselessly to restore the finery of this palace. Yet each worker is old, withered, weak. They work slowly, and each time they succeed in repairing a floorboard, or replacing a step, the building creaks and groans, and some other part of the palace falls into ruin. They have evidently been at this task for some time.

You pass through into the palace's throne room, kicking up a thick cloud of dust with each step you take. Here you find a withered queen, sitting on her creaking throne. She is no more vibrant than the workers that surround her; she is little more than a skeleton beneath her lined, nearly-transparent skin.

'I have a favour to ask, visitor,' she tells you, her voice the rustling of old parchment. 'I would have this palace restored to its majesty of old before I crumble to nothingness at last. My workers have need of a vital, guiding hand. Take charge of them. If you can restore this place within a year and a day, I will grant you an artefact of great value in payment.'

Lose 1 point of Entropy. If your Entropy score is now 0, turn to **880**. Otherwise, you consider her offer.

Restore the palace turn to 902 Explore elsewhere turn to 442

66

You smile. This wind, much like this image of White Jaguar himself, is essentially unreal. With sufficient strength of will, you can negate the existence of them both.

The wind drops. White Jaguar vents a scream of anguish as he fades to nothing – for good, this time.

Roll two dice. If you exceed your MAGIC score, add 1 point to this ability. Then, turn to 256.

67

First only one faceless, ragged spirit crawls toward you. Another follows it, and another, and another. By the time you are fully awake, a horde of hateful, twisted souls are striving to pierce the thin veil between worlds, reaching out towards you, intent on devouring your mind.

Make a MAGIC or SANCTITY roll (your choice which) at Difficulty 18 as you fight to repel these tormented souls. Note that if you have the title Nahual, you must exceptionally reduce your roll by your Nahual value (the more sensitive to these spirits you are, the easier it is to harm you).

If your roll is successful, you manage to stifle the energy

of these beings with only minor harm to yourself; lose 2 Stamina points. If, however, the roll fails, the ragged souls gouge you badly before you push them back to their own realm — roll four dice, and lose this many Stamina points.

If your encounter at the Well of Lies has reduced your Stamina score to zero, turn to **99**. Otherwise, if you still live, turn to **256**.

68

If you possess a **forked pole**, turn to **484**. If you possess a chunk of **pink granite**, turn to **769**. If you possess both items you must decide which is more pertinent to this investigation. If you possess neither item, turn to **1041**.

69

You are not welcome at the Theatre of the Obscure. You are barred from its performances, and from entering for any other reason.

Actors are a temperamental bunch, it seems. Turn to 42.

70

'Long ago, before foreigners first came to our land, the place you now know as Begotombo was inhabited by the Broken Fin tribe,' the old man tells you, pocketing your money. 'You'll note I use the word 'inhabited' rather than 'owned' - the very concept of land ownership only arrived with the outlanders. The men of the Broken Fin tribe would fish out on the lake every day, to bring back fish for their families. One particular day, the White Eagle tribe decided to attack the village while its defenders were away. But one young woman, Running Mouse, saw their warriors massing in the mountains. She sprinted back to the village and shouted as loud as she could across the water. Of course, nobody heard her. Yet something inspired her to pick up a bullfrog she found on the shore. Running Mouse kissed the little frog on the head and said, 'Great Oomboo, patron spirit of frogs, please grant me a way to bring the defenders back to our village.' A moment of silence - and then she let out a great croaking shout, that echoed all the way across the lake. The defenders heard it, paddled back, and arrived just in time to fight off the White Eagle tribe.'

The old man crosses to the fountain, and nods down into its waters. 'Even now, people leave coins in the fountain to give thanks for the favour of Oomboo that day.'

Record the codeword *Giggle*, and remember to cross off 50 Shards from your Adventure Sheet.

Scoop up the coins from the fountain turn to 1099
Go elsewhere turn to 333

7

At long last, the house is finished. Its walls are as sturdy as

the day they were first built, and its roof will withstand the strongest tempest.

Record the codeword Granule, and turn to 624.

72

More carefully now, you return to the spot where you found Budu's body. If his head is still animate - if it is alive, somehow - it may yet be able to help you.

But no. Budu's body remains pinned to the wall where you found it, a shattered wine bottle at its feet. But of Budu's head, there is no trace. Perhaps it has been crushed, or trampled, by the passing wanderers.

Or perhaps it has been stolen.

Lose 1 point of Entropy, and turn to 442.

73

Ships to Chambara are infrequent. Should you wish to travel there you will have to charter a vessel of your own. This is a costly endeavour; you will require 180 Shards, and *Lords of the Rising Sun*. If you are willing and able to travel there, cross off the necessary fee and turn to *Lords of the Rising Sun* 79.

If you prefer to stay in Shamsar, turn to 1177.

74

You are losing men fast, in a fight for which you have no guarantee of reward. And so you yell out to your men to return to your ship. Let these pirates all murder one another, for all you care.

Roll 2 dice and lose this many Stamina points. In addition, reduce the quality of your crew by one step — an excellent crew becomes good, good becomes average, average becomes poor (a crew that is already poor remains at this level).

Then, if you are still alive, turn to 1104.

75

Blessings from the shrine of Huan-da and In-da are free for initiates; non-initiates must pay 35 Shards. In addition, recipients must agree to be pricked by needles bearing small doses of tarantula venom. If you consent to this, roll two dice; if you roll a double (for example, two threes), you must lose this many Stamina points (in this example, six) because of the agonising reaction to the venom. If this kills you, turn to **99**.

If still alive, you receive a blessing of Clarity. Note it in the Blessings box on your Adventure Sheet. It can be used in spiritual combat; when you choose to use it, you can either roll one extra die to attack an opponent (ie three dice rather than two) or you can cause your enemy to roll just one die when attacking you. You must decide to use this blessing before rolling the dice, and it only affects one attack. You can only possess one Clarity blessing at any one time.

If you possess an **oil-soaked cloth**, turn to **169**. Otherwise, when you are finished here, you leave the shrine. Turn to **679**.

76

You leave and stride through the forest surrounding the spire. From time to time you glimpse a grey shape flitting through the branches some distance away. Yet you pass through the trees unchallenged. Turn to 534.

77

Though you seem to be gaining the upper hand, you cannot seem to deliver the killing blow to either bird. Finally, you swing at the neck of one of the birds — a decisive strike that should decapitate the creature. When it still lives, you are forced to conclude the worst — armed as you are, you cannot kill them.

You run, and the birds take to the air behind you, raining lightning down. Roll four dice, and lose this many Stamina points. If this kills you, turn to 99. If not, the storm finally begins to peter out, and the birds lose interest in tormenting you. Turn to 332.

78

You realise you have stumbled into the lair of a wisp-spider, a predator that inhabits both the physical realm and the spirit realm. It does not use its web to trap potential prey in the conventional sense. Rather, each touch of webbing gradually transports such prey into the spirit realm, from which it cannot easily escape.

If you possess a **Xibalban lantern**, you may be able to force the spider to manifest, and so you can kill it as normal. If you wish to do so, turn to **513**. If you do not have this item, you have no defence against the wisp-spider – it can strike at you while remaining immaterial. In this case, or if you do not wish to fight the spider, you must retreat. To return to your boat, turn to **787**.

79

Your wrists and ankles are bound. Your possessions are taken from you, and locked in a heavy chest. You should not remove them from your Adventure Sheet just yet, but note that you cannot use any items unless specifically stated.

You are carted through the jungle to Inkatek. As you arrive, you catch a glimpse of the city's gigantic pyramid — and then you are thrown into a cell, with only a small grille in the ceiling for illumination.

This is how you spend your first week in Inkatek. Turn to 643.

80

At last, the fireflies withdraw, dispersing into the dark streets around you, while Kerep's human form burns to ash. You lie on your back, drained and panting.

Kerep Tlotor has stolen a sliver of your soul. You must temporarily subtract one point from all of your abilities. Note 'Kerep's Touch (-1 all abilities)' on your Adventure Sheet. This curse cannot be removed in the normal way - if you wish to regain this part of your soul, you will have to find some way of confronting Kerep Tlotor once more.

Still, you have the feeling that your fate might have been worse, had you not already weakened Kerep during your fight. You rise, searching for the man that Kerep knocked unconscious. There is no sign of him, now.

Somewhat unsteady, you return to the city centre. Turn to 42.

81

You wake. You are cold, sore. It takes a moment to realise you are still in the little cave where you have spent the last few days. The priest of Quetzil is with you; a rope back up to the surface hangs above his head.

He smiles when he sees you are conscious. You begin to question him, but he says, 'The girl above, she told me she had seen you leave this place. I came to tend to you at once.' You glance over his shoulder; behind him, the cave wall is whole once more. There is no tunnel.

Gain the title Nahual, and note the number '1' beside it. This is your 'Nahual value,' and you may be instructed to raise or lower it throughout your adventure (if you already possessed this title, you can now increase your Nahual value by 1). You should not remove the title Nahual however, unless specifically instructed, even if your Nahual value falls to zero. Your trials over the last few days have sorely tested your strength, however; reduce your Stamina to half its current value, rounding up.

In addition, record the codeword *Gentle* on your Adventure Sheet. Then turn to **961**.

82

You hastily tell Szairax of the message you received – that his child is held in the Dust Palace.

'An egg has been taken from me. The Palace of Dust lies within this realm, Elaz Carnaquen,' he says. 'I cannot send you there directly – strict barriers protect this plateau, that I cannot traverse. But if you can recover my egg – my child – you will have my gratitude.'

What is the value of a dragon's gratitude, you wonder. Remove the codeword *Garland* from your Adventure Sheet, and note the codeword *Gale*. If you already possess a dragon egg, turn to 238. If not, but you have the codeword *Game*, turn to 535. Otherwise, turn to 56.

83

'Have you ever tried to walk off the edge of the world?' asks Captain Firkinbald, unperturbed by your presence. Up close, things seem to be living beneath his waxy, grey skin. 'I wouldn't recommend it. The unhinged will walk into a place of spirits. More reasonable folk will walk into death, plain and simple.'

The mist about the ship grows thicker, then. You can no longer see your own ship.

Continue talking turn to 444
Return to your ship turn to 218

84

The area around Kchen Chennar is closely watched. Your departure may have been observed. If you have the title Chamessa, or if you possess a **merchant's cloak**, turn to **526**. Otherwise, make a SCOUTING roll at Difficulty 16. If this roll is successful, turn to **836**. If it fails, turn to **884**.

85

There is a disconcerting sense of absolute oblivion. When it passes, the sun is beating down on you with remarkable intensity. Nearby, a city stands on the edge of a lake, its buildings spilling into the water itself.

You have reached Dunpala. Turn to 42.

86

You are walking through the Lea, a wide ribbon of open agricultural land. The wheat here is a dark, coarse variety that endures the tropical heat well. League after league, young men and women wearing wide hats tend fields of this wheat. Most have been assigned this role for the good of the community. Such tasks are allotted by age; these citizens will work here for two or three years before being positioned elsewhere. A few such workers are minor criminals, drafted in to lend support as necessary.

Roll two dice for encounters as you pass through this region.

Roll 2-5	A brush with authority	turn to 168
Roll 6-9	No encounter	turn to 845
Roll 10-12	A fugitive	turn to 963

87

You chance across a corpse half-buried in the sand. Not all travellers who enter the Parched Lands succeed in leaving, it seems. He bears no visible wounds — and yet, curiously, his water flask is half-full.

Along with his water flask, you find a tent, a ball of

string, and a **scimitar**. If you have no compunctions about robbing the dead, take whatever you wish, and then turn to **1024**.

88

'Dragons nest at the southern edge of this land, atop the plateau that marks the boundary between this world and the next,' Pachara says. 'They guard their territory fiercely. Do not go there — if you do, you will die.'

Turn to 358.

89

The storm carries your ship far off course. One of your crew reports a crack in your hull, and you are forced to lighten your load to keep the crack above the water line until you can effect repairs. Remove any cargo from your Ship's Manifest that you may be carrying.

At last the storm ceases. Roll one die to determine your new position. If you do not possess the necessary book, you can roll again.

Roll 1-2	Over the Blood-Dark Sea 23
Roll 3-4	Over the Blood-Dark Sea 337
Roll 5	turn to 400
Roll 6	turn to 300

90

This experience in the spirit realm has done much to heighten your sensitivity to the beings that dwell within. If you do not already have the title Nahual, gain it now, and record the number '1' beside it. This is your 'Nahual value,' and you may be instructed to raise or lower it throughout your adventure. You should not remove the title Nahual however, unless specifically instructed, even if your Nahual value falls to zero. If you already possessed the title Nahual, increase its value by 1 because of your ordeals.

Turn to 187.

91

It is a common practice for a noble family to essentially 'purchase' a period of a criminal's sentence, particularly in cases where that criminal is known to, or a member of, that family. You are the only foreigner to serve duties under the Serpent King's law for some time. As such, you draw considerable interest.

The head of a noble family negotiates with the city's administrators, and secures your service in their household for a time. Roll one die to determine what challenges you must face.

Roll 1-2	A ghastly child	turn to 935
Roll 3-4	Menial chores	turn to 509
Roll 5-6	Holy duties	turn to 952

'Sadly, I must agree,' says Uemec. 'But poor Atl lost hope. In all matters, survival must come first, and yet he chose death — for this whole city. He was not responsible for the loss of our army. But yes, if not for him, Tarshesh might have survived.' Uemec sighs, contemplative, then says, 'Come with me to the city's walls, stranger. I will face my former soldiers at last.'

Add 1 point to your SCOUTING score, and turn to 453.

93

You earnestly tell the administrator that you have been granted the right to travel within the Weeping Jungle. But the befuddled old man dismisses your story. 'Frauds, everywhere!' he exclaims, spraying you with spittle. 'Just in the last four days, I've been forced to execute two people who told me the same story as yours!'

Turn back to 168, and choose which course of action to take.

94

If the box above is empty, place a tick in it and turn to 280. If it has already been ticked, turn to 552.

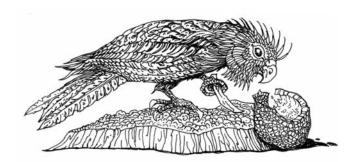
95

A sudden sound of scampering from the pillar above you — and then a length of wood falls from above, and bonks you on the head, hard. Rubbing your bruised scalp, you look up. There is nothing, and nobody, above you.

The length of wood is a staff — though rather short, as staves go; it stands as high as your shoulder. It is a plain staff, banded with five rings of onyx. The name 'Nopalti' has been carved into it, near one end. The name of a former owner, surely.

Note **Nopalti's baton** on your Adventure Sheet, if you choose to keep it. It may be wielded as a weapon in combat, if you wish, but has no COMBAT bonus.

The clearing is still vibrant with the presence of the monkey god, Shimae. He is not finished with you yet. Turn to 989.



96

You may, if you wish, visit the forge of Bellentacq the smith. If you choose to go there now, turn to 1161. If not, go back to 225 and choose your destination from there.

97

You are walking along the coast on the north-eastern edge of the Feathered Lands. Aside from the cawing gulls gliding above you, you are alone.

Go north-west along the coast	turn to 729
Go south along the coast	turn to 23
Go south-west, inland	turn to 37
Go west, inland	turn to 118

98

You empty your **bottle of Panyck water** down the Ora'i Well; remove it from your Adventure Sheet. It has an immediate effect. Any trace of dirt disappears from the well water at once; even the inner walls of the well seem cleaner than before. Though the air of Shamsar is hot and dry, a cool crispness falls over the area.

As she does every day, Mother Magra fills her flask from the well. But today, tears of hope shine in her old eyes. She insists that you go back with her to her home. At her house, you meet her son, an overweight fellow in his late middle age; the curse of befuddlement has rendered him unable to speak coherently.

He takes a couple of mouthfuls of the well water; the curse is lifted at once. He thanks you over and over; both mother and son are reduced to tears of joy.

Mother Magra gives you 250 Shards, as much as she can afford, as a reward. She also gives you an old family heirloom, a **charm of safety**. This should be stored in a house, or another place where you keep your equipment. If you ever have to roll to determine whether your stored possessions remain safe, you can use the charm to ignore the result of your roll, and to continue as if there is no problem. The charm can be used just once; its power will be expended thereafter.

Note the money and item on your Adventure Sheet if you choose to keep them. In addition you are welcome to stay and rest in her small home for as long as you like, allowing you to restore your Stamina to its maximum, unwounded score.

At last it is time to leave. Record the codeword *Glitter*, and turn to **225**.

99

You are dead. If you have a resurrection deal, turn to the section noted on your Adventure Sheet after first erasing

your current possessions, money, and any details noted on your Ship's Manifest.

If you don't have a resurrection arranged, this is the end and you can only start afresh with a new character. First make sure to erase all ticks, codewords and Adventure Sheet details in all your Fabled Lands books. You can begin again at 1 in any of the books in the series.

100

Leagues pass by under the steady gaze of the sun. Mindful that pirates ply the waters to the north, and slavers those to the north-west, you order two lookouts to man the crow's nest at all hours.

Roll two dice to determine whether any encounters break this calm.

Roll 2-5	A mariner adrift	turn to 946
Roll 6-9	No encounter	turn to 592
Roll 10-12	Storm	turn to 252

101

Bellentacq can construct a flask of oblivion for you, if you can provide her with a **water flask**, a **demon stone**, a **transcript of paradox** and 4000 Shards. This will serve as a vessel for your possessions, allowing you to carry more items than would normally be possible.

'The item is unique to you, and I'll require some help to create it,' she says. 'Be warned, the fee must be paid, even if our efforts are not successful.'

If you possess the necessary items, and you wish to help Bellentacq create the flask, turn to 722. If not, turn back to 1161.

102

A crewman's scream of pain cuts into your drowsy afternoon daydream. One of your men is kneeling on the deck, the skin of his arm a painful red. A slender, transparent tentacle has reached up over the side of the ship, and is blindly groping about the ship's deck.

You deftly slice through the tentacle, and then peer into the water around your ship. You have unwittingly sailed into a large school of monstrous jellyfish, each one wider than your ship. Worse still, floating on the surface of the sea they are almost invisible; you soon learn that, should you sail into one of them, it instinctively grabs at your ship with long, burning tentacles.

You will have to steer your vessel to freedom. You seal most of your crew below decks, and then lash the main sail and prepare to creep through the horde of monsters around you.

Make a SCOUTING roll at Difficulty 16.

Successful roll turn to 302
Failed roll turn to 1019

103

By day, the city of Dunpala is a veritable hive of activity. Everywhere, the men and women of the city are seeking a way to make a little money — or a way to forget the difficulty of just such a task. Roll two dice.

Score 2-6	Unscrupulous vendors	turn to 818
Score 7-8	Qlelec the Loon	turn to 289
Score 9-12	A storm	turn to 432

104

Though the Nyar pursue you for hours, their hunting calls grow more and more distant, finally dropping away entirely. Remarkably, you have managed to evade them.

Turn to **605**.

105

As evening falls, and the light of the sun retreats from the sky, one of your deckhands draws your attention to the treetops along the river's bank. There, dozens of hazy balls of light are floating into view, lazily gliding across the river. Most are bright green and blue, though you spot a handful of pale yellow balls, and a few violets.

'Denda flies,' the deckhand tells you. 'They fly by catching the breeze in the long, feathery spines all over their bodies. At night, they light up, like fireflies. They're really quite beautiful.' Then he gives you a grave look. 'And they burn. Do not let them touch you.'

Your ship passes directly below the cloud of puffballs of light, and you sincerely hope the wind does not drop.

Roll one die. If you roll 1-3, you continue without further incident; turn to 1168. If you roll 4-6, turn to 786.

106

As much as you try to downplay the significance of the dream, you cannot seem to shake off a sense of worry. You are on your way to discuss the feeling with your first mate when, not concentrating, you fall through an open trapdoor. You are not hurt, but the near miss shakes your confidence. Lose any blessings noted on your Adventure Sheet.

The accident dispels the tension amongst your crew, at least. They assume that the misfortune heralded by your dream is directed solely at you, rather than at the ship as a whole. With morale much improved, you sail on. Turn to 1104.

107

You lower your weapon. The Serpent King will live – a little humbler than before, perhaps.

And then, a mere moment later, you are returned to the physical world once more. You stand, wobbly. Beside you, Namagal is also rising, his body now unwounded. He watches you, wary, a few moments — and then he takes your hand and holds it aloft, the gesture declaring you the winner.

The crowd is amazed. They roar their delight, and stamp their feet, at your unprecedented victory. In defeating Namagal, a living god, you have achieved the impossible. You gain a Rank. Roll one die and add this to your maximum and current Stamina score, and remember that going up in Rank increases your Defence.

Sensa Yledra, high priestess to Quetzil and the effective spokesperson of Namagal, enters the arena. The mute king speaks to her in a graceful sign language. She nods, and makes an announcement to the crowd — you are to be granted the highest honour a foreigner can possess, the title of Chamessa. In the old language of Ankon-Konu, this essentially translates as 'trusted friend'. It raises you to the status of a worker, and gives you licence to go where you will within the Weeping Jungle. You will never again be challenged by the Serpent King's soldiers.

The Serpent King takes you by your shoulders, a tacit gesture of thanks. And then, at last, you are led away, and entrusted to tutors who instruct you in the secret ways to style your hair, to mark your skin and to wear your clothes, so that all those who meet you know you have been granted the freedom of the jungle. Record the title Chamessa in the Titles and Honours box on your Adventure Sheet.

After several days of such teaching, you return to the streets of Inkatek. Turn to 777.

108

Becoming an initiate of Vinti gives you the benefit of paying less for blessings, and other services the temple may offer. This is free, though you must have a COMBAT score (excluding item bonuses) of at least 6. Note that you cannot become an initiate of Vinti if you are already an initiate of another faith.

If you meet the criteria and you choose to become an initiate, mark 'Vinti' in the God box of your Adventure Sheet. Then, initiate or not, turn to 1198.

109

The booming continues for some time; after a while you guess you are in no immediate peril. You make a brief attempt to locate the source of this strange sound. When this proves fruitless, you settle down to rest.

You get little sleep this night. The curious sound ceases an hour or so before dawn. Turn to **332**.

110

The mineral-rich waters from the Lake of Firewater have created a number of silty channels at the southern end of the Nozama River that are difficult for larger ships to steer through. If you are currently carrying any cargo, make a SCOUTING roll at Difficulty 17. If this roll is successful, you navigate these channels without incident. If, however, this roll fails, then your galleon is beached on a vast mound of silt. You must discard all of your cargo so that your ship is light enough to break free. Remove any cargo you are currently carrying from your Ship's Manifest.

To travel north into the Nozama River, turn to **375**. To sail south onto the Lake of Firewater, turn to **133**.

111

Becoming an initiate of Pyahil gives you the benefit of paying less for blessings and other services the temple can offer. You cannot become an initiate of Pyahil if you are already an initiate of another faith. Though it does not cost money to become an initiate of Pyahil, the rite of initiation involves the sacrifice of a bird or a small animal. If you possess such a creature – for example, a **scarlet macaw** or a **bullfrog** – you can perform the rite and become an initiate. In this case, remove the bird or animal from your Adventure Sheet and write 'Pyahil' in the God box on your Adventure Sheet.

If you do become an initiate, the priest gives you the **flint knife** (no COMBAT bonus) with which you make your sacrifice, a symbol of worship of the rain god. Note it on your Adventure Sheet if you keep it.

When you are finished here, turn to 986.

112

Few boats travel the Great River, here. Your best hope of crossing the river would be to swim across to the east bank, stopping briefly at the small islands that are sprinkled across the centre of the river.

Remain on the western side of the river

Swim to the river's eastern bank

turn to 1004

113

Call of Eagles can try to increase the COMBAT bonus of any weapon you provide him with. You will need to give him 150 Shards for his work, as well as the weapon you wish to try to enhance.

If you ask Call of Eagles to carry out this work, remove the money from your Adventure Sheet, and then roll two dice, adding any COMBAT bonus the weapon already possesses.

Roll 2-9	The work is successful; increase the
	weapon's COMBAT bonus by +1
Roll 10-11	The work is unsuccessful; reduce the
	weapon's COMBAT bonus by 1 (to
	a minimum of 0)
Roll 12 up	The weapon breaks under the artificer's
	efforts. Remove it from your
	Adventure Sheet

Note that weapons that can be used in spiritual combat cannot be improved in this way. Also note that Call of Eagles can only provide weapons with a maximum bonus of COMBAT +4. 'That's as much as I can do,' he explains. 'If you want really high-quality work, seek out Bellentacq in Shamsar.' He frowns a moment, then adds, 'She befriends those blessed with vision, or cursed with madness. They may know how to find her.'

When you are finished here, return to 922.

114

You enter the house and prowl through to a spacious dining room. A broad-shouldered, one-eyed man is here, sitting at a table as he reads through a pile of letters. This is Broken Hand. You step from the shadows, your weapon drawn, and you boldly demand that he hand over Birdsong at Dawn.

But he merely laughs. 'Perhaps you should ask the good lady if she wishes to be rescued.'

And then Birdsong at Dawn enters from an adjoining room. A tall, graceful woman, she crosses to Broken Hand, and affectionately places her fingers on his sleeve.

Turn to 217.

115

Your last blow crushes his throat. It is enough to overwhelm him. He collapses, bloody and unable to breathe. Within a minute, he is dead.

Kaimren is carrying a **cobalt wand (MAGIC +3)** and a **short sword (COMBAT +2)**. Note them on your Adventure Sheet if you take them. Also, for closing the curtains on this old foe, roll two dice. If the result is greater than your COMBAT score, increase that ability by 1.

'Get out!' yells Birdsong at Dawn. 'And never come back!' The actors around you are looking uneasy. You decide it would be prudent to obey her.

Turn to 42.

116

You climb higher still. The rock face here is sheer, the climb more difficult. Make a SCOUTING roll at Difficulty 21. You may add 1 to the number rolled if you possess a **rope**, or 2

if you possess climbing gear.

Successful roll turn to 981
Failed roll turn to 1086

117

Moving through the jungle, you almost bump into a scout from one of the jungle's northern tribes. He is wearing yellow body paint and wearing a purple-feathered headdress. He is just as surprised by the encounter as you are, and the two of you eye one another a few moments.

If the box above is empty, place a tick in it now and turn to 614. If it was already ticked, turn to 15.

118

The mountains to the north-east of Ankon-Konu are dotted with tree-filled ravines. The mountains themselves rise up like islands from a sea of vibrant green life.

Roll two dice to determine encounters in this area.

Roll 2-5	A baleful storm	turn to 384
Roll 6-8	A ruined shrine	turn to 593
Roll 9-12	A heartbeat in the night	turn to 682

119

A healer reads through your work with some disappointment. 'No, this is just nonsensical,' she says. 'We must take firmer measures.'

She summons several others. You are seized and taken to an individual chamber — a comfortable room, with a fine view through its barred window. A sign above the door reads, 'Just as a skilled warrior keeps bandages nearby, a healthy mind must keep warm thoughts and memories within easy reach.'

And then you are locked in, and starved. From time to time healers enter your room and force-feed you mindbending medications. Every evening a healer comes to your door, and encourages you to discuss your experiences.

Roll two dice and consult the following table. You may be instructed to lower your Nahual value: this applies if you already have the title Nahual followed by a number greater than zero.

Roll 2-4	Reactions in mind and body: reduce your
	maximum, unwounded Stamina by 2 and
	lower your Nahual value by 1
Roll 5-7	A poor response: reduce your Stamina by
	2-12 (roll two dice)
Roll 8-9	A show of endurance: reduce your
	Stamina by 1-6 (roll one die)
Roll 10-12	Progress: reduce your Stamina by 1-6 and
	lower your Nahual value by 1



If you die under care, turn to **99**. After enduring a week of this treatment, you are allowed to leave. If you wish to return to the main treatment hall, turn to **286**. If you wish to leave the Bimari Hama altogether, turn to **225**.

120

The Satoru's Rest inn is an eccentric-looking building partway along a street so narrow you wonder whether the sun's rays ever touch the inn's doorway. The inn itself is clean enough, though you smell an acrid odour, some sort of pipeweed, that you don't recognise.

If the box above is empty, place a tick in it and turn to 774. Otherwise, if it was already ticked, the inn costs you 1 Shard a day. Each day you spend here you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score. When you are ready to leave, turn to 225.

121

You have learned the secret of the strange, lustful musician. As night arrives, the musician approaches the family's home once more. You confront him, and he once again challenges you to a wrestling match. You accept — so long as you can choose where this match takes place. He agrees, and you choose the bank of the Kwanai River. Half the village follows you, to watch the combat.

And here, you insult him — you insult the strange odour that seems to follow him about, and the off-key noise that he calls music. Of course he hopes to claim a lover by force — no sane woman would accept him.

He roars in fury at your words, and charges towards you. It is a simple matter to step out of the way of his heedless attack; he rolls down the river bank behind you, and splashes into the water below. This causes him to show his true form — he transforms into a pink river dolphin, splashing and clicking with rage.

The villagers find his plight hilarious; he will never again be able to bully them. Humiliated, the pink dolphin swims away, never to return.

The family are overjoyed that you have saved their daughter. They give you a **moonstone bracelet** (CHARISMA +3) and a pouch of **blessed ash** as a reward.

Turn to 372.

122

The ocean crashes against the base of the cliff face, far, far below you. The sound is almost soporific in its regularity.

Go north, along the coast	turn to 1183
Go south, along the coast	turn to 791
Go west	turn to 37

123

Whispering Wind is overjoyed to see you again, and you spend a pleasant afternoon on his veranda recounting the details of your travels so far. He cautions you to be wary of the Chul-Chaq, a vile imp that can magically change its appearance to resemble friends or loved ones. 'It hobbles about with one wooden leg, though,' he tells you. 'Watch for signs of that.'

At last it is time to leave. Turn to 42.

Once again, you hear the sound of the tree-beings from some distance away. And yet their song is different this time. Their former doleful chant has been replaced by an uptempo melody, that fills you with an urge to dance.

As you pass amongst the trees you ask the reason for this unexpected joyousness. 'We follow your example of forgiveness,' one of the tree-beings tells you. 'With the release of hate comes a lightening of the spirit.'

If the box above is empty, place a tick in it and add 1 point to your SANCTITY score. At last, you leave these curious, otherworldly trees. Turn to 846.

125

Carefully, you descend to the foot of the massive waterfall. A great, ever-present cloud of spray casts small rainbows all around you as you climb down, and thoroughly soaks you, though the cool wetness is quite agreeable in the heat of the jungle. The spray limits your vision, however, and so you tentatively creep towards the waterfall's plunge pool, where the Great River continues on towards the sea.

On a bank of rocks beside the river, you make a curious find: an empty clay bottle, its wax bung sitting beside it. You glance around, but can see no sign of the bottle's owner. But then, you can see little within this cloud of spray.

Fill the bottle with river water turn to 948
Bathe at the foot of the waterfall turn to 431
Leave the area turn to 644

126

You manage to cut through the vine rope about your foot. You fall to the ground far below, badly bruising your back and your shoulder. Roll one die, and lose this many Stamina points.

You are alive, at least. Turn to **767**.

127

Flies buzz about your head, crawling into your mouth and up your nose, as ants and beetles crawl up your legs, up your chest. And yet these insects are not quite natural, you realise — they are physical manifestations of a sorcerous power. To survive this assault, you merely have to disregard the physical discomfort, to stifle the supernatural energies present.

Merely that. Concentrating, you swiftly counter this undead witch's power. The insects fade to smoke; you collapse to your knees, breathing hard with the exertion.

Roll two dice and subtract this amount from your Stamina score. If this kills you, turn to **99**. If you still live, turn to **905**.

128

You halt as you draw near a village. The people of the Weeping Jungle are cautious of foreigners. Would the inhabitants of this village welcome your arrival?

Approach the village turn to 927
Bypass it turn to 498

129

You can leave possessions and money here to save having to carry them around with you. You can also rest here safely, and recover any Stamina points you have lost. Record in the box anything you wish to leave.

ITEMS LEFT AT TOWNHOUSE

Every time you return, roll two dice.

Score 2-8 All of your possessions are safe.
Score 9-10 Burgled! Any money you left her

Score 9-10 Burgled! Any money you left here has gone.

Score 11-12 Drunken sailors have burned down your house; lose all possessions here and erase the tick at **333**.

When you are ready to leave your house, turn to 333.

130

You wait, and soon enough the pervasive darkness in the room becomes deeper still. You cannot see him, but you know that Mellagan is present.

You begin to recite incantations to ward off malevolent spirits. You sense that Mellagan's magical abilities linger on after his death. He will not be easy to banish.

Make a MAGIC or SANCTITY roll (your choice) at Difficulty 16, as you strive to force the ghost away. You may add one to this roll if you possess a **Xibalban lantern**. You may also add one if you have the title Nahual.

Successful roll turn to 363
Failed roll turn to 728

Pyahil is the god of rain, the sender of thunder and lightning, the bringer of fertility. Carvings around his temple variously depict him as a heron, a snail, or a man with eyes on the end of long stalks.

A priest of Pyahil, wearing a long-beaked masked and a heron-feather headdress, approaches and asks how he might help you.

Become an initiate of Pyahil	turn to 208
Renounce his worship	turn to 923
Seek a blessing	turn to 990
Leave the temple	turn to 679

132

The forest land east of Dunpala is less dense, and less humid, than the forests elsewhere in the Feathered Lands. The trees here are tall copcaya trees that can survive without rainfall for months at a time. Everywhere, a layer of hard, spiky grass covers the ground.

If you have the codeword *Hubris* and the box above is empty, place a tick in it now and turn to 1081. If you do not have this codeword, or if the box above was already ticked, turn to 533.

133

You are sailing in the centre of the Lake of Firewater. The waters here have a unique reddish cast, which some say is the blood spilled by the jackal god Gengril in his battle against Eleuia's titan. Others attribute this colour to the high concentration of minerals in the water. Still, a beautiful myth is often more agreeable than cold, immutable fact.

Roll two dice for encounters.

Roll 2-5	Free traders	turn to 211
Roll 6-8	No encounter	turn to 1087
Roll 9-12	A maritime levy	turn to 466

134

The *Avarice* bucks once beneath your feet, and then, abruptly, the mist all about you slides away.

You are no longer sailing on the surface of the sea! The *Avarice* is rising into the sky! It has somehow slipped free of your crew's grapples. You spot your own ship on the sea below you, already worryingly far away.

Captain Firkinbald, this vessel's deathless captain, gives an insane cackle. As he touches the wheel, the ship angles upwards, sailing a course for the clouds overhead.

You are still low enough to survive leaping out into the sea below – perhaps. There is no time to hesitate. You and your crew leap over the ship's rail, and drop towards the ocean far below.

Roll two dice. If this total exceeds your Rank, you do not survive the fall. In this case, turn to 99. If you do survive, roll one more die. If this roll is 1-4, your ship finds you in the water, and your crew pulls you aboard. Turn to 731.

If this second roll is a 5 or 6, then you are already too far away for your crew to find you. They are ultimately forced to sail on without you. You tread water for days until, barely conscious, you find yourself washed up on shore. Cross your current ship off your Ship's Manifest, and reduce your Stamina to half its current value, rounding up. Then turn to 222.

135

'The place of spirits hangs closely over us, here in the jungle,' she says. 'Sometimes, those spirits spill through. If you are very, very quiet, sometimes you can hear them.'

You listen a few moments, but hear nothing. Pachara lays a hand on your chest. 'If you are quiet in here, I mean. I can help you listen to the spirits, if you like. The rite demands a little of your strength, however.'

If you wish Pachara to help you, subtract 1 point from one of your abilities (you choose which; you cannot choose an ability that already has a value of 1), and subtract 3 points from your maximum, unwounded Stamina score. Note the title Nahual on your Adventure Sheet, followed by the value '1'. This is your 'Nahual value' (if you already possessed this title, increase your Nahual value by 1).

Pachara can help you in this way only once. If you choose to accept her help, place a tick in the box above, to remind you that she cannot perform this service a second time.

Turn to **358**.

136

You hastily light the candle. A convenient coincidence that its smoke blows down the beach, towards the immense creature. It growls, but keeps its distance. Finally, it departs completely.

Turn to 338.

137

With a slight shake of your head, you take a step backwards. The shining serpent watches you a few seconds, impassive — and then it darts forward, its maw dropping open. It swallows you whole; the twilit world around you becomes white light, pinpricked with tiny black stars.

Make a MAGIC roll and a SCOUTING roll, both at Difficulty 16. Remember that you do not currently possess any of your usual equipment which might help with these rolls

If you succeed in both rolls, you weather this spiritual

assault with little ill effect. If you fail one roll, you must subtract one point from one of your abilities; you decide which. If you fail both rolls, you must also lose a Rank – roll one die and subtract this amount from your maximum Stamina, and remember that this will also reduce your Defence by one point.

Turn to 81.

138

You remember a myth that the Patasola's weakness is its obsession with counting. If you possess a **bag of seeds**, and you wish to scatter them before the Patasola, turn to **907**. If not, you will have to fight it; turn to **688**.

139

You raise the subject of Perepa's execution with some of the townspeople, and the mood grows dark. Since the girl's death, a handful of people have provided an alibi for her, for at least a day before Coyotl's apparent murder. The cause of his death was never precisely determined, and so she cannot be wholly exonerated; and yet there are many who now feel that Coyotl's true murderer still walks free.

Turn to 679.

140

Dunpala's marketplace is essentially a single row of stalls that stretches in one long, twisting line throughout the centre of the city. It is only within living memory that the people of this region began using Shards as currency.

'Don't try to trade with the jungle tribes,' one of the city's merchants advises you. 'You could walk along the Great Road from Dunpala straight to Inkatek — but without some sort of special permission, the Nyar will slaughter you on sight.'

Items with no purchase price are not available locally.

Armour	To buy	To sell
Animal helm* (Defence +1)	75 Shards	60 Shards
Quilted armour* (Defence +2)	150 Shards	125 Shards
Weapons (sword, axe, etc)		
Without COMBAT bonus	60 Shards	40 Shards
COMBAT bonus +1	300 Shards	200 Shards
COMBAT bonus +2	600 Shards	400 Shards
COMBAT bonus +3	_	800 Shards
Magical equipment		

7....

Amber wand (MAGIC +1) 600 Shards 400 Shards

Ebony wand (MAGIC +2)	1200 Shards	800 Shards
Cobalt wand (MAGIC +3)	_	1200 Shards
Other items		
Bamboo flute (CHARISMA +1)	300 Shards	200 Shards
Silver Flute (CHARISMA +2)	400 Shards	360 Shards
Moonstone bracelet	_	720 Shards
(CHARISMA +3)		
Lockpicks (THIEVERY +1)	350 Shards	275 Shards
Magic lockpicks (THIEVERY +2)	600 Shards	540 Shards
Patron amulet (SANCTITY +1)	280 Shards	200 Shards
Animal totem (SANCTITY +2)	400 Shards	360 Shards
Compass (SCOUTING +1)	550 Shards	475 Shards
Cross-staff (SCOUTING +2)	800 Shards	720 Shards
Rope	80 Shards	35 Shards
Lantern	120 Shards	70 Shards
Climbing gear	120 Shards	70 Shards
Crocodile skin	200 Shards	150 Shards
Crocodile food	100 Shards	_

Any armour bought here does not incur heat penalties in combat. When you are finished here, turn to 42.

141

You are caught up in a crowd of workers given a short reprieve from their duties in order to observe a sacrifice at the Great Pyramid. Live human sacrifice takes place several times a week; you have the impression that many workers go purely because of the break.

If the box above is empty, place a tick in it now and turn to 834. If it was already ticked, turn to 416.

142

If you have the codeword *Deathless* and if the box above is empty, place a tick in the box now and turn to 1195. If you do not have this codeword, or if the box was already ticked, turn to 67.

143

You spot the opening of a cave in the mountain foothills. Curious, you approach and peer into the cave's darkness. Yet you can discern neither sight nor trace of any person or animal within.

The cave is deep; to investigate further you will need a light source such as a **candle** or a **lantern** (a **Xibalban**

lantern will do, if you possess one). If you have such a light source and wish to enter the cave, turn to **976**. If you do not have a source of light, or if you wish to leave the area, turn to **435**.

144

You bold arrival at the gates of the fortress causes no little bemusement amongst the guards watching you from within. A dozen of them file out to greet you.

If you have the codeword *Glide*, turn to **641**. If you possess a **sigil of Vinti**, turn to **1023**. If you have neither the codeword nor this item, but you have the title Chamessa, or if you possess a **merchant's cloak**, turn to **369**. If none of the above is true, turn to **325**.

145

The priest takes your chin, and stares into your eyes a few moments. Then he says, 'You have been touched by one of Micantuithl's devourers. Did he tear away a part of your soul? There is a way for you to confront this spectre once more, if that is what you wish. You will need two things. First, a spirit light, a Xibalban lantern, in order to lure the creature to this place. The artificer Call of Eagles is known to create such things. Secondly, and most importantly, you will need to prepare yourself to face the spectre in Elaz Carnaquen, the spirit realm. You seem strong; perhaps I can help you with this. But consider whether this is truly a wise course. You will have to sacrifice much, and such enlightenment is not necessarily a blessing.'

If you wish to accept the priest's help, turn to 11. If you do not wish this help, but you already possess a **Xibalban** lantern, and you wish to face Kerep Tlotor now, turn to 876. Otherwise, you leave the temple. Turn to 42.

146

Once again, you climb the city's walls, remembering your struggles the first time you did so. This time, there is no flame.

You find the remains of a soldier, nearly skeletal, lying on the floor. A long spear has been driven through his chest; its tip has broken against the stone beneath him.

If the box above is empty, the soldier is wearing a **dented helmet†** (**Defence +2**). This may be used in spiritual combat and physical combat. Should you take it, keep in mind that it *does* incur heat penalties in combat when you are back in the physical realm. If you decide to take the helmet, place a tick in the box above to remind it will no longer be here if you return.

You return to the streets below. Lose 1 point of Entropy, and turn to 442.

147

You sit on the stage and wait a while. Soon, the pervasive darkness in the room becomes deeper still. You cannot see him, but you know that Mellagan is present.

You speak to him, telling him that his place is no longer in this theatre. Does he even enjoy the plays now performed here? There are other places to go, other realms for ghosts such as he.

He does not answer you. But you feel sure that the ominous presence around you is considering your words. Make a CHARISMA roll at Difficulty 15.

Successful roll turn to 363
Failed roll turn to 728

148

The hills are steep, but you climb one of them easily, for you are weightless and tireless. At its crest, you see the chain of hills stretches out in either direction as far as you can see. These hills are the ridges in the spine of a sleeping titan, buried face-down in the ground. And beyond, cliffs, a shore, an ocean. You descend.

If you have the codeword Gnome, turn to 291. If not, turn to 1135.

149

You are near the eastern edge of the Weeping Jungle. The Lake of Firewater is close by, blocking your route eastwards.

Go north	turn to 49
Go south	turn to 194
Go west	turn to 355

150

Initiates of the Serpent God are expected to carry out special duties — participation in religious rites, or even everyday chores. Normally, these duties are structured so that they do not interfere with a citizen's existing obligations around his or her role in the community. As you are a foreigner, you do not have any community obligations, and the senior priests within the temple do not quite know what to do with you. Consequently, you find that your own duties are comparatively light.

Like any other initiate of Quetzil in Inkatek, you are granted quarters within the pyramid, essentially a windowless cell containing a mattress. You may rest here for as long as you like; restore your Stamina score to its initial level if you are currently wounded. In addition, you can leave any items you are currently carrying here, to be retrieved at a later time. Note any such items in the box below.

ITEMS STORED IN QUARTERS

When you are ready to leave your quarters, turn to 951.

151

The merchant Kualli is able to propose exchanges of a somewhat intangible nature. Turn to the relevant paragraph mentioned below for more information about each trade.

Kualli can propose the following:

A blessing	turn to 1003
A curse	turn to 921
A secret	turn to 833
Do not trade; return to the ruins	turn to 226

152

For over an hour now you have tramped along a treecovered ridge surrounded by a warm, humid mist that drenches your clothes, causing them to stick to your skin. The heat is soporific, and the attention needed to pick your way along the narrow trails without losing your footing is considerable.

And then, from one step to the next, everything changes. The temperature plummets, provoking a startled shiver from you. You have been concentrating on the treacherous ground at your feet rather than on the route ahead – but now you see that further along the ridge lush greenery gives way to twisted, dead tree trunks; leaves and long grass become only dust, and ash. You see the ghosts of buildings here – low, broken walls that mark where structures once stood. Sanctified, holy structures, you're almost certain of it. But those buildings are gone, now. Whatever this place once was, it has become a monument to desolation.

The mist about you has changed, as well. It seems thicker, now — tangible, almost. It starts to reach up into your nose, and stream into your mouth.

If you are an initiate of Zaos, you find the coolness of the mist refreshing, even invigorating. You can remain here until healed – restore your Stamina to its maximum value if you are wounded.

If you are not a follower of Zaos, however, the mist blinds and chokes you as you try to back out of the area. Make a MAGIC or SANCTITY roll (your choice which) at Difficulty 18. If you fail, you must lose 3-18 Stamina points (roll three dice) before you are able to escape.

If this kills you, turn to **99**. Otherwise, you finally leave this place. Turn to **1121**.

153

You chance across a large, flat boulder, like a broad table embedded in the earth. It stands at the centre of a clearing.

A meeting place once, this. A place where tribal chiefs would threaten war, or beg for peace. Table rock, a place of penitence and sacrifice, stained with human blood many times over.

A day of storms, nearly two centuries ago. Five chiefs gathered here — of the Jaguar, Blood Moon, Broken Jaw, Panther and Singing Bird tribes. None were innocent; all had killed family members of the others gathered. But they were united in their fear of the boy-king, the living god — Namagal of the south, the Serpent King of Inkatek.

For two days and two nights they discussed strategy — of attack, of flight, of submission. But before consensus was reached, Namagal walked amongst them, caked in the gore of the guards he had slaughtered to reach them.

The tribes of the north would submit to his rule, he instructed. To submit would be to live; to dissent would be to invite destruction. The chiefs had witnessed the might of Inkatek. They did not doubt this claim.

Four chiefs surrendered. Let the tribes unite beneath their Serpent King, they said. The fifth, the chief of the Singing Bird tribe, said that he preferred death to subjugation. And so Namagal tore him apart, with his bare hands and his teeth, here on Table Rock. And then, as he left, he instructed his armies to kill every man, woman and child of the Singing Bird tribe.

The vision comes abruptly, shocking you with its vividness. You fall down on your buttocks, trembling at this intrusion into your spirit.

Roll one die, and lose this many Stamina points. In addition, roll a second die. If the result of this roll is 5 or 6, you must also lose 1 point of MAGIC due to the invasiveness of this vision.

Then, if you still live, you feel you must leave immediately. Turn to 357.

You pass through a vast, sandy expanse, the southernmost stretch of the Parched Lands. By day, the heat beats down on you remorselessly. At night, freezing winds leech the heat from your flesh.

Roll two dice to determine what events befall you in this land.

Roll 2-5	An oddity	turn to 10
Roll 6-8	No encounter	turn to 842
Roll 9-12	Monstrous footprints	turn to 230

155

It is hardly dignified, but you charge for Dunpala as rapidly as you are able. You soon hear commotion in the trees flanking you – yet still you do not see your pursuers.

And yet, as skilled as they are in jungle camouflage, the more pertinent question is whether they are as fast as you. Make a THIEVERY roll, at Difficulty 15.

Successful roll	turn to 756
Failed roll	turn to 1006

156

You have become lost in the mists at the edge of the world. In this nether space between life and death, you no longer feel fatigue, hunger or thirst. And yet you risk utter destruction, all the same.

You cannot easily return to life. Roll two dice. If you roll equal to or less than your current Rank, you can at least claw your way into death. Turn to **99** in this case.

If you roll greater than your Rank, then even the certainty of death is denied you. Gradually, you fade into mist yourself, and not even resurrection can restore you. This is the end and you can only start afresh with a new character. First make sure to erase all ticks, codewords and Adventure Sheet details in all your Fabled Lands books. You can begin again at 1 in any of the books in the series.

157

If you have the codeword *Gargoyle*, turn to **747**. If not, turn to **700**.

158

You wait, motionless, listening intently. But you hear nothing more, other than a rumble of distant thunder, further away along the coast. Turn to 338.



159

You are sailing in the Sea of Hydras, off the north-eastern shoulder of Ankon-Konu. The sky above is cloudless blue in the day, and vividly alive with stars at night.

Sail north along the coast	turn to 300
Sail north-east into	
open sea	Over the Blood-Dark Sea 23
Sail east into the	
Gashmuru Gulf	The City in the Clouds 77
Sail south along the coast	turn to 500
_	

160

The corpses of the tribal warriors lie scattered about your feet. Searching them, you find three **spears** and one **bone club**, as well as a **feathered shield*** (**Defence +2**) and a set of **quilted armour*** (**Defence +2**). These items of armour will not incur heat penalties in combat.

Record whatever you want to keep on your Adventure Sheet, and then turn to 5.

161

You find yourself walking along a narrow strip of land, between mountains and sheer cliffs of granite. Out to sea, a mighty finger of rock juts up towards the sky, as if accusing the gods themselves of some crime. If you have the codeword *Granule*, turn to **624**.

If not, if the box above is empty, place a tick in it and turn to 420. If it was already ticked, turn to 1190.

162

The Nyar are trained to use a range of bespoke, exotic weaponry. Roll one die to determine your opponents' special attack.

Roll 1-3	turn to 628
Roll 4-6	turn to 1059

163

The inns in Inkatek are essentially spacious halls, used as dormitories. During festivals, the inns are required to shelter the influx of travellers visiting Inkatek; at other times of the year, most of the city's inns close their doors for weeks or months at a time. The city's innkeepers belong to the working class; lacking the right to own wealth, they are obliged to offer lodging in their inns for free. Courtesy demands that visitors to an inn offer the innkeeper a gan'har idol, though this is not a requirement. In practice, the exchange of the gan'har is merely a means of legitimising the transaction without contravening the laws of the Serpent King.

After a little inquiry, you find an open inn on the road that separates the area of the city dedicated to its nobles from

the larger servants' area. The innkeeper greets you warmly.

If you own any **bottles of rimcha** that you wish to sell, turn to **647**. Otherwise, if you wish to offer the innkeeper a **gan'har idol** in exchange for accommodation, turn to **597**. If you wish to stay, but you do not wish to offer the gan'har, turn to **229**. To leave the inn, turn to **777**.

164

You toss about in your sleep as the Well's presence settles upon you, feeding on your spirit. At the same time, dozens of fire ants approach you and crawl up onto your body. They bite down on you, hard, as one; you wake with a scream of pain.

Roll three dice, and lose this many Stamina points. If this kills you, turn to **99**. If you are still alive, turn to **256**.

165

The effort required to push on through the swamp is taxing. Make a SCOUTING roll at Difficulty 14. If this roll fails, your poor choice of route causes you to lose 3 Stamina points from fatigue.

If you are still alive, choose your direction onwards from here.

Go north	turn to 781
Go east	turn to 154
Go south	turn to 888
Go west	turn to 451

166

No good deed goes unpunished. The cannibal finally climbs to his feet, picks up a club, and tries to crack your skull open.

Cannibal COMBAT 7, Defence 9, Stamina 12

Heat penalties apply in this combat. See the 'Special Rules' section at the start of this book for more information. If you lose, the cannibal will eat well tonight. This is the end of your adventure, unless you have a resurrection deal.

If you win, turn to 1133.

167

You encounter a group of the city's red-cloaked constables who, grinning, tell you there is a special tax for walking in this part of Dunpala during the night.

Make a CHARISMA roll, Difficulty 16. If you succeed, you are able to talk your way out of this spurious fine. If you fail, you have to give them either 75 Shards or one of your possessions (you choose which). If you are unable to provide either, they will beat you; roll three dice and subtract this amount from your Stamina.

If you are killed, turn to 99. Otherwise, turn to 42.

168

You catch the attention of one of the Serpent King's administrators, who roam the Weeping Jungle ensuring that the dictates of Inkatek are adhered to. This one seems rather aged and myopic, and travels with a retinue of five soldiers.

The eccentric old man first asks which of the northern tribes you belong to. One of his soldiers informs him that you have the look of a foreigner, and so he changes tack, and asks by what right you walk these lands.

If you have the title Chamessa, or if you possess a merchant's cloak, turn to 93. Otherwise, will you:

Bribe the administrator	turn to 253
Talk your way out of trouble	turn to 896
Launch a surprise attack	turn to 877

169

You see that the priests' phials of tarantula venom are wrapped in oil-soaked cloths, exactly like the cloth you found at the base of the upari tree. You ask about this, and one of the priests explains that the cloth would protect their skin, should any of the phials break.

Still curious, you ask where the priests obtain this venom. He directs you towards one of the merchants in the market. The merchant provides both the phials of poison, and their protective cloths.

Gain the codeword *Gulf*. You leave the shrine. Turn to **679**.

170

Pachara smiles at you. 'I cannot help you more than I already have. Take this remedy to the boy who needs it. And do it soon, before you lose it – I cannot make another.'

Turn to 358.

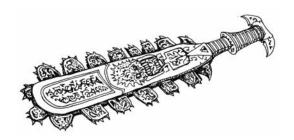
171

You happen across a mass of driftwood. A ship has sunk nearby — in battle, perhaps; the coast here is not so treacherous. Though the remains of the ship have lain on this beach a while, you rummage about to see if you can find anything of value.

Roll one die to determine what you discover.

Roll 1-3	Nothing
Roll 4	A chest containing 200 Shards
Roll 5	A tent and some climbing gear
Roll 6	A compass (SCOUTING +1)

Adjust your Adventure Sheet as necessary, and then turn to 517.



The curse overwhelms your will. Consumed by a covetous fury, you strike at the crew member nearest you, killing him outright. Two of your men flee the hold, racing back up on deck. The rest of your crew, similarly enraged, draw their weapons.

You fight. Roll two dice, and subtract this amount from your Stamina. If you survive this wounding, you manage to slay your crew members. Soaked with their blood, you gleefully open Firkinbald's treasure chest. You find a single Shard within. Add it to your Adventure Sheet if you decide to keep it.

A trace of overpowering bloodthirstiness remains lodged within you, somewhere at the back of your skull. Roll two dice; if you exceed your COMBAT score, increase it by 1. You must also, however, reduce your ship's crew quality by one level (excellent becomes good, good becomes average, average becomes poor, poor remains unchanged).

You follow your two surviving crew members up on deck. Turn to 134.

173

You previously saw an old woman in this tunnel - a phantasm, or spectre, or some such. Judging by the miner's reaction, she is still present.

If you possess a **Xibalban lantern** or a **soulcatcher**, or if you have the title Nahual followed by a value of 2 or greater, you may be able to invoke this shade once more. If you can, and you wish to do so, turn to **463**.

Otherwise, you leave this tunnel no wiser, and continue your search for the mine's foreman. Turn to 1070.

174

Bellentacq can make a yrindi spear; for this, she will require a yrindi branch, a dagger (COMBAT +4), a blessing stone and 1800 Shards. Such a spear is a fine weapon, and also grants a considerable bonus to the wielder's woodland lore. More remarkably, it cannot easily be lost; should its owner lose it for any reason, it will always find its way back to the tree from which the yrindi branch that forms its shaft originally came.

If you possess the requisite items and money and wish Bellentacq to craft such a weapon, remove them from your Adventure Sheet. In their place, record **yrindi spear (COMBAT +5, SCOUTING +4, codeword** *Gone* **if lost)**. If for any reason you lose this weapon – if you die and are resurrected, for example – record the codeword *Gone*. Note that if you willingly relinquish this weapon – for example, if you discard it, or sell it – you cannot regain it later, and you should not record this codeword. You can sell the spear at any market for 1200 Shards.

Turn back to 1161.

175

Though the sun is bright overhead, you walk through darkness cast by the dense green canopy. A couple of young marmosets scamper through the branches directly above you, pausing only briefly to glance your way.

You continue, halting frequently to look around. You have a distinct feeling that you are not alone.

Make a MAGIC roll, at Difficulty 18, as you walk on through the shadows.

Successful roll turn to 795
Failed roll turn to 782

176

The trees you previously encountered in this place are still, now. They are merely trees. Perhaps the death of the Serpent King has released the spirits contained within them. Or perhaps not; the logic that governs this place is impossible to discern.

You find only one tree that bears a face — and it is a face you recognise. The curls within the bark of one tall tree form the features of Namagal. His eyes are closed, and his mouth shows the ghost of a smile. He is sleeping, maybe; he is at peace, at any rate.

You turn away from this strange tree. Turn to 846.

177

Shimae looks upon you with benevolence this day. Roll two dice and restore this many Stamina points, up to your normal maximum. Then turn to 989.

178

If the box above is empty, place a tick in it now and turn to 1199. If it was already ticked, turn to 973.

179

You tell a senior priestess that you wish to renounce the faith of Huan-da and In-da. She nods, wordlessly, and points towards the temple's exit.

Ominous. Remove 'Huan-da and In-da' from the God

box on your Adventure Sheet, and remember to reduce your Nahual value by 1 (if this reduces your Nahual value to 0, you do not need to remove the title; simply note '0' beside it).

Turn to 46.

180

Yet again, the poem carved into the rock has changed. The addition, this time, is only slight.

But caution? Cast aside, unwisely so — A lesson lost: the curious can burn.

And as you read this last word, you burst into flame – a malignant green flame that sears your spirit. Screaming, you drop to the ground. Lose 1 point from each of your abilities.

This strange flame, at least, is no harder to put out than regular fire. At last, it is extinguished. Scarred and shaken, you travel on. Turn to 122.

181

As you lean forward to retrieve the bundle a gust of wind blows through the clearing. Some of the higher branches rustle and pass over your head. The tree's shadow falls upon you.

If you do not have a blessing of Immunity to Disease and Poison, this kills you outright. Turn to **99**. Even if you do have such a blessing, you do not come away unscathed. Reduce your Stamina to one point (that is, you now only have one point of Stamina remaining), and remove the blessing from your Adventure Sheet.

Woozy and near death, you snatch for the bundle and stagger away from the tree, thankful that you did not actually touch this horrendously toxic plant. Turn to 336.

182

You breathe out a sigh of relief — you have a feeling that Maelzohl is quite capable of claiming his prize. The slightest frown touches his face; he gives a graceful nod of concession, and hands you the circlet. Then he bids you good day, and is gone.

You examine the circlet. You can translate only one small section of the delicate script on its surface. It says, 'Heed the wise who lose their minds; ignore the sober fool.' Note the **runic circlet** on your Adventure Sheet if you choose to keep it. It possesses no special characteristics that are immediately apparent, but it is worth 600 Shards in any market if you wish to sell it.

Turn to 703.

183

Several guards glare at you through the gate as you recount your story. Yet when you show them the meat you have brought, they allow you to enter, and escort you along a winding path to the centre of the farm.

Then, without warning, one of them shoves you off the path, into a crocodile pool. 'No more deliveries today!' he shouts, roaring with laughter.

Remove the **crocodile food** from your Adventure Sheet, then turn to 919.

184

If you have the codeword *Gather*, turn to **817** immediately. If not, read on.

Investigating a sheltered cove, you spot a half-dozen men loading sacks of cargo into rowing boats. You guess that they have come from nearby Smogmaw, and that this cargo was not gained through honest means.

If you are 9th rank or lower, turn to **195**. If you are 10th rank or higher, turn to **540**.

185

You deflect the stream of flame so that it harmlessly arcs down into the sea. The winged serpent beats its huge wings, gaining height, and then turns and glides away.

Your crew cheers you for saving them from such a monstrous threat. Make a CHARISMA roll at Difficulty 16. If you succeed, your inspirational presence increases the quality of your crew by one step — a poor quality crew becomes average, an average crew becomes good, a good crew becomes excellent (a crew that is already excellent cannot improve any further).

Turn to 1143.

186

The boy gives you a brass **mechanical sparrow**. It is wondrously detailed, yet when you place it on the table, and poke it a couple of times, it does nothing.

'I haven't quite worked out how to switch it on,' says the boy, pocketing your money. 'If you see my employer, would you tell him I quit?'

And with that, he walks out of the back door of the inn, whistling a cheery tune.

Turn to 120.

187

Record the codeword *Gauche*. You look about you, confused for only a few moments. When you entered Elaz Carnaquen, you should have noted down a paragraph number, which you would turn to upon leaving that curious realm. Turn to that paragraph now.

You manage to throw one end of the rope so that it lands beside her shoulder, well within reach. And yet she does not grab it — when you tell her to do so, she screams that she cannot see it. Perhaps the mud has got into her eyes.

Stretch out into the pool,

trying to reach her turn to 464
Leave her to die turn to 1157

189

It takes more than a day, but you manage to outmanoeuvre Baron Moonshine's fleet. Cautious of more encounters with pirates, you resume your original heading.

Turn to **731**.

190

Grunting, you push back the tide of gaunt bodies. They cannot stand against you, and crumple, falling over one another. You sprint away and out of sight.

Lose 1 point of Entropy. If this reduces your Entropy to zero, you can remain here no longer; turn to **880**. Otherwise, you spot a small pyramid in which you might evade the crowd, and head towards it. Turn to **270**.

191

The body bears no visible wounds. Perhaps disease, or poison, killed this man. Carefully, quietly, you manage to lift a **codex of ways (SCOUTING +3)** from the body. Note it on your Adventure Sheet if you decide to keep it.

Opting not to press your luck, you continue on. Turn to 659.

192

With some difficulty, you manage to orient yourself, and choose from your possible routes onwards.

Go north, to the coast	turn to 233
Go east, to the coast	turn to 729
Go south	turn to 1137
Go west	turn to 1 75

193

You trace a wide circle and double back on your trail, to catch unawares anybody who might be following you. But you find nobody. Satisfied, you continue your wet, muddy walk. Turn to 1032.

194

You are approaching the fortress of Kchen Chennar, the largest bastion of the Serpent King's armies outside of Inkatek itself. The fortress looks east, towards Dunpala; its role is to protect the eastern edge of the Weeping Jungle

from foreign incursion. More than a thousand soldiers reside within the fortress at any one moment. Hundreds more of the Serpent King's elite Nyar trackers patrol the jungle for countless leagues, north and south of the fort, watching for any sign of trespass.

You are mindful that, being a foreigner in this land, it is likely dangerous for you to remain so close to Kchen Chennar.

Openly approach the fortress	turn to 144
Sneak towards it	turn to 483
Leave the area	turn to 84

195

These thieves from Smogmaw notice you. A glance passes between them; wordlessly, they decide as one that ending your life is the best way to ensure your silence.

Men of Smogmaw COMBAT 13, Defence 16, Stamina 32 If they silence you for good, turn to **99**. If you win, however, turn to **1043**.

196

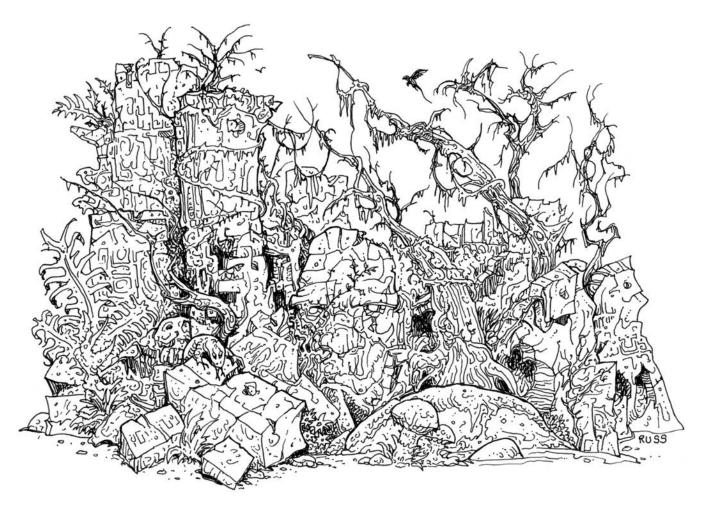
'Elaz Carnaquen is a place of reflection, in more ways than one,' says Pachara. 'It would be most unwise to go there — but it may also be a way to attain greatness, which rarely goes hand in hand with wisdom.'

While she is speaking, Pachara winds several thin vines together, forming a circlet. She tells you that it grants a small degree of power over the spirits of the jungle. You must, however, give it a part of your own life energy to complete its creation.

If you wish to do so, lose 1-6 Stamina points (roll one die), and reduce one of your abilities by 1 (you choose which, though you cannot choose an ability that already has a value of 1). This will, however, allow Pachara to create **Pachara's circlet*† (Defence +2, CHARISMA +1)**. It does not incur heat penalties, and may be used freely within the spirit realm, or in spiritual combats. Note it on your Adventure Sheet if you take it.

Turn to 358.





The deck of this ship is deserted save for a single figure, standing at the vessel's wheel. You shout a greeting, but he does not respond.

This new ship is moving slowly. You could grapple it and go aboard.

If you wish to board this strange ship, turn to 1000. If you prefer to leave it be and continue on your way, turn to 731.

198

A part of the temple's domed roof remains – a rarity in this desolate place. You step through a collapsed section of wall into what was once a place of worship.

If you have the codeword *Gosling*, turn to **893**. If not, and if you are currently an initiate of any god (that is, if you have an entry in the God box on your Adventure Sheet), turn to **334**. If you do not have this codeword, and you are not currently an initiate of any god, turn to **1057**.

199

For hours, the storm batters your ship. You lose any hope of

trying to control your vessel, and settle for merely gripping on to it with all your strength, and trying to survive.

The dawn sun rises on a sombre, wounded ship – but one that has survived, nonetheless. You have lost many hands, and any cargo you might have been carrying. Remove any cargo from your Ship's Manifest, and reduce the quality of your crew to poor (if it was not poor already).

The mood among your crew is grim as you consult your charts, and try to determine your position. Turn to **370**.

200

Days and nights at sea. The gentle swaying of the ship beneath you, the cleaning of decks, quarrels between shipmates over allowances of rum. Some days, you can imagine no better life. Other days, you long to put in to shore.

Roll two dice for encounters.

Roll 2-5	A damaged merchantman	turn to 852
Roll 6-9	No encounter	turn to 616
Roll 10-12	Stinging tides	turn to 102

If you have bet more than 300 Shards, turn to 979. Otherwise, the prisoner is a scrappy fighter, and a great deal faster than the tribesman. But in the end the larger man's strength and resilience wears him down. The tribesman smashes the prisoner across the head with his spiked club, and the smaller man doesn't stand again.

If you bet on the prisoner, you lose your stake; subtract this amount of money from your Adventure Sheet. If, however, you bet on the tribesman, you keep your initial stake and receive half this amount again, rounding down (that is, if you staked 100 Shards, you keep this money and receive an additional 50 Shards).

The arena closes for the day. Turn to 777.

202

You return to the family you met before, and you report that you have not yet learned the nature of the strange musician.

'Thank you, regardless,' the daughter of the family tells you. 'Please return once again if gather more information. I only hope I will still be here to greet you...'

Turn to 498.

203

You tell the innkeeper you are searching for somebody called Nyelm Starhand. She says that a man of that name is staying in one of the rooms upstairs, and offers to show you the way.

The two of you find that the door to the room is ajar. Entering, you find a scene of brutal murder — a heavyset man with a bushy red beard has been stabbed several times. This is Nyelm Starhand, and you have arrived too late to prevent his death. The innkeeper screams in horror, and rushes away to call the city's constables. You hastily search the room, but find no clue as to who killed Starhand, nor why.

Rather than wait for the constables to arrive, you leave. Remove the codeword *Endless* from your Adventure Sheet and record the codeword *Gully*, then turn to 42.

204

If the box above is empty, place a tick in it now and turn to 278. If it was already ticked, turn to 72.

205

The temple to Quetzil is a large, though neglected, pyramid in the older, more inland section of town. Inside, its walls are covered with murals of winged serpents, both feathered and scaly. A couple of rattlesnakes circle one another in a shallow pit in the floor. Up above you, a spider monkey swings from creepers clinging to the temple's ceiling.

You find a lone priest sweeping the floor. He is dressed like the other inhabitants of Dunpala, with the addition of a large fragment of broken shell hanging around his neck. 'Quetzil is duality,' he says, in answer to your questions about the god. 'He is man and beast. He is the bird in the sky, and the snake on its belly. He resides in both Elaz Velara, the land of men, and Elaz Carnaquen, the land of spirits.'

He is unable to make you an initiate of the god, but he can offer you a blessing of Immunity to Disease and Poison. This will cost 10 Shards if you are already an initiate, or 50 Shards for non-initiates. The blessing allows you to ignore any one occasion when you would normally suffer from disease or poison – for instance, if bitten by a venomous snake. When you use the blessing, cross it off your Adventure Sheet. You can only have one such blessing at any one time.

If you are suffering from Kerep's Touch, turn to 671. If not, you leave. Turn to 42.

206

The drawing is remarkably detailed. The waves seem to crash and roll before your eyes. And is that the tang of sea spray you can smell?

All of a sudden, the ground gives way beneath your feet, and you pitch forward into Ekim's picture. You slam into the surface of a violent, frothing ocean, at the heart of a storm, far from your previous location. A great wave crashes down over your head, pushing you beneath the surface of the water. You wriggle free of all your belongings, and kick madly to reach the ocean's surface once more.

Remove all the possessions and money listed on your Adventure Sheet. At last, the storm moves away from you, and you tread water until, exhausted but alive, you catch sight of land.

If you have the codewords *Auric* or *Gloom*, turn to *Over the Blood-Dark Sea* **151**. If you do not have these codewords, or if you do not have *Over the Blood-Dark Sea*, turn to **559**.

207

Make a THIEVERY roll, at Difficulty 14, keeping in mind that you do not possess any of your usual equipment.

Successful roll turn to **708**Failed roll turn to **436**

208

Becoming an initiate of Pyahil gives you the benefit of paying less for blessings and other services the temple can offer. You cannot become an initiate of Pyahil if you are already an initiate of another faith. Though it does not cost money to become an initiate of Pyahil, the rite of initiation involves

the sacrifice of a bird or a small animal. If you possess such a creature – for example, a **scarlet macaw** or a **bullfrog** – you can choose to perform the rite and become an initiate. In this case, remove the bird or animal from your Adventure Sheet and write 'Pyahil' in the God box on your Adventure Sheet

If you do become an initiate, the priest gives you a **flint knife** (no COMBAT bonus), a symbol of worship of the rain god. Note it on your Adventure Sheet if you decide to keep it.

When you are finished here, turn to 131.

209

The swarm of fireflies buzzes about you, and yet it does you no real harm. And then you hear a great scream of frustration from Kerep Tlotor.

You guess what has happened. Kerep Tlotor has tried to consume your soul — only to find that your soul does not reside within your body. Those who are magically gifted might sense the indelible trace that he has left upon you, however — note 'Kerep's Touch' on your Adventure Sheet. If you ever wish to be truly rid of his presence, you will have to find a way of confronting him once more.

Then again, given that this trace has no real ill effect on a soulless vessel such as yourself, it might be wiser to avoid a second battle altogether.

You can find no sign of Kerep Tlotor now, nor of the man he knocked unconscious. And so you return to the city centre. Turn to 42.

210

You force the constable to work hard to defend himself, but you cannot keep him quiet for long. He succeeds in putting a little distance between the two of you, and draws a deep breath to bellow for help.

But the scarred man has approached the constable, unseen. He coshes your opponent across the back of the head with a stout piece of wood, knocking the constable senseless.

You can hear other constables nearby. Together, you run for a new hiding place, and wait there until the sounds of pursuit peter out.

Turn to 994.

211

You are hailed by a couple of merchant brigantines. Their captains explain they prefer to conduct their business on the waters of the lake rather than endure the officialdom and high trade tariffs of nearby Dunpala. Such free commerce is strictly outlawed by the Royal Fleet of Law and Peace that

patrols these waters; any such affairs must be carried out clandestinely.

You may sell any cargo you wish to these merchants at the prices listed below. If you wish to buy from these merchants, roll one die to determine what cargo is available.

Roll 1-2	Spices
Roll 3-4	Timber
Roll 5-6	Furs

Once you have established which type of cargo is available, you can buy as many cargo units as your vessel can carry. You can buy and sell cargo at the following prices: -

Cargo	To buy	To sell
Furs	405 Shards	395 Shards
Grain	-	240 Shards
Metals	-	665 Shards
Minerals	-	720 Shards
Spices	325 Shards	315 Shards
Textiles	-	310 Shards
Timber	85 Shards	60 Shards

When you are finished here, roll two dice. If you roll 2-10, you bid the merchants farewell; turn to 1087. If, however you roll 11 or 12, turn to 489.



Once again, you regard the monolith that demands blood — the device by which Baron Moonshine repeatedly resurrects himself.

Sacrifice a little of your own blood	turn to 458
Destroy the monolith	turn to 434
Leave the area	turn to 97

213

You wake in a soft bed. Your body is whole; restore your Stamina to its maximum, unwounded score. Neatly folded at the foot of your bed are clothes that you have never seen before, but that fit you perfectly. You also find a **sword** (COMBAT +1) and quilted armour* (Defence +2), which does not incur heat penalties in combat. Gifts, from a dragon? Note them on your Adventure Sheet if you choose to keep them.

You rise to explore your environs. You are in the Call of Eagles tavern, in Dunpala. Turn to 1155.

214

Your skin prickles as the eyes of the capricious monkey god fall upon you. Roll two dice, and turn to the appropriate paragraph noted below.

Roll 2-3	turn to 730
Roll 4-5	turn to 840
Roll 6-8	turn to 20
Roll 9-10	turn to 34
Roll 11-12	turn to 1106

215

Zaos, goddess of smoke and dark sorcery, is not widely worshipped outside the heart of the Weeping Jungle. Still, a granite obelisk dedicated to her stands at the northern edge of Begotombo. A couple of priests, a brother and a sister, keep a flame burning at its tip, day and night.

You cannot become an initiate here, but the priests may offer you a blessing, if you wish.

Seek a blessing	turn to 234
Leave the shrine	turn to 333

216

You wake. You are cold, sore. It takes a moment to realise you are still in the little cave where you have spent the last few days. The priest of Quetzil is with you; a rope back up to the surface hangs above his head.

He smiles when he sees you are conscious. You begin to question him, but he says, 'The girl above, she told me she had seen you leave this place. I came to tend to you at once.' You glance over his shoulder; behind him, the cave wall is whole once more. There is no tunnel.

Gain the title Nahual, and note the number '1' beside it. This is your 'Nahual value,' and you may be instructed to raise or lower it throughout your adventure (if you already possessed this title, increase your Nahual value by 1). You should not remove the title Nahual however, unless specifically instructed, even if your Nahual value falls to zero. Your trials over the last few days have sorely tested your strength; reduce your Stamina to half its current value, rounding up.

And then, as you stand, you see you have brought back a souvenir from the realm of spirits. You are still gripping part of a clay bowl, that has a curious bluish colour. Note this **broken clay bowl** on your Adventure Sheet if you decide to keep it.

Turn to 961.

217

Birdsong at Dawn gives you a weak smile. 'I have been seriously ill, of late. It was Broken Hand who found me and tended to me. I would be dead if not for him. Perhaps I am strong enough to return to the theatre, now. But, in truth... I love him. And I remain here of my own choice. Broken Hand has promised he will renounce his life of wickedness if I will stay here with him. I believe him. Yes, the poor souls of the Theatre of the Obscure have depended on me for a long time. My absence surely concerns them. But this is my home, now. Can I not be allowed some small happiness of my own? At the theatre I might redeem fifty misguided souls. But here, I can redeem the man I love. Is that so wrong?'

An unfortunate turn of events. Without the guidance of Birdsong at Dawn, the Theatre of the Obscure will likely fall into ruin — the men and women there may resume their villainous ways, even. Not to mention you were promised a reward.

If you wish to try to convince Birdsong at Dawn to return with you to the theatre, make a CHARISMA roll at Difficulty 15.

Successful CHARISMA roll	turn to 1042
Failed CHARISMA roll	turn to 843
Don't try to convince her to leave	turn to 59





You bid Captain Firkinbald a safe voyage. The courtesy seems to surprise him; he manages an awkward nod of acknowledgement despite his ruined neck.

Then you return to your ship. As your feet touch your own deck, the mist about you abruptly clears. You are not wholly surprised to see that Firkinbald and his ship have vanished as well.

A missed opportunity? A prudent escape, more probably. Turn to **731**.

219

A viper, black and gold with a fat, flat head, slithers across your path, disinterested in your presence. You allow it to pass on before you continue, glad to halt a few moments in the hot, sodden jungle.

Roll two dice for encounters.

Roll 2-5	Winged fish	turn to 281
Roll 6-8	No encounter	turn to 149
Roll 9-12	Nyar trackers	turn to 1196

220

Members of the noble stratum rarely pass through Caua-Tel, and so its people have little to sell. Still, looking around, you manage to find some interesting-looking items. The town's

merchants are some of the very few citizens allowed to possess wealth. The restrictions on how they can use such wealth are strict; nonetheless, they are eager to help you part with your money.

Armour	To buy	To sell
Animal helm* (Defence +1)	125 Shards	60 Shards
Quilted armour* (Defence +2)	175 Shards	125 Shards
Weapons (sword, axe, etc)		
Without COMBAT bonus	60 Shards	40 Shards
COMBAT bonus +1	300 Shards	200 Shards
COMBAT bonus +2	600 Shards	400 Shards
COMBAT bonus +3	_	800 Shards
Magical equipment		
Amber wand (MAGIC +1)	500 Shards	400 Shards
Ebony wand (MAGIC +2)	1000 Shards	800 Shards
Cobalt wand (MAGIC +3)	_	1600 Shards
Other items		
Onyx bracelet (CHARISMA +1)	200 Shards	180 Shards
Monkey paw ring (THIEVERY +1)	350 Shards	275 Shards
,	280 Shards	200 Shards
Patron amulet (SANCTITY +1)	500 Shards	
Sunstone (SCOUTING +1)		
Level staff (SCOUTING +2)	800 Shards	
Rope	50 Shards	45 Shards
Lantern		90 Shards
Cl: 1:	100 Shards	
Climbing gear	100 Shards	90 Shards
Crocodile skin	100 Shards 150 Shards	90 Shards
	100 Shards	90 Shards

When you are finished here, you leave the village. Turn to 498.

221

The cannibal finally inclines his head, a reserved show of thanks. 'My name is Screaming Owl, the shaman. Sit with me a time.'

He notes your wariness as you sit, and he chuckles to himself. 'You're right to be prudent. By the Serpent King's command, the northern tribes are bound to kill any foreigner who passes through this land. And don't expect any silly capes or grand titles to protect you. But sit with me.'

Record the codeword *Grace* on your Adventure Sheet, and turn to **1090**.

222

You have washed up on the eastern coast of Ankon-Konu. You roll onto your belly, then kneel, and cough up an unpleasant amount of seawater.

Still, discomfort is preferable to death. Turn to 791.

223

You mouth a general counterspell and the black smoke dissipates at once. Better yet, it negates the magic that supports the Chul-Chaq on the surface of the mud; with a squeal, he plops down into the mud, and rapidly gets stuck.

In a squeaky voice, he promises you riches and power if you will free him. When you ask to receive such bounty in advance, he begrudgingly tosses you a pouch containing 400 Shards, and a **monkey paw ring (THIEVERY +1)**. Note this on your Adventure Sheet if you choose to keep it.

You thank the Chul-Chaq for his generosity, and bid him good day. He screams curses at your back until he disappears beneath the surface of the mud for good.

Turn to 165.

224

You have attracted the interest of a cloud of yellow flies. These near-transparent insects quietly settle on your exposed skin. By the time you have noticed them, a score of them are drinking your blood.

Roll two dice and lose this many Stamina points. If this kills you, turn to **99**. Worse than this, yellow flies often carry parasites that cause swamp blindness. Roll one further die; if you roll one to four, you are infected. This disease causes a partial loss of eyesight; reduce your COMBAT by 1, and your THIEVERY by 2, until this disease is cured; make a note of any modifications on your Adventure Sheet. If you possess a blessing of Immunity to Disease and Poison, you can of course use it as normal.

It takes you over an hour before you are sure you have pulled all the flies from your skin. Turn to 821.

225

The city of Shamsar was born of a vision of healing and benevolence. Its founder, Imin Eleel, had been forced to flee western Ankon-Konu in the early days of the Mekil purge—the 'Slaughter of Kings'. His passage through the Weeping Jungle was arduous. Though Eleel crossed the Satkantu Mountains with four hundred soldiers, retainers and

labourers, only eighteen men and women emerged with him from the jungle's eastern edge. The group settled at the tip of the Parched Lands, where the dry air appealed to Eleel's tastes. Yet as Shamsar grew, the health and sanity of Eleel's eldest son, Imin Kaleel, declined. Eleel used what wealth remained to him to invite physicians from all over the world, healers skilled in curing ailments of the body and the spirit. For a time, Shamsar was a centre of learning to rival any other, and the sick and desperate flocked to its walls to benefit from the wisdom contained within.

Eleven generations later, that first dream of benevolence has died. Hereditary maladies are widespread, and insanity at every social stratum has rotted the city's core. Shamsar today is governed by seven Hamali, or 'wise sages'; law dictates that five of these seven must concur on any proposed measure to affect the status quo. In practice, the Hamali are so preoccupied with bickering and petty vanities that any such majority is nearly impossible. They are viewed as distant, uncaring, and Shamsar stagnates under their custodianship.

Remove the codeword *Gauche* from your Adventure Sheet if you have it. Then, if you have the codeword *Graft*, turn to **96**. You can buy a townhouse in Shamsar if you wish. This will cost 250 Shards, and it will give you a place to rest and store equipment. If you wish to do so, cross off the money and tick the box next to the option below.

Visit the Ora'i Well	turn to 348
Visit the Satoru's Rest inn	turn to 120
Visit your townhouse \square (if box ticked)	turn to 1150
Visit the temple to Pyahil	turn to 986
Visit the temple to Vinti	turn to 1198
Visit the temple to Huan-da and In-da	turn to 46
Visit the Bimari Hama,	
the House of Healing	turn to 242
Visit the city library	turn to 260
Visit the bazaar	turn to 904
Go to the harbour	turn to 1177
Leave the city	turn to 626

226

If you have all the codewords *Gander*, *Gannet*, *Gosling* and *Grebe*, turn to **931**. Otherwise, read on.

Two centuries ago, the buildings of Tarshesh stood tall and graceful. That remnants of these buildings remain all these years later is a testament to their durability. In some cases, whole floors remain intact, and you can guess at the nature of this ruin or that. Other buildings have become little more than creeper-covered lumps; a chunk of wall still stands, or the outline of a foundation. In more cases still areas of land are wholly bare — time has erased all traces of

the edifices, and of the people, that once made up this city.

Enter a wrecked temple	turn to 198
Investigate a ruined palace	turn to 342
Descend a staircase	
leading underground	turn to 666
Examine a dry well	turn to 324

227

The jungle here seems quieter than elsewhere, and the shadows about you deeper. As you pass a huatai tree with streaks of reddish moss on its trunk, you could swear you are travelling in circles.

If you have the title Nahual, roll one die. If you roll less than or equal to your Nahual value, turn to 920. If you exceed your Nahual value, or if you do not have this title, turn to 885.

228

You come across a wide, flat boulder, sunk deep into the ground. A parrot has been gutted and placed on its back in the centre of the rock. It is slowly baking in the sun, its corpse dry and smelly.

An animal sacrifice, you guess. If you possess a **scarlet macaw** or a **kakpi bird**, you can emulate this ritual if you wish. If you do not possess such a bird, you can make a SCOUTING roll at Difficulty 15 to find and trap one.

Offer a sacrifice	turn to 899
Failed SCOUTING roll,	
or don't want to make sacrifice	turn to 357

229

The innkeeper shows you to a spot at one side of the inn. You are surrounded by a handful of other travellers, who smell strongly of canca. You spot a beetle wriggling about within your thin, bullrush mattress. Somewhere nearby, you can hear an ominous serpentine rattling.

If you wish to stay in the inn, roll one die to determine the effects of your stay.

Roll 1-3	Decent rest; restore your Stamina to its
	normal, unwounded maximum.
Roll 4-5	Poor rest; roll one die and recover this
	many Stamina points.
Roll 6	Fatigue and biting insects cause illness;
	roll two dice and lose this many Stamina
	points.

When you are ready to leave, turn to 777.

230

For some hours, the desert has been windless. You chance across a line of footprints in the sand, belonging to some sort of dog or jackal — but what footprints! They are huge, belonging to a creature that must be three or four times the height of a person.

If you have the codeword *Gibbet*, turn to **30**. Otherwise, you continue on. Turn to **842**.

231

Indentured servitude is a reasonably common punishment for minor crimes committed in the Feathered Lands. The tasks assigned tend to be laborious, or monotonous — but, in many ways, they are not necessarily worse than a citizen's everyday obligations to his or her community.

Your own punishment is specified not in terms of duration, but in a number of 'duties' which you must perform. The precise length of each of these duties is worryingly unclear. You are sentenced to four duties. Keep this figure in mind, and turn to 250.

232

You come across two pirate ships locked in fierce combat. 'The ship flying the green flag is one of Baron Moonshine's, the local pirate lord,' your first mate tells you. 'The other one looks to be an independent. Maybe they wandered into the Baron's territory by accident.'

Assist Baron Moonshine's ship	turn to 945
Help the other pirate ship	turn to 875
Ignore the battle, and sail on	turn to 1104

233

The rhythmical precision of the tide crashing against the shoreline; the agreeable tropical warmth of the midafternoon sun; the solitude and safety of this place — these elements combine to create a soporific effect.

If the box above is empty, place a tick in it and turn to 1085. If it had already been ticked, turn to 171.

234

The blessing costs nothing if you are an initiate of Zaos; non-initiates must pay 35 Shards. Cross off the money and mark Obfuscation in the Blessings box on your Adventure Sheet. You may invoke the blessing at the start of any combat. It has the effect of negating the first attack that succeeds in damaging you during this combat. That is, the first time you suffer Stamina damage in combat, this is treated as if your opponent missed you, and you need not adjust your Stamina score. The combat continues as normal thereafter, and the blessing lasts for one combat only (even if you finish without triggering the effect of this blessing).

Once you have used the blessing, cross it off your Adventure Sheet. You can only have one Obfuscation blessing at any one time.

When you are finished here, you leave the shrine. Turn to 333.

235

Sheka-Tel has been without a healer since the death of White Jaguar. It will likely be some time yet before another of the townspeople here learns the skills necessary to take his place.

Turn to 679.

236

You race through the jungle, intermittently hearing bird calls sounding out all around you, closer than you would like. The Nyar are pursuing you, each one of them intimately familiar with this jungle terrain.

Make a SCOUTING roll and a THIEVERY roll, both at Difficulty 17.

Both rolls successful	turn to 104
One roll successful	turn to 642
Both rolls failed	turn to 27

237

You awake to find the sky already painted pink with the light of the rising sun. The Well of Lies, beside you, has remained calm this night.

Spend another night beside the Well turn to 982
Travel on turn to 1178

238

Szairax opens his eyes wide in surprise. 'I had thought my child lost. Thank you. This... matters. A reward is called for.'

He makes you a gift of a tunic, woven from time-hardened dreams. Remove the **dragon egg** from your Adventure Sheet, and note the **rainbow tunic*** (THIEVERY +3, Defence +6) if you choose to keep it. It does not incur heat penalties in combat. Note also that, if you are a Rogue, it allows you to possess two THIEVERY blessings at any one time, rather than the normal maximum of one.

If you have the codeword *Game*, turn to **535**. Otherwise, turn to **56**.

239

You cannot hope to fight, or to escape, the small fleet that surrounds you. Your ship is seized, and your crew is arrested. Remove your ship and crew from your Ship's Manifest.

You, conversely, are taken to Dunpala and allowed to go

free. You have provided a fine bounty for the Royal Fleet of Law and Peace this day. The fleet's officers hope that you may do so again in the future.

Turn to 42.

240

You pay your fare (remember to cross off 15 Shards) and board the boat to Begotombo. The weather is glorious as you set out, and you soon forget the dangers of your most recent adventures.

Roll one die. If you roll 1, a thief manages to break into your cabin while you are on deck. Remove all the money noted on your Adventure Sheet. Otherwise, the voyage passes without incident.

Soon enough, you approach Begotombo. Turn to 333.

24

You wait until a little after midday, so that the sun is high in the sky, and the tree's shadow is short, and leaning away from your approach. And then you gingerly step in amongst the upari tree's lower branches.

As you near the bundle on the floor, you notice that a sprig has been broken off one of the upari's branches – quite recently, judging by the whiteness of the patch left on the tree's bark.

Make a THIEVERY roll at Difficulty 16.

Successful roll turn to 890
Failed roll turn to 181

242

The Bimari Hama is a sprawling, flat-roofed building close to the former palace at the heart of the city. In bygone days, it was a grand place of healing and learning, specialising in afflictions of the spirit and the mind. Those past glories have faded somewhat — the walls of the great House of Healing bear long cracks; the roof of the building's westernmost wing has collapsed.

Regardless, the Bimari Hama still offers treatment to those whom its doctors judge as truly needy. If you have the title Nahual followed by a value of 1 or greater, you may be admitted as a patient.

Enter as a patient turn to 448
Return to the city centre turn to 225

243

A wave of dizziness passes over you as you eat the seed. You drop to one knee as the world seems to lurch on an axis beneath you. Or perhaps it does—in any event, you abruptly realise that your surroundings have changed.

Your spirit has briefly left the physical world of Elaz Velara. Note the characteristic 'Entropy' in the margin of your Adventure Sheet, and that this characteristic currently has a value of 1. This characteristic represents your ability to accept and interpret the chaotic nature of your new surroundings. If your Entropy score ever falls to zero, you will be forced to return to the physical world at once. In this case, you must return to the paragraph number that you were reading when you swallowed the ponopa seed.

For now, turn to 1129.

244

The Panyck Falls, further south, render this stretch of the Great River an uninteresting route for trade. Consequently, there are few boats on the river — you see only an occasional canoe, far out across the water. Fortunately, several small islands occupy the centre of the river. Though the river is wide and strong, you may be able to swim from one side to the other, going from islet to islet.

Remain on the eastern side of the river turn to 357
Swim to the river's western bank turn to 1037

245

You have learned the sacred words by which you may issue a challenge to Namagal, to which he will be obliged to respond. If you wish to challenge him, turn to 855. Otherwise, he passes by. In this case, turn to 1071.

246

You have come upon these thieves at an opportune time, when they are transporting a great deal of their treasure. You find an **ebony wand (MAGIC +2)**, a **cross-staff (SCOUTING +2)** and 400 Shards. Record whatever you wish to keep on your Adventure Sheet, and then turn to **562**.

247

Walking along the eastern edge of the Lake of Firewater you come across a crocodile farm, a handful of buildings at the heart of a large, fenced-off area. Within, you see several guards armed with swords and long poles, and enough crocodiles to discourage casual trespassing. A sign at the farm's main entrance says, 'Unexpected visitors most unwelcome!'

If you have the codeword *Genius*, turn to **615**. If not, but you have the codeword *Glacier*, turn to **486**. If you have neither codeword, but you have the codeword *Grapple*, turn to **799**.

If you have none of these codewords, you decide not to linger here. Turn to 462.

248

You enter one of the area's active copper mines, well-lit and filled with the clamour of men labouring hard. Some

workers here are natives to the eastern cities of the Feathered Lands, others are fugitives from the Weeping Jungle.

If you have the codeword *Giant*, turn to **1070**. If not, turn to **322**.

249

Lose 3 Stamina points for the tiring diversion through this desert terrain. Then make a SCOUTING roll at Difficulty 17. If this roll succeeds, turn to 619. If it fails, you cannot locate the meteorite. In this case, turn to 1024.

250

Your period of forced labour begins. Your belongings are placed in storage in the city's prison. Remove all of your current possessions from your Adventure Sheet and record them in the box below. If you complete your sentence, these will be returned to you. If, however, you escape from your labour — or if you are killed during your sentence — you lose these items.

ITEMS HELD IN STORAGE	

You have been assigned a number of duties to perform. Record the number of duties that remain to be performed in the space below.

Duties remaining:	
-------------------	--

If this number has fallen to zero, you have completed your sentence. In this case, transfer the items noted above to your Adventure Sheet, and turn to 1017.

Otherwise, roll two dice to determine what manner of obligation befalls you.

Roll 2-4	City hygiene	turn to 399
Roll 5-6	Household service	turn to 91
Roll 7	Farming duty	turn to 1108
Roll 8-9	Temple chores	turn to 546
Roll 10-12	The floating gardens	turn to 926



The beach here is unblemished white sand. You look out across the Violet Ocean, to the north – an idyllic expanse, if not for the mass of thieves and pirates that ply its waters.

If you have the codeword *Gibbet*, turn to **824**. If not, turn to **338**.

252

The first grumbles of thunder wake you from your bunk one night. Through the porthole of your cabin you see muted electric flashes, up in the clouds.

The storms are brutal in these waters. If you have blessing of Safety from Storms you can ignore the storm. Cross off your blessing and turn to **592**.

Otherwise, the full wrath of the storm strikes the broadside of your vessel. Roll one die if your ship is a barque, two dice if it is a brigantine, or three dice if a galleon. Add 1 to this roll if you have an excellent crew; subtract 1 if you have a poor crew.

Score 0-6	Your ship sinks	turn to 364
Score 7-10	The mast splits	turn to 1191
Score 11-19	You weather the storm	turn to 200

253

You offer your proposal well – you are not overly overt, or vulgar. The amount you offer is respectable. It's a good

attempt at a bribe.

And yet it shocks the administrator. It would be illegal for him to possess wealth, or to attempt to purchase anything — this would, in fact, imply dissatisfaction with all that the Serpent King has provided for his people. The mere fact that you apparently possess money is enough to demand your immediate execution.

The administrator orders his soldiers to kill you. Turn to $\bf 3$.

254

The next few hours are tense. Your persuasive condemnation of Kaimren forms a schism between those who want him out and those who follow Birdsong at Dawn. At last, Kaimren is expelled from the theatre – but so are you, and half a dozen other actors. 'Never come back,' Birdsong at Dawn tells you. 'You will not be welcome here.'

When you leave the theatre, Kaimren has already disappeared into the city. Then one of your fellow evictees tells you that she robbed the theatre's ticket office on her way out. Your share of the haul comes to 772 Shards, and an **animal totem (SANCTITY +2)**. This particular actor's return to crime has already begun, it seems. Note down the money and the amulet on your Adventure Sheet if you decide to keep them.

Lose the codeword *Afraid*, get the codeword *Gazelle*, and turn to **42**.

255

You keep ahead of the avalanche just long enough to find cover beneath an overhang. The rocks bounce all around, but miss you. You do not catch sight of your assailants, and soon enough you are free to escape.

Turn to 337.

256

You have spent a night beside the Well of Lies. In the light of morning, you consider your options.

Spend another night beside the Well turn to 982
Travel on turn to 1178

257

Pyahil can grant a blessing of Safety from Storms. This demands a payment of just 15 Shards if you are an initiate of Pyahil, or 45 Shards for non-initiates. Cross off the money and mark Safety from Storms in the Blessings box on your Adventure Sheet. The blessing works by allowing you to ignore any one storm while travelling. When you use the blessing, cross it off your Adventure Sheet. You can only have one Safety from Storms blessing at any one time.

Turn to **986**.

Your passage through the jungle is not easy this day. The air about you is hot and damp, and you have to batter your way through thick vegetation at every step.

Make a SCOUTING roll at Difficulty 15. If you fail this roll, you lose 5 points of Stamina due to exhaustion. If you succeed in this roll, you lose only 1 point of Stamina. If you are still alive, turn to 481.

259

The high priest explains that a junior member of his church, a pilgrim, has been missing for some weeks. 'I almost blinded myself staring into the sun to receive a vision of his whereabouts,' he says. 'But that vision has now come. The Sun Lord has revealed that the young priest is being held in the fortress of Kchen Chennar, to the west of Dunpala. The commander there is not quite a friend, but is sympathetic to Vinti. Please, show him this, and ask for his leniency.' So saying, he passes you a **sigil of Vinti**, a stone rod carved with various symbols of astrological significance.

'Enter the jungle to the west of the city,' the high priest warns you. 'Should the warriors from the fortress catch you elsewhere, they will surely slay you on sight.'

Comforting words. Turn to 319.

260

Shamsar's prominence as a place of learning has waned in recent decades. Regardless, the city's great, circular library still houses an impressive, if slightly out-of-date, range of philosophical and historical works. Entrance to the library is, in theory, tightly controlled. In practice, the library's guards are known to bend the rules for those willing to show their dedication to academia with monetary contributions.

If you have the codeword *Govern*, you may enter the library freely. If not, you will have to pay the guards 100 Shards, and you are warned that you may stay for a short time only. Remember to remove this money from your Adventure Sheet if you choose to pay.

Enter the library turn to 586
Return to the city centre turn to 225

261

Standing to one side of the great pyramid, the temple to Quetzil, the amphitheatre is a scene of sporting contests and combats to the death. It is a spectacle open only to the city's noble stratum. To get inside, you will have to sneak in, or try to bribe the amphitheatre's guards.

Sneak in	turn to 955
Bribe a guard	turn to 45
Go elsewhere	turn to 777

262

Momozktli smiles broadly as you tell him of your exploits since the last time you met. At last he says, 'A remarkable tale. Were I a younger man, and less afraid of my God-king, it might inspire me to set out on adventures of my own.'

He gives you a gift before you leave, a **sword of spider-slaying (COMBAT +4, +9 against spiders)**. Note it on your Adventure Sheet if you decide to keep it; it may be sold at any market for 1800 Shards. At last, you leave; turn to **836**.

263

If you possess a **white sword**, turn to **748**. If not, but you are a Wayfarer, turn to **634**. Otherwise, read on.

The life force of the verdant spire is a familiar friend to you now, and you are happy to feel its touch once more. Cuxi-Suri has been busy in your absence, maintaining the spire, ensuring it is a welcoming home.

You may rest safely within the spire for as long as you like; restore your Stamina to its normal, maximum value if you are currently wounded. In addition, if you are currently suffering from any poison or diseases, it is a trivial feat for the spire to eliminate such impurities; remove any ill effects from your Adventure Sheet.

You may securely store any money or items here that you have collected during your travels. If you choose to do so, note these possessions in the box below.

ITEMS HELD AT SPIRE	

If you have the codeword *Guise*, then you can choose to merge with the spire for a time. If you wish to do so, turn to **844**. Otherwise, you consider your options within the verdant spire.

Create a magical item	turn to 467
Organise resurrection	turn to 1030
Project yourself elsewhere	
in the Feathered Lands	turn to 503
Travel to the spirit realm,	
Elaz Carnaquen	turn to 957
Continue your travels on foot	turn to 76

If you have the codeword *Goblet* or *Indigo*, turn to **284**. Otherwise, read on.

'The division between god and mortal is not so pronounced here as elsewhere,' Pachara tells you. 'The mighty souls that watch over this jungle see little need for resurrection – to die is merely to place both feet within the realm of the spirits, that men and women now call Elaz Carnaquen. Yet rebirth is a favour I am willing to grant, if only to spit in the eye of the great serpent. Know, however, that such old magics ask a price, one you may prefer not to pay.'

You may arrange a resurrection deal with Pachara, if you wish. She will ask a sliver of your own spirit in payment, however — reduce one of your abilities by 1 point (you choose which, though you cannot choose an ability that already has a value of 1). If you arrange resurrection, amend your abilities as necessary and then write, 'Pachara's Grove, *The Serpent King's Domain* 723' in the Resurrection box on your Adventure Sheet. If you are later killed, turn to 723 in this book. You can only have one resurrection arranged at a time. If you arrange another resurrection elsewhere the original one is cancelled — cross it off your Adventure Sheet in this case, and keep in mind that you do not regain any lost ability points.

In addition, if you arrange resurrection with Pachara, record the codeword *Grain*. Then, whether you arrange resurrection or not, turn to **358**.

265

Days pass, and no grave misfortune befalls you. At last, your crew begins to relax. Turn to 1104.

266

Soon an unexpected bank of fog rolls across the water. You have been sailing through this for an hour when the helmsman gives a shout of alarm, and your ship lists violently to the left. Then you see a second ship looms close in the fog. Your helmsman has narrowly avoided a collision.

If the box above is empty, place a tick in it and turn to 197. If it was already ticked, turn to 472.

267

You fight through the group and race along the top of the city wall.

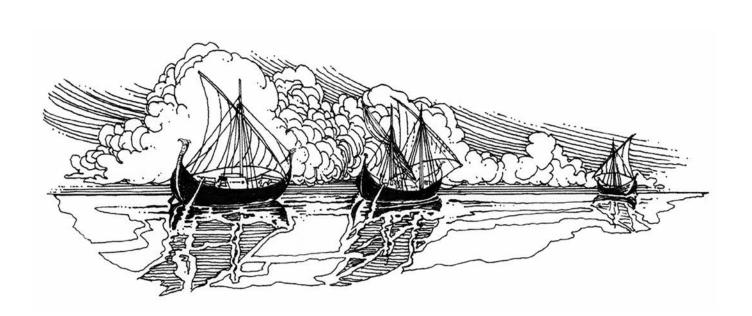
And then you halt. No longer is only the city burning. The jungle is burning too, as far as you can see. The world is burning.

A solitary member of the horde shuffles up behind you. A tribesman of these jungles, half his body burned away. 'A future, one in which Namagal has never known defeat. His arrogance grows unchecked, until he attacks the gods themselves. Burning the lands that Quetzil holds dear is merely the issuance of a challenge.'

You ask whether Namagal can defeat the gods.

'Does it matter? Please, kill him, or teach him humility. Either will — '

And then the world burns no longer, and the city below



is dark and dry and cold. You are standing alone atop a broken old wall, thinking of a dream within a dream.

Record the codeword *Gnu*. You descend to the streets below once more. Lose 1 point of Entropy, and turn to **442**.

268

All afternoon, you have been watching a vicious storm near the horizon. At last, your fears are confirmed; the wind changes direction, and it edges your way.

If you have blessing of Safety from Storms you can ignore the storm. Cross off your blessing and turn to 159. Otherwise, the raging tempest reaches you at last. Roll one die if your ship is a barque, two dice if it is a brigantine, or three dice if a galleon. Add 1 to this roll if you have an excellent crew; subtract 1 if you have a poor crew.

Score 0-6	Your ship sinks	turn to 857
Score 7-10	The mast splits	turn to 1148
Score 11-19	You weather the storm	turn to 159

269

Your new companions tell you that, most nights, brilliant streaks of light illuminate this area. One member of the group claims they are the souls of the dead; another claims these lights are nothing less than a gift from the gods. Whatever they truly are, the group grows excited as night falls.

If you have the title Nahual (at any value), turn to 471. If not, turn to 449.

270

A score of plain, short sarcophagi occupy this room. One of them is lidless; the corpse within has been mummified in the foetal position.

If the box above is empty, place a tick in it and turn to 895. If it was already ticked, turn to 414.

271

You soon stumble across an armoury that is only lightly guarded. An opportunity to dart inside presents itself; you do so, and find a long **gold dagger (COMBAT +1)**, a **spear (COMBAT +3)** an excellent suit of **quilted armour* (Defence +3)**, which will not incur heat penalties in combat, as well as a number of ordinary **swords** and **spears**. You also find a locked box, which you pry open easily enough; it contains 350 Shards. Note whatever you choose to keep on your Adventure Sheet.

It is time to leave. Turn to 84.

272

You take a few seconds to orient yourself, and then consider your route onwards. The Nozama River is just a short distance to the east. The town of Smogmaw is further away, to the north.

Go north	turn to 550
Go east	turn to 408
Go south	turn to 505
Go west	turn to 949

273

You light the candle. You sense that the Grim is never far behind you. But, happily, the smoke of the candle keeps the huge jungle dog at bay.

Turn to 846.

274

Your fight has drawn a great deal of attention. Half a dozen men stand around the pool now, jeering at you. Though you have slain two crocodiles, several more are approaching to detain you.

Just then, a broad-shouldered, one-eyed man pushes his way through the group, and thrusts a long pole towards you. You grab it and manage to climb out. Exhausted, you drop at the man's feet. This, you realise, is Broken Hand.

His men jab similar poles at the approaching crocodiles, until they back away. As they do this, you cough up a mouthful of pool water and then, as boldly as you can, demand that Broken Hand turn over Birdsong at Dawn.

He stares at you a few seconds, then gives a deep belly laugh. 'Perhaps you should ask the good lady if she wishes to be rescued,' he says.

With that, Birdsong at Dawn herself pushes through the group of men. A tall, graceful woman, she affectionately places her fingers on Broken Hand's shoulder.

Turn to 217.

275

You walk along the bank of the Nozama River, watching the river traffic pass between Smogmaw to the north, and Dunpala and Begotombo to the south. From time to time you spot jungle tribesmen crossing the river in canoes. So close to Smogmaw, they are accustomed to foreigners, and it is easy enough to persuade one of them to ferry you across the river, if you wish to do so.

Walk north to Smogmaw	Over the Blood-Dark Sea 44
Follow the river south	turn to 408
Go east into the jungle	turn to 175
Go west into the jungle	turn to 550

276

One afternoon you are surprised to find the performers refusing to go on stage for rehearsals. Birdsong at Dawn says, 'Three of the troupe have said they've seen the ghost



of Mellagan, the sorcerer who constructed this theatre. They're afraid to perform in case he's watching. If this continues, I think it won't be long before the troupe disintegrates altogether. Is there anything you can do to help?'

You walk out on stage, alone. As you stare up into the darkness of the building's rafters, you wonder how best to tackle a sorcerous ghost.

Try to banish the ghost turn to 130
Talk to it turn to 147

Alternatively, if you think the whole endeavour is too risky, you can leave the actors to deal with their own troubles. In this case, get the codeword *Gazelle*, and turn to 42.

277

You find the captain of a brigantine who is happy to carry passengers up the Nozama River to Smogmaw. 'If your money's good, I'll take you there,' he says. 'But you might not find it any more to your liking than Dunpala.'

You must have *Over the Blood-Dark Sea* to travel to Smogmaw. If you do, cross off the 30 Shards and turn to paragraph 44 in that book. If you decide against travelling there, or if you do not possess *Over the Blood-Dark Sea*, turn to 42.

278

You need more information about this strange place, and Budu seems your best source. You pass along the alleyway where you last saw him, at last reaching another wide avenue.

And you halt. Budu's head lies severed at your feet. A score of long wooden spikes have been hammered through his body, pinning it to a wall nearby.

Again, a small horde of listless wanderers fill the street here. They almost seem to sense your alarm as you recoil from Budu's head. As one, they turn in your direction, take a step toward you, and another.

You realise that Budu's head is still moving. His eyes watch you, and his mouth forms words. Without a throat, without the air in his chest, he cannot speak. And yet you kneel down before him, straining to make out the word he is saying, again and again. And then you do.

Run!

The listless horde is almost upon you. They stretch out their hands to take hold of you. Turn to **806**.

279

You drive the blade of the weapon into the floor of the spire. The earthen floor of the spire grows up around it, and then pulls it down into the ground. A moment later, it is gone for good, never to return. Remove the **white sword** from

your Adventure Sheet.

'You've done the right thing,' Cuxi-Suri tells you. Turn to 263.

280

A shadow passes across the sun, then — and though gloom falls over the ruined city, a horde of shadows, darker still, rise up in that gloom. They are the outlines of soldiers, you realise. There are thousands of them, standing on every side of the city, facing its walls. These men are bare-chested and carry bone-tipped spears; as one, they begin to beat the ground with those weapons, creating a low, slow drumbeat that gradually builds in intensity and tempo.

And as that drumbeat speeds up, this shadow army shouts out. 'Traitor!' they yell. 'Traitor! Traitor! Trai – '

The sun reappears once more, and you see that the land around the ruins is empty, as before. Perhaps this vision was merely a daydream.

If you wish to enter the ruins, turn to 226. If you prefer to travel elsewhere, turn to 579.

281

A school of magnificent flying fish draws level with you as you walk beside a wide stream. You watch as they leap high out of the water, their long, fine scales easily mistaken for brightly-coloured feathers, and then glide on wide fins for several seconds at a time.

Some legends say that those who manage to catch such a fish in flight will be granted good luck. If you wish to try to do so, make a SCOUTING roll at Difficulty 16.

Successful roll turn to 813
Failed roll turn to 294
Don't make the attempt turn to 149

282

Ko is the essence of pandemonium, the notion that any firm societal structure is inherently antithetical to human nature, and that any overriding authority is merely an expression of collective madness. Ko is depicted as both a young boy and an elderly woman; Ko's priests, known for their black and white face paint, dedicate themselves to ridiculing authority in all forms, and particularly that of the Serpent King. Paradoxically, by exposing the flaws inherent in the Serpent King's rule, and by giving his citizens an outlet for their criticisms, they ultimately strengthen that structure overall. The Serpent King shows them great lenience as a consequence.

The priests of Ko cannot make you an initiate of their faith — they view themselves as a family rather than a religious hierarchy, and entrants into the faith typically train

from childhood for the role. But they can offer a blessing, in exchange for 35 Shards, or for any single item that you possess.

If you wish to receive a blessing, mark 'THIEVERY' in the Blessings box on your Adventure Sheet. This blessing works by allowing you to reroll any failed THIEVERY attempt once. When you use the blessing, cross it off your Adventure Sheet. You can only have one THIEVERY blessing at any one time.

Turn to 777.

283

A dozen figures step out from the jungle, both ahead of and behind you. These are the Nyar, the Serpent King's elite warriors, trained in both combat and jungle lore from childhood. They stand bare-chested, unarmoured, carrying a variety of exotic weapons. Most of the Nyar warriors are men, though you count a couple of women among their number. All of them bear intricate spiralling tattoos, the curves across their skin denoting rank, honours achieved, opponents slain.

One of their number steps forward. He calls out, 'Those without the right to travel this road will die on this road.'

If you have the title Chamessa, turn to **62**. If not, but you possess a **merchant's cloak**, turn to **1078**. If you have neither the title nor the item, turn to **1193**.

284

'It is not easy to return life to the soulless,' says Pachara. 'But my work is neither divine, nor concerned with the soul, precisely. Rebirth in such circumstances is not easy, but it can be done.'

Turn back to **264** and read on, but note that, despite your normal restrictions on resurrection, in this case – and only in such an exceptional case – it is possible to arrange a resurrection deal.

285

You trek onwards through the undergrowth.

Go north		turn to 949
Go east		turn to 505
Go south		turn to 353
Go west		turn to 1110

286

A healer leads you to an expansive, well-lit hall, with a small arboretum at its centre. You count almost forty other patients. A handful sit in a circle, listening as one of their number reads from a book. Nearby, a young woman kneels on the floor, frantically scribbling verse onto sheets of paper all around her. Beyond her, a white-haired man planes the

body of a mandolin. A handful of white-robed healers are on hand at all times, to offer guidance and kind words — or to subdue those patients who grow violent.

You take a quill and a sheaf of pages, and begin to compose the thoughts that are topmost in your mind. Make a CHARISMA roll, at a Difficulty of 13.

If you fail this roll, you find you can only create an incoherent jumble of ideas. Turn to 119.

If you succeed, however, then your work has merit — and, more importantly, it may help in returning you to a more clear-headed state. Roll two dice and consult the following table.

Roll 2-3	Lose something vital: reduce your
	CHARISMA by 1
Roll 4-6	Suffer for your art: lose 4-6 Stamina
	points (the number you have rolled)
Roll 7-9	Your work fails to move: no change
Roll 10-12	Exorcise the madness: lower your Nahual
	value by 1

You can repeat this procedure as many times as you like. Don't forget to make your CHARISMA roll first in each case.

You are also encouraged to mingle with the other patients here. If you wish to do so, turn to **560**. When you are ready to leave the Bimari Hama, turn to **225**.

287

Passage through this section of the Weeping Jungle is strictly controlled by the Serpent King's soldiers, and the area around the Great Road is littered with snares. Make a SCOUTING roll and a THIEVERY roll, both at Difficulty 17, to determine if you fall foul of one such trap.

Both rolls successful	turn to 767
One roll failed	turn to 868
Both rolls failed	turn to 519

288

Once more, the potent energies within the spire swirl about you, pressing in on all sides. You feel that, if you cannot absorb them into your body, they will crush you entirely. Make a SCOUTING roll at Difficulty 23. If this fails, roll two more dice and lose this many points from your maximum, unwounded Stamina. If the SCOUTING roll is successful, you weather these energies without ill effect.

You have reached the highest level of connection with the verdant spire, which is itself an avatar of the life energies present throughout the Feathered Lands. From this point on, whenever you are within the Feathered Lands, or in the waters off its shores — that is, whenever you are travelling within *The Serpent King's Domain* — you cannot lose Stamina points for any reason. Your Stamina score will only become relevant should you travel to another part of the world (in game terms, when you travel to a different book in the series). Make a note of this on your Adventure Sheet. If you happen to be killed outright in your travels — if, say, you are crushed by a falling boulder — then your physical form will be destroyed as normal, but you may still be resurrected within the verdant spire; you can organise resurrection here as normal.

Record the codeword *Guise*, and then turn to 263.

289

Qlelec is a well-known figure in Dunpala. He is a crazed old man who will raucously sing any song you can name for a Shard or two. He can usually be found near the harbour, or in one of the taprooms thereabouts. People say he was once a wanderer or adventurer, but the heat of the jungle, or perhaps its spirits, drove him mad.

Qlelec surprises you by running up to you and exclaiming, 'I look for spotted stones. Give me one, and I'll tell you a story.'

If you have a **violet-flecked stone** and you wish to give it to him, turn to **561**. If not, turn to **427**.

290

A short conversation between a few of the guards, and then they decide that you are merely playing for time. They confiscate the **sigil of Vinti** (remove this from your Adventure Sheet), and imprison you, awaiting transport to Inkatek.

It is at least fortunate, you reflect, that these soldiers have not decided to kill you outright. Turn to **79**.

291

There is no sign of the massacre you saw on the beach the first time you came here. The sand is undisturbed; the waves lap against the shore, muted, but unremarkable.

And yet, as you look up at the sky, you feel you are not wholly alone. A being of great power observes you — curious, but not hostile. If you wish, you can offer it a small portion of your own vital energy. This will cause you to lose 4 Stamina points, but you will gain a blessing of Safety from Storms in return; mark it in the Blessings box of your Adventure Sheet if you do so. The blessing works by allowing you to ignore any one storm while travelling. When you use the blessing, cross it off your Adventure Sheet. You can only have one Safety from Storms blessing at any one time.

You climb back up the cliffs. Turn to 846.

292

If the box above is empty, place a tick in it now and turn to 622. If it was already ticked, turn to 511.

293

The old priest is demanding, and ceaselessly critical of your work, but your tasks are not overly difficult. If you are currently wounded, restore 2-12 Stamina points (roll two dice) for the time you spend at his home.

One evening, the priest leaves a symbol of his faith, a **flint knife** (no COMBAT bonus), out in his kitchen. If you wish to steal the knife, make a THIEVERY roll, at Difficulty 13 (keeping in mind that you do not possess any of your usual equipment). If you succeed, add the knife to your possessions.

Finally, it is time to leave. Turn back to **250**, and reduce your number of duties remaining by one.

294

You wade a few paces into the stream. Almost at once, you feel a sharp nip at your ankle. Lose 1 Stamina point. Worse, this causes you to lose your footing. You stumble and fall into the stream. This is surely the work of the predator that was causing the fish to leap into the air. Soaking now, you scrabble up onto the bank of the stream. In your haste to escape the water, you lose one of your belongings. Remove one of your possessions (you choose which) from your Adventure Sheet.

How spectacularly unlucky. Turn to 149.

295

Ships travelling to Smogmaw are infrequent, and you are forced to wait around a couple of days before a barque prepares to set sail in that direction.

You must have *Over the Blood-Dark Sea* to travel to Smogmaw. If you do, cross off the 35 Shards and turn to paragraph **44** in that book. If you decide against travelling there, or if you do not possess *Over the Blood-Dark Sea*, turn to **333**.

296

You catch sight of a meteorite falling from the heavens, which lands some distance from your position. You could try to find it, though this would involve a lengthy diversion from your present course.

If you wish to search for this meteorite, turn to 249. If not, turn to 1024.

297

The high priest of Huan-da and In-da is delighted to see you once more. He has no new jobs for you, but invites you to

stay a while to attend a sermon he will be giving shortly.

When you are ready to bid the high priest farewell, turn back to 1159.

298

You manage to score a succession of deep wounds in the Grim's throat and gut. It collapses, dying. And then, little by little, its body transforms to smoke, blowing away out across the ocean. Just as it fades entirely, the beast opens its eyes and growls, imbued with new vigour. Still, it seems, the beast cannot be killed.

At least it is gone for now. You notice that one of the spines from its back has broken off during your fight and remains on the beach. You may take this **Grim spine**, if you wish. If you already have one or more such spines, they are so thin and light that, collectively, they count as a single item (though keep a note of how many you possess).

Turn to 338.

299

If you have the codeword *Gore* and the box above is empty, place a tick in it now and turn to 1118. If not, but if you have the codeword *Gargoyle* and the box above is empty, place a tick in it now and turn to 1149. If you have neither codeword, or if the box above was already ticked, turn to 67.

300

The waters off the north coast of the Feathered Lands are choppy this day, and the sky is a great grey smudge. At the first murmur of complaint you bark an order that any man with a grievance against the heavens should keep it to himself.

Roll two dice to determine which encounters come your way.

Roll 2-5	A fight between pirates	turn to 232
Roll 6-7	No encounter	turn to 1104
Roll 8-9	A tempest	turn to 499
Roll 10-12	A night-time omen	turn to 1029



301

Record the codeword *Green*. Incredibly, you have overcome the Serpent King, Namagal. He lies face down on the arena floor, his blood soaking into the sand. The huge crowd about you is hushed, astonished. The priests of Quetzil wear expressions of surprise and shock. The soldiers standing at every exit to the amphitheatre shift about, uncertain whether you have committed any crime.

You wonder if you need to escape from this place. You wonder if you will be able to.

If you wish to consume a potion, or to take any other action you believe to be appropriate, you can do so now. When you are ready, turn to 31.

302

The secret lies in drifting with the jellyfish as much as you can, only trying to gain a little speed when you are sure you have room to manoeuvre. This way, your passage through the group is agonisingly slow, but you ultimately emerge unharmed.

Your crew celebrate your cool-headed leadership. Roll two dice; if the result is greater than your CHARISMA score, add 1 point to that ability. Then roll one die to determine if your ship has drifted off course.

Roll 1-3	turn to 616
Roll 4	turn to 100
Roll 5	Over the Blood-Dark Sea 320
Roll 6	Over the Blood-Dark Sea 227

If you roll a 5 or a 6, and you do not possess *Over the Blood-Dark Sea*, roll again.

303

Your ship rolls in the water. You hear a loud cracking as the mast slaps into the waves, and then you are thrown clear, into the cold, grey deeps.

It takes a full thirty minutes for your hold to fill with water, and for your vessel to slide from view. Rather than worry about how many of your men it drags to their deaths, you kick with all your strength to stay afloat.

Roll two dice. If this roll is greater than your Rank, you drown. Turn to **99** in this case. If you roll less than or equal to your Rank, however, you find a snapped spar, and cling on for dear life. Two days pass before you sight land. Exhausted and half-dead from thirst, you swim that way. Turn to **386**.

304

Once again you come across the armoured figure Shemer, buried in the sand. He does not speak to you this time —

though you cannot clearly see his eyes within his helmet, you guess he may be asleep.

You leave him where he is. Turn to 842.

305

You walk without direction. And, as you go, you keep a wary eye on the pale figures all about you – who walk, without direction.

If you have the codeword *Acid*, and the box above is empty, place a tick in it now and turn to **1014**. If the box was already ticked, or if you don't have this codeword, turn to **717**.

306

Resurrection costs 200 Shards if you are an initiate of Tyrnai, and 800 Shards if not. Once you have arranged for resurrection you need not fear death, as you will be magically restored to life here at the shrine to Tyrnai. To arrange resurrection, pay the fee and write 'Shrine to Tyrnai, *The Serpent King's Domain* 425' in the Resurrection box on your Adventure Sheet. If you are later killed, turn to 425 in this book.

You can only have one resurrection arranged at any one time. If you later arrange another resurrection elsewhere, the original one is cancelled. In this case, cross it off your Adventure Sheet. You do not get a refund.

When you are finished here, turn to 711.

307

As a friend of the theatre, you are welcome to stay in the the building's upstairs dormitory for as long as you wish. You may rest here safely, and recover any Stamina points you have lost.

You can leave possessions and money here to save having to carry them around with you. Note anything you choose to leave here in the box below.

ITEMS HELD AT THEATRE	

Each time you return, roll two dice.

Score 2-8 Your possessions are safe
Score 9-12 One of the residents of the theatre has succumbed to the temptation to steal.

Lose everything that you had left here.

When you leave, consider the two boxes above. If the first box is empty, place a tick in it and turn to 900. If it has already been ticked, place a tick in the second box, and turn to 276. If both boxes have already been ticked, turn to 1111.

308

You solemnly inform a senior priestess of your wish to renounce the worship of Quetzil. She grips your head with both hands, and leans in. 'Doom,' she whispers.

And then she throws you to one side. Suddenly woozy, you collapse to the floor. You have angered the Serpent God in his greatest temple; you can remove 'Quetzil' from the God box on your Adventure Sheet, but you must also remove any blessings and resurrection deals that you currently possess from your Adventure Sheet. In addition, any items currently stored in your quarters here are lost.

Turn to 1071.

309

Kerep Tlotor falls. The fireflies around him burst into flame, a fire that spreads to his own body. He screams, and reaches out a hand to grab at your ankle.

And then you snap to alertness, as if from dozing. You are still sitting before your Xibalban lantern. The room is calm. You wonder for a moment if you imagined the whole confrontation.

Remove 'Kerep's Touch' from your Adventure Sheet, as well as any ill effects it caused you. Then roll two dice; if you roll higher than your Rank, you gain a Rank. Going up in Rank gives you an additional 1-6 maximum Stamina points (roll one die), and will also increase your Defence by 1.

Finally, restore your Stamina score to its maximum. Feeling better than you have in a long time, you bang on the door of the room and yell to the priest to let you out.

Turn to 42.

310

You call out the words of challenge, clearly, unafraid. Namagal, the Serpent King, halts, and looks you in the eye.

His guards stand ready to cut you down, but it is a woman wearing white robes, her face lined with age, who addresses you. This is Sensa Yledra, a high priestess of Quetzil and Namagal's closest confidence. 'Why do you issue this dangerous challenge? Are you duties here so torturous?'

But, before you might answer, Namagal steps forward. A sacred challenge to has been made. The reasons for this contest matter little, now; it cannot be avoided.

Your period of servitude is annulled. You may retrieve any items in storage — return the items noted at paragraph 250 to your Adventure Sheet. Then turn to 28.

311

The priestess watches you cautiously from the shadows cast by the temple's roof.

Give her a silver mirror , if you	
have one	turn to 1103
Give her another mirror (for example,	
a mirror of the Sun Goddess)	turn to 1044
Remind her that the Serpent King's	
army destroyed Tarshesh	turn to 1139
Leave the temple	turn to 226

312

Though you get a brief hold on the Nyar, he drops to the ground, breaking out of your grip. Now that he is on his guard, there is nothing that you can do to stop him impaling you with his spear. Turn to 99.

313

If the box above is empty, place a tick in it now and turn to 121. If it was already ticked, turn to 372.



314

Blessings from the temple of Huan-da and In-da are free for initiates; non-initiates must pay 35 Shards. In addition, recipients must imbibe a potent narcotic drink, and join the temple's priests in meditation. If you wish to do so, roll two dice; if you roll a double (for example, two threes), you must lose this many Stamina points (in this example, six) because of the agonising stomach cramps this drink causes. If this kills you, turn to **99**.

If you still live, you receive a blessing of Clarity. Note this in the Blessings box on your Adventure Sheet. This may be used in spiritual combat; when you choose to use it, you can either roll one extra die to attack an opponent (that is, three dice rather than two), or you can cause your enemy to roll just one die when attacking you. You must decide to use this blessing before rolling the dice, and it only affects one attack. You may only possess one Clarity blessing at any one time.

When you are finished here, turn to 1159.

315

Wisp-spider mirrors are constructed of a tall oval frame within which the mirror's surface is not reflective, but membranous, woven from strands of a wisp-spider's webbing. While carried in your possession, these mirrors do nothing. Rather, you should leave each mirror stored in a different location. Once this is done, you will be able to travel freely between the two mirrors — that is, the two storage locations.

For example, if you possess chambers in Castle Ravayne, in Cities of Gold and Glory, you should first travel to the castle and leave one of the mirrors in your locker box there. Beside that mirror's partner - that is, the mirror still noted amongst your possessions on your Adventure Sheet - you should write 'Cities of Gold and Glory, 661'. Then you should travel to a different storage location, and deposit your second mirror there - for instance, if you are a member of a college at Dweomer, you might store the second mirror there. In this case, note 'Over the Blood-Dark Sea, 607' beside the mirror stored at Castle Ravayne. You would then be able to travel freely between Castle Ravayne and Dweomer, simply by moving between the two appropriate paragraphs – Cities of Gold and Glory paragraph 661 and Over the Blood-Dark Sea paragraph 607, in this example.

Note that you can transport either mirror to a new location at any time; remember to edit the 'connecting paragraph' of the partner mirror in this case. Also note that, should you lose one of the wisp-spider mirrors — if your storage location is robbed or destroyed, for example — its

partner mirror is rendered useless.

Bellentacq will require wisp-spider webbing, a transcript of paradox and 3500 Shards to construct a pair of wisp-spider mirrors; remove the items and the money from your Adventure Sheet if you wish her to carry out this work. Also, because the mirrors are so large and cumbersome each one takes up the place of two possessions on your Adventure Sheet (and so, carrying a pair of mirrors requires four spaces).

Turn back to 1161.

316

If the box above is empty, place a tick in it and turn to 7. If it was already ticked, turn to 858.

317

Kaimren can stay. He gives you a nod of thanks, and is led away.

'Forgiveness is difficult, but rewarding,' Birdsong at Dawn tells you. 'You've made the right choice. Don't worry, I'll watch over him.' Whether to safeguard or scrutinise him, she doesn't say.

Roll two dice. If the result is higher than your SANCTITY score, increase that ability by 1.

Lose the codeword *Afraid*, and turn to **42**.

318

It is indeed a question of spirit — and your toil in the Palace of Dust, in the realm of Elaz Carnaquen, grants you the right to pass through this challenge successfully. An almost inaudible hum seems to emanate from the spire's walls. Is it, somehow, excited by your progress?

Turn back to **588**, and place a tick beside the third trial, to indicate that you have completed it.

319

Vinti is the god of the sun, of warmth and benevolence. He is also venerated as a god of might, the provider of the vitality inherent in all living things. His temple in Begotombo is decorated with a mural showing Vinti, the sun, accompanied by a jaguar and an eagle, his avatars of strength.

Speak with the high priest	turn to 851
Become an initiate	turn to 1064
Renounce worship	turn to 429
Seek a blessing	turn to 897
Leave the temple	turn to 333

320

Make sure that, before continuing, you have made a note of the paragraph you have just come from! You may need to return there.

You place the **ponopa seed** in your mouth, and swallow hard, forcing it down your throat. Remove it from your Adventure Sheet.

Do you have the codeword *Green*? If so, turn to **492**. If not, turn to **243**.

321

If you have bet more than 300 Shards, turn to **979**. Otherwise, you watch as the tribesman whacks at the prisoner with a spiked club, knocking him to his knees. But then, against expectations, the prisoner scrabbles up and sticks a long knife into the tribesman's chest. The bigger man fights on for several minutes more, but at last succumbs to his grievous injury. The prisoner is the victor.

If you bet on the tribesman, you lose your stake; subtract this amount of money from your Adventure Sheet. If, however, you bet on the prisoner, you receive double your stake in return (that is, if you staked 100 Shards, you keep this money and receive an additional 200 Shards).

The arena closes for the day. Turn to 777.

322

The foreman of the mine is the best person to speak to. You pass a couple of workers pushing a crate of ore through to the surface, who direct you down towards the deeper tunnels.

As you are heading this way, a miner charges out from one of the side tunnels and barrels into you. You both fall to the ground. You berate him, but he merely points a trembling finger back along the route he has come — and then, visibly terrified, leaps to his feet and sprints for the mine's exit.

You glance along the tunnel he has come from. It seems deserted.

Enter the side tunnel	turn to 1189
Continue searching for the foreman	turn to 1070
Leave the mine	turn to 646

323

You come to the Great River, at a point close to its source in the Satkantu Mountains. Barges and ferries ply the waters here. If you possess a **merchant's cloak**, you can pay for passage downriver. Otherwise, you will have to travel onwards on foot. If you pay for passage downriver, reduce the amount of money you possess accordingly.

Travel to Sheka-Tel (cost: 20 Shards)	turn to 353
Travel to Borotek (cost: 15 Shards)	turn to 47
Travel to Panyck Falls (cost: 15 Shards)	turn to 4
Continue on foot	turn to 461

You peer down the well. Perhaps once it connected to an underground tributary of the Great River. Now, it contains only dirt, and dust.

Do you have the codeword *Grebe?* If so, there is nothing of note here; turn back to **226**. If you do not have this codeword, turn to **848**.

325

The leading guard watches you a few moments, waiting for you to an offer a reasonable explanation for your presence in this part of the jungle. When you cannot, he orders his men to slay you. You fight well, but you are ultimately pierced by half a dozen spears.

Turn to 99.

326

You soon realise your error. The objective of the watchers in the jungle is to block travel towards Inkatek; by advancing south-west, you are soon surrounded more closely than before.

Turn to 283.

327

Cuxi-Suri is within the spire, as always. She fixes you with a wide rictus grin. A sign of happiness? It is difficult to tell.

Turn to **588**.

328

The Blinding Fog tribe were once one of the larger tribes of the northern Weeping Jungle. For the most part, they worshipped the goddess Zaos and, while their military might was not quite the largest amongst the tribes, they possessed a number of sorcerers skilled in powerful dark battle magics.

When Namagal sought to seize control of the Weeping Jungle, the Blinding Fog tribe were the first to openly reject his leadership. Namagal ordered his army to slaughter the tribe in retribution. It is believed that Namagal personally killed the tribe's leader, Grinning Dog, as well as his two daughters, who were both notable magicians, Serya-Suri and Cuxi-Suri.

Turn to 340.

329

You wake to find a young woman sitting beside you, gazing down into the Well in the dark. Though it takes you a few moments to recognise her, you realise this is Perepa, the woman you accused of murder, and who was subsequently executed, in the town of Sheka-Tel.

'Death — is this the price of love?' she asks, and you can't be sure whether she's talking to you or to herself. 'It isn't as bad as I'd feared. The town is whole once more. A fine exchange for the death of an innocent woman, maybe. The saddest thing? I can't dance anymore...'

She remains like that, silent, for a couple of hours more. And as the sky grows light, she grows dimmer and dimmer, until at last she is gone.

Lose 1 point of CHARISMA, and turn to 256.

330

For days, heavy rain has been hammering this part of the jungle. You only realise the gravity of this situation when a hairy wild pig bangs into your legs as it scrambles past you.

Your hand on your weapon, you search for the cause of the pig's alarm. Only then do you see the swell of water moving through the trees towards you. The Banora River has burst its banks. Soon the water is waist high about you, and threatening to yank you off-balance.

Roll two dice. If the result is less than or equal to your Rank, you manage to hold on to the lower branches of a kapok tree until the worst of the danger is past. In this case, turn to 1117.

If, however, this roll is greater than your Rank, the force of the water strips you from the tree and drags you away. Turn to 439.



As the priest is speaking, a bolt of black lightning leaps from the shrine's altar, and strikes the staff in your hands. Though it appears unchanged, you can feel intense magical energy within the wood.

Note this staff as **Nopalti's baton** (+4 MAGIC) on your Adventure Sheet. It grants a +4 bonus to any MAGIC ability test. Additionally, if you are a Mage, you can cause this staff to emit bolts of destructive energy in combat. This allows you to use your MAGIC score (including the staff's +4 bonus) instead of your COMBAT score during a fight. Note that you must still use your COMBAT score for ability rolls outside of battle. If you ever decide to sell Nopalti's baton, you can sell it at any market for 800 Shards.

The priest is amazed at what has just happened. 'The god has favoured you!' he declares. 'Have you shown especial kindness to a monkey?'

You leave the temple. Turn to 42.

332

You consider your route onwards. To the north and east, you will soon reach the coast. The line of mountains extends away to the south; to the north-west, the mountains reach their tip.

Cross the mountains to the north	turn to 729
Go east	turn to 1183
Go south	turn to 37
Go west	turn to 1137

333

Begotombo, sitting on the edge of the Lake of Firewater, is an amiable little town that owes its prominence to the nearness of copper veins in the mountains to the east. Free of the autocratic glare of the Weeping Jungle and lacking the corruption of Dunpala, the town has become in recent years a haven for those of an artistic temperament. Its waterfront buildings in particular are a blaze of bright murals and exquisite graffiti.

There is a saying among those sailors who frequent Begotombo: 'Few ports are as relaxing if you stay for a week, nor as hellishly dull if you stay for a month.'

You can buy a townhouse in Begotombo if you wish. This will cost 300 Shards, and it will give you a place to rest and store equipment. If you wish to do so, cross off the money and tick the box next to the option below.

Visit an inn	turn to 40
Visit your townhouse ☐ (if box ticked)	turn to 129
Visit the market	turn to 452
Go to the waterfront	turn to 874
Visit the temple to Vinti	turn to 319

Visit the shrine to Zaos	turn to 215
Visit the shrine to Ko	turn to 912
Visit the Parade of Beasts	turn to 584
Leave the city	turn to 667

334

This shattered temple is dedicated to an old god of Tarshesh, whose name few can now remember. But though the centuries pass, he remains a jealous god. As you enter the temple a wave of nausea passes over you, that brings you to your knees.

Laboriously, you retreat from the temple, and the feeling soon subsides. For now, you cannot enter. Turn back to **226**.

335

Awesome primal energies suffuse your being. The verdant spire belongs to you, now, and you to it. You feel its roots stretching out into the land around you — but more than this, you feel that a part of the spire stretches out through the realm of spirits, connecting it to every part of the Feathered Lands. The tip of the spire climbs up into the sky, grazing the clouds, and yet it passes far beyond, into the shade realm, Elaz Carnaquen.

The ghost-images you previously saw within the spire become manifest, forming rooms, walls, floors, stairs all around you. More remarkable still, these structures are alive, growing out from the tree-walls of the spire itself.

A transformation has come over Cuxi-Suri as well. Where once was a grisly ghoul now stands a vibrant young woman, with flowing golden hair.

'A requirement of my resurrection is that I can never leave this place. I will be servitor here, always.' She beams a smile at you. 'A small price to pay.'

Record the title Keeper of the Spire on your Adventure Sheet, and then turn to 263.

336

You unwrap the bundle of rags to find... nothing. You have risked your life for sackcloth, only.

And yet that heavy cloth itself is interesting. It has been soaked in oil, and is utterly impermeable. Might it have been used to transport some sort of liquid, or something dangerous?

Note the **oil-soaked cloth** amongst your possessions, if you choose to keep it, then turn to **423**.

337

Taking tentative steps, you edge along a narrow path on the side of a mountain wall, trying to determine the safest route to take.

Go north, further into the mountains	turn to 673
Go east, to the coast	turn to 58
Go south, to Shamsar	turn to 225
Go west	turn to 1127

Agreeable as this spot is, you must consider your route onwards.

Go north-east, along the coast	turn to 350
Go east, into the jungle	turn to 657
Go south, towards Tarshesh	turn to 1186
Go south-west along the coast to the	
estuary of the Great River	turn to 698

339

Twice, the small point of light above you darkens to night, and then brightens to day again. You sit and wait, not knowing quite what you are waiting for, while your belly growls with hunger. You have water, at least — rain is frequent in Dunpala; it isn't hard to catch a little rainwater seeping down the shaft above you, before it sinks into the earthy ground at your feet.

You sleep. Sometimes when you wake, you meditate on what sort of enlightenment you are supposed to receive in this little hole in the ground. And you begin to wonder whether the priest of Quetzil, who has cleverly deprived you of all your belongings, is trustworthy.

On your fifth day in your little cave, you stand beneath the shaft and yell for help. When none comes, you sleep some more.

At some point during this confinement, you wake to find a long tunnel in the wall before you. Somewhere within, a feeble light glimmers. You are certain this passage was not present when you fell asleep. If you have the codeword *Gargoyle*, turn to **389**. If not, but you have the codeword *Gloom*, turn to **1088**. If you have neither codeword, turn to **735**.

340

If you have the codeword *Govern*, you may continue browsing in the library for as long as you like. If you do not have this codeword, the guards here approach and tell you that your time in the building is up. If you wish to continue reading, you will have to pay another 100 Shards for the privilege. Remember to remove this money from your Adventure Sheet if you choose to pay these enterprising custodians.

Continue browsing	turn to 586
Leave the library (or be expelled)	turn to 225

341

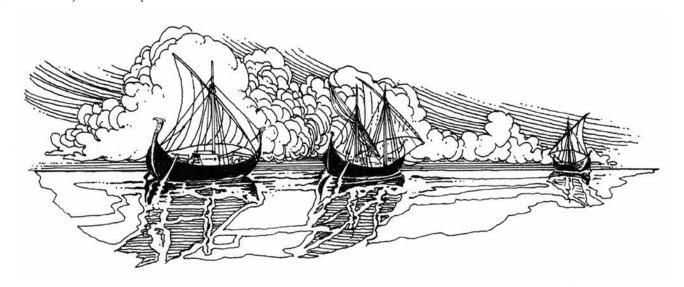
If you have the codeword *Gnu*, turn to **146**. Otherwise, read on

It is not hard to find a staircase allowing you to climb the city's fortifications. There are guardposts, but no guards, and you pass unchallenged.

Beyond the walls, endless jungle – but whereas the Weeping Jungle is vibrant with life, this jungle is dark, dying. The black leaves of the trees below rustle in the breeze, but you feel no wind on your face.

Above you, a creature flying in the sky. A slender white serpent, hanging in place, gliding on thermals you cannot perceive.

Smoke. The city beneath you is burning. A blaze spreads rapidly from building to building. The grey drones pace the streets regardless; each time it touches one of them they flare up like kindling, and soon burn to ash.



The rising smoke is choking you, and yet you cannot descend, for the fire has spread to the stairs below. You race along the ramparts, seeking another exit, and safety.

You find neither. A fire-blackened hand grasps the edge of the rampart, and a soldier climbs into your path. He has been burned to death; his skin cracks and sloughs from his bones as he moves. But he does move nonetheless – towards you.

Another soldier joins him. Another climbs up onto the wall behind you. And still they come, and soon you find yourself trapped by a burned horde.

'We are those who will be slain,' one whispers. And then the horde advances on you, to rend you apart.

Fight them	turn to 967
Leap from the wall	turn to 1038
Will yourself back to the physical world	turn to 418

342

The city's largest building, at its very centre, can only have been a palace. Its outer walls still stand; its insides and its roof have been almost completely gutted by fire, and demolished by the passage of centuries. This place must have held great treasures, once.

If you have the codeword *Gander*, then you find nothing here of note. Turn back to 226. If you do not have this codeword, turn to 1050.

343

If you have the codeword *Gore*, your petition for membership of the faith is rejected; turn back to **1071**. Otherwise, becoming an initiate of Quetzil gives you the benefit of more easily being granted blessings and other services the temple can offer, as well as access to personal quarters here. You cannot become an initiate of Quetzil if you are already an initiate of another faith. To become an initiate, you must undergo a ritual of endurance — you must drink a chalice of red liquid, 'the blood of the god'.

If you wish to do so, roll five dice. If the sum of this roll is less than your current Stamina, you survive the test. You lose 4 Stamina points, but you can write 'Quetzil' in the God box on your Adventure Sheet. If this roll is greater than your current Stamina, however, your heart bursts under the strain of the drugs within the liquid. In this case, turn to 99.

Should you become an initiate, a senior priestess informs you that you are the first foreigner ever to join the faith of the Serpent God. 'You may reside freely within this temple,' she tells you. 'Once you leave these walls, however, you are subject to the laws of the Serpent King. The faithful receive no special favours.'

Turn to 1071.

344

Baron Moonshine's ships draw alongside your own, and his men board. Two defiant souls among your crew refuse to join the pirates; those men are executed outright. The rest of your crew is divided up and placed aboard the four vessels now surrounding you. And, as promised, you are set free. The pirates take any money you are carrying, but allow you to keep the rest of your possessions. Then you are given a barrel of water, placed in a leaky jolly boat, and cut loose.

You bail water for two days, barely daring to sleep for more than a few minutes at a time. Finally, you spot mountains peeping over the horizon to the south-west. Your jolly boat is just about done for anyway; you allow it to sink into the ocean's depths, and swim for shore.

Remove your current ship from your Ship's Manifest, and lose any Shards you are currently carrying. Then turn to **222**.

345

You pause in the copious shade provided by a towering fern in order to check your bearings and plot your route onwards.

Go north	turn to 37
Go east	turn to 791
Go south	turn to 132
Go west	turn to 247

346

You encounter a score of young tribesmen carrying fishing rods, on their way to the Great River. They regard you uncertainly—the Serpent King has decreed that the northern tribes of the jungle are bound to slaughter any foreigners within their territory.

If you have the title Chamessa, or if you possess a merchant's cloak, you convince them that you are allowed free passage within the jungle. With some relief, they allow you to continue on your way. In this case, turn to 357

If you have neither the title nor the item, however, turn to 1028.

347

Rarely have the floating gardens seen a worker as skilled as you. Not only do you manage to keep your ooboonta bushes safe but, seizing the initiative, you take several cuttings and successfully rear new saplings.

The city's head gardener fights to retain you at the gardens for as long as he can. And finally, on the day that he is forced to allow you to return to the city's prison for reassessment, he makes you a gift of an ooboonta bracelet. Note the **ooboonta bracelet** (+2 MAGIC, +2



SCOUTING) on your Adventure Sheet if you choose to keep it, and then turn back to **250**, and reduce your number of duties remaining by two.

348

If you have the codeword *Glitter*, turn to 718. If not, read on.

The Ora'i Well, named after an Akatsurese healer who settled in Shamsar, stands at the centre of a copse of jujube trees. You find three women by the well here – one sobbing, the other two striving to calm her. Curious, you stop to ask what the problem is.

'Once, the water of the well had the power to lift foul curses,' one of the women explains. 'Sadly, the well has become fouled, and that power has disappeared. And it is a great pity – the youngest son of Mother Magra, here, is beset by a curse of befuddlement. Every morning, Mother Magra comes to this well, and prays that it will regain its power. Then she takes home a flask of well water, and tries to cure her son. It never works.'

If you possess a **bottle of Panyck water**, and you want to pour it down the well, turn to **98**. Otherwise, there is little you can do here. Turn to **225**.

349

Galami is a minor goddess with the power to absolve sin; families in the Feathered Lands may make a small offering of food to her at mealtimes. The shrine to Galami is a small, square building, its inner walls covered in heavy black drapes. The priest of Galami is able to give you a SANCTITY blessing. You will need to pay 30 Shards and participate in a ritual that involves you eating a small amount of dirt. Cross the money off your Adventure Sheet if you wish to receive this blessing.

The blessing works by allowing you to try again when you fail a SANCTITY roll. It is good for only one reroll. When you use this blessing, cross it off your Adventure Sheet. You can only have one SANCTITY blessing at any one time.

If you have the codeword *Grief* and are searching for Birdsong at Dawn, turn to 878. If not, you return to the city centre. Turn to 42.

350

A beach of white sand that stretches to the east and west horizons. To the south, the edge of the Weeping Jungle, and the territory ruled by the Serpent King. Legends say that any outlander who enters that jungle is never seen again.

Roll two dice for encounters.

Roll 2-7 No encounter turn to 5
Roll 8-12 Tribal warriors turn to 455

351

A number of ships leave for Dunpala each day, and you soon organise your passage (remember to cross off 20 Shards

from your Adventure Sheet). The voyage across the Lake of Firewater is brief and uneventful, and you soon sail into the harbour at Dunpala. Turn to 42.

352

Baron Moonshine's fleet continues to hound you. For two days, you manage to maintain your distance from the group. Now, however, eight vessels follow you in a bull's horns formation, including Baron Moonshine's mighty flagship, *The Brine and Glee.* It is one of three ships that is striving hard to cut across your path, to end your flight.

It is increasingly clear that you cannot escape this fleet, nor beat it in a straight fight. You will have to find an alternative strategy.

Roll two dice. If you roll 2 to 6, turn to 1033. Otherwise, turn to 627.

353

If you have the codewords *Glove* or *Glutton*, turn to **530**. If not, read on.

The town of Sheka-Tel is a hub of activity within the Weeping Jungle, second only to Inkatek in prominence. It is here that agricultural produce arrives from the terrains to the west, before being distributed to the towns and villages throughout the jungle, and here too that representatives from the south traditionally meet with the tribes of the north, to relay the decrees of The Serpent King Namagal.

And yet Sheka-Tel is a town in mourning. Its Chief Administrator, Coyotl, a vigorous man of thirty years, has been found dead in his hut. In the centre of the town you find a monkey in a bamboo cage, hanging from an arched pole. A sign fixed to the cage reads 'Murderer'.

Turn to 679.

354

If you have the codeword *Glove*, and the box above is empty, place a tick in it now and turn to **889**. If you have the codeword *Glutton* and the box above is empty, place a tick in it now and turn to **329**. If you have neither codeword, or if the box above was already ticked, turn to **67**.

355

Little by little, you trace a winding path through the jungle. When you halt to rest, you find five black leeches fixed to your legs. Lose 1 Stamina point due to blood loss.

Roll two dice for encounters.

Roll 2-5	A snare	turn to 544
Roll 6-7	No encounter	turn to 423
Roll 8-9	A forbidding tree	turn to 376
Roll 10-12	Rising water	turn to 330

356

You wait until nightfall, and manage to scale the fortress wall unseen. Descending into the stronghold itself, you begin a rapid search for anything of value.

If the box above is empty, place a tick in it now and turn to 271. If it was already ticked, turn to 1096.

357

The sun is directly overhead. Your own shadow lurks beneath you as you travel on.

Go north to Tarshesh	turn to 1186
Go east, deeper into the jungle	turn to 227
Go south to Borotek	turn to 47
Try to cross the Great River to the west	turn to 244

358

Pachara cocks her head at times as you speak with her, and you have the impression she is listening to other sounds, perhaps other conversations, that you cannot hear. She thus seems easily distracted, and it is hard to get her to focus on one subject for long. Regardless, she clearly possesses a wealth of knowledge about the jungle — she hints at information about rebirth, and spirits within the jungle; her nose wrinkles in distaste as she warns you of dragons to the south.

If you possess any of the following codewords, you can ask Pachara about specific subjects. If you have the codeword *Gain*, turn to **1060**. If you have the codeword *Glimpse*, turn to **54**. If you have the codeword *Gibbet*, turn to **1115**.

Otherwise, what will you ask Pachara about?
Ask about rebirth turn to 264
Ask about dragons turn to 88
Discuss Elaz Carnaquen, the spirit realm turn to 196
Ask about speaking with spirits turn to 135

359

turn to 285

Qlelec is in fine fettle today, singing an off-key song about the mythical land of Dangor.

'The Park of Distractions was filled with great games, but the noise of its guests drove its maker insane! He murdered those fools with astonishing violence, then renamed his work 'The Park of Deep Silence!'

No questions; leave Pachara's Grove

You're starting to understand how the park's maker must have felt. Give Qlelec a few Shards for his performance if you wish, and then turn to 42.

Namagal's dark eyes sweep across the crowd of thousands before him — and alight upon you. He watches you a few moments, and then raises one of his knives to point it at your chest. At this signal, soldiers in the aisles of the amphitheatre on either side of you charge forward, to kill or capture you.

Try to flee turn to 602
Charge at Namagal turn to 764
Surrender turn to 1119

361

You begin your ascent. This lowest part of the rock wall offers good hand- and footholds. Before long, you are higher than the tallest tree within the Weeping Jungle, and climbing fast.

Make a SCOUTING roll at Difficulty 17. You may add 1 to the number rolled if you possess a **rope**, or 2 if you possess **climbing gear**.

Successful roll turn to **596**Failed roll turn to **766**

362

The living rage dissipates as you strike the killing blow. It becomes wind once more; so does any equipment it possessed.

With this, the blood-covered young man on the beach drops to his knees. There is no more anger. He is crying.

You approach him, and he looks up at you for the first time. 'We must always fight them, each time they come — to kill us, to steal from us... We must drive them away again, every time... This time, they killed Emiira, who I loved — not with blades or fists, but with the diseases they brought. And I cannot even pursue them across the waters! I am rooted to the ground, here; I may breathe this air, but no other...'

And then silence. The tears that roll down his cheeks cut through the blood that smears his face.

At last he speaks again. 'Why be a god, if I am a god in chains?'

The young man's tongue bursts into flames then; a great gout of fire spills from his mouth. It rapidly incinerates him, and yet he shows no sign of pain. When he is mere ash, the flame burns still, spreading out to the bodies all over the beach. You are forced to retreat back up the cliffs.

Record the codeword Gnome, then turn to 846.

363

The ghost of Mellagan withdraws from the theatre. Perhaps it will be for ever. Birdsong at Dawn resumes rehearsals at once. To show her appreciation, she gives you 150 Shards from the door sales of the theatre's next performance, as well as a ball of **silver thread**. Note these down on your Adventure Sheet.

Turn to 42.

364

Your ship tips onto its side. In the last moment before the hull cracks apart, a great wave strikes you like a fist, knocking you into the raging sea. Your crew are lost; remove your ship and your crew from your Ship's Manifest.

Roll two dice. If this score is greater than your Rank, you are drowned. Turn to **99** in this case. If you score less than or equal to your Rank, you may yet survive. Lose 2-12 Stamina points, and cross off the last three possessions listed on your Adventure Sheet. Then, if you are still alive, turn to **559**.

365

You catch sight of a formidable-looking warship, flanked by two galleons. All three ships fly a plain green flag. They ignore you, turning north up the coast.

'That is *The Brine and Glee*, the flagship of Baron Moonshine,' whispers one of your crew, as if afraid his words alone will draw the three ships towards you. 'He is the most vicious pirate this land has ever produced. His fleet stalks the coastal waters between Shamsar and Smogmaw. Avoid him, Captain, I beg you.'

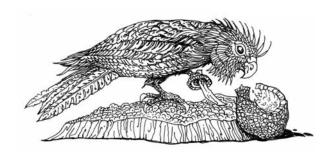
The mere sight of *The Brine and Glee* has become synonymous with misfortune for the sailors of these parts. If you currently have a Luck Blessing, you lose it now. Remove it from the Blessing box of your Adventure Sheet, and turn to 1143.

366

Cobwebs. Dirt. A recess in the ground that might have once served as a bed, a long, long time ago. Whoever once lived in this cave, it has been unoccupied for many years.

As you turn to leave, your light falls upon charcoal drawings upon one wall. A snake. The sun. A plate or a bowl, cracked in two. The work has a simplistic air to it — these are the drawings of a child, perhaps.

You leave. Turn to 435.



Baron Moonshine is in remarkably good health, considering that you've previously slain the man. He peers at you a few seconds, then bursts out laughing. 'Oh, I remember you,' he says. 'Now, my heart says that I should just cut your throat for the trouble you've caused me. But my head says that, if I do, you might just turn up again somewhere I don't expect you to. No, best I keep you somewhere I can watch you.'

You are to become an unwilling member of the Baron's crew. Turn to 19.

368

The Nyar warrior flicks some sort of nut into the air, catching it in his mouth as he backs away from you. He bites down on it, and gives a yell of pain as it burns his throat. But it has a powerful, positive effect on him. Turn to **988** to continue the battle, but add 2 to the warrior's COMBAT score, and add 6 to his Stamina (if you have wounded him already, up to the maximum score he started the battle with).

369

The leading guard addresses you. 'You may have earned the right to walk within this jungle, stranger, but you are not welcome here. Go, now.'

The retinue of guards marches you east, the tips of their spears never wandering far from your body. At last, after several hours, you arrive at the western edge of Dunpala. Wordlessly, the guards turn as one, and leave you alone.

Turn to 42.

370

'Bring me a sextant,' your navigator shouts, to nobody in particular. 'Do you want us to die out here, far from home?'

Roll two dice to determine the current location of your ship.

Roll 2-3	Over the Blood-Dark Sea 23
Roll 4-6	turn to 300
Roll 7	turn to 400
Roll 8-10	turn to 500
Roll 11-12	The City in the Clouds 77

If you do not possess the necessary book, roll again.

371

Regarding the great titan close up is a dizzying experience. Though it has stood here for centuries, it seems the titan's upraised arm must surely break off under its own weight at any moment. The titan's body has weathered the elements

remarkably well. It is not unmarked by the passage of ages, but nor is it appreciably damaged.

If you have an activation lodestone, turn to 1035.

If not, will you:

Enter the tent settlement turn to 607
Leave the area turn to 837

372

You are welcome in Caua-Tel. You may rest here for as long as you like; restore any Stamina points you have lost so far. In addition, if you possess a **merchant's cloak**, you can trade with the villagers. In this case, turn to **220**.

If you do not possess such a cloak, nobody will sell their goods to you — the Serpent King has decreed trade with foreigners a grave offence. If you do not own a **merchant's cloak**, or if you do not wish to trade, you eventually decide it is time to leave. Turn to **498**.

373

Again and again and again comes the melody, eroding your sanity, and slicing into the core of your being. You run away through the dark, but wherever you go the hateful melody pursues you.

Make a MAGIC roll at Difficulty 17 as you try to resist this malevolent assault. If you fail in this roll, lose one Rank — you will have to roll 1 die and subtract this number from your total, unwounded Stamina score (and remember that losing a Rank also reduces your Defence score). In addition, roll two dice, and subtract this many points from your current Stamina score.

Even if you succeed in this MAGIC roll, you do not escape entirely unharmed. Subtract 1 point from your SANCTITY ability, and lose 1-6 Stamina points (the roll of one die).

If this kills you, turn to **99**. If you survive until morning, the foul melody fades away with the arrival of dawn. Turn to **481**.

374

The staff and performers of the Theatre of the Obscure prove to be a motley group – they are grizzled and coarse; some are missing ears, or fingers. You find Zlaloc, who takes you into a dressing room, and offers you a strong spirit to drink.

'The Theatre of the Obscure has become a place of redemption,' he says. 'Every man and woman here is a criminal — we count debt welshers, thieves and counterfeiters amongst our number. We have murderers here, and worse. Some of us have been punished. Others — such as myself — are still sought by those who enforce laws, here or elsewhere. This is why we perform in the dark. It is

wise for us not to show our faces. So long as we are truly repentant, this theatre houses us and provides us with a modest income. Our lives here are quite different to what they were before.'

You ask how such a unique situation came to be. Zlaloc says, 'Our spiritual leader is also our theatrical director, Birdsong at Dawn. This arrangement is her creation. Sadly, she is missing just now. Privately, I fear she has been abducted, or killed — I was searching for her the night we met, in fact. I hope this theatre will not fall apart without her. Can you help us find her? I can reward you.'

Zlaloc takes your **bamboo invitation**; delete it from your Adventure Sheet. If you wish to help search for Birdsong at Dawn, get the codeword *Grief*. Then it is time to leave. Turn to **42**.

375

The Nozama is the principal artery of trade within the Feathered Lands. Crocodiles watch you sleepily as you pass along the river, and brightly-plumed birds settle in your rigging, warbling to one another with glee.

Roll two dice for encounters.

Roll 2-5	A canoe adrift	turn to 178
Roll 6-9	No encounter	turn to 1168
Roll 10-12	A multitude of lights	turn to 105

376

You halt as you enter a small clearing. A red-and-black banded snake lies dead across your path. And then, nearby, you spot a dead porcupine. And a couple of dead tree frogs. And a dead iguana.

In all you count a score of dead animals in various stages of decomposition, arranged around a slender tree at the centre of the clearing. You regard the tree with some uncertainty.

If you have the codeword *Grog*, turn to 1184. If not, make a SCOUTING roll at Difficulty 16. If this roll is successful, turn to 860. If not, turn to 480.

377

You have, you realised, pieced together enough information to guess at a reasonable answer. The Serpent King exists in the physical realm of Elaz Velara, and the spiritual realm of Elaz Carnaquen. This latter realm exists as an analogue to the Weeping Jungle — that is, though it has no physical dimension, it is nonetheless anchored to physical space within the world. To roam outside of the Weeping Jungle would be for Namagal to abandon his greatest source of power, and to weaken the spirit of his people as a whole.

A secondary realisation: this balance of the physical and

the spiritual is very much present within every representation of Namagal's patron god Quetzil, the winged serpent. Possessing the physical characteristics of a bird, Quetzil embodies flight — that which is intangible, ineffable. Possessing too the physical characteristics of a snake, Quetzil also embodies that which travels on its belly — the ground, the physical. In a sense, both Elaz Carnaquen and Elaz Velara exist within the self-contradictory form of Quetzil. So too do they exist within his living avatar, Namagal.

You speak your answer. And, though you receive no response from the darkness, you sense satisfaction within.

Record the codeword *Gossamer*, then turn to 442.

378

The scarred man sags against you, and you help him into an alleyway. From there, you kick open a door into a clothing shop. You close the broken door behind you, then look for a back exit.

At last, the two of you take shelter beneath a wagon a couple of streets away, and wait for the sound of the redcloaked constables to recede.

Make a THIEVERY roll, Difficulty 13. If you succeed, turn to **994**. If you fail, turn to **501**.

379

You ask White Jaguar whether he has ever heard of the deadly upari tree. He watches you intently a few moments, and then forces a wide smile. 'Merely a myth, by all accounts.'

When you leave, you hide near the healer's hut, waiting and watching. Soon enough, White Jaguar emerges. He walks to the edge of the town and out into the jungle. You follow.

He walks for an hour, until he reaches an open area of pinkish rock. There, he searches out a small pile of stones. He lifts a few stones away, inspecting something buried beneath. He smiles, satisfied, and then he replaces the stones, and returns to Sheka-Tel.

Once he has departed you emerge from hiding, and investigate this cache for yourself. You find a sprig of the upari tree beneath. Knowing better than to touch it, you rebuild the pile of stones, just as White Jaguar did.

Concerned that it may be difficult to find this location again, you take a chunk of the **pink granite** that covers the ground, to better describe this area. Note it on your Adventure Sheet.

Then you return to Sheka-Tel. Turn to 679.

380

Something snarls in a spiky bush at your feet. You hear

snuffling and scuffling, and then silence. The jungle is full of such sounds; you ignore it and move on.

You are near the mouth of the Nozama River.

Go north-east

to Smogmaw	Over the Blood-Dark Sea 44
Walk along the river bank	turn to 275
Go south	turn to 670
Go west	turn to 657

381

One of the travellers nearby appears gripped by a divine fury. He bellows at the sky until his throat grows hoarse—and then he runs at you and bops you on the head. He does 4 Stamina points of damage before you manage to knock him down. Adjust your Adventure Sheet accordingly.

The group's fervour lasts a couple of hours more, and then ebbs away. Turn to **690**.

382

Bellentacq will require a **runic circlet**, a **dragon egg** and 3000 Shards in order to craft this circlet. The circlet will grant a bonus of +1 to one of your abilities, in addition to any other bonuses from items. The ability concerned depends on your profession.

Your Profession Effect
Priest +1 to SANCTITY
Mage +1 to MAGIC
Rogue +1 to THIEVERY
Troubadour +1 to CHARISMA
Warrior +1 to COMBAT
Wayfarer +1 to SCOUTING

Note, however, that the circlet draws its power from your own health. While it is in your possession you must subtract 5 from your maximum, unwounded Stamina. Should you lose the circlet, or if you store it somewhere, your abilities and your Stamina will return to normal.

If you possess the requisite items and money, and you wish Bellentacq to create the **circlet of mastery** adjust your Adventure Sheet as necessary, remembering to note its properties.

Turn to 1161.

383

You cry out that you have found the egg that Szairax requested. Rather than lift you up to the plateau, the serpent places you on a thin ledge. It thanks you and takes the **dragon egg** from you; remove it from your Adventure Sheet. Then it hurtles up the rock face, and out of sight.

Trapped beneath an overhang, you opt to remain where you are for a time. Three hours pass before the winged serpent returns to you. 'You have gained the favour of Szairax,' it tells you. 'Take your reward, an article of clothing woven from time-hardened dreams. Human-sized, of course.'

It gives you a greyish tunic, that shimmers with a rainbow of colours as you hold it to the light. Note the **rainbow tunic*** (THIEVERY +3, Defence +6) on your Adventure Sheet, if you choose to keep it. It does not incur heat penalties in combat. Note also that, if you are a Rogue, it allows you to possess two THIEVERY blessings at any one time, rather than the normal maximum of one.

Then it lifts you from the ledge, and carries you away from the plateau. It deposits you in the mountains to the west of the plateau, then glides away, flying low over the surface of the Great River.

Turn to 507.

384

A change in air pressure and a darkening of the clouds herald the approach of a vicious thunderstorm. If you have a blessing of Safety from Storms, and you wish to use it, you are in no great danger. Cross the blessing off your Adventure Sheet and turn to 332. Otherwise, fearing being caught in the open, you frantically search for somewhere to take shelter.

If you have the codeword *Grimace*, turn to 1091. If not, turn to 910.

385

You are caught in a strong undercurrent, and pulled into the heart of the Great River, and downward. Make a SCOUTING roll, at Difficulty 17, to swim free of the river's grip — and note that, if you are wearing any sort of armour (for example **chain mail**, or **quilted armour**, but not a helmet or a shield) its Defence bonus is, exceptionally, subtracted from this roll.

If this SCOUTING roll fails, you have one last chance to save your life. Roll two dice, trying to score less than or equal to your Rank. If this roll fails, then your lungs fill with water and the Great River claims your life; in this case, turn to **99**. Even if this roll is successful, you must roll three dice, and subtract this amount from your Stamina score.

If either the SCOUTING roll or the roll against Rank is successful, then at last you manage reach the river's surface. You are swept a long distance downriver before you manage to drag yourself up onto the river's eastern bank. Turn to 47.

At last you reach the sandy beach. If you are carrying any metal armour (for example **chain mail** or **heavy plate**) you have had to discard it to survive. Remove it from your Adventure Sheet. In addition, roll one die for every item you possess; if you roll a 6, you have lost this item in the sea. Adjust your Adventure Sheet as necessary.

Turn to 233.

387

Most nights, you sleep in the fields under the stars. One night, you notice that the guard overseeing your work has fallen asleep, after drinking too much canca. You test the manacles about your legs. They are old, and might be forced open.

Try to escape turn to 207
Go to sleep turn to 975

388

The mountains below give way to a vast, impenetrable canopy of jungle verdure. But all too soon, that green sea gives way to the blue ribbon of the Great River, and the awe-inspiring power of the Panyck Falls — and beyond them, the titan of Borotek, your destination.

The ark ship slows as it approaches the stone colossus at eye level. Experimenting with the ship's directional lever, you find you have regained some measure of control. Slowly, you trace an ascending spiral about the titan's head until you reach its crown. There, you spot an indentation in the titan's head — minuscule, in comparison to the rest of its body, but an exact match for your activation lodestone.

If you wish, you could perch the ark ship on the titan's head, and place the lodestone into this recess. If you wish to do so, turn to 518. If you decide against the idea, turn to 853.

389

You are accustomed to the curious environs of Elaz Carnaquen by now. You enter the tunnel, and follow it as it slopes upwards, until you emerge onto the lip of a cliff, under a night sky.

'You seek a lesser foe.'

You turn at the half-heard voice. An immense, translucent serpent glides soundlessly across the ground towards you.

'You, who have faced the Serpent King seek a weapon against Kerep Tlotor, a far weaker foe. Come with me.'

The serpent slithers along the edge of the cliff face. You follow.

Turn to 33.

390

You find a wide trail leading through heavy undergrowth. Taking it, you soon encounter a handful of travellers coming the opposite way. Speaking with them, you learn that the trail leads to the outskirts of Inkatek.

Return north	$turn \ to \ 128$
Cut east through the jungle	turn to 194
Continue on to Inkatek	turn to 777
Travel west	turn to 86

391

For solving the murder of Coyotl, the town's nobility bestow several gifts on you. You receive a **jet ring** (THIEVERY +2), a **level staff** (SCOUTING +2) and a curious, partially damaged codex marked with arcane symbols, a **transcript of paradox**. Note whatever you decide to keep on your Adventure Sheet. You are also invited to observe as the monkey initially accused of the crime is carried to the edge of the town and, amid much ceremony, released into the jungle. It remains where it is, confused, for a short while, scratching itself. At last, it wanders away into the jungle; the people of Sheka-Tel cheer.

At last, the celebration concludes. If you have the codeword *Glutton*, turn to **1066**. If not, turn to **679**.

392

Suddenly, the Nyar brings a blowpipe to his lips and blows a cloud of pinkish dust directly into your face. This is a lethal toxin. If you have a blessing of Immunity to Disease and Poison, it has no effect; remove the blessing from your Adventure Sheet and turn to **988** to continue the fight.

If you do not have such a blessing, however, you cannot help inhaling some of the deadly powder. You collapse to your knees at once, and die within a minute. Turn to 99.

393

The jungle thins out as it reaches the foothills of the Satkantu Mountains. A handful of eagles glide on thermals high above the mountaintops.

Roll two dice for encounters.

Roll 2-5	A rock slide	turn to 1123
Roll 6-8	No encounter	turn to 435
Roll 9-12	A mountain cave	turn to 143

394

As the soldiers approach, the performer sees them, and begins to issue mimed orders, his faux anger mounting as the soldiers ignore him. Or rather, they do not completely ignore him – most of them are smiling, as they pass him by.

You ask an onlooker about the soldiers' lack of reaction.

'The mime is an adherent of Ko,' she tells you. 'Only they have licence to criticise the Serpent King. The greatest structure, the greatest discipline, is founded on a web of self-delusion; by acknowledging that delusion, these performers strengthen the structure as a whole.'

Turn to 777.

395

You grip the bamboo branch, and hold it out before you. The shining serpent watches you a few seconds, impassive—and then it darts forward, its maw dropping open. It swallows you whole; the twilit world around you becomes white light, pinpricked with tiny black stars.

Make a MAGIC roll and a THIEVERY roll, both at Difficulty 16. Remember that you do not currently possess any of your usual equipment which might help with these rolls.

If you succeed in both rolls, you weather this spiritual assault with little ill effect. If you fail one roll, you must subtract one point from one of your abilities; you decide which. If you fail both rolls, you must also lose a Rank – roll one die and subtract this amount from your maximum Stamina, and remember that this will also reduce your Defence by one point.

Turn to 81.

396

A great, loping shape is approaching, from further along the beach. The Grim has tracked you from the spirit realm, Elaz Carnaquen, intent on devouring you!

If you possess a **beeswax candle**, turn to **136**. Otherwise, you have little cover on the beach, and no hope of outrunning the creature. You find a patch of high ground and wait for him to reach you.

The Grim COMBAT 16, Defence 24, Stamina 40

If you win this epic battle, turn to 298. If this monster kills you, turn to 99.

397

You back away from the man. He frowns, and then staggers into an alleyway. The red-cloaked constable is soon joined by two others; the three of them charge past you, following the scarred man. You lose sight of the four of them — but then you hear an agonised cry from somewhere nearby.

You spot a curious **violet-flecked stone** that the scarred man dropped as he fled the constables. Note it on your Adventure Sheet if you choose to keep it. Then, as you have a feeling that you may have angered the constables for failing to help them, you leave the area before they can return.

Turn to 42.

398

You cannot control the ark ship. The stone titan succeeds in yanking one of its legs from the ground, sending a cloud of dirt and stones high into the air. It tilts its head back, and gives a second roar, a roar of victory. And then your ark ship spins into the giant's hip, and you see no more.

Turn to 99.

399

Members of the city's working class, most barely older than children, typically spend a portion of their communal obligation cleaning out and maintaining the city's latrines. The task is famously unpleasant, and yet often looked back on with a sense of nostalgic fondness.

Support from the indentured criminals within the city is welcome. And, while it is initially difficult to become accustomed to the stench that surrounds the work, you soon discover a curious sense of camaraderie is present.

Carry out your sentence	turn to 316
Try to escape	turn to 676

400

From time to time a wide fin breaks the surface of the water. 'Tiger sharks,' says your first mate, joining you at the rail of your ship. 'Breathtaking to watch – from a distance.'

Roll two dice.

Roll 2-5	Pirates on the horizon	turn to 724
Roll 6-7	No encounter	turn to 159
Roll 8-9	Maudlin tidings	turn to 570
Roll 10-12	Storm	turn to 268

401

As you approach your ship, one of the dockside sailors mentions it would be wise to purchase a deed of safe passage before setting out. 'You can get them from the port authority's office, over yonder,' he says. 'Pirates sail these waters, and they're known to respect these deeds. Don't ask me why.' A **deed of safe passage** will cost you 250 Shards. Note it on your Adventure Sheet if you choose to buy one.

Your crew greets you as you step onto your ship's gangplank. Your vessel is ready to leave Shamsar whenever you choose.

Set sail	turn to 600
Go to the city centre	turn to 225

402

Flies buzz into your ears as beetles crawl inside your mouth and down your throat. Ants swarm up your legs, biting you, their tiny mandibles carving up your skin. A swarm of wasps sting your face and your hands again and again.

And still the insects come, until you are buried in a great pile of writhing creatures, and you can no longer see, or breathe, or think.

And the last sound you hear is the muffled voice of the tired, undead guardian. 'You have failed this trial.'

Turn to 99.

403

For some time, you have been listening to the bird calls from the jungle on either side of the wide road. At last you realise that these calls are not made by birds at all. Though they are excellent imitations, these cries are made by people.

You continue a little way further, affecting not to notice this communication. Soon you conclude that you are surrounded, and vastly outnumbered.

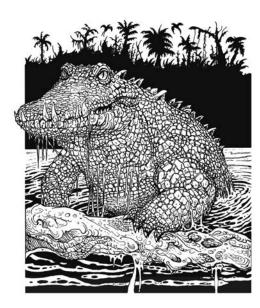
Call out to the people in the jungle	turn to 283
Flee towards Dunpala	turn to 155
Flee south-west	turn to 326
Flee into the jungle	turn to 826

404

There are several exits through the star-shaped wall that surrounds this place. You choose one and venture out. Thick jungle surrounds this city on every side. But whereas the foliage of the Weeping Jungle is vibrant green, the trees of this jungle are deepest black.

Yet, as you approach those trees, you find it harder and harder to move. It is almost as if this city does not want you to leave.

If you have the title Nahual, followed by a value of 2 or greater, you have sufficient power in this place to go on. Turn to **996**. Otherwise, you must turn back. In this case, turn to **442**.



405

You can leave possessions and money in your house to save having to carry them around with you. You can also rest here safely for as long as you like, and recover any Stamina points you have lost. Record in the box below anything you wish to leave here.

ITEMS	S LEFT AT	TOWNH	OUSE		

Each time you return to your house, however, you must roll two dice before resting.

Score 2-10 Your house and possessions are safe
Score 11-12 Your house has been confiscated by the
city's constables; lose all items stored
here and erase the tick at paragraph 42
that indicates you possess a house.

When you are finished here, turn to 42.

406

You pass into the amphitheatre undetected, then choose a seat in a section with an excellent view of the arena floor. Here nobody thinks to question your presence. Turn to 1061.

407

If the box above has already been ticked, turn to **516**. Otherwise, place a tick in it now, and read on.

A whisper, as you examine the well. 'Pour'. And with that, a compulsion to retrieve the water from amongst your possessions, and pour it into the well. You do so — and you are startled to notice a figure on the opposite side of the well, pouring from a bottle of his own.

He is short, with a lumpen, malformed shoulder. He empties his bottle, then regards you. 'There is no hope. There remains only a choice between a swift death, and the torturous slaughter that the Serpent King's army will inflict on us. With this poison, I opt for the former, for all of us.'

You ask his name, but he merely shakes his head. 'I am small, unimportant, destined to be forgotten. I have no name. I am nothing...'

If you have the codeword *Gosling*, turn to **672**. If not, you watch as the figure gradually becomes insubstantial, and disappears. Perhaps he truly is nothing. In this case, turn to **226**.

408

League after league, you pace along the bank of the Nozama, choosing to pass through the shade of the tall trees that overhang the river so as to avoid the sweltering glare of the sun overhead.

Roll one die to determine what befalls you as you walk along the muddy banks.

Roll 1-2	Bitten by a vicious mud beetle; roll one
	die and lose this many Stamina points
Roll 3-4	Nothing
Roll 5	You capture a bullfrog ; note it among
	your possessions if you choose to keep it
Roll 6	You find a length of wood that would
	make a serviceable staff (no COMBAT
	bonus); note it among your possessions if
	you keep it

From time to time you find a study raft pulled up onto the river bank, which you guess the local tribes use to cross the river as needed. You may cross the river yourself here, if you wish.

You consider your route onwards.

Walk north along the river bank	turn to 275
Go east into the jungle	turn to 1026
Walk south along the river	
towards the Lake of Firewater	turn to 49
Go west into the jungle	turn to 670

409

You consider taking the clipper's captain hostage, but it is clear that he has little value. You cast him overboard and trim your sails to the wind, trying to outrun the trio of pirate ships.

But the Baron's fleet has anticipated such a flight; their ships lie ahead of you as well as behind. The clipper recovers its captain and sits in your wake, keeping pace with you.

Evading the tightening net of pirate ships will require no small amount of luck. Roll two dice. If you have an excellent crew, add one to this roll. Also add a point if you are not currently carrying any cargo (you can jettison any cargo you are carrying to move more rapidly, if you wish).

If you roll 11 or more, turn to **894**. Otherwise, turn to **352**.

410

You also recall that Lightning Birds can only be truly killed by a weapon made of flint. If you possess a **flint knife**, then you might stand a change against these birds. If not, it would be safer to avoid them.

Attack the birds turn to 802
Seek shelter elsewhere turn to 1091

411

The two Nyar trackers lie dead. Searching them you find a sunstone (SCOUTING +1), a macuahuitl (COMBAT +2) and a spear (COMBAT +1). Take whatever you wish, and then turn to 149.

412

The town healer is a venerable man named White Jaguar. He tells you that, though born to one of the northern tribes, he has lived in Sheka-Tel for most of his life. He is able to perform two services. First, he is able to cure you of any one poison or disease you may currently be suffering from. He will ask for two of your possessions for this service or, if you possess a **merchant's cloak**, he will allow you to pay him 100 Shards. He can perform this service as many times as necessary, though you will have to pay for each poison or disease you wish him to cure.

Second, if you currently possess any sort of venom — for example, **tarantula venom** or **scorpion venom** — he can create a **potion of curing**. When you drink this, it will cure you of all poisons and diseases you are currently suffering from. Again, you will have to pay two items or 100 Shards, and you must also remove the venom you use. Also, note that White Jaguar can only ever make one such potion for you; place a tick in the box above once he has done so to remind you that this option is no longer available.

When you are finished here, do you have the codeword *Gloat?* If so, turn to **379**. If not, turn to **679**.

413

Merenta is a young girl with a tendency to tell lies. As she grows older, she increasingly begins to see spirits all around her. Such a gift is much prized, and yet the people of her village are familiar with her lies; nobody believes Merenta except her aunt, who warns her that she must maintain a balance between the time she spends in Elaz Carnaquen, the spirit realm, and Elaz Velara, the land of the living.

When Merenta's aunt dies, however, Merenta becomes addled by grief, and seeks only to project her soul into the spirit realm, to be reunited with her aunt once more. In so neglecting Elaz Velara, she goes dangerously insane. It is only the intervention of her aunt in the spirit realm that

saves her. Her aunt manages to sever Merenta's connection with the spirit realm once and for all. Her gift is lost, and she is known as a liar forevermore.

Turn to 42.

414

A pyramid, but not quite the one you visited before. The walls here are broken, and in some places collapsed. The tip of the pyramid is absent; those blue-grey clouds still hang above.

And then a rumbling sound, as the ground opens beneath the small pyramid, sucking it into the earth. You dart for a break in the wall, hoping to jump clear before you are pulled down as well.

Make a COMBAT or THIEVERY roll (your choice) at Difficulty 14. Remember that you cannot use your normal equipment to help you with this roll. If you succeed, you manage to quit the pyramid; in this case, lose 1 point of Entropy and turn to **442**.

If you fail, however, you fall down into the ground. You lose any remaining Entropy points that you possess; remove them from your Adventure Sheet. Turn to 880.

415

You soon lose all sense of direction in the white mist. You stumble on, as the mist leeches the heat from your body. You can just barely make out the dim light of the sky above you, and soon enough this fades to darkness. Perhaps the sun has set; you are no longer sure how much time has passed since you entered this place.

Roll two dice, and lose this many Stamina points. If this kills you, turn to **99**. Otherwise, do you have the codeword *Gauche?* If so, turn to **156**. If you do not have this codeword, make a MAGIC or SANCTITY roll (your choice which) at a Difficulty of 19. If you have the title Nahual, with a value of 2 or greater, add 2 to this roll.

Successful roll turn to 575
Failed roll turn to 156

416

The sacrifice this day is a cannibal cultist of Badogor. 'The cannibals of the northern tribes respect the Serpent King's constraints, at least,' one onlooker tells you. 'But these cultists respect nothing, and nobody. They are little better than animals. I hear the Nyar caught more than a dozen of them, up in the northern jungle.'

The high priestess of Quetzil, Sensa Yledra, conducts the sacrifice in person this day. She cuts out the cannibal's entrails, to great approval.

Turn to 777.

417

As you speak with Qendepi, you hear a cry of alarm from a grain wagon nearby. The wagon's wheel has crushed the tail of a viper lying beneath it. The wounded serpent hisses angrily, as workers sprint away in alarm.

Only one person, a young woman, approaches the viper. She hesitates a moment — and then, as it darts forward to bite her, she deftly catches it beneath its jaw, rendering it harmless.

'My daughter, Perepa,' says Qendepi. 'She has always had an affinity with snakes. She is terribly sad just now — she'd courted our chief Coyotl, and once had hopes of becoming his wife. A tragedy, that, that one so able should die so young...'

Record the codeword Glimmer, and turn to 832.

418

You have perhaps one chance to evade slaughter here, if you can cast yourself back to Elaz Velara, the physical realm, before this horde rips you to shreds.

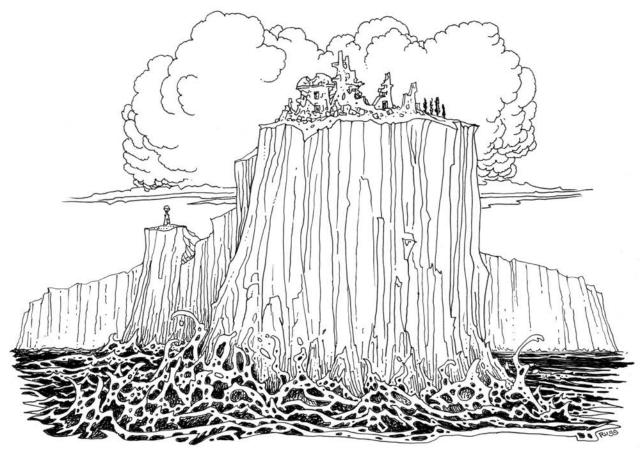
If you wish to make this attempt, it will not be easy to attain the required state of mind in the midst of battle. You must make a MAGIC or SANCTITY roll (you choose which) at Difficulty 15, keeping in mind that you cannot use any of your regular equipment. If you succeed, turn to 8.

If you choose to make this roll and fail, one of the corpses gouges your arm; lose 5 Stamina points. If this kills you, turn to 1146. Otherwise, if you still live (or if you decided not to make the attempt) the burned horde reaches you. You must fight. Turn to 967.

419

The book examines the rise of Tarshesh as a centre of commerce, some three centuries ago. For a time, its merchant lords forged strong links with traders based in the Violet Ocean. This came to an abrupt end two centuries ago when the Serpent King, desiring to seize control of the Feathered Lands, laid siege to the walled city, ultimately razing large sections of it to the ground.

You take note of an event that occurred several years before this siege. A visiting traveller offended the city's high merchant, and the merchant ordered the commander of the city's standing army, Tuemec, to kill the traveller for this slight. Tuemec and the traveller fought for hours, until the traveller, admiring Tuemec's skill, threw away his gold-bladed axe, and invited the soldier to kill him. Tuemec refused his orders, allowing the traveller to live. For this, Tuemec lost his rank within the army, though he was thereafter chosen as the personal guard for the city's leader, Uemec. Turn to **340**.



420

You come across a small stone house overlooking the ocean. The house is in a poor state of repair — its wooden roof is rotting and marked with holes, and its door has fallen out of its frame. Within, you find a body, decomposed almost down to the bones, and a **bottle of wine** standing on a nearby table. A weather-marked scrap of parchment nailed to one wall reads:

To whoever buries me, I give my home and my finest bottle of wine. It is all that I own as I leave this world, and yet still more than I arrived with.

Searching the building, you find a **pickaxe** among a handful of other tools. You may bury the former owner of this house, or merely drag him outside, or leave him where he is, as you wish.

Though the house is damaged, it may yet be usable as a shelter. If you wish to consider this, turn to 1190. If you prefer to continue on your way, turn to 515.

421

Uemec manages a wan smile. 'Namagal is a force of nature,

unstoppable, is that it? Perhaps you're right. And yet, even if this city's end was inevitable, I was its leader. That it dies while I live on is unjust.' He sighs, then says. 'Come then, stranger. Let us even the scales.'

Turn to 1152.

422

One of the priests of Ko offers to sell you an enchanted bluestone amulet for 100 Shards. You may activate its power immediately after using any blessing; it allows you to keep that blessing to be used a second time (curiously, it will work for any blessing except Luck).

If you buy the amulet, remember to cross off 100 Shards, and note **bluestone amulet** (keep one blessing except **Luck**) on your Adventure Sheet. It can be used just once, and then it will crack apart; you should remove it from your list of possessions after use.

The Priest of Ko catches you frowning dubiously at the amulet. 'I would not try to cheat you,' he tells you. 'Of all the denizens of this land, the followers of Ko are the only ones to tell the pure, unfiltered truth.'

Turn to 333.

For a little while you opt to follow the bank of one of the rivers that feeds into the Great River, far to the west. Better that than laboriously forcing your way through thick jungle.

Go north		tur	n to 505
Go east		tur	n to 219
Go south		tur	n to 128
Go west		tur	n to 353

424

If the above box is empty, place a tick in it and turn to 57. If it was already ticked, turn to 307.

425

You are restored to life at the shrine to Tyrnai in Dunpala. Your Stamina is back to its normal score. The possessions and cash you were carrying at the time of your death are lost. Cross them off your Adventure Sheet. Also remember to delete the entry in the Resurrection box now that it has been used

The one-eared priest is grimacing with the effort of raising you. At last he says, 'There's no shame in falling in battle. The only shame is if you don't slaughter a horde of heathen scum first.'

Turn to 711.

426

If you box above is empty, and you have the codeword *Grateful*, place a tick in the box and turn to **606**. If the box was already ticked, or if you do not have this codeword, turn to **493**.

127

Qlelec is disappointed by your lack of such a stone, but not wholly surprised. Roll one die to see what mood he's in today.

Roll 1-2	Belligerent	turn to 882
Roll 3-5	Jovial	turn to 359
Roll 6	A moment of lucidity	turn to 1077

428

The verdant spire restores you to life. Your Stamina is back to its normal, unwounded score. Any possessions or money you were carrying at the time of your death are lost. Also remember to delete the entry from your Resurrection box, now that it has been used.

Cuxi-Suri is kneeling over your prone form. 'Welcome back,' she says. Turn to 263.

429

To renounce worship of Vinti, you must seal yourself within

the temple, away from the touch of the sun, for a full day. If you choose to do so, remove 'Vinti' from the God box on your Adventure Sheet. Also note that this will cause you to lose any COMBAT blessing that you may currently possess.

Turn to 319.

430

As night begins to fall, you spot the glimmer of flame through the trees some distance away. Cautiously moving closer, you see an old man sitting before a ceramic cookpot. Though old, he is wiry with muscle, and he wears the red body paint of one of the jungle's northern cannibal tribes. What, precisely, is in his pot you do not care to guess.

He tastes a little of his dinner, ladling it into his mouth—and starts coughing almost at once, as a lump of bone or gristle lodges in his throat. Within thirty seconds he collapses onto the floor, fighting to draw breath. Without your assistance this cannibal will soon expire.

Help him turn to 564
Leave him be turn to 1133

431

Roll one die, as you wade into the shallows of the fast-flowing river. If you roll 1 or 2, turn to 1141. Otherwise, you gently lower yourself into the cool water, until it rises up to your neck. The water here has cleansing properties; if you are currently suffering from any diseases, they are now cured, and you can remove any ill effects from your Adventure Sheet (note, however, that this has no effect on poisons or curses). In addition, restore 3 Stamina points if you are currently below your maximum.

Turn to 644 when you are ready to travel on from here.

432

Dunpala is hot and humid, and prone to sudden downpours. There is a rumble in the clouds above, and then a rain starts to batter the street with surprising abruptness. You stand in a doorway to watch the flickering lightning overhead.

If you have the title Nahual, turn to **808**. Otherwise, the storm finally ceases as suddenly as it began. Turn to **42**.

433

One swift strike, and then Namagal – the immortal god-king – is dead.

And then, a mere moment later, you are returned to the physical world once more. You stand, unsteady on your feet. On the arena floor beside you remains Namagal's corpse.

Sensa Yledra, a high priestess to Quetzil and the effective spokesperson of Namagal, enters the arena, flanked by a squadron of soldiers. They surround you, while she inspects the monarch. Quietly, hesitantly, she announces that you are the victor of this combat. The applause that the crowd musters is muted, stunned.

In slaying a living god, you have achieved the impossible. You gain a Rank. Roll one die and add this to your maximum and current Stamina score, and remember that going up in Rank increases your Defence. If you are currently an initiate of Quetzil, however, you are stripped of that position. Remove 'Quetzil' from the God box on your Adventure Sheet.

The sacred challenge you have invoked requires Sensa Yledra to allow you to go free. And she does so; you are turned out onto the streets of Inkatek. A short while later you hear a public proclamation that the Serpent King has chosen to seclude himself within the great pyramid for the foreseeable future. It seems that Sensa Yledra hopes to hide Namagal's death from his people. It was not unusual for the Serpent King to spend months in virtual isolation; perhaps the ploy will work for a time. Even with his death, Namagal's reign is merely shaken, rather than wholly shattered.

Record the codeword *Gore* on your Adventure Sheet, and turn to 777.

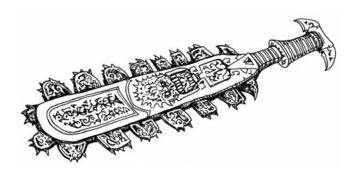
434

It takes no little effort, but you manage to dig the base of the monolith out of the ground, and tip it over. Then you find the heaviest rock you can lift, and drop it on the monolith until it cracks. A brief rest, and then you attack it once more.

At last, you break it into a half-dozen pieces. You scatter these, slinging a couple of them into the sea for good measure.

Your work is done. You chuckle, imagining the reaction of Baron Moonshine's people the next time they bring him here to be resurrected.

It is time to leave. Record the codeword *Grotto*, and turn to **97**.



435

You are at the western edge of the Weeping Jungle. To the west and the south the Satkantu Mountains mark a firm geographical and political division.

The Great River, immediately to your east, is too wide to traverse here.

Go north
Go south
The Lone and Level Sands 250
Go west
The Lone and Level Sands 150

436

You only succeed in cutting open your leg. Lose 4 Stamina points. As you curse, the guard stirs, and looks your way. You abandon your efforts, and go to sleep.

You find that the guards overseeing your work are increasingly watchful of you from now on. Not only do you have no further opportunities to escape, but they intentionally give you the hardest work, to ensure you are tired.

At last, at least, this labour reaches its end. You are singled out, and returned to Inkatek. Turn back to **250**, and reduce your number of duties remaining by one.

437

This shouting match reminds you of the story of Running Mouse. If you possess a **bullfrog**, and wish to use it, turn to **707**. If not, turn back to **816**, and read on.

438

For some time, you have been watching the antics of the monkeys in the branches above you — playing with one another, and jumping about with astonishing dexterity. Your attention has begun to drift when you realise they have all fallen silent — and that they are staring down with you.

A monkey drops down on you, and tries to bite your shoulder. You shake it off, but then a second swings down at you. And a third.

Run turn to 1048 Scare them away turn to 573

439

Swept away beneath the surface of the water, you are in real danger of drowning. Make a SCOUTING roll, at Difficulty 15, as you try to swim to safety.

Successful roll turn to 697
Failed roll turn to 1167

440

You approach Dunpala's harbour, at the southernmost tip of the Lake of Firewater. A handful of King Whispering Wind's administrators patrol the docks, wearing blue cloaks that indicate their role and rank. From time to time one of them will board a ship to check cargo and manifests, searching for any excuse to levy extra trading charges.

Here you can buy passage to far-off lands, or even a ship of your own to fill with cargo and crew. You can buy one-way passage on a ship to the following destinations:

Begotombo, cost 15 Shards	turn to 240
Smogmaw, cost 30 Shards	turn to 277
Copper Island, cost 45 Shards	turn to 841

If you buy a ship, you become its captain and can take it wherever you wish. You may buy a barque in Dunpala, which can carry 1 Cargo Unit. If you wish to buy a larger ship, you should travel to Begotombo, across the lake.

Ship type	Cost	Capacity
Barque	350 Shards	1 Cargo Unit

If you buy a ship, add it to the Ship's Manifest, and name it as you wish. The quality of the ship's crew is poor, unless you upgrade it. If you already own a ship, you can sell it back to the harbourmaster for half of the above price. You may upgrade your crew to average quality, if you wish; this will cost 65 Shards. Crews of good and excellent quality are not available in Dunpala.

If you own a ship, you can buy as many Cargo Units as it has room for. You may also sell cargo, if you have any. However, all buying and selling must be carried out through local agents, which incurs a cost of 60 Shards. That is, by paying 60 Shards you can buy and sell as much cargo as you wish during this visit to Dunpala, but you will have to pay this fee again the next time you arrive and wish to trade here. Note that metals may not be purchased in Dunpala. To buy metals, you will have to travel to Begotombo.

Cargo	To buy	To sell
Furs	425 Shards	385 Shards
Grain	275 Shards	220 Shards
Metals	-	640 Shards
Minerals	750 Shards	700 Shards
Spices	340 Shards	300 Shards
Textiles	350 Shards	310 Shards
Timber	70 Shards	50 Shards

If you own a ship and wish to set sail, turn to 1097. Otherwise, when you are finished here you go to the city centre. Turn to 42.

44

To make a magically-hardened crystal knife, Call of Eagles will require a **dagger**, a **blue crystal shard** and an **amber wand (MAGIC +1)**. You will also need to pay him 300 Shards.

Wielding such a knife adds 2 to your COMBAT score. In addition, it is one of the few weapons you may wield in spiritual battle. In any fight in which you must use your Nahual value in place of your COMBAT score, the crystal knife will still apply its +2 bonus.

If you possess these three items and wish Call of Eagles to carry out his work, cross the items and money off your Adventure Sheet, and note down the **crystal knife†** (COMBAT +2) instead. Also note that, given the unique nature of this weapon, its COMBAT bonus cannot be modified unless specifically stated.

Turn to **922**.

442

A glance up at the sky once more. For a moment, it seems it is a vast plain of grassland, moving in ripples as it is blown by the wind — as if it is the land, and you hang from a rock in the sky, like a sleeping bat. You screw your eyes closed, look again. It must surely be cloud above you. Mustn't it?

If your current Entropy score is 0, you can no longer remain in Elaz Carnaquen. In this case, turn to **880**. Otherwise, you consider your next move.

Wander the streets	turn to 305
Search for Budu	turn to 204
Enter a ruined temple	turn to 465
Enter a crumbling palace	turn to 1069
Climb to the top of the wall	turn to 341
Leave this strange city	turn to 404
Return to the physical world	turn to 8

443

You unknowingly place your foot in a camouflaged noose lying on the ground. It tightens around your foot and yanks you upside down. A heavy branch on the tree beside you, secured by a twisted vine rope, whips forward and smacks you across the back of the head. You lose consciousness.

Lose 3 Stamina points. If you survive this, wakefulness returns, and you find a Nyar warrior, one of the Serpent King's elite, walking about you. If you have the title Chamessa, or if you possess a **merchant's cloak**, turn to **508**. Otherwise, your only hope is to grab him before he realises you are awake. Make a COMBAT roll at Difficulty 14 – and note that you cannot use any weapon bonuses to help this particular roll.

If this roll succeeds, turn to 854. If it fails, turn to 312.

'I've been called unhinged by a handful of people,' says Firkinbald. And then he cracks a gruesome smile. 'And a few of those even survived. But madness isn't all bad, you know. It can be a place of safe refuge far preferable to true horror. Still, perhaps you don't want to walk that road just yet — and, if not, then this may help you.'

He takes a pendant from around his neck, and hands it to you. It is a small metal disc engraved with a spiral. A sliver of Firkinbald's skin is still hanging from its chain. If you wish to keep it, this **spiral amulet** will add +2 to both MAGIC and SANCTITY while you wear it. You may sell it at any market for 300 Shards.

Turn to 134.

445

Your crew's performance suffers, and you catch several crew members talking about disembarking at your next port of call. Reduce your crew quality by one — excellent becomes good, good becomes average, average becomes poor.

Turn to 159.

446

Momozktli, always keen to hear of your travels, greets you warmly, and asks you to share a meal with him. When the time finally comes for you to leave, he says, 'I implore you, be careful where you walk in this jungle, and who you offend. I would be saddened if I were obliged to consider you an enemy – because my duty would be clear, if so.'

Turn to 836.

447

The ground beneath your feet steadily rises. You pass along valleys lined with kapok trees, strangler vines wrapped tight about their trunks.

Roll two dice for encounters.

Roll 2-5	A once-hallowed arbour	turn to 152
Roll 6-9	No encounter	turn to 1121
Roll 10-12	Whispered greetings	turn to 974

448

The healers of the Bimari Hama wear a uniform of three long sheets of white cloth, wrapped to cover the body and, at times, the nose and mouth. They are unfailingly soft-spoken and respectful with the individuals in their care.

'Once, our methods of treatment were quite invasive,' one of the healers tells you. 'They provided efficient results — to those patients who survived their ministration. Today, our methods focus on two areas. Group activity, for an isolated individual cannot achieve perfection by himself,

without the aid of others. And creative expression, to force out the mania that cling to an individual's soul. You must follow our healers' instructions without question, though they may seem harsh. Wellness will not come easily.'

When you are ready to begin treatment, turn to 286. If you wish to reconsider your presence here, you are free to leave. In this case, turn to 225.

449

A gasp nearby, and then prayers, and exclamations of jubilation all around. The sky is lit up — for your companions, at least. You, conversely, see nothing spectacular at all.

Roll one die.

Roll 1-3	turn to 381
Roll 4-6	turn to 1073

450

Wandering along the beach east of Smogmaw, you come across the remains of a dead, desiccated turtle. Its mouth contains the remains of a carrion-eating bird. A cautionary tale against being overeager, laid out in the sand before you.

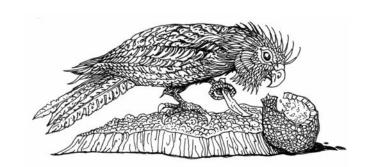
Roll two dice for encounters.

Roll 2-8	No encounter	turn to 562
Roll 9-12	Thieves	turn to 184

451

The Well of Lies is an enormous sinkhole, so deep that you cannot see its bottom. The Well appears in dozens of myths of the people of the Feathered Lands. In all such tales, a traveller spends a night sleeping beside the Well. In some, he or she is visited by the ghosts of enemies, or loved ones; in others, the whispers from the Well drive the traveller to madness, or murder.

Spend a night beside the Well	turn to 982
Travel on	turn to 1178



The grand market in Begotombo takes place every three days. Vendors set up stalls running the length of the Parade of Beasts, selling a range of foodstuffs and day to day goods, as well as a small number of exotic curios besides.

Armour	To buy	To sell
Animal helm* (Defence +1)	75 Shards	60 Shards
Quilted armour* (Defence +2)	150 Shards	125 Shards
Weapons (sword, axe, etc)		
Without COMBAT bonus	60 Shards	40 Shards
COMBAT bonus +1	300 Shards	200 Shards
COMBAT bonus +2	$600~\mathrm{Shards}$	400 Shards
COMBAT bonus +3	_	800 Shards
COMBAT bonus +4	_	1600 Shards
Magical equipment		
Amber wand (MAGIC +1)	$600~\mathrm{Shards}$	400 Shards
Ebony wand (MAGIC +2)	1200 Shards	800 Shards
Cobalt wand (MAGIC +3)	_	1600 Shards
Other items		
Onyx bracelet (CHARISMA +1)	200 Shards	180 Shards
Jade bracelet (CHARISMA +2)	400 Shards	360 Shards
Monkey paw ring (THIEVERY	350 Shards	275 Shards
+1)		
Jet ring (THIEVERY +2)	600 Shards	540 Shards
Patron amulet (SANCTITY +1)	280 Shards	200 Shards
Compass (SCOUTING +1)	550 Shards	475 Shards
Cross staff (SCOUTING +2)	800 Shards	720 Shards
Sextant (SCOUTING +3)	1200 Shards	1000 Shards
Rope	80 Shards	35 Shards
Lantern	120 Shards	70 Shards
Climbing gear	120 Shards	70 Shards
Jaguar mask	80 Shards	60 Shards
A 1 1 1 1		1

Any armour bought here does not incur heat penalties in combat.

One trader is selling a tattered copy of a book entitled **Jungle Perils**, for 40 Shards. If you already possess a copy of the book, he will buy it from you for 20 Shards. If you buy

the book, turn to 603.

When you are finished here, turn to 333.

453

You follow Uemec through the levelled streets, and out of the archway that once contained the city's gate. Around the ruined walls stand ten thousand ghosts — the army of Tarshesh who, leaderless, were slain by the Serpent King's men at Borotek.

But Uemec confronts them fearlessly. He tells their commander that he was not to blame for the massacre at Borotek – in the same circumstances, he would make the same decisions as he did once before.

The commander listens, nodding. And then draws a macuahuitl, a sword with a blade of obsidian slivers, and cuts through Uemec's throat. Uemec falls, and takes some minutes to bleed to death.

And then the ghost commander addresses you. 'Vengeance, after all this time. Thank you.' He hands you a necklace of **jade beads (SANCTITY +5)**. Then he and his army turn. A single step and they are elsewhere. You stand alone with Uemec's corpse.

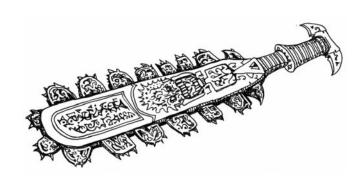
Record the codeword *Goose*, as well as the title Nahual. If you did not previously have this title, note the number 1 beside this title; this is your 'Nahual value.' If you already possessed this title, add 1 to your current value. Also remember to record the necklace amongst your possessions, if you choose to keep it.

It is time to leave Tarshesh. Turn to 579.

454

You are familiar with the story of the Mala Inchi, an evil spirit that comes whistling through the trees. To ward it off, you must whistle a different, more cheerful tune. You do so and, frustrated, the bodiless spirit recedes.

You sleep peacefully this night. Turn to 481.



A quartet of jungle warriors, three men and one woman, emerge from the treeline, and come jogging across the sand towards you. They wear the white face paint of the Broken Jaw tribe; their whole lives, they have been taught that those from foreign lands are invaders and despoilers. This group is eager to gain glory by carrying out their god-king's decree that all outlanders in the northern jungles should be slaughtered.

There is too little cover to evade them; you must fight. $\,$

Tribal warriors COMBAT 12, Defence 15, Stamina 27 Mild heat penalties apply for this battle. If you are wearing any type of armour that is not adapted to the jungle heat – that is, armour that is not specified with an asterisk as ignoring heat penalties – you suffer a penalty of 1 point to your COMBAT score for the duration of this battle.

If you lose, your lifeblood drains away on the northern beaches of Ankon-Konu: turn to **99**. If you win, turn to **160**.

456

You've learned that the Grim stalks this jungle – huge, eternally ravenous, and ultimately unkillable.

Enter the jungle once more turn to 1045
Return to the walled city after all turn to 442

457

He does not acknowledge your presence. Instead, he yells up into the sky, 'Finish them! You have the power to smash their boats!'

There is no audible response, and yet you have an innate sense that his demand has been refused. Once more, he screams out, a sound of pure anger, pure hatred.

The wind about you rises to a whirling gale, knocking you off your feet. It tears at the beach, ripping dead bodies up from the ground, and casting them about. And then it shrinks and coalesces, becomes a figure — shadowy, indistinct, formed from carnage and death. Alarmingly, its face is not unlike your own.

You must fight this living rage, while the figure on the beach ignores both of you. This is a spiritual combat; see the 'Special Rules' section at the beginning of this book to see how this is conducted. The NAHUAL, MAGIC, and SANCTITY scores of this creature are the same as your own; its Stamina is the same as your maximum value, and it carries the same equipment as you. If you have any blessings that are applicable in combat, you can use them as normal (and the living rage may not). Also, if you possess **Pachara's circlet**, turn to **650**.

The living rage is too fast to flee. You must fight. If it kills you, turn to 1146. If you win, turn to 362.

458

You allow a few drops of your own blood to fall upon the monolith, and for a few moments you feel drained of your strength. The sensation soon passes, however.

Roll one die and lose this many Stamina points. You have received a COMBAT Blessing; note this in the Blessings box of your Adventure Sheet. The blessing works by allowing you to try again when you fail a COMBAT roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one COMBAT blessing at any one time.

You leave the area. Turn to 97.

459

The meteorite seems to be an irregularly-shaped lump of opaque glass. As soon as you touch it, it cracks apart, and you cover your ears to shut out a horrific howling that sounds all around you.

You have inadvertently released a trapped astral demon, which is intent on rending you apart.

Astral Demon COMBAT 14, Defence 20, Stamina 35

Heat penalties apply in this combat. See the 'Special Rules' section at the start of this book for more information.

If the demon kills you, turn to 99. If you defeat it, turn to 797.

460

If you are an initiate of Tyrnai, it costs 10 Shards to purchase a blessing here. A non-initiate must pay 25 Shards. Cross off the money and mark COMBAT in the Blessings box of your Adventure Sheet.

The blessing works by allowing you to try again when you fail a COMBAT roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one COMBAT blessing at any one time.

Turn to 711.

461

This close to the security of Inkatek, the people of the Feathered Lands are less wary of foreigners. If you wish to cross the Great River, it is no great chore to convince somebody to transport you across by barge or canoe.

J 1 J	, ,	
Go north		turn to 86
Go east, to Inkatek		turn to 777
Go south		turn to 507
Go west		turn to 447

462

You leave the crocodile farm behind and continue your travels. The Lake of Firewater lies immediately to your west, Begotombo to the north, Dunpala to the south.

Go north	turn to 333
Go east	turn to 686
Go south	turn to 42

The green-eyed old woman slowly returns, her bony knees hugged up to her chest. 'Better I wait here than wander on,' she mutters, staring at the floor. 'Too old and too cold to keep searching for my love now, anyway...'

If you have the codeword *Geyser*, turn to **1056**. If not, turn to **775**.

464

You hook one foot around a sturdy tree root and lit flat on your belly, trying to grab hold of Melora. You very nearly manage to reach her hand. You just need to stretch a little further...

And then you realise it is not Melora before you, but a grinning, green-skinned imp. Unhindered by the mud it grabs hold of your head and drives your face down into the mud.

Make a COMBAT roll and a SCOUTING roll, both at Difficulty 16.

Both rolls successful turn to 1009
One or both rolls failed turn to 1187

465

The temple is octagonal; its empty door frame is composed of two enormous tusks. You cannot guess what manner of beast they came from.

Within, an unnatural, inky darkness. A woman's voice, from that gloom: 'What is the question?'

If you have the codeword *Gauntlet*, turn to **968**. If not, turn to **699**.

466

Piracy is unheard of on the Lake of Firewater. Order is maintained by the Royal Fleet of Law and Peace, operating out of Dunpala. In truth, this fleet demands a hefty fee from those who benefit from the peace they impose, and many sailors consider them little better than pirates.

You suspect that the Royal Fleet has taken an interest in you when you see a half-dozen of their ships on the water, gradually moving to surround you. At last, one of them draws up alongside you, and an officer comes aboard.

'A fine day, yes?' he says, a broad smile on his face. 'You do understand that we must impose a fee on those who sail these waters? The precise nature of that fee depends on many factors...'

Make a CHARISMA roll, at Difficulty 16. If this roll is successful, the officer settles upon a levy of 75 Shards. If this

roll fails, he charges you a fee of 200 Shards.

'I wish I could do more to help you,' he says, 'but my hands are bound by protocol...' If you decide to pay his fee, remember to cross the appropriate amount off your Adventure Sheet.

Pay the levy turn to 1087 Refuse to pay turn to 239

467

You use the power of the spire to create an abiu staff, which enhances your already considerable power over the plants and animals of the Feathered Lands.

Note the **abiu staff (COMBAT +6, SCOUTING +6)** on your Adventure Sheet. Should the staff ever leave your possession, it will shatter to splinters at once — you cannot sell it, therefore, or store it elsewhere. If you ever lose the staff, you can return to the spire to create a replacement. You may create as many such staves as you wish, though you can never possess more than one at any one time.

Turn to 263.

468

When the winds drop and the sands lie still, you find yourself near the edge of the city of Shamsar. Turn to 225.

469

The kakpi's booming continues throughout the night, finally ceasing an hour or so before dawn. The kakpi has succeeded in finding a mate, or given up on the attempt altogether.

Turn to 332.

470

If you have the title Chamessa, or if you possess a merchant's cloak, you are allowed to pass unimpeded; turn to 777. If you have neither the title nor the item, turn to 1136.

471

An exclamation of delight, from the young man beside you. You frown up into the night — and then you see it, the first of the night's lights, a pale blue orb high above your head, tracing a small circle in the sky.

For two hours, the lights appear and disappear above your head. Each one lasts a few minutes before fading; there are never more than a handful above you. Their brightness grows, gradually transforming the night sky into a brilliant tapestry of illumination.

If you have the title Keeper of the Spire, turn to **892**. Otherwise, roll one die.

Roll 1-3 turn to **1124** Roll 4-6 turn to **574**

A fresh front of freezing fog rolls over this new ship, obscuring it from view for several moments. When the fog has passed, the ship has disappeared. The ocean all around you is empty.

If your ship is carrying any grain or spices, you soon discover that a foul mould has crept over your cargo. The produce beneath is rotting, inedible. You must jettison it. Remove any cargo units of grain or spices from your Ship's Manifest, then turn to 731.

473

A small community of people live in the caves and gullies of these mountains—exiles from Shamsar, and insane, perhaps. Though you never see them, you hear them giving high-pitched yelps that echo through the passes, keeping track of your position.

And then, when you are creeping along a ledge, a manmade avalanche crashes from above, threatening to sweep you down the side of the mountain.

Make a THIEVERY roll at Difficulty 15.

Successful roll turn to 255
Failed roll turn to 636

474

Sadly, these thieves have little loot in their possession just now. You find four **swords** (no COMBAT bonus) and 75 Shards on their bodies and in their bags. Record whatever you wish to keep on your Adventure Sheet, and then turn to **562**.

475

A deckhand in the merchant's crew is originally from Dunpala, and he tells you a little about the region. Whispering Wind is the ostensible king of the eastern part of the Feathered Lands, but in truth his influence does not extend far beyond Dunpala itself. 'He was installed by foreign traders, to facilitate commerce. The peoples of the jungle who know he exists don't recognise his sovereignty.'

You ask about the jungle people, but the sailor simply shakes his head. 'Don't go there. You won't be welcome.'

After a week of sailing upriver you arrive in Dunpala, and bid the merchant and his crew farewell. Turn to 42.

476

While lifelong slavery is rare in the Feathered Lands, it is not uncommon for members of the working class to spend years, perhaps decades, in indentured servitude to a noble or family. In some cases, such servitude can be considered a liberation of sorts — it releases a worker from his regular obligations to his or her community.

Your own punishment is specified not in terms of duration, but in a number of 'duties' which you must perform. The exact length of each of these duties is distressingly vague. You are sentenced to seven duties. Keep this figure in mind, and turn to **250**.

477

You hear the tree-beings long before you see them. They are singing, with their deep, thrumming voices - a mournful sound, a dirge.

There are thousands of these beings within this dreamlike jungle — tens of thousands, even. One of them breaks off from the collective song, and tells you that each tree within this jungle houses the soul of a man or woman slain during the young Serpent King's rise to power. 'Was it long ago?' he asks. 'It seems long ago, now...'

'Kill him, so that we can be free!' shrieks one man-tree.

'No, spare him!' counters a woman-tree, 'Or our deaths will be rendered meaningless!'

'Kill him for the sake of revenge, then!' the man-tree counter-shrieks.

Another tree leans in close to you, speaks more quietly. 'This place saddens him,' he says. 'He foresaw the invasion and destruction of the jungle lands. Our deaths were a necessary step in countering that. He kills and kills, yes, but never without reason.'

You have much to think about, as you leave this place. Record the codeword *Gnash*, and turn to **846**.

478

The yrindi tree is hollow. By scrabbling around its roots you manage to create a hole large enough to reach inside. There, you find your lost yrindi spear. Fortunate indeed that the spear's shaft is flexible; little by little, you manage to withdraw it.

Note the **yrindi spear (COMBAT +5, SCOUTING +4, codeword** *Gone* **if lost)** once again. As before, keep in mind that you should record the codeword *Gone* if you lose it for any reason, and that you can sell this spear at any market for 1200 Shards (although you should not record any codeword, in this case; the spear is gone for good).

Remove the codeword *Gone* from your Adventure Sheet, and turn to **1032**.





It is fortunate, in one sense, that you have lost a great deal of weight during your confinement. Though you badly cut your wrists and hands, you manage to squeeze out of your manacles. Shortly thereafter you steal across the *Violet Lily*'s gangplank and away into the city.

Lose 4 Stamina points, and turn to 225.

480

Logic suggests that something in the clearing is incredibly deadly. Whatever that might be, however, you see nothing here of any real value. Prudence overcomes curiosity this day; you backtrack the way you have come, and trace a wide path around the area.

Turn to 423.

481

Somewhere, far off, you hear the roar of a puma. You cast a wary glance in that direction, and then press on.

Go north	turn to 670
Go east	turn to 49
Go south	turn to 355
Go west	turn to 227

482

You push the touch of the hateful creature away from your mind. The task is successful; remove the water flask,

demon stone and **transcript of paradox** from your Adventure Sheet. In their place note **flask of oblivion** – *The Serpent King's Domain*, **788**. Any time you wish to use the flask to store your possessions, make a note of the paragraph you are currently reading, and then turn to **788** (keeping in mind that this paragraph will not guide you back!).

For now, turn back to 1161.

483

The fortress of Kchen Chennar is an imposing wooden fortress, manned at all times by a veritable army of keeneyed warriors, each one highly skilled in jungle lore. To enter such a stronghold unseen will require a truly remarkable knack for larceny.

Make a THIEVERY roll, at Difficulty 20. If this roll succeeds, turn to **356**. If it fails, turn to **1126**.

484

You tell her that Perepa murdered Coyotl. She was angry that he had rejected her, and placed a deadly snake in his home. You show the Deputy Chief Administrator the forked pole — for somebody as skilled with snakes as Perepa, such a tool might even have been used to lift a snake up to Coyotl's window while he slept.

The Deputy Chief Administrator examines the pole while she considers your theory. At first ambivalent, she at last concedes to your logic. 'Fair enough. Motive and method are present — and more credible than blaming the monkey that's currently being held.' She summons a constable, and gives the order for Perepa to be arrested.

Perepa is beheaded soon afterwards, though she protests her innocence to the last. Remove the **forked pole** from your Adventure Sheet, and record the codeword *Glutton*. Then turn to **391**.

485

Though you try to push the gaunt away through your own spiritual power, it approaches still. At last, you simply turn and run. In the short term, it is not hard to outrun the being. And yet every time you rest, you see it in the middle distance, shambling on.

It comes up on you when you are exhausted, and can run no longer. You try to hack the unliving thing down, but you are not wholly surprised to find this too is fruitless. Driven more by impulse than thought, it feasts upon your vital energies, blighting you, blasting you. You black out.

You lose one Rank — roll one die, and subtract this amount from both your current and maximum Stamina. Also remember to subtract 1 point from your Defence score due to the loss in Rank.

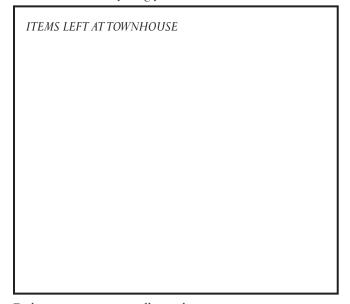
When you come to, you are lying alone in the mud and rain. You struggle to your feet, and continue on your way. Turn to 1032.

486

You are welcomed by Birdsong at Dawn and Broken Hand. Birdsong at Dawn pours you a glass of warm cacao, while Broken Hand tells you of his current search for new workers. 'Many of the men I previously employed here were brigands, much like myself,' he says. 'That is no longer acceptable. Only those I trust to change their ways may stay. As a result, I find myself quite understaffed.'

Birdsong at Dawn merely smiles at this affirmation of Broken Hand's change of heart.

You canleave possessions and money here to save having to carry them around with you. You may also rest here safely, and recover any Stamina points you have lost. Record in the box below anything you leave here.



Each time you return, roll two dice.

Score 2-10 Your possessions are safe
Score 11-12 A worker has pilfered one of your possessions. Roll one die. Count down the items as listed and lose the item that corresponds to this roll. (If you have fewer items stored here than the roll indicates, lose the last one.)

If the box above is empty, place a tick in it and turn to 664. If it is already ticked, you ultimately decide to leave. Turn to 462.

487

Inkatek's floating gardens, one of the more restful areas in the city, consist of a number of long channels separated by grassy embankments. Dozens of raft-gardens float freely on these waters, on which grow a vivid array of bright flowers; some are native to the Feathered Lands, others have been transplanted here from far-off lands. The rafts are a holdover from the farming methods used generations ago by the tribes that lived around the estuary of the Great River. Then, such practices were necessary in order to survive; now, they are merely a means of rendering this capital city more beautiful. It is true that under the principle of shared resources imposed by the Serpent King, no single tribe has to struggle to ensure its own survival — so long, that is, as all tribes comply with his rule.

The gardens are a popular spot with the citizens of Inkatek. As you sit in the shade of a palm tree, you notice a poppy from Golnir, and a chrysanthemum from Akatsurai. Perhaps this land is not so isolated from its neighbours as its people might believe.

If you have the codeword *Grove*, turn to **704**. Otherwise, you rest here for a while, and then return to the city centre. Turn to **777**.

488

To make an aeonian flute, Call of Eagles will need a **bamboo flute (CHARISMA +1)**, as well as a **compass (SCOUTING +1)** and a ball of **silver thread**. You will also need to pay Call of Eagles 600 Shards for his work.

This will create an **aeonian flute (CHARISMA +4)**. In addition to its CHARISMA bonus, this flute is difficult to lose. If you ever lose this flute – that is, if you are ever instructed to remove it from your Adventure Sheet – roll one die. On a roll of 1-5, you will soon find the flute amongst your belongings once more, and need not remove it as instructed. Only on a roll of 6 do you lose it for good. This is true even if you die, and are resurrected. You are still free to discard or sell the flute as you wish, of course. If you do so willingly, it will not return to you.

If you possess the necessary items and money, and wish Call of Eagles to create an aeonian flute, adjust your Adventure Sheet accordingly. Then turn to **922**.

489

Your lookout shouts a warning — the Royal Fleet of Law and Peace has been spotted, and a score of ships are approaching at speed. Should they reach you, you feel sure they will be able to discover the truth of any transactions that have taken place, either by bribing or beating your crew, or the crew of the merchant brigantines.

If you have *not* just bought or sold any cargo, you have nothing to fear. You await the approach of the Royal Fleet, and then are ultimately allowed to go on your way; turn to 1087. If, however, you have just traded in contraband, you will have to try to flee. Make a SCOUTING roll at Difficulty 14, adding 2 to this Difficulty for every Cargo Unit you possess. That is, if you are currently carrying 3 Cargo Units, the Difficulty of this roll is 20. You may, if you wish, jettison some or all of your cargo before making this roll. Remove any cargo from your Ship's Manifest that you choose to dump in this way.

If this roll is successful, you flee into the Nozama River. Turn to 13 in this case. If this roll fails, however, turn to 239.

490

Hours pass as you climb, and your muscles tremble with the constant exertion. Far below, the trees of the Weeping Jungle have blended together; you might as well be looking down on an expanse of moss.

You are not far from the mist-covered lip of the plateau. And yet, as you draw near, a white serpent, with feathered wings of pale blue, arcs out of that mist. It spots you, and circles in the air before you. You cannot avoid its scrutiny, nor take any action against it.

And then it breathes out a stream of blue flame that engulfs you. If you have the codeword *Grain*, turn to **997**. If not, turn to **796**.

491

The Serpent King Namagal is brutal, ruthless. But he values the well-being of the people of the Feathered Lands; his grip on the land is tight, but under his leadership there has been neither war nor widespread illness for over a century. This is one reason why those who dwell within the Weeping Jungle are loyal to him.

The greater reason is simply because Namagal is the living avatar of Quetzil, the highest deity of the jungle pantheon. 'He is our greatest god made flesh,' explains Screaming Owl. 'None would betray him. None could defeat him. His very presence amongst us is a blessing.'

Turn back to 1090.

492

In the amphitheatre at Inkatek, the audience sees you wobble, and then fall to the arena floor, beside their slain monarch. Your body lies insensate and helpless.

And yet you know at once you have made the right choice. This, according to Pachara, is the precise moment to pursue Namagal into the spirit world of Elaz Carnaquen, before his mortal form has a chance to heal.

Though your mortal body lies unconscious, your spirit flies far. In a moment, you find yourself at the foot of a pyramid, a mirror to that at Inkatek. But whereas that city's great temple was constructed by bloody toil, this one might have sprouted from the ground — it seems to be made of packed earth; slender trees sprout from it here and there, their roots holding the structure together. Around the pyramid stands only an open plain, illuminated by the yellowish light of the moon in the grey sky. Far away, at the horizon, stand stout trees, swaying as one despite the lack of wind.

Note that you have entered the spirit world. Unless specifically stated, you cannot use any of the weapons, armour or items marked on your Adventure Sheet until you return to the physical world.

Up at the top of the pyramid you spot light and movement. You climb up. Turn to 977.

493

As you advance through the swamp, you hear a furious croaking. A crocodile is pursuing a fat toad through the swamp. It finally catches it, and bites down hard — but the toad's poisonous skin causes it to retch and thrash about. Soon, both animals are dead.

If you wish to skin the beast, note this **crocodile skin** amongst your possessions on your Adventure Sheet — though, in this case, you must lose 3 Stamina points as you clean off the virulent contact poison that the toad has secreted (a blessing of Immunity to Disease and Poison will allow you to ignore this loss; cross off the blessing if you use it).

When you are finished here, turn to 165.

494

You know by now not to linger about the corpse of this creature. You rush away while it trembles within its own hide, returning to life in its own messy way. Turn to 846.

495

If you have the codeword *Glove*, turn to 235. If not, turn to 412.

196

You must pay the temple of Pyahil 25 Shards in compensation if you wish to renounce your initiate status; remove the money from your Adventure Sheet if so.

If you do, the priest of Pyahil frowns, and says, 'A shame. I hope you come back to us, one day.' Then he draws a spiral symbol on the back of your hand in black paint. With this, it is done; remove 'Pyahil' from the God box of your



Adventure Sheet. In addition, lose the blessing of Safety from Storms, if you currently possess it.

Turn to 986.

497

You duck out of their sight, and sprint towards a small pyramid — a building rather at odds with the rest of the architecture here. You pass through its doorway, keeping a watchful eye on the street behind you.

Turn to 270.

498

You leave the village behind you, and move on deeper into the seemingly endless jungle.

Go north	turn to 355
Go east	turn to 194
Go south	turn to 390
Go west	turn to 86

499

The wind picks up, and your vessel lurches up and down over great, rolling waves. You spot a man with ten years' sailing experience with his head over the rail, offering up his dinner to the waters below. If you have a blessing of Safety from Storms, the foul weather soon disappears. Cross it off, and turn to 1104.

Otherwise, you must push on through the gale as best you can. Roll one die if your ship is a barque, two dice if it is a brigantine, or three dice if a galleon. Add 1 to the roll if you have an excellent crew; subtract 1 if you have a poor crew.

Roll 0-5	Your ship capsizes	turn to 303
Roll 6-7	The mast splits	turn to 89
Roll 8-19	You ride out the storm	turn to 400

500

Only a few wisps of cloud cross the sky, and the sea is calm. You must be watchful that such a tranquil setting does not breed laxness amongst your crew.

Roll two dice for encounters.

Roll 2-6	A hostile fleet	turn to 839
Roll 7-8	No encounter	turn to 731
Roll 9-12	A fog bank rolls in	turn to 266

501

Peeping out from your hiding place, you see the feet of one of the city's constables lingering nearby. Then the man bends down. Despite the darkness, he sees the two of you at once. The constable backpedals away as you scramble out of your hiding place. In your haste, you bang your head on the edge of the cart. Lose 3 Stamina points. But then you leap at

the constable, trying to stop him yelling for help.

Constable COMBAT 10, Defence 16, Stamina 19

If you are killed, turn to 99. If you manage to reduce the constable to five Stamina points or fewer, turn at once to 210.

502

The wisp-spider spider falls dead on its back, its legs curling up to its abdomen. You make a rapid search of this part of the jungle, its home, and find several red flowers. Each one looks like a heart from which a droplet of blood is spilling. You may take a **bleeding heart flower** if you wish, as well as a bundle of **wisp-spider webbing**.

You have the impression there are more wisp-spiders in the trees nearby, and so you retrace your steps to your boat. The further you travel from the wisp-spider's lair, the more the sky resumes its natural colour.

Turn to 787.

503

The root-like tendrils of the verdant spire extend through the spiritual realm, reaching across the whole of the Feathered Lands. This allows you to project yourself across the land, travelling to distant locations within a moment.

Where do you wish to travel to?

Begotombo	turn to 333
Dunpala	turn to 42
Inkatek	turn to 777
Ruined Tarshesh	turn to 1186
Shamsar	turn to 225
Sheka-Tel	turn to 353
Smogmaw	Over the Blood-Dark Sea 44
The Well of Lies	turn to 451
Remain within the spire	turn to 263

504

If you have the codeword *Grime*, turn to 313. If not, but you have the codeword *Gamble*, turn to 202. If you have neither codeword, turn to 648.

505

The sun rarely falls upon you in the depths of the Weeping Jungle, but you walk at all times in a brutal, damp heat regardless.

Roll two dice for encounters.

Roll 2-5	A difficult trek	turn to 258
Roll 6-8	No encounter	turn to 481
Roll 9-12	A whistling through	
	the trees	turn to 716

If the box above is empty, place a tick in it and turn to 548. If it has already been ticked, turn to 752.

507

The peaks of the southernmost end of the Satkantu Mountains are treacherous. It is from here that the Great River forms, beginning its long journey to the Violet Ocean far to the north, and here too that the Serpent King counts the reach of his domain.

Desert lies to the west, jungle to the north and east. Towards the southern horizon you see only a long snake of ever-present mist.

Go north	turn to 323
Go east	turn to 553
Go south	turn to 866
Go west	The Lone and Level Sands 450

508

Wordlessly, the Nyar cuts you down. Lose 1 Stamina point as you slam into the earth. If you survive this, he turns away and pads into the jungle, leaving you to extricate yourself from the noose. Turn to **423**.

509

You are set to work cleaning the house, and serving food. The work is monotonous but not hard; the family you work for are even fairly likeable. You are given comfortable quarters, and you rest well in the weeks you spend here.

Restore your Stamina to its normal maximum if you are currently wounded. Finally you must reluctantly return to the city's prison to begin your next labour. Turn back to **250**, and reduce your number of duties remaining by one.

510

Make a MAGIC or SCOUTING roll (you choose which) as you regard the darkened sky, at Difficulty 19. If this roll is successful, turn to 78. If not, turn to 651.

511

You greet the old hermit who lives within the ruined temple. He seems pleased to see you. Perhaps he has received no other visitors since your last encounter.

Ask for his help

in entering the spirit realm turn to 783
Travel on turn to 332

512

You are close to death – if death in this realm is akin to death elsewhere. And yet perhaps you have one chance to evade slaughter here, if you can cast yourself back to Elaz Velara,

the physical realm, before this enormous dog rips you to shreds

If you wish to make this attempt, it will not be easy to attain the required state of mind in the midst of battle. You must make a MAGIC or SANCTITY roll (you choose which) at Difficulty 15, keeping in mind that you cannot use any of your regular equipment. If you succeed, turn to 8.

If you fail this roll, or if you don't wish to evade this battle, turn back to 779 and fight on to the death.

513

The green light of your Xibalban lantern forces the wisp-spider to become material. The monster's shiny blue abdomen is as big as your head, and it moves with a jerky, dizzying speed.

Wisp-spider COMBAT 14, Defence 21, Stamina 24 Heat penalties apply in this combat. See the 'Special Rules' section at the start of this book for more information.

If you wish to retreat, you will have to leave your **Xibalban lantern** behind; cross it off your Adventure Sheet if so, and turn to **787** to return to your boat.

If the wisp-spider kills you, turn to 99. If you fight on and win, turn to 502.

514

As the year passes, you push your team to their limits, and stretch yourself beyond what you believed yourself capable of. Morale is high, and it seems that you will restore the palace to a fine state with time to spare. But then calamity occurs — unexpectedly, a load-bearing wall collapses, rendering a large part of the palace's upper floor precarious. This throws all your plans into disarray; by the time you have repaired this single catastrophe, odious decrepitude is creeping across the palace once more.

After a year and a day have passed, the withered queen comes to see you once more. 'You have failed to complete your task, but you have made progress nonetheless. If you are willing to work for a year and a day more, I will propose the same bargain as before.'

If you have the codeword *Granule*, turn to **39**. If not, will you:

Continue working on the palace	turn to 953
Refuse, and leave	turn to 1132

515

Here, on the eastern edge of the Feathered Lands, you consider where your ventures should take you next.

Go north up the coast	turn to 791
Go south down the coast	turn to 58
Go west	turn to 673

Once again, you pour water into the well – and, once again, it invokes the figure you saw before.

He regards you with curiosity, this time. 'Why do you return? Why do you seek to look at me, nothing that I am?'

If you have the codeword *Gosling*, turn to **672**. If not, you have no answer for him. Soon he fades and disappears as he did before. In this case, turn to **226**.

517

The beach to the north-west remains sandy and unspoiled. To the south-east, the beach grows darker in tone — the coastline becomes rockier, its beaches composed of pebbles.

Go south-east along the coast	turn to 729
Go south	turn to 623
Go west into the jungle	turn to 175
Go north-west along the coast	turn to 450

518

Far, far below, you catch sight of insect-like figures on the ground, excited at the arrival of your vessel. Ignoring them, you force the ark ship to descend, and touch down on the titan's head; you land with an unsettling crunch, and the vessel comes to rest tilted on one side.

The lodestone fits snugly into the indentation at the tip of the titan's head. At first, nothing happens — and then a great tremor runs through the stone giant.

You race back to the ark ship and pull hard on its directional lever, willing the vessel to rise. But without the lodestone it is slow to comply; you coax it into the air just as the titan wakes beneath you. It gives a roar of rage, like a thousand, thousand mallets striking sheets of metal. And then it slams both its tremendous fists into the ground, struggling to break free of the bonds of the earth.

And yet, as phenomenal as this spectacle is, you are distracted by your own imminent peril — damaged and directionless, the ark ship revolves at a sickening speed as it plummets towards the ground.

Record the codeword *Golem*, and remove the **activation lodestone** from your list of possessions. Then roll two dice. If the result is less than or equal to your current Rank, turn to **940**. If it is greater than your Rank, turn to **398**.

519

As you move through the jungle you walk through a tripwire. This triggers a flexible rod which whips up off the ground, grazing you with several long thorns coated in tree-frog venom.

These mere grazes are enough to prove fatal. If you have

a blessing of Immunity to Disease and Poison, you can resist this venom; remove the blessing from your Adventure Sheet and turn to 767.

If you have no such blessing, the venom from the treefrog swiftly paralyses your lungs, causing you to asphyxiate. You are dead within minutes. Turn to **99**.

520

Finally the young Nyar warrior falls. You bend down to search his corpse, but then you hear a hunting call through the trees, just a short distance away.

You must continue your escape. Turn to 104.

521

The Palace of Dust is hollow, now. Little more than its outer walls remain. You decide against venturing within once more.

Turn to 442.

522

You have learned the sacred words by which you may utter a challenge to combat to Namagal, which he is duty-bound to accept. To utter such words might be foolhardy, however — Namagal is reputedly immortal, and an extraordinarily skilled fighter.

If you wish to challenge Namagal, turn to 310. If not, turn to 1156.

523

You scale the farm's tall fence, and drop down on the other side. Keeping low, you dart towards the buildings at the centre of the farm. You are just congratulating yourself on your dexterity, however, when you slip on a half-eaten fish, and fall into one of the crocodile pools.

Turn to 919.

524

Though the jungle is gloomy, it is hot, and humid. You pull your sweaty clothes away from your skin, considering where to go next.

0	
Go north	turn to 450
Go east	turn to 623
Go south	turn to 1026
Go west to the bank of the Nozama	turn to 275
Go north-west	

to Smogmaw Over the Blood-Dark Sea 44

525

Again you see the armoured warrior, Shemer, an incongruous shining speck in the desert sand. You approach and tell him of your encounter with the ghost of Querejeta.

He wails with sorrow at your news. 'I could have returned to her! Only pride kept me away. And fear – fear that she would reject me, and ridicule me. I have been a fool...'

At that, he slumps forward. His body crumbles and becomes dust. His armour falls in on itself, and a thin spiderweb of rust begins to creep across its surface. Only Shemer's sword remains untouched by time. You may take this **Blade of Loss** if you wish. If you are a Troubadour, it is a COMBAT +5 weapon that also adds +2 to your Defence score (in addition to any armour bonuses you possess). If you are not a Troubadour, or if you ever decide to sell this sword, it may be considered a COMBAT +3 weapon.

Shemer's centuries-long quest is over. His will to exist is gone. Perhaps in death he and Querejeta will meet once more.

Turn to 842.

526

You move away from the fort — and yet only at the last moment do you notice a Nyar warrior, wearing blue paint, perched on a tree branch above your head. His head is cocked to once side, inspecting you. Apparently you satisfy his curiosity; he allows you to pass beneath him without incident.

Turn to 836.

527

Hoping that the magical laws you are accustomed to work correctly in this realm, you strive to conjure a flame to burn the man's wooden grip away. Make a MAGIC roll at Difficulty 15, keeping in mind that you cannot use any of your normal equipment in this place.

Successful roll turn to 583 Failed roll turn to 964

528

The serpent's breath incinerates you, burning away all of your possessions, and then your hair, your flesh, your muscle and bone.

And yet you do not lose consciousness — nor, even, is this cremation particularly painful. You feel a prickling about you as parts of your body slough away. Magic? An echo: the magic of rebirth...

And then, in an instant, the winged serpent is gone. And, though it had been day only seconds before, the sky above you is darkest black, a too-large yellow moon shining down on you. You are whole and still clinging to the rock face. Unhurt, though naked.

Remove all your possessions from your Adventure

Sheet; they are gone. Also remove your resurrection deal from your Adventure Sheet. This has been used up. Do not, however, turn to the paragraph normally associated with your resurrection deal. Instead, turn to **594**.

529

The town of Sheka-Tel is home to three priests of Huan-da and In-da, the twin gods who defend the passageway between worlds. While they cannot make you an initiate at this small shrine, they are able to offer you a blessing.

Seek a blessing turn to **75**Leave the shrine turn to **679**

530

The tone in Sheka-Tel is quite upbeat, these days. A new Chief Administrator has not yet been named, yet a handful of the Serpent King's administrators have taken up residence here, to help govern the town during this absence. The people of Sheka-Tel continue to work hard, looking forward to the next great festival at Inkatek that will allow them a short respite from their ongoing labour.

Turn to 679.

531

Do you have the codeword *Gauche?* If you do, turn to **1082**. If not, turn to **1151**.

532

This tome is quite thin, for an academic work. It says that dragons are seen with reasonable frequency in the skies over the southern and south-western parts of the Feathered Lands, and even over the waters to the east of the continent. While most of the dragons here are winged serpents, four-limbed flying lizards are occasionally seen at times, and the author theorises that dragons possess some kind of innate homing instinct, like certain fish or birds.

At the end of one chapter, you see that somebody has added a handwritten note. 'DO NOT APPROACH PLATEAU!! ALL DIE!! NO EXCEPTIONS!!'

Turn to **340**.

533

Make a SCOUTING roll at Difficulty 14 as you traverse this difficult terrain. If you fail, you wander through a patch of grass that cuts into your legs, leaving dozens of fine spines embedded in your skin. You lose 3 Stamina points by the time you manage to pull them all out.

Go north	turn to 686
Go east	turn to 673
Go south	turn to 1127
Go west	turn to 42

You exit the sombre rainforest, grateful for the touch of sunlight upon your face.

Go north	turn to 623
Go east	turn to 118
Go south to Begotombo	turn to 333
Go west	turn to 1026

535

It is time for you to leave. Szairax speaks a magical syllable; abruptly, the world about you lurches, shifts, reforms.

You have been magically transported away. Roll one die to discover where you appear.

Roll 1-2	The Heart of the Jungle	turn to 505
Roll 3	Dunpala	turn to 42
Roll 4	The Parched Lands	turn to 1127
Roll 5	Shamsar	turn to 225
Roll 6	Inkatek	turn to 777

536

Once, there were eleven major tribes in the Weeping Jungle. But the Serpent King obliterated two of those in his rise to power some two hundred years ago. Now only traces of those bloodlines remain. Little by little the notion of tribes has become less significant in the south, under the more uniform governance of Inkatek. The northern tribes have greater freedom to follow older ways. Notably, cannibalism continues to be practised, under certain restrictions. The price of this freedom is provision of a defensive line – the northern tribes are required to kill on sight any foreigner who enters their domain.

'Foreigners such as you,' Screaming Owl adds, darkly. Turn back to 1090.

537

If you have the codeword *Guilt*, and you wish to visit Atotl, turn to **599**. Otherwise, roll two dice for encounters as you wander the streets of Inkatek.

Roll 2-5	A daring mime	turn to 1047
Roll 6-7	Nyar on patrol	turn to 470
Roll 8-12	A sacrifice	turn to 141

538

As you grasp its hand, a white mist forms about you both. Turn to *The Lone and Level Sands* **375**.

539

'You! You've got a lot of nerve coming here!'

The yell comes from behind as you are leaving the tavern. You turn. The man screaming at you is a short, wiry figure in quilted cotton armour. Most notably, his right hand has

been severed at the elbow.

You protest that you've never met this man before, but he screams your name along with a string of invectives. He certainly knows you. And then you realise the truth — you met him during the months of your life you can't remember.

Eager to learn more, you ask when you previously crossed his path. But your question only angers him. 'You mean you don't even remember doing this to me?' He shakes his stump of an arm at you, and then draws a dagger and lunges at you, berserk. You count yourself lucky that he is already quite drunk — and, you guess, originally right-handed.

One-armed man COMBAT 5, Defence 8, Stamina 14 If you are killed, turn to 99. If you beat the man, turn to 658.

540

If you have the codeword *Grind*, turn to **685**. If not, turn to **589**.

541

Baron Moonshine smiles as he sees you – he remembers well that you have already slain him. He is quite agile despite that, and swings a freshly-forged sword at your face.

Baron Moonshine COMBAT 14, Defence 22, Stamina 42 The Baron fights with his sword and with battle sorcery. After each of his attacks, roll one additional die to determine the effects of this magic.

Roll 1-2	Your next successful attack is negated (the
	next time you injure the Baron, it is
	treated as a miss)
Roll 3-4	The Baron recovers two dice of Stamina
	points, up to the maximum noted above
Roll 5-6	Roll two dice and lose that many Stamina
	points

If the Baron kills you, turn to 99. If you win, turn to 820.

542

You tell the high priest that you wish to renounce the faith of Huan-da and In-da, but he merely shakes his head. 'No. Our twin gods are a constant truth in this universe. You may no more renounce them than you could refuse to feel the wind.'

A cryptic sentiment, but you are allowed to renounce the faith regardless. Remove 'Huan-da and In-da' from the God box on your Adventure Sheet, and remember to reduce your Nahual value by 1 (if this reduces your Nahual value to 0, you do not need to remove the title; simply note '0' beside it).

Turn to 1159.

Intrusion into the Serpent King's realm is a grave offence. You are seized, and there is some debate as to whether you should be imprisoned, or killed outright.

Make a CHARISMA roll at Difficulty 17. If this roll is successful, they decide to transfer you to Inkatek for sentencing. Turn to 79. If, however, this roll fails, you are executed here on the stones of the Great Road. In this case, turn to 99.

544

For hours, you hear nothing other than the cry of brightly-coloured birds, the chirruping of insects, an occasional monkey screech. After a time, your cautiousness begins to wane.

Make a SCOUTING or THIEVERY roll (your choice) at Difficulty 17.

Successful roll turn to 828
Failed roll turn to 443

545

Skabb falls, landing face down in the sewer filth. His rusty iron crown has shattered during the fight, but you take the amulet from around his neck. As you pick it up, however, you realise it has become a cockroach in your hand. It spreads wings as you drop it, and buzzes away down the tunnel. The corpse of Skabb has also disappeared, you note.

Lose 1 point of Entropy. If this reduces your Entropy score to zero, turn to **880**. Otherwise, rather than continue into the darkness of the sewers, you climb a metal ladder up to the hole above your head. You do not emerge into the street, however. You have entered a pyramid. Turn to **270**.

546

Wearing manacles about your ankles, you spend weeks cleaning and maintaining the temple of Zaos. You soon impress your overseer with your work, and he transfers you to the great pyramid of Quetzil.

Roll two dice to see what occurs during your labour.

		0)
Roll 2-5	An accident	turn to 715
Roll 6-10	A chance encounter	turn to 1174
Roll 11-12	An opportunity	
	for enlightenment	turn to 43

547

You feel the loss of your resurrection deal as a slight lightening of the spirit, nothing more than this. But for Kualli, it has a profound effect. His grey skin begins to grow pink, and he visibly begins to grow more muscular. 'Come close, quickly,' he says, examining his own hands. 'Uemec, our leader, seeks somebody to blame for the fall of Tarshesh.

You must tell him that his bodyguard is to blame. The warrior could have dragged Uemec from the city at any time, and the Serpent King's armies would have passed us by.'

He climbs to his feet, jumping with happiness now. And yet, though he is growing more strong, he is fading from view. 'This is it!' he cries, though his voice is growing airy. 'I am being re – '

But his voice fades to nothing and, a few moments later, so does he.

Alone once more, you ascend to the ruins of the city above. Record the codeword *Gannet*, and turn to **226**.

548

The high priest is overjoyed to see you. The missing pilgrim returned only a short while before you did, he explains. By way of thanks he gives you a **gold holy symbol** (SANCTITY +3) depicting Vinti, and a **relic of Tarshesh**. This latter item is an idol of a woman wearing a crown in the shape of a star. Note whatever you wish to keep on your Adventure Sheet.

Turn to **319**.

549

Your crew rebels at your instruction to sail into the freezing mist. 'It marks the divide between life and death,' one of your deckhands explains, as though talking to a child. 'It is the gulf from which no vessels return.' It is soon apparent that neither bribery nor brutality will convince your crew to sail south.

Cut loose a jolly boat
and enter the mist alone turn to 32
Consider another course turn to 1143

550

The sunlight catches the leafy canopy above your head, lighting it up a brilliant shade of green. And yet the jungle floor remains in sticky, hot dimness. You march on.

Roll two dice for encounters.

Roll 2-5	Malevolent monkeys	turn to 438
Roll 6-8	No encounter	turn to 380
Roll 9-12	A tribal scout	turn to 117

551

For a monarch, Whispering Wind is remarkably accessible. He lives in a house in the oldest part of the city. His home is larger than most, but unassuming; you walk past it once while searching for it.

Whispering Wind is eager to see visitors, his schedule permitting. A soldier stands on his doorstep, though you soon gain the sense that he is an aide rather than a bodyguard. If you have the codeword *Gain*, turn to **1192**. If not, but you have the codeword *Glory*, turn to **123**. If you have neither codeword, turn to **784**.

552

Once more, the army of ghosts stands outside the walls of Tarshesh. But, though most of them stare at the city — intently, unmoving — you are conscious that a handful of them are aware of your presence. You draw glances; a couple of soldiers turn their heads to stare directly at you.

And then one of them, wearing a wide headdress, approaches you. 'Bring us the traitor general,' he says, his voice little more than a faint echo on the wind.

He turns away from you, then, and back towards the city. He and his army watch, and wait.

If you wish to enter Tarshesh, turn to 226. If you prefer to leave this area, turn to 579.

553

From leagues away, the Plateau of Dragons fills the horizon. It stands at the southernmost point of the Satkantu Mountains, and dwarfs any mountain within that chain. The people of the Weeping Jungle shy away from this area — of those few who have tried to reach the plateau, none have ever returned.

The lip of the plateau disappears in a blue-grey fog. As you consider this, an immense winged serpent glides down from the clouds above and disappears into that fog.

You could try to ascend the rock wall to reach the plateau, if you wished. It would be a phenomenally difficult climb, however — and if any dragon or winged serpent were to attack during that climb, you would not be able to defend yourself.

Climb up turn to 361
Leave the area turn to 706

554

You have previously escaped from servitude, itself a serious matter. You are sentenced to immediate execution.

Remove the codeword *Gush* from your Adventure Sheet, then turn to **683**.

555

You grip the bowl, holding it high above your head. The shining serpent watches you a few seconds, impassive — and then it darts forward, its maw dropping open. It swallows you whole; the twilit world around you becomes white light, pinpricked with tiny black stars.

Make a COMBAT roll and a SCOUTING roll, both at Difficulty 16. Remember that you do not currently have any of your usual equipment which might help with these rolls.

If you succeed in both rolls, you weather this spiritual assault with little ill effect. If you fail one roll, you must subtract one point from one of your abilities; you decide which. If you fail both rolls, you must also lose a Rank – roll one die and subtract this amount from your maximum Stamina, and remember that this will also reduce your Defence by one point.

Turn to 216.

556

If you have the codeword *Geode*, turn to **367**. Otherwise, read on.

Baron Moonshine is a hulking former tribesman from the northern jungle. His cheeks are marked by ritual scars, and he walks with a cane tipped by a monkey's skull — an affectation, surely, given his robust health. He looks you over, considering how best to deal with you.

Make a CHARISMA roll, at Difficulty 19. If this roll fails, the Baron decides to kill you outright. He bashes you across the head with his cane, and then instructs his crew to kick you to death. Turn to **99**.

If this roll is successful, however, the Baron decides to conscript you into his own crew. In this case, turn to 19.

557 🗖

If the box above is empty, place a tick in it now and read on. If it was already ticked, turn to 825.

You present the flower to Pachara, and she gives a sad smile. 'The flower is beautiful, no? And yet it grows from great loss. This particular plant grew upon the grave of a warrior who loved greatly — and who grieved greatly too, when that love was lost.'

You mention that you saw no grave where you found the plant, and Pachara smiles once more. 'It was long ago. The jungle has long since reclaimed all that it once gave.' With this, she takes the flower and walks away into the mist, until you can see her no longer.

She returns several hours later and gives you a fat acorn with a distinctly reddish tinge. 'Grind this down, and give what remains to the boy. It will cure him.'

You thank Pachara. Remove the **bleeding heart** flower from your Adventure Sheet, and note down the **red** acorn. Then turn to 358.

558

Zaos is the goddess of smoke and dark sorcery, mother to the soul-eating demigods Micantuithl and Temos. Her temple in Inkatek is a circular, domed building; the greyrobed priests of Zaos tend a fire at heart of the temple day and night, all year round.

Become an initiate	turn to 867
Renounce worship	turn to 51
Seek a blessing	turn to 1170
Leave the temple	turn to 777

You have reached the northern shore of the Feathered Lands. Exhausted, you remain where you are a while, lying on the beach, marvelling at your good fortune in simply being alive.

At last, you muster the energy to stand, and consider your surroundings. Turn to **350**.

560

You strike up a conversation with a gaunt young artist in one corner of the hall. He is drawing on sheets of parchment; he has already fixed several pictures to the wall nearby. 'My name is Ekim Ekleim,' he tells you, barely glancing up from his work. 'Although some in the jungle call me the Mambo Mojo. I'd be willing to sell you some of my pictures here — though each one is like a child to me; I couldn't part with them for less than, say, two hundred Shards each...'

You look over his work. It is quite skilful. Moreover, each picture seems to possess an aura of almost tangible vibrancy.

Buy as many of Ekim's drawings as you wish. Each one costs 200 Shards. Record any pictures you buy, and the number beside them, on your Adventure Sheet. Also place a tick in the box next to any pictures that you buy. Ekim only possesses one copy of each. If you return here in the future, you may only buy those pictures without a tick.

You may more closely examine any pictures you buy whenever you are not in combat, or in any immediate danger (including now). Whenever you wish to do so, make a note of the paragraph you are reading at the time — you may have to return to it later — and then turn to the paragraph indicated.

Ekim will sell you three such pictures. They are:

A picture of a broken sword	(turn to 960)
A storm scene	(turn to 206)
A picture of a night-black hors	se (turn to 810)

If you examine any pictures immediately, turn to the pertinent number (but remember to note down the number of this paragraph first!). When you are finished here, turn to **286** to resume treatment. Or, if you want to leave the Bimari Hama altogether, turn to **225**.



Qlelec takes the stone with glee. Remove it from your Adventure Sheet. Then he says, 'I'll tell you a horror story. There is a creature called Kerep Tlotor who wanders this continent as the mood takes him. He kills a few, here and there, when he's hungry for a soul. You can tell Kerep's victims — his touch burns their bodies to cinders. It's been that way for two hundred years now, I hear. Oh, I also hear that Kerep Tlotor recently arrived in Dunpala. Maybe you'll meet him soon.'

With that, Qlelec breaks into a loud chorus of 'The Drunk Priest of Smogmaw,' and skips away.

Get the codeword *Ghastly*, and turn to 42.

562

The surf touches your feet as you walk along the beach. You very nearly step on a sand-coloured stingray; disturbed by your close passage, it darts away through the shallow water.

Go south-east along the coast

turn to 233

Go south into the jungle

turn to **175**

Go west along the coast

to Smogmaw

Over the Blood-Dark Sea 44

563

You happen to glance over your shoulder and see that a warship has dropped anchor a short way off the coast. As you watch, it discharges three jolly boats, which approach the cove. You elect to scramble up into the rocks that form a wall about this area, to await developments.

The three boats land in the cove below you. It is a group of pirates, twenty strong. Two figures in particular draw your interest. On a stretcher you spot the corpse of Baron Moonshine – visibly quite dead, even from a distance. You also see a captive, gagged and manacled.

The group approaches the monolith. The Baron is placed at its base, and then the captive's throat is cut open. As one man dies, the other rises from the dead. Baron Moonshine, blood-spattered but whole, is alive once more.

This ritual performed, the group departs. The poor sacrifice, almost bloodless now, is left in the water, food for the fish. You wait until they are far away before you emerge from hiding.

This, then, is the secret of the Baron's recurring return from death — his own resurrection deal. You circle the monolith, regarding it anew.

Sacrifice a little of your own blood	turn to 458
Destroy the monolith	turn to 434
Leave the area	turn to 97

564

You pound the old man on the back until he coughs up something that looks suspiciously like a finger bone. He sits on the floor a few moments, gasping, then regards you with curiosity.

Make a CHARISMA roll, at Difficulty 15.

Successful roll turn to 221
Failed roll turn to 166

565

The hold of the *Avarice* is a scene of ancient slaughter. You count over thirty rotting cadavers around the hold, the corpses of sailors who have slain one another in one great, murderous free-for-all.

And at the heart of this mayhem, untouched by the carnage all around it, stands Firkinbald's treasure chest. An unfastened padlock hangs from its latch.

One of your crew members takes a few steps towards the chest – and, at that, you feel a stab of rage and jealousy.

A curse of greed hangs over the ship's hold, affecting both you and your crew. If you wish to retreat back up to the deck of the ship, you will have to succeed at a SANCTITY roll at Difficulty 14.

Successful SANCTITY roll	turn to 932
Failed SANCTITY roll	turn to 172
Fight your crew for the treasure	turn to 172

566

You force your way through the Weeping Jungle. Roll one die to see where you emerge.

Roll 1 or 2	turn to 353
Roll 3 or 4	turn to 505
Roll 5 or 6	turn to 949

567

Here, flying squirrels glide between the tallest trees. You watch them for a short while, until your neck hurts and you begin to feel dizzy. It is time to move on.

Go north	turn to 175
Go east	turn to 1137
Go south	turn to 49
Go west, towards the Nozama River	turn to 408

568

Birdsong at Dawn is a leader of sorts to this troupe of former criminals, but she has no real power over them. If you can malign Kaimren badly enough, the troupe will reject him despite Birdsong at Dawn's wishes.

And so you detail how Kaimren has proven himself a power-hungry sorcerer, an untrustworthy manipulator of minds – that is, you tell them the precise truth. Make a

CHARISMA roll at Difficulty 14. Successful roll

Failed roll

turn to 254 turn to 980

569

The Baron's crew is overpowered. The captain of the independent pirate ship looks you and your men over, then begrudgingly thanks you for your help. He gives you 300 Shards from the captured ship's hold, as well as 1 Cargo Unit of spices, which you can add to your Ship's Manifest (if you do not have room, you can jettison any cargo you are currently carrying to make room, if you wish).

You return to your ship, mindful that relations will likely not be so cordial should you encounter this pirate vessel again. Turn to 1104.

570

An evening of rum leads to tales of home and hearth and, though each member of your crew is a weather-worn seadog, they are soon weeping freely for the loved ones they haven't seen for so long. This mood persists for the next few days. Finally, by cajoling, kind words, or a lash of the cat, you do what you can to improve morale.

Make a CHARISMA roll at Difficulty 16.

Successful roll turn to 838
Failed roll turn to 445

571

Bellentacq is able to craft a pair of champion's gauntlets. For this, she will require 900 Shards, an **amber wand (MAGIC** +1) and a **potion of strength (COMBAT** +1). The gauntlets add +1 to your Defence in combat, and do not incur any heat penalties if fighting in a hot environment. More notably, if you are fighting unarmed – if you do not possess a weapon, or if you are disarmed in battle – the gauntlets allow you to add +3 to your COMBAT score.

If you possess the necessary items and money and wish Bellentacq to carry out this work, adjust your Adventure Sheet accordingly, noting down **champion's gauntlets*** (+1 **Defence,** +3 **COMBAT if unarmed)**. You can sell them at any market for 600 Shards.

Turn back to 1161.



572

You cannot force so many of these beings, gaunt and weak as they are, away from you. You scream out, but your lungs and throat are chilled. No sound issues forth.

Instinctively, your psyche withdraws from this realm. The crowd about you fades, replaced by darkness, everywhere. You lose any remaining Entropy points that you possess; remove them from your Adventure Sheet. Turn to 880.

573

You give a spirited war cry, and strike at any monkey that comes too close. It is a fine display, but the monkeys outnumber you several dozen to one.

Make a COMBAT roll at Difficulty 19. If this roll fails, the monkeys get close enough to steal a couple of your possessions — cross off the last two items listed on your Adventure Sheet.

At last, the monkeys lose interest in you, and you can continue unchallenged. Turn to 380.

574

The brilliant lights infuse you with vigour. Restore your Stamina to its normal maximum, if you are currently wounded

At last, after a couple of hours, the lights above fade away. Turn to 690.

575

At last, a shape looms in the mist ahead. It is a vast, walled city. You pass through an open gateway. Curiously, the tendrils of mist seem to halt at the wall, and to recede once you are beyond their reach.

You have, for a short time, left the physical world of Elaz Velara. Note the characteristic 'Entropy' in the margin of your Adventure Sheet, and that this characteristic currently has a value of 3. This score represents your ability to accept and interpret the chaotic nature of your new surroundings. If your Entropy score ever falls to zero, you will be forced to return to the physical world. Also note the paragraph number '595'. When you return to the physical world, this is the paragraph you will turn to (unless you are killed). You need not turn to this paragraph as soon as your Entropy falls to zero; the book will tell you when it is necessary to do so.

For now, turn to 1129.

576

Remove the **scarlet macaw** or the **kakpi bird** from your Adventure Sheet, if you have used it. The ritual grants you a COMBAT blessing — note this in the Blessings box on your Adventure Sheet. The blessing works by allowing you to try

again when you fail a COMBAT roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one COMBAT blessing at any one time.

Turn to 357.

577

You fall, unable to defend yourself. But Kerep does not strike a killing blow. Instead, he stands with one foot on your chest, and tips his head back. A great cloud of fireflies rises from his gorge, buzzing in the air above you both. Then it descends towards you.

The fireflies cover you, biting at you, crawling inside your nose and mouth. And, battered and beaten, you can do nothing to stop them.

Restore your Stamina to 1 (that is, you have 1 point of Stamina left). Then, if you have the codewords *Goblet* or *Indigo*, turn to **209**. If you have neither of these codewords, turn to **1007**.

578

The cannibals do not attack at once. Gesturing, one of them asks you to open your mouth, to better show him your sharpened teeth. These hunters know of the Cult of Badogor and, while that cult is hardly an ally of this tribe, a sort of cannibal kinship exists between the two groups.

Make a CHARISMA roll, at Difficulty 14. If you succeed, turn to 934. If you fail, the hunters decide to attack you anyway. In this case, turn to 668.

579

You place the ruined city at your back, and consider where to travel next. To the north and the west, the ocean is an inviting blue strip on the horizon. To the east, you can see naught but jungle.

9 9	
Go north	turn to 251
Go east	turn to 949
Go south	turn to 1110
Go west	turn to 698

580

Lose the codeword *Afraid*. Get the codeword *Gazelle*.

Without warning, you launch yourself at Kaimren. He had expected this, however; he draws a wand from his robes and parries your weapon, causing a shower of blue sparks. Then he stamps on the floor; the ground gives a violent convulsion, throwing you off balance. You lose grip of your weapon as you struggle to keep your footing.

Kaimren has learned a few new tricks, it seems. You fight to the death while, nearby, Birdsong at Dawn screams at you to stop. Note that you must fight this combat unarmed, using only your base COMBAT value.

Kaimren COMBAT 11, Defence 15, Stamina 17 If he kills you, this is the end of your adventure unless you have a resurrection deal. If you beat him, turn to 115.

581

You find an oasis of greenery within the desert. A young palm is growing beside a wellspring in the sand. As you sit to drink, you spot a rusty helmet amongst a clump of hibiscus flowers. You realise that this is the spot where Shemer Olufun died. The vitality around you seems to add a curiously optimistic coda to Shemer's poignant tale.

You rest a while before moving on. Restore 3 Stamina points if you are wounded, then turn to 842.

582

One afternoon a tuna leaps high out of the sea, and over your ship's rail. It thrashes about on deck a short time and then expires. Content to receive such an easy meal, you give the incident little more thought. But a handful of your men, bored, decide to let the tuna's carcass bleed into the sea. This draws a half-dozen man-eating tiger sharks and great whites, which circle your vessel in search of wounded prey.

The worst is yet to come, not from the waves, but from overhead. A vast winged serpent dives from the sky down into the water alongside your vessel. It bites one of the tiger sharks cleanly in half, and swallows the tail end in one great gulp. Then the blue-scaled beast blunders into your hull as it ascends into the sky once more. Startled, it breathes a stream of white flame across your deck.

Make a MAGIC roll, at Difficulty 19, as you try to counter this sorcerous fire.

Successful roll turn to 185 Failed roll turn to 1172

583

You create a stream of white fire, which burns the treeman's hand away, down to his knobbly, knotty elbow. He does not seem pained; rather, he is puzzled at your response.

Turn to 1107.

584

The Parade of Beasts is a road that winds through the centre of Begotombo, dotted with small shrines to the various animal deities worshipped in the Feathered Lands. A number of inns, shops and private residences have grown up around the shrines. In many cases the shrines are difficult to find; they form the cornerstones of buildings, or are tucked away down alleyways.

The most prominent shrine is to Oomboo, the patron of frogs. A fountain dedicated to the frog spirit occupies the

centre of a shady square.

'You're wondering why the Frog Lord is worshipped in Begotombo?' says an old man, who sees you eyeing the fountain. 'For fifty Shards I'll tale you the tale. That's quite a price, I know — but it's quite a tale.'

Listen to the story (lose 50 Shards)	turn to 70
Pray to an animal shrine	$turn \ to \ 1075$
Go elsewhere	turn to 333

585

You soon discern a malevolent edge to the ceaseless melody. Whatever ghost is whistling to you, it means you harm. Unsure how to repel this attack, you begin to whistle in return, a contrapuntal tune that weaves about this spirit's melody, rendering the whole altogether more agreeable. This has the effect of nullifying the spirit's attack. After a time, it halts its whistling, and leaves you alone.

Your rest this night is undisturbed. Turn to 481.

586

The bulk of the library's collection is an abstruse assortment of theories and medical practices. Still, as you wander its shelves, you note books on a number of subjects that take your interest.

If you wish to leave the library, turn to **225**. Otherwise, will you read about:

The city of Tarshesh	turn to 419
Dragons of Ankon-Konu	turn to 532
The gods of the Feathered Lands	turn to 721
The Blinding Fog tribe	turn to 328
A Treatise on the Nature of Truth	turn to 954
The Patasola	turn to 625

587

The Chul-Chaq points at you, and thick black smoke streams from his fingertip and billows over you. Make a MAGIC roll at Difficulty 16 to resist the effects of this spell.

Successful roll	turn to 223
Failed roll	turn to 1054

588

You must successfully complete four trials if you wish to attune yourself to the verdant spire. You have already completed the first trial, of endurance. The other tasks you must complete are listed here. Cuxi-Suri tells you that these must be completed in order—you may, however, ask her for more information on each task by turning to each of the options below.

Should you ultimately succeed in a trial, you will return to this paragraph, and place a tick in the box beside it.

You consider which trial to approach.

The second trial, of respect \Box	turn to 1160	
The third trial, of perseverance \Box	turn to 887	
The fourth trial, of glory \square	turn to 1094	
If you have completed all the trials, and ticked all the boxes		
above, turn to 1016. If not, you may leave the spire		
whenever you wish, and resume the trials later. If you wish		
to travel on, turn to 76.		

589

These thieves decide that you are a capable opponent. Rather than attack you, they offer you a job. They ask you to travel to a cave in the cliffs on the eastern coast of the Feathered Lands. There, you will meet one of their colleagues, Nobou. The thieves say Nobou will give you a blackwood lyre. They ask you to transport it back to them, at which point they will give you 700 Shards for your efforts.

'Look out to sea for a rock shaped like a vulture's head,' one of the thieves tells you. 'Directly west of that rock is where you'll find the cave.'

Record the codeword *Genuflect* if you agree to perform this quest. Then turn to **562**.

590

Once more, you return to the tree-beings. 'The choice remains unmade!' one of them declares. 'Stay, then — listen to our songs, and find wisdom therein!'

The trees begin their doleful singing once more and, while you do not find any wisdom within their atonal melodies, they do have a calming effect. Add 1 point of Entropy to your current total, and then turn to 846.

591

At the start of the performance, Dlalan, his face in shadow, is stalking a jungle tiger. But in a moment of inattention, the tiger leaps upon him, clawing his face and disfiguring him horribly. Dlalan returns to his home village, but fears letting his beloved Sitecqa see his appearance. He regrets returning and wanders into the jungle once more, to live forevermore as a hermit. Sitecqa cares nothing for his appearance; it is his soul she loves. She pursues him, but is captured by a tribe of cannibals. Dlalan cannot hope to overwhelm the cannibals by force, but uses his horrific appearance to convince them that he is a foul monster. They flee, allowing Dlalan to save Sitecqa.

The performance is moody, the darkness on stage eerily capturing Dlalan's state of mind. Particularly haunting is the moment when Dlalan leaves the village, at first planning to kill himself. He is attacked by a Mala Inchi, an evil spirit that whistles the same melody to him, over and over. It is only by forcing himself to whistle a different, more cheerful tune

to drive the Mala Inchi away that Dlalan realises how much he values his own life.

Get the codeword *Guard*, and turn to 42.

592

You hear mutterings amongst your crew; they are beginning to miss the feel of solid land beneath their feet. You consult your charts, wondering where next to lead them.

You are roughly north of the ruined city of Tarshesh, near the estuary of the Great River.

Sail north

Over the Blood-Dark Sea 189
Sail east

turn to 200
Sail west

The Lone and Level Sands 300

593

At the base of one ravine you find a pyramid, covered with creepers and marked by the ravages of centuries. A statue stands before the temple, of the twin gods Huan-da and In-da, standing back to back. Yet this too is damaged — one of the latter god's legs has broken away, so that he appears to be leaning on his brother.

Enter the temple turn to 292
Travel on turn to 332

594

Once more, you climb. And yet your ascent is far easier now, for in this place you weigh nothing, and possess limitless endurance. Effortlessly, you crest the lip of the plateau.

'And still you live.'

The blue-winged serpent that burned you is here, coiled before you.

'You are the first human to reach this point in a long, long time. And yet, are you truly here? You seem... pale.'

It is true. There is a faint ethereal air about you. You had suspected, and now you are certain, that you have entered the spirit world, Elaz Carnaquen. Worse, this creature has burned away your corporeal body. You are trapped in this realm.

'Your arrival is unexpected and uninvited,' says the dragon. 'And yet you visit at an opportune time. Come.'

The dragon leans forward and gently takes your spiritual form in its mouth. Then it places you on its own back and, with a powerful beat of its wings, rises high into the sky.'

Turn to 25.

595

You found your way to the spirit realm by passing through the mists at the edge of the world, a highly dangerous route. Your return to physicality is subject to the whims of chaos.

Reduce your MAGIC or your SANCTITY ability

(whichever is higher) by 1. In addition, roll two dice, and subtract the result from your Stamina score. If this kills you, turn to 99. If you are still alive, you struggle back to consciousness in quite unexpected surroundings. Roll one die to determine your location.

Roll 1-2	Beside a great lake	turn to 49
Roll 3-4	Near a ruined city	turn to 1186
Roll 5-6	A clifftop	turn to 23

596

You reach a ledge where you can pause a short while. Before you, looking out across the jungle, lies an ocean of vibrant greenery. On the northern horizon stands a lone peak in that ocean, the tip of the great pyramid at Inkatek.

Continue climbing turn to 116

Descend to the ground turn to 553

597

The innkeeper accepts the **gan'har idol** with the traditional response, 'All that is mine is yours.' Then he shows you to a thick bullrush mattress in a corner spot of his inn.

Remove the idol from your Adventure Sheet. You may remain in the inn for as long as you wish; restore your Stamina to your normal, unwounded maximum. When you are ready to leave, turn to 777.

598

You tell Pachara about Whispering Wind's son, and your search for a cure to his problem. She closes her eyes, and grows silent. When you try to speak to her again, she merely holds up one root-like finger, to silence you.

At last she opens her eyes once more. 'The boy has encountered one of the parasites that walk this land. His problem is caused by magic, of a sort. I can craft a remedy for him, but this is not easily done. I must ask you to bring me a very particular heart-shaped flower. It grows on the spiders' island in the heart of the jungle — it is one of the few places where I am not welcome. Find the flower there, and bring it to me. It is, at least, quite hardy — it should survive your trip back here, so long as you do not tarry overlong.'

Turn to 358.

599

Atotl lives with his parents in a large estate in the zone dedicated to the noble stratum. He is eager to hear of your travels within the jungle, and insists you recount your adventures over large mugs of foaming canca. He offers to let you stay at his home for as long as you want. If you accept his offer, restore your Stamina to its maximum, uninjured value.

In addition, you can store your money and possessions in the room that Atotl loans you. Note any items you leave here in the box below.

ITEMS LEFT AT ATOTL'S HOME

Each time you return, roll two dice. On a roll of 2-10, everything is as you left it; on a roll of 11-12, however, Atotl's servants have stolen all the money you left here, as well as the first two items on your list.

When you decide to leave Atotl's home, turn to 777.

<u>ሬ</u>በበ

The city of Shamsar lies just a short way west of your present location. You fall into conversation with one of your crew who hails from that city. When you ask if he will be eager to return to his home, he demurs. 'It is a place of the deranged.'

Roll two dice for encounters.

Roll 2-5	Baron Moonshine	turn to 365
Roll 6-9	No encounter	turn to 1143
Roll 10-12	A piscean passenger	turn to 582

601

You tell the high priest of your encounter with the Patasola. He is delighted that the creature is dead, and sends two junior members of the temple to bless its remains, if they are still to be found.

He also gives you an **ebony wand (MAGIC +2)** and a **blessing stone** as a reward. This latter item functions in the same way as a blessing of SCOUTING – you can use it to reroll any failed SCOUTING roll. It can be used this way just once, but you need not discard it afterwards; you may find another use for it. Note anything you choose to keep on your Adventure Sheet.

'Corporeal undead, just as I'd suspected,' he says. 'We, conversely, are more concerned with threats to the spirit...'
Turn to 1159.

602

Heavily outnumbered, you cannot hope to prevail. Flight is your only hope. You shove the spectator beside you into the arms of an approaching guard and bound upwards, seeking an exit.

Make a THIEVERY roll at Difficulty 15. If this succeeds, you manage to escape the amphitheatre. In this case, turn to 777. If it fails, you are stopped and seized. Turn to 643.

603

You have acquired a copy of the book **Jungle Perils**. Written by a trader from far-off lands, you find it is a rather disappointing account of many of the jungle's more mundane dangers — snakes that crush travellers in their sleep, disease-carrying insects, and so on. One passage in particular catches your attention, however. Part of the page is illegible, but you make out a section that reads: 'These despicable creatures disguise themselves as men — typically musicians, or performers of some sort — in order to walk amongst the villages and cities of the jungle. Their sole purpose is to seduce unwary young women, however! One notable case occurred in the village of the Macaw tribe, to the west of the Nozama. They could only solve their problem by —'

Sadly, here, several pages are missing. And neither the type of creature, nor the means to its destruction, are apparent.

Make a note of this paragraph number beside your copy of **Jungle Perils**. So long as you possess this book, you can consult this entry whenever you wish (remember to make a note of the paragraph you are coming from before you do so). If you have only just bought this book, you are in the market at Begotombo; turn back to **452**.

604

The dim light all around is more muted still, out amongst these trees. You advance with some hesitancy, feeling your way forward in some places. You guess that the jungle continues for a vast distance before you — which, in the physical world, might dissuade you from going on. Here, you are not quite certain what that means.

And then, a tremor through the ground. The sound of trees being broken, away to your right – closer than you would like.

Press on turn to 1163
Turn back turn to 442

605

You are lost in the easternmost part of the Weeping Jungle. You wander for days until you come across a notable landmark, allowing you to reorient yourself.

Roll one die to determine where you emerge.

Roll 1 or 2	turn to 219
Roll 3 or 4	$turn \ to \ 355$
Roll 5 or 6	turn to 128

606

As you are labouring to make your way through the swamp, you hear a woman's voice screaming for help. Rushing in that direction, you recognise Melora, the fugitive you met in the Lea. She has fallen into a pool of viscous mud which has already risen up to her neck. Around the edge of the pool, you spot a number of shallow, circular marks, like pockmarks in the ground.

Melora is sinking fast. If you do not help her quickly, she will surely perish.

Throw her a rope , if you have one	turn to 188
Stretch out into the pool,	
trying to reach her	turn to 464
Leave her to die	turn to 1157

607

The men and women camping near the stone colossus are pilgrims from beyond the Satkantu Mountains. They are worshippers of Eleuia, the dead goddess of dreams, and this site is sacred to them. 'The titan was sweet Eleuia's protector,' one of them explains. 'When the goddess died, the titan fell dormant.' They greet you warmly, though they are surprised to see a foreigner east of the mountains. The Serpent King is tolerant of these pilgrims only because of their faith; he grants them permission to travel to Borotek, but no further.

The pilgrims are willing to trade the following items:

Item	To buy	To sell
Gold dagger (COMBAT +1)	2000 Shards	1000 Shards
Silver flute (CHARISMA +2)	400 Shards	300 Shards
Holy symbol (SANCTITY +1)	200 Shards	100 Shards
Silver holy symbol (SANCTITY +2)	400 Shards	360 Shards
Gold holy symbol (SANCTITY +3)	800 Shards	720 Shards
Level staff (SCOUTING +1)	800 Shards	720 Shards
Lantern	100 Shards	90 Shards
Climbing gear	100 Shards	90 Shards

When you are finished here, will you:

Approach the titan	turn to 371
Leave the area	turn to 837

608

You find nothing of interest at the foot of the stairs. A gust of wind makes the ceiling creak ominously, and so you retreat rather than risk being buried alive. Turn to 226.

609

Foreigners are strictly forbidden from trading in bulk in Inkatek. 'Decree of the Serpent King,' one trader helpfully explains. 'Foreigners who trade get rich. Foreigners who get rich bring more foreigners. You want our goods? Go through Dunpala.'

If you possess a **merchant's cloak**, you can at least pay for passage on one of the carts leaving Inkatek. The carts travel with large groups of guards, and your safety is assured. You can travel to the following destinations:

Dunpala (60 Shards)	turn to 42
The Lea (35 Shards)	turn to 86
Sheka-Tel (50 Shards)	turn to 353

If you don't possess a **merchant's cloak**, return to 871 to choose another means of departure, or turn to 777 to remain in Inkatek.

610

If the box is empty, tick it and turn to 525. If it is already ticked, turn to 581.

611

Kel Kin is the embodiment of the wind passing through the trees, and the sapling sprouting from the ground. His temple in Inkatek is comparatively small. An aromatic ilama tree stands at each of its corners, branches sprouting only a finger's width above the ground.

The priests of Kel Kin rarely accept new members — only those who have spent a large part of their lives working the land are considered as initiates. You may, however, seek a blessing here. If you make a gift of any one of your possessions or — if you possess a **merchant's cloak** — if you give at least 35 Shards to the temple, the priests here will give you a SCOUTING blessing; mark it in the Blessings box in your Adventure Sheet if you receive it. This allows you to try again when you make a failed SCOUTING roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one SCOUTING blessing at any one time.

When you are finished here, turn to 777.

612

Your golden weapon almost seems to be thrumming with energy. Curious, you draw it — and as you do, a muscular warrior coalesces from the air before you. He stabs at you with his spear, the twin of the weapon in the frieze.

'Invader!' he yells. 'You'll die for those slain at Borotek!'

This warrior can only be harmed by your golden weapon. Spectral warrior COMBAT 14, Defence 19, Stamina 23

If you wish to evade this fight, you can discard your golden weapon; this will surely cause the warrior to disappear. If you wish to do so, remove the weapon from your Adventure Sheet, and turn to 785.

If you fight on and win, turn to 911.

613

If you possess the **hilt of Equilibrium**, the **blade of Equilibrium** and a pouch of **blessed ash**, Bellentacq is able to reforge the legendary sword, for a price of 9000 Shards.

In physical combat, this weapon adds +7 to your COMBAT score. It may also be used in spiritual combat; it will add +4 to your Nahual value in such combats.

If Bellentacq carries out this work for you, remove the hilt and blade, and the necessary money, from your Adventure Sheet, and note Equilibrium; (COMBAT +7, Nahual +4 in spiritual combat).

Turn to 1161.

614

The scout is not eager to fight you. Better yet, he offers to provide you with information about the jungle, in exchange for two of your possessions (your choice which).

If you wish to trade with him, remove your chosen items from your Adventure Sheet and turn to 859. If not, he allows you to continue on your way unchallenged. In this case, turn to 380.

615

You are no longer welcome at Broken Hand's crocodile farm. You arrive to find that a half-dozen crocodiles have been released onto the land around the farm. They prove surprisingly mobile over short distances, even on land, and you lose 3 Stamina points as you stumble in your haste to escape them.

If you are still alive, return to 462.



616

A red-winged sea bird glides above your ship, watching you with mild interest. An exotic bird, to be sure. The coast of enigmatic Ankon-Konu is not so far away.

Sail north	Over the Blood-Dark Sea 227
Sail east	
towards Smogmaw	Over the Blood-Dark Sea 320
Sail east, skirting Smogmaw	turn to 300
Sail up the Nozama River,	
bypassing Smogmaw	turn to 375
Sail west	turn to 100

617

A year passes, and you grow to know your workers better and better. As the end of the year approaches, it seems you might make your deadline. But then, a frustrating mishap occurs—a large section of the palace roof falls in, forcing you to disregard your previous plans. The problem casts a dark malaise over the morale of your workers, from which you are not wholly immune; lose 1 point from either your COMBAT, SANCTITY or CHARISMA score (you choose which).

By the time you have repaired the roof, the rest of the palace has crumbled to the same ruinous state as before. When, at the end of a year and a day, the withered queen comes to see you, you are forced to tell her that your labours have proven utterly ineffectual.

'And yet I saw that, for a time, you were close to success,' she says. 'If you are willing to work for a year and a day more, I will propose the same bargain as before.'

Restore the	e palace	turn	to 902
Refuse, an	d leave	turn	to 1132

618

If the box above is empty, place a tick in it now and turn to 1165. If it has already been ticked, turn to 659.

619

After a couple of hours of trekking through dunes, you come across the meteorite, lying at the centre of a wide sand crater. Roll one die to determine what you find.

	,
Roll 1-3	turn to 811
Roll 4-6	turn to 459

620

Though Namagal sways, seeking an opening to attack, you find that the light of the yellow moon grants you a curious sense of serenity. Add 2 points to your normal, unwounded Stamina score, and then restore your Stamina to this new maximum.

Turn to **705**.

The hermit asks you to lie on a stone slab at one side of the temple. He lights several candles, and invokes the ancient formulae of Huan-da and In-da, in one of the old tribal tongues of the Feathered Lands.

A cool wind blows through the temple and, abruptly, the **ebony wand**, the **patron amulet** and the **jaguar mask** all crumble to dust; remove them from your Adventure Sheet. The air thrums with electric expectation.

Make a MAGIC or SANCTITY roll (your choice which) at Difficulty 17. If you possess the title Nahual, add your Nahual value to this roll.

Successful roll turn to 1093 Failed roll turn to 862

622

An old hermit lives within the temple. 'I was once a priest of Huan-da and In-da, in Inkatek,' he tells you. 'Common belief holds that the twin gods bar the passage between the physical realm and the spirit realm, Elaz Velara and Elaz Carnaquen. Yet in many of the secret texts the gods allow travellers to pass with their blessing — it is a question of permitting only the wise to pass, and protecting them from spiritual forces that crave destruction. For my arguments against official doctrine, I was cast out of the church. Fools.'

You ask how he came to live in this ancient temple. 'I sought it out. Though I am no longer recognised as a member of of the faith, my devotion to the twin gods remains strong. From here, I work at perfecting the rites that allow the crossing of the great chasm.'

Ask for his help

in entering the spirit realm turn to **783**Travel on turn to **332**

623

You pick your way through the foothills that form the north-eastern shoulder of the continent. Though the terrain is not dangerous, you find yourself forced into a labyrinthine array of valleys. Several times, you reach an impassable valley wall, and have to backtrack.

Make a SCOUTING roll at Difficulty 14 as you try to navigate this area.

Successful roll turn to 192
Failed roll turn to 1112

624

Your clifftop house is a place of comfort and security. The view it offers out across the Gashmuru Gulf is outstanding. You may rest here for as long as you like. Restore your Stamina to its normal, maximum value if you are wounded.

Furthermore, a concealed trapdoor grants access to a small cellar; you can store any items or money you do not wish to carry around with you. Note any such items in the box below.

ITEMS STORED AT CLIFFTOP HOUSE			

When you are ready to travel on, turn to 515.

621

The Patasola, the legends say, is an undead spirit bound to a human corpse, which haunts the heart of the Weeping Jungle, feeding on the life energies of the living. Notably, the Patasola is obsessed with counting, and those who fear a visit from this monster will often lay a broom across the door of their home — the Patasola will be forced to halt at the doorway until dawn, counting the individual bristles of the broom.

Record the codeword *Gladden*, then turn to **340**.

626

If you wish to leave Shamsar by boat, you should go to the harbour. Turn to 1177 in this case. Otherwise, choose your route onwards.

Go north into the mountains turn to 924
Follow the coast north turn to 58
Go south turn to 1138
Go west into the Parched Lands turn to 154

627

You have painfully few options. You might turn and head for Baron Moonshine's flagship, and hope to take the man hostage before being overwhelmed by the rest of his fleet. Or you could simply surrender after all, and plead for leniency.

Attack Baron Moonshine's flagship turn to 55
Drop anchor and surrender turn to 556

One of the Nyar flings a bolas towards your throat. You deflect it, but it snares your sword arm instead, throwing you off balance. Return to 1196 to continue the battle, but fight on with your COMBAT reduced by 4 for the rest of this conflict because of this disadvantage.

629

If the box above is empty, place a tick in it and turn to 331. If it was already ticked, you leave the temple. Turn to 42.

630

As you approach the cave, you hear lyre music, achingly lovely, from within. You enter, eager to find its source. The musician within is not truly a man, however, but a man-like mantis, with two eyes like great black gems atop his head.

'Thieves, and more thieves!' cries this musician, in a shrill voice, as he spots you. 'Always they come to steal Nobou's music! No more! No more!'

And then he lowers his head and charges at you, trying to shove you out of his cave and down onto the rocks below. Make a COMBAT roll at Difficulty 18.

Successful roll Failed roll turn to 909 turn to 21 631

You are not alone. For an hour, you've suspected that you are being followed. Now, at last, those following are advancing on you.

There are five of them - cannibals, from one of the northern tribes. Four of them draw weapons and approach you. One hangs back, loading a blowgun. These hunters mean to fill their bellies this day.

If you have the title Unspeakable Cultist, turn to **578**. If not, turn to **668**.

632

You remain with the group a short while, waiting for dawn, discussing the night's events. You fall into conversation with a slight young woman, who tells you with an air of embarrassment that she is Imira Dyn, one of the Hamali of Shamsar – that is, she is part of the most powerful council in the city.

'You really must visit our library,' she tells you. 'In theory, such entry is permissible by invitation only. In practice, nearly a thousand of the city's residents are allowed access. I could easily place your name on the list, if you wish.'

Record the codeword *Govern*. Finally, as morning's light approaches, it is time for you to go your separate ways. Turn to 1173.



You chance across a village inhabited by the Macaw Tribe. They are one of the smaller, and friendlier, tribes of the northern jungles. 'Walk amongst us freely,' the village's chief tells you. 'And be thankful that none of the Serpent King's watchers are amongst us at this time. We would not dare to be so hospitable, if one were.'

Despite the chief's welcome, you have the feeling it would be imprudent to remain with this tribe for too long.

Visit the village market	turn to 1036
Listen to a storyteller	turn to 736
Leave the village	turn to 272

634

If you have the codeword *Guise*, turn back to 263, and choose an option as normal from there. If you do not have this codeword, turn to 760.

635

A street. Tall, slender buildings that lean away from their own foundations – that should fall under their own weight, perhaps, but that nonetheless remain strong. Light, without a source. The street before you is the street behind, as though you stand in front of a mirror. The night sky is moonless, starless, covered in grey-blue cloud.

And people, as gaunt and pale as wraiths. A hundred of them; they walk, listlessly, without objective or joy. They walk, simply. A score of them pass you without casting a glance your way. Not noticing you, a drawn, grey-faced old man brushes against you. His skin has the feel of paper.

If the box above is empty, place a tick in it now and turn to 1188. If it was already ticked, turn to 442.

636

A great chunk of stone strikes your shoulder. Lose 3 Stamina points. It is just heavy enough to cast you out over the edge of the ledge. If you possess some **climbing gear**, you are able to regain your footing. In this case, turn to **337**. If you do not have this item, however, you plummet to your doom. Turn to **99**.

637

You dig a hole in the ground, and line it with your cloak. Then you retreat, to await results.

A female kakpi wanders along soon enough. It is a species of flightless parrot, plump and quite tame. This one allows you to pick her up without complaint, other than gnawing nervously on your finger.

If you decide to keep the **kakpi bird**, note it as a possession on your Adventure Sheet. Then turn to **332**.

638

The winds steadily rise all around you, whipping sand into your face. Soon you are surrounded by swirling sands. You wrap a cloth over your face and try to retain your sense of direction.

If you possess a blessing of Safety from Storms, the winds soon pass. Remove the blessing from your Adventure Sheet, and turn to 1024.

Otherwise, you soon have to keep moving for fear of being buried in the shifting sands. Roll two dice to determine your ultimate position.

Roll 2-6	turn to 154
Roll 7-9	turn to 781
Roll 9-12	turn to 468

639

Uemec nods. 'Of course. I erred, of course — but my bodyguard's role is to save me despite such errors. And he failed in that duty.' He crosses to the stairs, descends. 'Come with me. I will face my former soldiers — without doubt, without fear.'

Add 1 point to your COMBAT score, and turn to 453.

640

Though the storm batters your ship for hours, you remain at its wheel, trying to steer as best you can to pierce the storm. You shout orders from the wheel until the thunder overhead drowns out your voice; still, you shout on.

The storm blows itself out before you are quite out of its far side. Your first mate has survived the night; you hand over control of your vessel while you take stock of the damage the storm has wrought.

Lose 1 Cargo Unit, if you have any, and reduce your crew quality by one step — that is, an excellent crew becomes good, a good crew becomes average, and an average quality crew becomes poor (a crew that is already poor cannot get any worse).

Then you examine your charts to determine your new position. Turn to **370**.

641

The guards at the gate of Kchen Chennar have been given your description. You are taken to see the base commander, Momozktli.

Do you have the codeword *Game, Geode, Glove or Goose*? If you have at least one of these codewords, turn to **793**. If not, turn to **804**.

642

Though the Nyar pursue you for over an hour, you are confident that you are gradually outdistancing them.

Listening intently, you perceive that only one of them remains close. You choose a decent spot to make a stand and allow the young warrior to catch up.

Nyar warrior COMBAT 11, Defence 16, Stamina 20 Heat penalties apply in this combat. See the 'Special

Rules' section at the start of this book for more information.

If you slay the Nyar warrior in one or two rounds of combat, turn to **520**. Otherwise, at the start of the third round of combat, turn to **692**. If you lose, of course, this is the end of your adventure unless you have a resurrection deal.

643

You have been charged with a grave crime. The city's arbiters meet to discuss your fate. Finally, you are called before them so that they might assess your character.

If you have the codeword *Gush*, turn to **554**. Otherwise, if you have the title Chamessa, turn to **725**. If you have neither the codeword nor the title, roll two dice to determine what punishment they impose upon you. If your unmodified CHARISMA is 9 or higher (before any item bonuses are added) add 2 to this roll. Also add 2 if you are a Priest or Wayfarer.

Roll 2-7	Execution	$turn \ to \ 683$
Roll 8+	Servitude	turn to 476

644

You continue on from Panyck Falls. You walk a long distance before the roar of falling water finally fades from hearing.

Go north, to Borotek	turn to 47
Go east, to the Lea	turn to 86
Go south	turn to 447
Go west	The Lone and Level Sands 350

645

If the box above is empty, place a tick in it now and turn to 563. If it had already been ticked, turn to 212.

646

Your legs are sore from negotiating the steep trails in this region. Where next?

Go north	turn to 118
Go east	turn to 23
Go south	turn to 686
Go west, to Begotombo	turn to 333

647

The innkeeper raises an eyebrow as he smells the rimcha you place before him. 'I cannot buy it myself, you understand, but I will gladly represent an interested third party...'

The innkeeper will take as many **bottles of rimcha** as you wish to sell, for a price of 100 Shards per bottle. Make any necessary adjustments to your Adventure Sheet, and then turn back to **163**.

648

You enquire about the young woman and her family that you met the first time you passed through this village. You learn that their problems are not over. They continue to be plagued by the lascivious musician.

If you wish to confront this musician on their behalf, turn to 678. If not, you leave the village. Turn to 498.

649

You may not be able to kill twenty or so of them. The trick lies in killing a few of them swiftly, to cause the others to back off.

Make a COMBAT roll at Difficulty 17. If this roll is successful, they eventually fall back. You may pick up a couple of **fishing hooks** that have been dropped, and continue. Turn to **357**.

If this roll fails, however, you are eventually overwhelmed by weight of numbers. One of the tribesmen manages to stab a fishing pole into your guts. Turn to **99**.



This living rage cannot recreate the circlet that Pachara gave you. In this battle, you receive its Defence bonus as normal, but the creature you face does not.

Turn back to 457.

651

A glimpse of an enormous spider at your feet — and then you feel a burning pain shooting up your leg. Reduce your current Stamina by half (rounding down). You have been poisoned; if you have a blessing of Immunity to Disease and Poison you can ignore this damage. Remove the blessing from your Adventure Sheet if so.

You are facing an enemy that can become both invisible and immaterial, and against which you have no defence. You turn and sprint back to your boat, noting that, as you do, the sky overhead lightens once more.

Turn to 787.

652

Sheka-Tel is surrounded by jungle on three sides. To the west, the jungle thins, and gives way to agricultural terrain. If you wish to organise passage by boat, turn to 1130.

Go north			turn to 227
Go east			turn to 355
Go south			turn to 86
Go west			turn to 47
Stay in Shek	a-Tel		turn to 679

653

If the box above is empty, place a tick in it and turn to 744. If it has already been ticked, turn to 296.

654

You can leave Dunpala by boat, sailing out into the Lake of Firewater, or you can journey overland. To set sail, you must either possess a ship which is docked in the harbour here (check the Ship's Manifest on your Adventure Sheet), or find a captain willing to take you as a passenger.

	58
Go to the harbour	turn to 440
Take the Great Road west	
across the Weeping Jungle	turn to 1095
Travel north-west into the jungle	turn to 219
Travel south	turn to 781
Travel east	turn to 132
Skirt the Lake of Firewater	
heading for Begotombo	turn to 247
Stay in Dunpala	turn to 42

655

Several guards glare at you through the gate as you recount

your story. Yet when you show them the meat you have brought, they truculently escort you along the winding path, and through several more locked gates, to the buildings at the centre of the farm. 'Can you go put the crocs' food in the usual place?' one of them asks.

You have no idea where that is, but you nod enthusiastically. As soon as you are out of the guards' sight, you dump the heavy bag of food and head for a prominent-looking house.

Remove the **crocodile food** from your Adventure Sheet, then turn to 114.

656

You give the **red acorn** to Whispering Wind's wife, and tell her how it must be prepared. Remove it from your Adventure Sheet. She grinds it down as instructed, and places the resulting powder into a a cup of water, which her son, Dancing Flame, swallows with some difficulty.

Whispering Wind asks his son the colour of the sky at midday. A moment of hesitation, and then Dancing Flame answers, 'Blue'. More questions follow — what the boy's name is, and the number of feet that most birds have, and whether a river flows towards the sea, or towards the mountains. Dancing Flame answers each question truthfully and correctly. Whispering Wind is delighted; he embraces first his son, and then you, while his wife wipes tears of joy from her eyes.

Dancing Flame explains at last that he met a strange man in a tavern, and wagered his truthfulness on the roll of two dice. He never imagined that the man would actually be able to take it away.

In thanks, Whispering Wind orders the preparation of a merchant's cloak, which will grant you licence to travel, trade and possess wealth within the Weeping Jungle. 'Never lose it, for I have no right to replace it,' he warns.

It is two days before the cloak is ready. As he presents it to you, Whispering Wind shows you the delicate script woven about its edges. It describes you, and the circumstances around this gift; any who can read such symbols will easily see that you are the cloak's rightful owner.

Note the **merchant's cloak** on your Adventure Sheet, and record the codeword *Glory*. Also roll two dice. If this roll exceeds your current Rank, increase your Rank by 1. In this case, add 1 point to your Defence, and 1 to 6 points (the roll of one die) to your maximum Stamina.

Turn to 42.

657

Days pass, and though the jungle about you is alive with the sounds of animals, and birds, and insects, you see no sign of

human life. It is easy to daydream that you are alone in the Weeping Jungle, that this vast expanse of trees is yours, and yours only.

Roll two dice for encounters.

Roll 2-5	Footsteps in the jungle	turn to 971
Roll 6-8	No encounter	turn to 1032
Roll 9-12	A curious tree	turn to 925

658

You search the drunken fighter's body, and are pleasantly surprised to find he was carrying 400 Shards. Note this amount on your Adventure Sheet. You may also take his dagger (no COMBAT bonus), a compass (SCOUTING +1) and his quilted armour* (Defence +2). This armour will not incur heat penalties in combat.

You are still keen to know where you might have met this man before. You question the tavern keeper, but she has never seen him before today.

The mystery remains. Turn to 42.

659

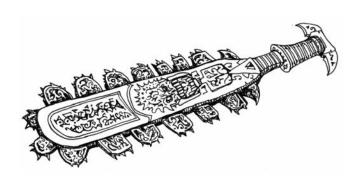
You clamber on through the mud, pausing only to avoid a leech on a nearby stone, questing for your skin.

Go north-east along the coast	turn to 251
Go east, towards Tarshesh	turn to 1186
Go south	turn to 1004

660

This place defies your expectations and your senses. As such, you accidentally charge around a corner into a wall of these mindless denizens. They grasp at you, trying to pull you closer, and their touch is a freezing burn.

Lose 2 points of Entropy. If this reduces your Entropy to zero, you can remain here no longer. Turn to **880** in this case. Otherwise, you manage to break free and dart out of sight. You spot a small pyramid in which you might hide, and head towards it. Turn to **270**.



661

The Nyar warrior is fighting with a short, serrated blade in his off hand. Suddenly, he catches your weapon with that blade and rips it out of your hands, flinging it up over his head and some distance behind him.

He presses his attack before you can draw a backup weapon. You must fight the rest of this battle barehanded (that is, without any bonus to your base COMBAT score). You may retrieve the weapon you lost after this combat, if you survive.

Turn to 988 to continue the fight.

662

With one hand you grip the bowl; with the other, the bamboo. The shining serpent watches you a few seconds, impassive — and then it darts forward, its maw dropping open. It swallows you whole; the twilit world around you becomes white light, pinpricked with tiny black stars.

Make a COMBAT roll and a THIEVERY roll, both at Difficulty 16. Remember that you do not currently possess any of your usual equipment which might help with these rolls.

If you succeed in both rolls, you weather this spiritual assault with little ill effect. If you fail one roll, you must subtract one point from one of your abilities; you decide which. If you fail both rolls, you must also lose a Rank – roll one die and subtract this amount from your maximum Stamina, and remember that this will also reduce your Defence by one point.

Turn to 216.

663

You are sitting on a stony beach, looking out across the waves. A great blood stain is spattered across your clothes — though not your own blood; you have sustained no fresh wounds these past few days. A vague memory — shouted words, a prideful duel accidentally turned lethal? Better perhaps that you never remember exactly what has occurred.

You have lost any money you may have been carrying, though you have gained a **sword (COMBAT +1)**. Adjust your Adventure Sheet accordingly, and turn to **791**.

664

As you prepare to leave, Broken Hand shows you a crocodile skin he has recently acquired, which he offers to sell to you for 100 Shards. 'Much cheaper than you'll find at the market in Dunpala,' he says.

As you finish your deal, Birdsong at Dawn enters the room, visibly upset. The two of them speak quietly a few moments, and then she turns to you. 'Excuse me, I've

recently learned that one of my cousins has been killed in Dunpala. His body was... incinerated. Such a vile act seems to be the work of Kerep Tlotor, He Who Brings Lunacy. If that creature has come to this area, perhaps it is time for us to abandon this place...'

You leave the two of them to grieve in peace. Cross off 100 Shards if you have bought the **crocodile skin**, and note it on your Adventure Sheet.

Get the codeword Ghastly, then turn to 462.

665

If you are an initiate of Vinti, it costs 7 Shards to purchase a blessing here. A non-initiate must pay 45 Shards. Cross off the money and mark COMBAT in the Blessings box of your Adventure Sheet.

The blessing works by allowing you to try again when you fail a COMBAT roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one COMBAT blessing at any one time.

Turn to 1198.

666

The stairs lead down to a cellar, its ceiling partly collapsed. If you are a Rogue or Troubadour, or if you have the codeword *Frame*, or if you possess an **onyx bracelet**, turn to **962**. If you have neither the item nor the codeword, and you are not of the appropriate profession, turn to **608**.

667

If you wish to leave Begotombo by boat, you should go to the waterfront. In this case, turn to **874**. Otherwise, you make ready to leave the town on foot.

Go north	turn to 1137
Go east	turn to 37
Go south	turn to 247
Go west, skirting the	
northern edge of the lake	turn to 49
Stay in Begotombo	turn to 333



668

The hunters are young, and relatively inexperienced; they are unused to well-armed, well-trained prey. Still, they greatly outnumber you, and they know this terrain well. You will do well to escape this battle alive.

Cannibal Hunters COMBAT 11, Defence 14, Stamina 26 One of the hunters hangs back, firing his blowgun at you throughout the fight. At the end of every combat round, roll two additional dice; if you roll 2-6, you must lose this many Stamina point (if you roll 7 or greater, the shot misses).

Heat penalties apply in this combat. See the 'Special Rules' section at the start of this book for more information.

If you lose, turn to 99. If you win, turn to 941.

669

You scale the farm's tall fence and drop down on the other side. You very nearly slip and fall into a crocodile pool right away, but you just manage to regain your footing. Still, you don't linger — the crocodiles have a surprising degree of freedom to move.

Keeping low, you dart towards a prominent-looking house at the centre of the farm.

Turn to 114.

670

Little wildlife grows in the shade of the jungle floor, and so your passage is relatively unobstructed. The place is a symphony of animal sounds, however — of the insects and small creatures drawn to the hot, humid gloom. You pause in your march for a moment to admire a millipede as long as your forearm, and then you press on.

Roll two dice for encounters.

Roll 2-5	A village of macaws	turn to 633
Roll 6-8	No encounter	turn to 272
Roll 9-12	A northern cannibal	turn to 1067

671

If you have the codeword *Gourd*, turn to **1051**. If not, turn to **145**.

672

You tell the man that you know his name – he is Atl, the head cook, who poisoned the city's well rather than watch its people starve or be slaughtered. The city's head priestess blames him for the fall of the city, you add.

'She knows me?' he whispers. 'She remembers me, even after these many years? But she is wrong! I only did what was necessary! Kualli, the high merchant, is to blame — had he not given Uemec poor intelligence, our leader would not have underestimated the Serpent King's forces.'

Atl falls silent, and the shade of a smile passes across his

face. Then he fades, and is gone, never to reappear. Record the codeword *Grebe*, and turn to **226**.

673

A fine moss that thrives at high altitude coats the mountain tops above you. Seen at dawn or twilight, these mountains are distinctly green.

Roll two dice for encounters.

Roll 2-6	No encounter	turn to 1173
Roll 7-12	True believers	turn to 1025

674

Standing on the eastern part of the Great Road between Dunpala and Inkatek, you consider your destination onwards. You soon spot a branch in the road, where a smaller route forks away to the north.

Go north along this road	turn to 194
Go east along the Great	
Road to Dunpala	turn to 42
Go south, into the jungle	turn to 287
Go west along the Great	
Road towards Inkatek	turn to 720

675

You remember standing in the main square of a city, yelling at passers-by. Yelling what? Something about the dangers of the jungle, of jaguars with keen noses and strong jaws. None of it is clear now. And then you were seized, beaten, nearly drowned in foul-smelling water. By whom, you forget.

Roll four dice, and lose this many Stamina points (down to a minimum of 1; this incident will not kill you). Then turn to 42.

676

The first duty of any prisoner is to escape. You are part of a large group of workers, responsible for a considerable area. Your manacles have been removed for this task, and it should not be too difficult to find an opportunity to slip away.

Make a THIEVERY roll at Difficulty 14, keeping in mind that you do not possess your normal equipment.

Successful roll	turn to 741
Failed roll	turn to 856

677

Mindful of your previous experience in this place, you glance at the poem-carved rock, quite hesitantly now, once more.

Imprudence, yes — and courage, patience, pride —
The traits — the flaws — this meandering fate demands.

That cynic, Time, can never hope to claim Those youthful hearts who walk these fabled lands.

This stanza, at least, seems positive in tone. Add 3 points to your abilities in any way you wish (that is, you can add 3 points to just one ability, or 1 point to each of three abilities, or otherwise).

You travel on. Turn to 122.

678

Soon after nightfall you hear pipe music approaching the house. The father of the family ushers you outside, and begins nailing a heavy mat over the door to his home.

And then you see the musician. He is an olive-skinned, powerfully-built man, wearing a wide-brimmed hat. He packs up his pipe, nods your way, and smiles. You tell him that the family is under your protection now, and that he must leave them alone.

He flashes you an even-wider, predatory smile, and says, 'If you can wrestle me to the ground just once, I will.'

Make a COMBAT roll at Difficulty	⁷ 16 as you grapple him.
Successful roll	turn to 751
Failed roll	turn to 1008

679

Sheka-Tel is divided into distinct districts. The noble stratum lives in the centre of the town, alongside many of its slaves. Labourers reside in outlying sections. Outlanders are rare in Sheka-Tel. You cannot help but notice the curious glances cast your way, wherever you walk.

Now, and every time you return to this paragraph, roll two dice. If you roll 11 or 12, turn to **742**. Otherwise, consider your options in this town.

J 1	
Ask about Coyotl's death	turn to 53
Visit the market	turn to 1012
Call on the town healer	turn to 495
Visit the temple to Quetzil	turn to 1102
Visit the temple to Pyahil	turn to 131
Visit the shrine to Kel Kin	turn to 11 79
Visit the shrine to Huan-da and In-da	turn to 529
Visit the town's storehouses	turn to 847
Ask about passage to the	
Whispering Isle	turn to 901
Leave the town	turn to 652

680

The Grim falls in the sand. Breathing hard, you pick up a long spine that has broken from its back during the combat. And yet the beast is not quite dead. As you watch, its wounds begin to close; its breathing becomes deeper, more

regular. And yet it cannot remain in this realm, just now. Little by little, it becomes smoke, and blows away.

You have a feeling that your struggles against this creature are not yet finished. You may keep the **Grim spine**, if you wish. If you already have one or more such spines, they are so thin and light that, collectively, they count as a single item (though keep a note of how many you possess).

Turn to 842.

68

Following the description provided by the priest of Huan-da and In-da, you soon find the merchant who sells tarantula venom. True enough, he uses the same protective oil-soaked sackcloth that you found at the base of the upari tree. When you tell him where you found the cloth in your possession, he grows visibly wary.

'Four hundred Shards, and I'll tell you all I know,' he says. 'An exorbitant price, if not for the value of the knowledge I possess.'

The market is too crowded to consider intimidating the man. You will just have to accept his price, or not.

If you possess 400 Shards, and you wish to give it to the man, remove this sum from your Adventure Sheet and turn to 942. If not, you consider the rest of the market once more. Turn back to 1012.

682

As night falls, you hear a deep, powerful booming. Like a heartbeat in the dark, one so deep that you can feel it in your gut before you can discern the sound itself, a heavy wobble of air. *Wump*, *wump*, *wump*, again and again.

Make a SCOUTING roll at Difficulty 19. If this roll is successful, turn to **60**. If it fails, turn to **109**.

683

Your execution is carried out in private. It is conducted in a practical, even a regretful, manner. Transferred to a small cell once more, you are pierced with a spear, then gutted, then beheaded. Your blood drains away through a hole in the floor.

Turn to 99.

684

Whispering warnings, words of both thanks and threat – all of these assail you with each step you take through this forest. Though you are alone amongst these trees, the incessant murmurs twist about you, corroding your sanity.

To resist this assault, you must roll four dice, trying to score less than or equal to your Rank. If you possess the title Nahual, at any level, you are more vulnerable to harmful spirits, and should roll one extra die. Conversely, if you possess a **runic circlet**, it will grant a measure of protection from this attack, allowing you to roll one fewer die. If you bear a **sooty mark** on your forearm, this will also protect you, allowing you to roll one fewer die.

If this roll is less than or equal to your current Rank, turn to 38. If this roll exceeds your Rank, turn to 958.

685

You tell the thieves about your encounter with Nobou – and how you were forced to kill him, as he believed you were there to steal his belongings. If you possess a **blackwood lyre**, you can sell it to the thieves – they will honour their original promise of 700 Shards for the lyre. Adjust your Adventure Sheet accordingly, if you do so.

Record the codeword *Gather*. Then, whether you sell the lyre or not, will you:

Attack the thieves turn to 1105
Travel on turn to 562

686

Towards the east of the continent, the air is not humid; the sun is bright, but the heat is not cloying. Here, in the quiet woodlands north-east of Dunpala, the atmosphere is almost restful at times.

If you have the codeword *Gully*, turn to **939**. If not, turn to **345**.

687

You spot some sort of commotion in a field nearby. Approaching, you see that one of the criminals working in the fields here has abandoned his work. A handful of labourers have found him sleeping in the shade beneath a wagon. They have dragged him out, and beaten him severely.

Sloth is not a trait tolerated within the Feathered Lands, it seems. Turn to **845**.

688

The unliving beast hammers at you, breaking two of the fingers in your weapon hand; subtract 1 point from your COMBAT score. You prepare to fight for your life in the moonlit floating gardens.

The Patasola COMBAT 12, Defence 23, Stamina 25

The creature is preternaturally strong and impervious to all but the most punishing blows.

If the Patasola batters you to death, your life energies will provide its next feast; turn to 99 in this case. If you succeed in hacking the monster to pieces, turn to 987.

As you forge onwards, a faint buzzing sound causes you to halt and cast a wary glance about you.

Make a SCOUTING roll, at Difficulty 18.

Successful roll turn to **740**Failed roll turn to **224**

690

If the box above is empty, place a tick in it now and turn to **632**. If it was already ticked, it is time for you to travel on. Turn to **1173**.

691

A periapt of purity bestows both beneficial and deleterious effects upon you, so long as you carry it in your possession. Most notably, it grants you utter immunity to illness and poisons — any time you suffer the effect of disease or poison, you can proceed as if you have a blessing of Immunity to Disease and Poison, though the 'blessing' in this case is never used up. The periapt leeches away your own vitality, however; so long as you carry it, you must reduce your COMBAT, THIEVERY and CHARISMA scores by 1 point each, and you must reduce your maximum, unwounded Stamina by 3. Should you ever lose the periapt, or should you store it somewhere, your abilities and Stamina will resume their normal values.

Bellentacq will require a **serpent amulet**, a **silver holy symbol** and two **jet orbs** to create the periapt, as well as 1000 Shards for the work. Adjust your Adventure Sheet accordingly and add the **periapt of purity**, remembering to note its properties, if you wish her to carry out this work.

Turn to 1161.

692

The Nyar are trained to use bespoke weapons and tactics. As your battle with this Nyar Warrior draws on, he suddenly makes an unexpected move. Roll one die to determine its nature.

Roll 1 or 2	turn to 392
Roll 3 or 4	turn to 368
Roll 5 or 6	turn to 661

693

The guards on *The Violet Lily* are vigilant this night, and you lose any chance to flee.

Further weeks pass at sea, and your health degrades even further. Roll one die and subtract this amount from your maximum, uninjured Stamina score. Worse, the captain of *The Violet Lily* takes a dislike to you, and takes a personal interest in your ongoing misfortune. You receive regular

beatings, and you guess it will not be long before the captain permits his crew to beat you to death.

One night, while you are swabbing the deck, you seize an opportunity to climb over the ship's rail, and drop into the sea. True, you have only a slim chance of making it to shore alive. But at this juncture, it is the only chance you have left.

Roll one die. If you roll 1-3, you perish in the open ocean. In this case, turn to **99**. If, however, you roll 4-6, then you manage to reach the coast of eastern Ankon-Konu. Turn to **222**.

694

You halt, to catch your breath. None of the snakes are following you. This miserable walk through the swamp is at least improving your outdoor skills. If the box above is empty, place a tick in the box and then roll two dice. If this score exceeds your SCOUTING score, add one point to that ability. If the box is already ticked, or if you roll lower than or equal to your SCOUTING score, you receive no benefit.

In either case, turn to 821.

695

You come across a lifeboat, containing a single occupant. He is rowing south, towards the northern shore of Ankon-Konu. The coast is many leagues distant, however. It is far from sure that the lone sailor will survive the voyage.

You order a course correction to approach the lifeboat, but the figure waves you away. Whoever he is, he does not want your help.

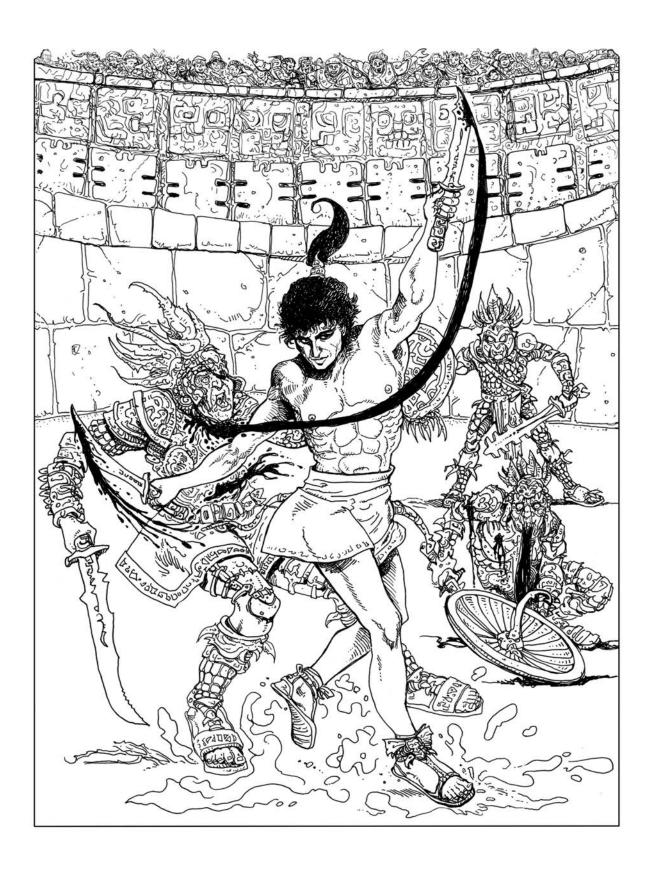
Take him aboard against his wishes turn to 719
Leave him be turn to 592

696

The trees on this island are more sparsely spaced than in much of the jungle, and yet the sun's rays that reach you are rather diffuse regardless — a grey, mist-like canopy of webs hangs between the trees. A frantic buzzing above you draws your attention to a dragonfly that has become caught in one of these webs. You watch as a green parrot flutters down to pick at this easy prey, but becomes caught in the web itself. Only then does an immense brown spider scuttle forward. It nips at the parrot three times before the bird falls still.

You soon spot a few dozen spiders, though they shy away from your approach. Pushing on through a low-hanging web, you emerge to discover that the sky has turned a shade of deep blue, as if sunset had come several hours early.

If you have the title Nahual (whatever the numerical value alongside this title), turn to 831. If not, turn to 510.



You manage to tread water until you are washed into a separate tributary of the Banora. You are carried downstream until you succeed in struggling out of the river's grip, in the town of Sheka-Tel. The fishermen there regard you with no little surprise as you wade from the water.

Turn to 353.

698

You trudge through the marshy delta of the Great River. Lone giant mangroves reach up to the sky here, the woody roots of each one stretching half a league in each direction. At one point, the earth gives way beneath your right foot, and you sink up to your knee in stinking mud.

Roll two dice for encounters.

Roll 2-8 No encounter turn to **659** Roll 9-12 Jewel beetles turn to **1197**

699

You hazard a guess. For a moment, there is no response — and then a great, concussive blast knocks you backwards, and out of the temple's doorway. Roll one die, and lose this many Stamina points. If this reduces your Stamina to zero, turn to 1146. Otherwise, turn to 442.

700

The atmosphere in the amphitheatre is near-ecstatic this day. Your neighbour excitedly tells you that the Serpent King himself, Namagal, is to fight.

Namagal arrives on an imperious palanquin, in a regal gown and headdress of green and gold, carried by eight strong warriors. The crowd about you screams in reverence and anticipation at his appearance, but Namagal does not acknowledge this reception. At the centre of the arena he shrugs off his gown and headdress, and lightly drops to the arena floor. It is said that Namagal has ruled this land for two hundred years — and yet here, before you, he appears to be little more than a slender young man, nineteen years old at most.

His opponents this day are four murderers, each one muscular and battle-hardened. They are armed and armoured, but they know they have not come here to fight, but rather to be executed — how, after all, can one hope to kill a god? Still, they will not sell their lives cheaply, this day.

Namagal wears only a cloth of gold wrapped about his waist, wielding two long knives. The combat begins. The Serpent King fights masterfully; within seconds, he has slain the first of the murderers. The remaining criminals fight well, but Namagal soon kills a second, and a third.

And then a shock — the surviving criminal manages a lucky sword swing, and cuts through Namagal's throat. Very nearly decapitated, Namagal's blood spills down his own chest. He collapses. The crowd watching falls silent.

But then Namagal stirs, and stands. Though he is covered in gore, his throat is whole once more. Truly, he cannot be killed by mortal hands. He lunges forward and impales the remaining murderer with both knives. The man falls; the crowd erupts in victorious elation. Throughout the fight, Namagal has not uttered a single sound.

If you have the title Nahual, followed by a value of 3 or greater, turn to **360**. Otherwise, turn to **881**.

701

Your own connection to divine forces is enough to drive the gaunt back. To truly disperse it, however, requires a considerable sacrifice of your own spiritual power. You cast the gaunt away, but you lose 1 point of SANCTITY in doing so.

You continue your sodden, muddy walk, mindful of dangers both physical and incorporeal. Turn to 1032.

702

You are not ready to give up this flawless weapon. One day, perhaps, but not today. And so you have little choice; you cannot remain in the spire. Turn to **76**.

703

This inn costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.

While here, you fall into conversation with a merchant about the main imports and exports that pass through this town. He tells you that lumber comes from the jungle land south of Begotombo, but never from the north. You ask him why, but he merely places a finger to his lips, and marks a religious glyph on the table in beer — a sign to ward off bad luck.

When you are ready to leave, turn to 333.

704

You have been charged by the temple of Huan-da and In-da to investigate the recent murders in the city. You can think of no better investigative strategy than making yourself comfortable and observing the floating gardens throughout the night.

It is a tactic that, tonight, reaps dividends. You are close to dozing off when you see a bone-white hand break the surface of the water. One of the raft-gardens slides to one side, and a woman, naked save for a dirty white gown, stands in the shallow lake. This, you realise, is the Patasola,

an undead creature that feeds on the vital energies of the living. It has escaped detection these past weeks by clinging to the underside of these floating raft-gardens, emerging only occasionally to feed.

A cloud moves aside, casting bright moonlight over you at an inopportune moment. The Patasola sees you and hisses, its fangs visible all around its grotesque, circular mouth.

If you have the codeword *Gladden*, turn to **138**. If not, make a MAGIC roll at Difficulty 15.

Successful roll turn to 138
Failed roll turn to 688

705

In his human form, Namagal is an impressive fighter. In his serpent form, however, he is a truly awesome opponent. His injured wings do not allow him to stay aloft for long; regardless, he flaps up into the air, and then turns his fall into a diving, biting attack.

Namagal NAHUAL 18, Defence 11, Stamina 50

This is a spiritual combat; read the 'Special Rules' section at the front of this book to see how this is conducted.

If you lose, there is no shame in falling to such a dangerous opponent. Turn to 99, in this case. If, however, you manage to defeat Namagal once more, turn to 1200.

706

The plateau is too vast to circumvent from this point. In any case, beyond the plateau, to the south, lies only unexplored territory, where none dare venture.

Go north towards Inkatek	turn to 777
Go east	turn to 451
Go west	turn to 507

707

You remove your frog from the cosy pocket it has found in your backpack. Remaining faithful to the tale of Running Mouse, you lightly kiss the little beast on its head, and ask the spirit of frogs to lend you its power. Then you turn to the waterfall, and shout with all your might.

It is not quite a shout that emerges — rather, it is a throaty belch, yet one of titanic proportions. The trees on the far side of the river are stripped of their leaves, and a flock of parrots takes flight several leagues away. The cloud of spray at the base of the waterfall halts as, for a few brief moments, the mighty torrent of water is blasted away.

At last, the echoes of your colossal yell fade. 'Hardly a shout,' says Sima-Sassamana. 'But, yes, I concede.'

Record the codeword *Granite*. The water spirit watches as you fill your **bottle of Panyck water**; note it on your

Adventure Sheet. Your little **bullfrog** has merrily hopped away, and you don't have the heart to stop it; remove it from your list of possessions.

It is time to travel on. Turn to 644.

708

You manage to lever open one manacle just enough to remove your leg. You cut your ankle badly – lose 3 Stamina points – but you are able to limp away to freedom.

Record the codeword *Gush*. You head west, for the safety of the jungle in the shade of the Satkantu Mountains. Turn to 4.

709

You give her the effigy, a crude depiction of a woman wearing a star-shaped crown. She gasps in shock as she recognises it, and spins about, searching for an altar that is no longer there. 'This artefact is from this very temple!' she gasps. 'But... This is time-worn! Centuries old!'

She staggers from the shadows, and you see that she is horrifically thin; her paper-brittle skin flakes from her body at the slightest movement, and her once-vibrant vestments have been sun-bleached to near-whiteness.

'I remember!' she says. 'The Serpent King's army pounded on our door, day after day. But we could have survived... The cook, Atl, lost all hope, and poisoned our well. And I drank from it, unknowing... We could have survived until the army lost patience...'

Her frail body has lost what little strength held it together. She collapses, and she breaks apart entirely as she strikes the ground. She has become naught but bones and dust.

Remove the **relic of Tarshesh** from your Adventure Sheet, and record the codeword *Gosling*. Then turn to **226**.

710

You have mastered the primal energies that pervade this place, driving these spirits insane, and you have nothing to fear as you stride on to the heart of the forest.

You arrive once more at the great, green spire, and enter. Turn to **759**.



The shrine to Tyrnai, the northern god of war and chaos, is housed in a squat limestone building that was once a forge, and that has been fortified since. The priest within is a battle-scarred, one-eared fellow with a perpetual scowl. 'Heathens!' he spits, glancing from the shrine's barred window out at the people of Dunpala. 'Heathens one and all. There isn't a man amongst them worthy of the war god's blessing!'

Become an initiate	turn to 1013
Renounce worship	turn to 830
Seek a blessing	turn to 460
Make resurrection arrangements	turn to 306
Leave the temple	turn to 42

712

An administrator nods, satisfied if not quite happy. Regardless, you are allowed to continue unimpeded.

Go north into the jungle	turn to 128
Go east along the Great Road	turn to 1095
Go south into the jungle	turn to 553
Go west to Inkatek	turn to 777

713

Your work in the floating gardens is catastrophic. A whole row of bushes becomes infested with parasitic grubs, and you are forced to burn them before the beasts spread.

The head gardener orders you beaten for your failure. Roll one die. On a roll of 1-4, you must lose 6 Stamina points. On a roll of 5 or 6, the beating is particularly severe; in addition to this Stamina loss, you must also subtract 2 points from your normal, maximum Stamina score.

If you are still alive, turn back to **250**, and reduce your number of duties remaining by one.

714

If you have the codeword *Hymn*, turn to **24**. If not, read on.

The temple to Eleuia is a square, white-walled building near the city centre. You are greeted by a young priestess in a pale blue robe. 'Eleuia is the goddess of dreams. Generations ago, she would visit us all as we slept. Sadly, this is no longer true. She is missing, or perhaps she is dead, if it is possible for a goddess to die. In any case, today, our dreams are only dreams.'

You ask what could kill a goddess, and the priestess says, 'There are several legends, all mutually contradictory. Some say that the jackal Gengril consumed Eleuia, so that he would become divine himself. Others say that Eleuia trespassed into Xibalba, the realm of the cursed dead, searching for her lost daughter — and that she became lost

herself, and roams there still. A third story recounts how human sorcerers trapped Eleuia in a wine barrel. They let her divine power trickle out little by little, so that they might wield it themselves. Whatever the truth, we maintain this temple to remember her, and we quietly hope she will one day return.'

While the goddess is absent, the faith passes predominately through family lines, and the priestess cannot make you an initiate of Eleuia. Nor can she offer you a blessing. Turn to 42.

715

While repairing a cracked wall, a chunk of masonry falls atop you, crushing your leg. This impairs your movement somewhat; subtract 1 point from your COMBAT ability.

At least the time you require to heal is counted as a part of your sentence, in addition to the duty you have performed. Turn back to **250**, and subtract two from your number of duties remaining.

716

One night, as you make camp, you hear a whistling through the trees, an atonal melody that comes to an end, and then repeats itself, over and over.

You reconnoitre the area, but can find nobody nearby. This disembodied whistling might be the noise of the wind itself, save for the precision in its repetition, and the insidious edge to the melody.

If you have the codeword *Guard*, turn to **454**. If not, but you are a Troubadour, turn to **585**. If neither case is true, turn to **373**.

717

Footfalls, all around you, as you pass amongst the mindless of this city. Yet, though the streets here are paved, the footfalls sound like sackcloth being dragged across the ground.

And then that sound ceases. The citizens of this place, a great crowd around you, have halted. They stand still, staring at you. And then, as one, they approach you.

Budu said that you would be safe in the streets, here. Perhaps that was not true.

Allow them to come closer turn to 768
Flee from them turn to 806

718

The Ora'i Well has recently become known for its curative powers; at most times of the day and night it is surrounded by a small crowd of pilgrims, drawn by tales of its godly goodness. If you wish, you can elbow your way through these pilgrims to drink from the well; doing so will lift any

curses from which you may currently be suffering. Note, however, that the fabled well water only lifts curses – it will not cure any diseases or poisons affecting you.

When you are finished here, turn to 225.

719

The lone sailor rows with all his might to escape your ship, and so you lower a jolly boat into the water, crewed by half a dozen men. They easily catch him, and bring him aboard your ship.

He is a deserter from one of the many pirate ships that ply The Violet Ocean. Searching him, you find a **wine-stained treasure map**, detailing the location of a chest of buried treasure along the coastline north of Shamsar. Note it on your Adventure Sheet if you decide to keep it.

The pirate deserter roars curses at you for taking his property. Feeling magnanimous, you confine him below decks with a promise to let him off your ship at your next port of call.

Turn to 592.

720

The western end of the Great Road is heavily guarded, and you soon spot some eighty warriors standing at attention on either side of the road. A handful of the Serpent King's administrators have positioned themselves in the centre of the road, ready to challenge all who hope to pass by.

You can approach the administrators, or you can step off the road into the jungle. In the latter case, make a THIEVERY roll at Difficulty 15 to determine whether you avoid detection.

Successful roll turn to 995
Failed roll,
or approach the administrators turn to 1058

721

The text is written by a visitor to the Feathered Lands, who makes little effort to disguise his bewilderment at the roughly pyramidal hierarchy of deities, and demi-deities, worshipped by the natives of Ankon-Konu. A dozen or so 'true' gods — Pyahil, Zaos, Vinti, and so on — are most prominent; beneath these are about forty demi-gods, or legendary heroes that have attained godhood. After this come animal spirits and family totems — notable ancestors that watch over a specific family or bloodline. The book's author estimates there are around two hundred animal spirits and family totems in all.

And above all of these is the god Quetzil, the Feathered Serpent who watches over the Weeping Jungle. One of the more illuminating chapters of the book is dedicated to the rites and protocols observed by those who formally dedicate themselves to serving Quetzil.

Record the codeword *Gin*, and turn to **340**.

722

Remove the 4000 Shards from your Adventure Sheet. You will only need to remove the other component items if instructed.

'The finished flask will be home to a demon – an imp, only,' says Bellentacq. 'I'll need to tell it your name. Be careful; such creatures are spiteful.'

Sorcerous energies thrum about Bellentacq's unassuming workshop. And then, in the midst of her efforts, you feel a sudden wave of nausea.

Make a SANCTITY roll, at Difficulty 17, as the imp lashes out at you.

Successful roll turn to 482
Failed roll turn to 763

723

The oblivion of death does not last long. You wake, lying in the humid ground mist of Pachara's Grove. Any possessions and money that you were carrying at the time of your death are lost. Remember to delete the entry in the Resurrection box on your Adventure Sheet, now that it has been used.

Pachara stands over you, casting a shadow across your face. She extends a hand, helping you to your feet.

Turn to **358**.

724

You see three ships on the horizon – pirates flying a plain green flag, who set a course parallel to your own, but who make no overtly hostile move, just yet.

Soon, a fourth ship joins them. It is a small, swift clipper, which approaches you under a flag of truce. Its crew is small and so you allow it to draw alongside.

Its captain, a thin, weasel-faced man, comes aboard. 'Greetings. I am here to discuss your surrender to the fleet of Baron Moonshine. You will hand over your ship and cargo at once. Your ship and crew will be added to the Baron's fleet. Your former crew will be worked hard, but treated well. As a gesture of good faith you, this ship's captain, will be set adrift in a life boat. This generous offer will only be extended once.'

If you possess a **deed of safe passage** and wish to use it, turn to **809**.

Otherwise, you have no wish to fight three pirate ships at once. Will you:

Surrender your vessel turn to 344
Attempt to escape turn to 409

You have gained great renown in Inkatek, and the arbiters are more inclined to look upon you with leniency. Still, even you cannot transgress the laws of the Serpent King with impunity.

Roll two dice to decide the sentence they impose on you. If your unmodified CHARISMA (before any item bonuses) is 9 or higher, add 2 to this roll. In addition, add 2 to this roll if you are a Priest or Wayfarer.

Roll 2-3	Execution	turn to 683
Roll 4-5	Lengthy servitude	$turn \ to \ 476$
Roll 6-10	Modest servitude	turn to 231
Roll 11-12	Bodily contrition	turn to 798

726

Pebbles scrunch beneath your feet at every step. As you move on, the shadow of a gull, high in the sky, passes over you.

Go north	turn to 161
Go south	turn to 225
Go west, inland	turn to 924

727

With your help, Baron Moonshine's crew slaughters the opposing pirates. The victorious pirate captain seeks you out and takes your hand in thanks. Then he gives you a furled document. 'Should you encounter another of the Baron's ships at sea — or should you encounter us again — this deed will guarantee your safety. For a short time, at least.'

Note this **deed of safe passage** on your Adventure Sheet if you decide to keep it. For a larger share of the spoils you would likely have to fight this pirate crew as well; you decide against this, and order your men back to your ship.

Turn to 1104.

728

You have angered the ghost of Mellagan. You hear a rumbling roar in the darkness around you, and then a bolt of mystical energy slams into your chest, blighting you. Subtract 1 point from one of your abilities.

And then the dark presence lifts. This act of malevolence has expended much of the ghost's energy. Birdsong at Dawn feels sure the ghost will return, months or years from now. But for the moment, the theatre is free of its influence.

You leave the troupe to its rehearsals. Turn to 42.

729

You find yourself on a narrow strip of stony, grey beach, separating a line of low mountains to the south from the open ocean. A cool sea breeze touches your face as you notice a skeleton wearing tattered leather armour, lying in

the shade of a boulder. A grey moon crab lurks within the rib-cage of the corpse, studying you warily.

If you have the codeword *Clutch* or *Gloom*, and the box above is empty, place a tick in it now, and turn to **52**. If you do not have the codeword, or if the box has already been ticked, there is nothing of interest here. You consider your route onward.

Go south-east along the beach	turn to 1183
Go south into the mountains	turn to 118
Travel west into the mountains	turn to 623
Travel north-west along the beach	turn to 233

730

The fickle animal deity changes your profession. If you are a Warrior, a Priest or a Mage, Shimae's divine power transforms you into a Rogue. If you are currently a Troubadour, a Rogue or a Wayfarer, it makes you a Priest. You do at least receive some small degree of aptitude at this new calling. If you are now a Priest, add 1 to your SANCTITY ability. If you have become a Rogue, add 1 to your THIEVERY.

Note this change on your Adventure Sheet. You frown, trying to comprehend the new temperaments flooding into your mind.

Shimae is not finished with you yet, however. Turn to 989.

731

Your ship cuts through the waters to the east of Ankon-Konu. The city of Shamsar lies approximately south-west of your current position.

Sail north-west along the coast

Sail north-east into	
the Gashmuru Gulf	The City in the Clouds 77
Sail directly east into	
the Gashmuru Gulf	The City in the Clouds 150
Sail south along the coast	turn to 600

turn to **400**

732

The high priest eagerly asks about your progress with the task he has given you, but you have nothing of note to report.

'Do you think that you would possibly mind hurrying up with that?' he asks. Turn to **319**.

733

If you have the codeword *Grub*, turn to **521**. If not, turn to **65**.

734

If you are an initiate of Eleuia, the followers of Eleuia will grant you a blessing for free. Otherwise, you will have to

pay 35 Shards. Mark 'MAGIC' in the Blessings box on your Adventure Sheet. The blessing allows you to try again when you make a failed MAGIC roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one MAGIC blessing at any one time.

Turn to 24.

735

You enter the tunnel, which begins to slope upwards. You follow it until you emerge into the night on the lip of a cliff. Before you, up in the sky, the full moon hangs too bright, too low, peering at you through a gap in the clouds. You look out across a stormy sea. Wherever you are, you are far from Dunpala.

And then, as you regard your surroundings further, you see a white, shining serpent in the sky above you. It slithers through the dark sky as if on land and then, noticing you, descends. It draws nearer and nearer, and it is immense.

The serpent reaches the cliff top now, and the light touch of its scales does not disturb a single pebble. It coils into a tight circle, with you at its centre, and its body all around you is taller than a house. And yet, up close, you see a faint translucence to it, as if it is not wholly here. You hold out one hand, to test its tangibility — and then you see that same translucence in your own skin. If the serpent is not truly here, neither are you.

Perhaps it reads your thoughts. It murmurs, 'You remain real, tethered to the physical world. But perhaps you find yourself in an unreal place, a point of balance between life and death. Come with me.'

The serpent uncoils itself, and slithers along the edge of the cliff face. It seems benign for now, at least. And so you run to keep up with it.

Turn to 33.

736

An aged storyteller is sitting in the village square, telling children gory tales of monsters within the jungle — of rain gaunts that suck the life from travellers, or vast mud worms that live far to the south, devouring any who dare wander through the ooze where they live. He finishes with a chilling tale of foreign invaders, slaughtering whole towns and burning trees wherever they go. This is why, he says, the laws of the Serpent King must be respected, and all outlanders must be slain. He catches sight of you on this final note, and gives you a cheery wink.

If you have the codeword *Gamble*, turn to **886**. If not, turn to **761**.

737

Nopalti is a lame young boy, a member of the Leaping Fish tribe. While his strong brothers become great hunters and fishermen, Nopalti must spend his days with the women of his tribe, cooking and repairing clothing. He is ridiculed by all, save his oldest brother, Tenlta.

One day, a monkey steals Nopalti's father's cloak, and runs away into the jungle. Nopalti hobbles after it, at last finding that the monkey has become entangled in the heavy cloak, and allowed itself to be snared by a boa constrictor. The monkey reveals itself as a divine being, and begs Nopalti to free him, offering him a magic baton that will make him as great a warrior as any man in his tribe. Nopalti accepts, and the monkey honours its word. Armed with this great weapon, Nopalti at last gains respect in his tribe.

But the sly monkey places an enchantment on Nopalti's brother Tenlta, so that he becomes crazed with ambition. Tenlta schemes to slay their father, and several village elders besides. And the monkey visits Nopalti to tell him the only way to break the curse is to snap his beloved baton in half. Nopalti faces Tenlta in battle, and overcomes him. But he will not strike the killing blow. At last, he breaks the baton, and the enchantment is lifted.

It is a surprisingly upbeat conclusion for the Theatre of the Obscure. Turn to 42.

738

You dismiss the crew's fears as baseless mumbo-jumbo. Your first mate is relieved, but the mood on your ship is tense.

You only hope that there is no truth in the crew's interpretation of your dream.

Make a SANCTITY roll, Difficulty 17.

Successful roll turn to 265
Failed roll turn to 106

739

The titan of Borotek is gone; all that remains is an immense crater where it pulled itself free of the earth. It has travelled west, across the Great River and towards the Satkantu Mountains. The trail of devastation it has left in its wake is visible for many miles.

This area is deserted. Nothing has survived the destruction wrought by the titan. Turn to 837.

740

Your sharp eyes catch sight of a cloud of yellow flies gliding towards you. Their name notwithstanding, these bloodsucking insects are near-transparent and hard to spot.

You turn and run, but the waterlogged ground makes it

hard to outdistance the flies. Finally, you hastily smear thick globs of swamp mud over every part of your exposed skin. Unable to penetrate this layer, the cloud of flies loses interest in you.

Muddy but safe, you continue onwards. Turn to 821.

741

You soon find a moment to disappear into the city's side streets. Chuckling, and vowing to take a bath as soon as you can, you move swiftly away.

You are free. Record the codeword *Gush*, and turn to 777.

742

You are stopped by a patrol of two constables, supported by a half-dozen of the Serpent King's elite Nyar warriors. They demand by what right you, an outlander, walk the streets of Sheka-Tel.

If you have the title Chamessa, or if you possess a merchant's cloak, they begrudgingly allow you to go on your way. Turn back to 679, and choose one of the options there.

If you have neither the title nor the item, they place you under arrest.

Fight your way out	turn to 63
Flee	turn to 772
Surrender	turn to 79

743

You look through Nobou's meagre possessions. You find a **potion of health**, which will restore 5 Stamina points when you drink it (you cannot drink it in battle), as well as the musician's pet **bullfrog**. Then you turn to his lyre. Roll one die. If you roll 1 or 2, it has been broken in the fight. If you roll 3 to 6, it remains intact. This is a **blackwood lyre** (CHARISMA +5).

Record whatever you wish to keep on your Adventure Sheet. Then, remove the codeword *Genuflect* from your Adventure Sheet, and record the codeword *Grind*.

You climb back up to the cliffs above. Turn to 1072.

744

You hear a great scream of fury from the skies overhead. Looking up, you witness a titanic battle between two sinuous dragons, one blue, one black. Tearing scales and flesh from one another, they swoop down low, and then ascend to such a height that they become little more than dark specks in the bright sky.

There the battle is decided. The blue comes spiralling from the heavens and slams into the ground. The impact throws a great cloud of sand into the air, and almost knocks you off balance, a hundred metres distant. The black dragon, the victor, glides away, and so you sprint towards the fallen beast.

It is lying in a sandy crater. It is more snake than lizard; its tattered wings are made of feathers rather than hide.

And it is still alive, barely. It twists its head, sees your approach. 'Tell Szairax,' it murmurs. 'His child is held in the Dust Palace.'

This message imparted, the blue dragon expires. Record the codeword *Garland*. In addition, you can gather up three large **dragon feathers** from around the crater, if you wish. Each one takes up a separate space in your list of possessions.

Turn to **1024**.

745

You paddle away from Sheka-Tel. You move against the river current, hopping between clumps of mangrove trees for much of the route. It is hard going and you stop for frequent breaks. During one of these breaks you pause to admire the immense suspension bridge that links Sheka-Tel with the southern side of the Banora River. Most people in the northern continent consider the inhabitants of the Feathered Lands savages, you reflect. They would not, if they could see for themselves the magnificence of such a construction.

At last you reach the western bank of the Whispering Isle. Several other boats are here already; a dozen teenagers are playing in the long grasses beside the river. And yet as you draw closer you see spiders here too – dozens of them, the size of apples, hanging from trees and scurrying about the ground. The teenagers are utterly unconcerned by their presence.

You land your boat, and ask the adolescents what they can tell you about the island. But they laugh at your question. 'Oh, we never go much further than this,' one of them tells you. 'Those who do, don't come back.'

If you wish to explore the island's interior, turn to 696. If you think better of this expedition, you may return to Sheka-Tel. In this case, turn to 787.

746

Make a THIEVERY roll at Difficulty 12, and a SCOUTING roll at Difficulty 13.

Both rolls successful turn to 669
Fail one or both rolls turn to 523

747

You have happened to come to the amphitheatre on a holy day, when the god-kings of past centuries are remembered. The priests of Quetzil perform a short service on the arena floor, and then each of the spectators is presented with a sprig cut from a sandbox tree. Though the sap of the tree is poisonous, this small branch itself is not harmful. Note the **sandbox sprig** on your Adventure Sheet if you choose to keep it, then turn back to **1061**.

748

As you enter the verdant spire, your god-given **white sword** seems almost to vibrate in its scabbard. You draw the weapon; its hilt is hot in your hand.

When Cuxi-Suri sees the weapon, she recoils in horror. 'It is a symbol of allegiance to a foreign god! Worse, it is an emblem of death, that you have carried into this place of life! So long as you wield it, it will disrupt your connection to the spire!'

It seems you must relinquish this peerless blade, for good, if you are to use the power of the verdant spire.

Discard the $\mathbf{white}\ \mathbf{sword}$

turn to **279**

Keep the weapon

turn to 702

749

The kakpi bird has been nestling in amongst your possessions during your travels over many leagues. It is none the worse for wear despite this, and makes a happy 'ching' noise as you hand it over.

The distinctive bird is unmistakeable. The villagers around you burst into gales of laughter once more as the chief, crestfallen, hands you the statue. Remove the **kakpi bird** from your Adventure Sheet, and record the **winged idol**. In addition, record the codeword *Growl*.

Turn to 761.

750

You reach an immense strip of white mist that stretches across the southern horizon, in both directions, as far as you can see. The mist is unusually cold and, though you at first welcome this respite from the brutal sun, you soon recall tales of the edge of the world – this mist marks the boundary between the physical world and the destructive nothingness of the void beyond, where only gods may survive.

Retrace your steps, avoiding the mist turn to 154
Enter the mist turn to 415

751

Though the musician is phenomenally strong, you almost succeed in lifting him by his belt, and knocking his legs out from below him. Almost — but not quite. He manages to spin out of your grip at the last moment, and thumps you hard in the face, knocking you down. Roll one die, and subtract this amount from your Stamina score. If this kills you, turn to **99**.

If you still live, you notice you have at least succeeded in knocking off the musician's hat. This reveals a bald patch beneath—and in the centre of that patch is a small hole in the top of his head, like the blowhole of a whale or dolphin. He sees you have noticed it, and hastily covers it once more. Then he retreats, with a promise that he will return the following night.

Once he is gone, you tell the family of your discovery. 'This is no mere musician,' the daughter says. 'If you are a traveller, please do what you can to learn the significance of this. We will barricade ourselves against this monster each night until you return. Hurry, please!'

Record the codeword *Gamble* on your Adventure Sheet. It is time for you to leave the village. Turn to **498**.

752

You meet Ronual, the young priest who was confined in Kchen Chennar. He thanks you profusely for your efforts in rescuing him, before explaining that the high priest is currently travelling, at Vinti's bidding. It is not known when he will return.

Turn to 319.

753

You locate the spot detailed on your treasure map, near a boulder shaped like an egg. And you dig. Only the top layer of stones proves difficult to shift. Below that, the ground becomes a gravelly layer of shale.

At last you reach the lid of a wooden chest. Heaving it out of the dirt, you open it to find 1000 Shards and a neatly-folded ashen cloak (THIEVERY +3).

You continue on. Turn to 726.

754

You rise from your bed with a yell. A nightmare? No, your experience at the plateau has a far more tangible edge to it. Yet your body is whole; restore your Stamina to its maximum, unwounded score.

You soon learn that you are at the Satoru's Rest inn, in Shamsar. In your room you find clothes that you have never seen before, but that fit you perfectly. You also find a **staff** (COMBAT +1) and a purse containing 30 Shards. Note these on your Adventure Sheet if you choose to keep them, then turn to 120.

755

As well as worshipping a pantheon of major deities, the people of the Feathered Lands worship several hundred minor gods, animal spirits and ancestral figures. You see a number of such shrines dotted around the city. You also find a small building dedicated to Tyrnai, the god of war

worshipped on the northern continent.	
Visit the shrine to Tyrnai	turn to 711
Visit the shrine to Galami, the sin-eater	turn to 349
Visit the shrine to Shimae,	
the monkey god	turn to 1074
Return to the city centre	turn to 42

Little by little, you outdistance the figures in the jungle. You risk a glance back over your shoulder, and see that a handful of them have abandoned the trees to chase you along the flat road.

You do not desire closer scrutiny. You run on until, breathing hard, you approach the outskirts of Dunpala.

Turn to 42.

Armour

757

The largest marketplace in Inkatek sets up each morning along the edge of the nobles' quarter, and trades until the early afternoon. As only nobles are allowed to possess wealth, and as the essential goods of day to day life are provided by the kingdom, most of the market traders specialise in luxury items.

To buy or sell anything here, you must possess a **merchant's cloak**. If you do not possess this item, none of the merchants will contravene the Serpent King's strict laws by dealing with you.

To buy

To sell

Alliloui	10 Duy	10 3611
Animal helm* (Defence +1)	100 Shards	60 Shards
Quilted armour* (Defence +2)	150 Shards	125 Shards
Weapons (spear, staff, etc)		
Without COMBAT bonus	60 Shards	40 Shards
COMBAT bonus +1	300 Shards	200 Shards
COMBAT bonus +2	600 Shards	400 Shards
COMBAT bonus +3	1200 Shards	800 Shards
COMBAT bonus +4	-	1600 Shards
COMBAT bonus +5	_	3200 Shards
Magical equipment		

magicai equipment		
Amber wand (MAGIC +1)	500 Shards	400 Shards
Ebony wand (MAGIC +2)	1000 Shards	800 Shards
Cobalt wand (MAGIC +3)	2000 Shards	1600 Shards
Selenium wand (MAGIC +4)	4000 Shards	3200 Shards
Celestium wand (MAGIC +5)	_	6400 Shards

Other items	To buy	To sell
Onyx bracelet (CHARISMA +1)	200 Shards	180 Shards
Jade bracelet (CHARISMA +2)	400 Shards	360 Shards
Moonstone bracelet (CHARISMA +3)	800 Shards	720 Shards
Monkey paw ring (THIEVERY +1)	350 Shards	275 Shards
Jet ring (THIEVERY +2)	600 Shards	540 Shards
Stone of Ko (THIEVERY +3)	1200 Shards	800 Shards
Patron amulet (SANCTITY +1)	280 Shards	200 Shards
Animal totem (SANCTITY +2)	400 Shards	360 Shards
Serpent amulet (SANCTITY +3)	800 Shards	720 Shards
Sunstone (SCOUTING +1)	500 Shards	450 Shards
Level staff (SCOUTING +2)	800 Shards	720 Shards
Codex of ways (SCOUTING +3)	1200 Shards	1000 Shards
Rope	125 Shards	45 Shards
Lantern	200 Shards	90 Shards
Climbing gear	225 Shards	90 Shards
Crocodile skin	200 Shards	150 Shards
Bag of seeds	15 Shards	_
Gan'har idol	20 Shards	_
Jaguar mask	80 Shards	60 Shards
Ooboonta bracelet	_	700 Shards

Any armour bought here does not incur heat penalties in combat.

You ask one of the traders where goods can be bought and sold in bulk. He shakes his head. 'They can't be. Never by foreigners, at any rate.'

Turn to 777.

758

As you clean the temple pots within the toilet, you realise you are being watched by Sensa Yledra, one of the high priestesses of the temple, and the former confidante of the Serpent King.

She smirks at you. 'It gladdens my heart to see you at such work — though in truth, you deserve harsher punishment. I shall not intercede, however, for good or ill. Let this be all that you are.'

She leaves you, chuckling. At last your work is done. Turn back to **250**, and reduce your number of duties remaining by one.

If you have the title Keeper of the Spire, turn to 999. If not, but you have the codeword *Glade*, turn to 327. If you have neither the title nor the codeword, turn to 1113.

760

Cuxi-Suri asks for a moment of your time. 'For those truly aligned with the ways of the jungle, as you are, a higher level of attunement to the spire exists. The option exists only for those individuals who are truly powerful, or truly gifted, and it is not without risk.'

If you are currently 14th Rank or higher, and you wish to seek this higher level of attunement, turn to 288. If you are not the required Rank, or you do not wish to pursue this option at this time, turn back to 263 and make a choice from there.

761

A handful of young Macaw tribesmen offer you a cup of fermented grain beer, happy to receive news of the lands beyond the Weeping Jungle. Perhaps it is this tribe's remoteness from Inkatek that allays their fears of the Serpent King, Namagal.

Visit the village market	turn to 1036
Listen to a storyteller	turn to 736
Leave the village	turn to 272

762

In the grey sky above, a star suddenly flares brightly, shining a blue light down upon you and Namagal. In this moment of illumination, you spot that one of Namagal's fangs has broken off and fallen onto the flat roof of the earthen pyramid. You snatch it up. You may, if you wish, wield it like a long, fine dagger. If you choose to keep it, record this serpent's fang† (COMBAT +5) on your Adventure Sheet. You may use this weapon in both spiritual combat and regular, physical combat.

This find bolsters your resolve. If you are currently wounded, regain 8 Stamina points, up to your normal maximum. Then turn to **705**.

763

You collapse, as the agonising cramps prove too much for you. Roll one die, and lose this many Stamina points. If you still live, you realise that the process of creation has been unsuccessful.

The **water flask** is ruined; remove it from your Adventure Sheet as well as the money you have already paid. You can keep the other component items.

Turn to 1161.

764

At your approach, Namagal opens his arms wide, inviting you to strike him down. You do not reach him, however. A half-dozen soldiers dart between the two of you, and try to skewer you on the tips of long spears.

You are in a difficult position. Make a COMBAT roll at Difficulty 17. If this roll succeeds, you survive long enough to be surrounded by a dozen more guards. You realise, at last, that you must surrender. Turn to 1119.

If this roll fails, however, you are swiftly killed on the floor of the arena in Inkatek. Turn to **99**.

765

Uemec nods. 'I trusted Kualli with my intelligence of the Serpent King's army — and, for all his resources, he counselled me poorly. Had he been more alert, more cunning, I would never have let my men fight without me.' He crosses to the stairs, descends. 'Come. I will face my former soldiers at last.'

Add 1 point to your THIEVERY score, and turn to 453.

766

A rock breaks beneath your fingers; for a few terrifying moments you fly out into open air. But then you hit an outcropping, and bounce and skid down until you land atop a boulder jutting out of the plateau's side.

Lose 4-24 Stamina points (the roll of four dice). If this kills you, turn to **99**. Otherwise, turn to **596**.

767

The hot, close jungle feels somewhat claustrophobic, this day. With a glance about you in all directions, you move on.

Go north to the

eastern end of the Great Road	turn to 1095
Go west to the	
western end of the Great Road	turn to 720
Go east	turn to 781
Go south	turn to 451

768

This crowd of barely-aware drones has noticed you at last. Each person here, if they can still be called that, hungers to be close to you – so that they may remember what they once were. These are beings to be pitied – but they are dangerous nonetheless.

Their touch is like burning frost. One woman embraces you, and the shock pushes the breath from your chest. To endure this pain as long as possible is to offer a kindness to these beings. At last, however, you are forced to shove them away from you.

Roll two dice. If this roll exceeds your SANCTITY score,

add one point to that ability. Then, this done, make a COMBAT roll at Difficulty 14. Keep in mind you cannot use your normal equipment in this place.

Successful roll turn to 190 turn to 572

769

You tell her that White Jaguar is the murderer. He broke a branch from the upari tree near the town, using an oil-soaked cloth to protect himself. Then, while Coyotl slept, he held the branch up to the Chief Administrator's window, so that the shadow from the branch fell across him. This was sufficient to kill Coyotl.

The Deputy Chief Administrator considers your theory. 'White Jaguar has motive. He had previously been considered for the position of Chief Administrator, before Coyotl was named. With Coyotl dead, he would surely be considered once more.' She takes the chunk of granite from you, and sends a constable to the rocky location you have described.

He returns a couple of hours later, and reports that the sprig of the upari tree has been found. White Jaguar is arrested thereafter. You learn that, despite his efforts to protect himself from the upari branch, it was still toxic enough to leave a line of whitened, dead skin across his palm. This is sufficient to prove his guilt. He is publicly gutted, and beheaded.

Remove the **pink granite** from your Adventure Sheet, and record the codeword *Glove*. Then turn to **391**.

770

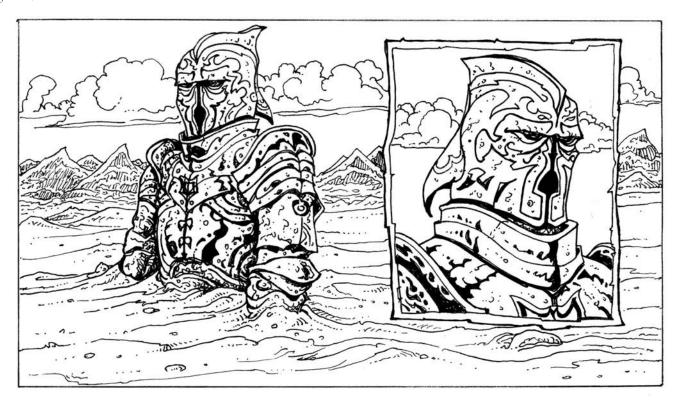
You divert your trek across the hot desert to investigate an odd sight. A man, fully armoured in plate mail, stands buried up to his waist. You suspect a mirage, or that perhaps he is a statue — but then he hears your approach, and twists his head to address you over his shoulder.

'My name is Shemer Olufun,' he tells you. 'My true love, Querejeta, has tasked me with finding an emerald the exact same shade of green as her eyes. Only then will I prove my devotion to her, and convince her to marry me. But I have travelled the length of this world thrice over, and I have yet to find such a stone. I grow tired now; I wish to rest here just a little longer...'

You circle him as he speaks. He must have waited here for some time already, for the desert sands to have covered him so. The man's face is hidden away inside his helm. Whoever he is, he must be remarkably resilient to the desert heat - a heat-haze shimmers above him, rising from his baking-hot armour.

But he has no wish to move from this place, and refuses your offer to help in his search. At last, you must leave him where he is.

Record the codeword Geyser, and turn to 842.



Zlaloc is saddened by the news that Birdsong at Dawn has chosen to leave the theatre. You remind him that she is, at least, alive and apparently happy.

Make a CHARISMA roll at Difficulty 13. If you succeed, Zlaloc gives you 100 Shards for your investigative work. Then, whether you succeed or fail, he asks you to leave.

Get the codeword Gazelle, then turn to 42.

772

You turn and run. Your enemies are strong and fast, however, and they know the town well.

Make a THIEVERY roll at Difficulty 17. If you succeed, you manage to outpace your pursuers. Turn back to **679** and choose one of the options there.

If you fail, you are at last cornered and overwhelmed. Turn to 79.

773

The fight is vicious, but at last you are victorious. Kaschuf falls, part of his face shattered. One final blow to the back of his head, and it is over.

And then he is gone, as though he were never there. A ghost, or merely a conflict remembered? You will likely never know for sure.

Add 1 point to your maximum, unwounded Stamina score, and then restore your Stamina to this new maximum if you are currently wounded. Then turn to **256**.

774

As you approach the innkeeper, you feel something crunch beneath your boot. You bend down and scoop up a couple of small cogs. The weight of your foot has ground them together, bending one of them.

'Those are mine!' A boy, no older than fifteen, rushes out from the doorway of the inn's taproom, still holding a dishrag. He is Akatsurese, or descended from that country's inhabitants. Curiosity prompts you to follow him into the inn's kitchen, where he shows you a table covered in similar cogs, and intricately-shaped metal parts.

'A traveller from Helios brought two marvellous mechanical birds here,' the boy says. 'They could walk around and hop, all by themselves. Sadly, illness claimed the traveller — and I claimed his birds. I dismantled one of them to try to see how it worked.'

The boy is trying to raise the money to travel to Atticala to learn more about such incredible devices. He will sell you the second mechanical bird for 300 Shards. If you buy it, remove this amount from your Adventure Sheet and turn to 186. If not, you leave the boy alone: turn to 120.

775

A gust of wind catches the lantern hanging from one wall. Its flame sputters, and dims a few moments. When it returns, the old woman has disappeared.

Continue looking for the mine's foreman turn to 1070

Leave the mine turn to 646

776

You catch sight of a thin, black leech sitting atop a broad leaf. Sensing your body heat, it lifts its head and stretches towards you, blindly questing for bare flesh.

A great many such creatures live in this part of the jungle. Make a SCOUTING roll at Difficulty 16 to avoid them as you negotiate this area. If this roll is successful, you escape relatively untouched; lose 1 Stamina point. If this roll fails, you ultimately lose a considerable amount of blood. Roll two dice and reduce your Stamina score by this many points.

Turn to 567.

777

Inkatek. It was once the heart of faith within the Weeping Jungle, but since the rise of the Serpent King it has become much more than this. Now, it is the centre of all rule in eastern Ankon-Konu. Dunpala remembers well the massacres of decades past, and pays heed to the directives of Inkatek. Equally, the nine major tribes of the northern jungle recall that they were once eleven, and that the price of disobedience is annihilation. In the two centuries of his rule the Serpent King Namagal, the living avatar of the snake god Quetzil, has seized dominion over a territory larger than any other kingdom in the world, and his citizens fear and revere him.

The immense pyramid dedicated to Quetzil dominates the city, dwarfing all other buildings. It is here that Namagal resides, and from here that he performs his duties as both king and prophet. A semicircular amphitheatre stands on one side of the pyramid. Almost daily, thousands of members of the city's noble stratum assemble here to observe ritual combat, or to witness the priests of Quetzil sacrifice men and women to their god.

The pyramid aside, the city is composed of several distinct zones, linked by two wide, perpendicular roads, and a network of deep canals. Much of the city centre is devoted to green space — a handful of parks, as well as an expansive floating garden.

Remove the codeword *Gauche* from your Adventure Sheet, if you have it. Then, if you have just arrived in Inkatek, tick the first empty box above. The boxes are a record of the number of times you have visited the city. If

this is your third visit, turn to 1053. Otherwise, read on.

Now, and every time you return to this paragraph, roll two dice. If you roll 7, turn to 1136. Otherwise, consider your options in this town.

Which part of Inkatek do you want to visit?

Willest part of initiation do you want to vi	
Visit the amphitheatre	turn to 261
Visit the great pyramid,	
the temple to Quetzil	turn to 1071
Visit the temple to Zaos	turn to 558
Visit the temple to Ko	turn to 282
Visit the temple to Huan-da and In-da	turn to 1159
Visit the temple to Kel Kin	turn to 611
Visit the market	turn to 757
Visit the floating gardens	turn to 487
Visit an inn	turn to 163
Explore the city	turn to 537
Leave the city	turn to 871

778

A dozen of your crew manage to seize you in your bed. Then they bundle you into a leaky lifeboat. 'You'll have a better chance than you gave your first mate,' one of them notes.

You are allowed to keep your possessions, but you must remove this ship from your Ship's Manifest. Your crew sail away, while the current carries you towards land. You bail water out of your little boat as best you can, but it is a long, losing battle.

Finally you spot the coastline, just as seawater begins to spill in over the sides of your little vessel. You abandon the sinking boat and swim.

Your fingers touch the sand of the shoreline just as the strength in your arms and legs gives out. You lie on your back on the beach for a long while, barely daring to move.

Turn to 233.

779

The ground shakes as the huge jungle dog bounds through the trees that separate the two of you.

The Grim NAHUAL 14, Defence 6, Stamina 40

This is a spiritual combat; see the 'Special Rules' section at the front of this book for more information on how this is conducted.

If you are reduced to six or fewer Stamina points without being killed outright, turn to 512. If you win this battle, turn to 814. If you are killed, turn to 1146.

780

Your crew members cry out in pain as the bound souls begin to devour them. You soon realise that you are powerless to harm these spirits, or to drive them away. And so you do the only think you can think of to save yourself – you dive into the crocodile-infested water of the Nozama, and swim for your life.

You reach the river's western bank, bedraggled and exhausted, just in time to see the ship list alarmingly to one side as the souls begin to drag it down into the water. You have saved your possessions and money, but you must remove this ship and its crew from your Ship's Manifest.

Concerned that you are not yet safe from the cannibal priest, you sprint away into the jungle. Turn to **670**.

781

The Meandering Ooze is a vast, filthy swamp that meets the south-eastern edge of the Weeping Jungle. The morass sucks at your feet as you trudge along, sapping both your energy and your morale. Again and again you lose your footing as the ground shifts and subsides beneath you.

Roll two dice.

Roll 2-6	Insects on the wind	turn to 689
Roll 7-8	No encounter	turn to 821
Roll 9-12	Javelin snakes	turn to 6

782

You frown, though you can detect no immediate peril. You move on, wary, watchful. Turn to **524**.



If you are an initiate of Huan-da and In-da, the hermit will not help you. Whether this is for your own protection or because of his anger at the faith, you cannot be sure. Similarly, if you have the codeword *Gauche*, the hermit cannot help you at this time – your own essence still shows the signs of turbulence from the last time you travelled into the spirit realm, he says, and he cannot calm it sufficiently. In either case, you will have to travel on; turn to **332**.

Otherwise, the necessary ritual to sever your spirit from your body requires expensive components. The hermit asks for an **ebony wand**, a **patron amulet**, and a **jaguar mask**. These items will be destroyed, he says, and the ritual is not guaranteed to work.

If you have these items and you wish to proceed, turn to 621. If not, you leave the hermit; turn to 332.

784

Whispering Wind is a rather overweight Dunpalan. His wife serves you a cup of tomato juice flavoured with maguey, while he shows you mosaics and carvings depicting several ancestors. He tells you with some pride that he can trace his family line back over six centuries.

At last, Whispering Wind tells you a little of his duties in Dunpala. Essentially, he oversees any substantial dealings with foreigners, in order to avoid repeating the bloody conflicts which have occurred in the past. This role includes granting foreigners the right to conduct commerce with the people of the Weeping Jungle, an act otherwise punishable by death. 'A wonderful opportunity, that is,' he says. 'There are many treasures hidden amongst those trees and vines.'

Sadly, Whispering Wind has strict quotas regarding this right, and cannot extend it to you for some time. You ask who can impose such restrictions on a king, and he smiles and says, 'There is a great power in this land, and it does not reside in me.' He thinks a few moments, then adds. 'But I might be persuaded to make an exception to this rule.'

He leads you into another room in the house, and introduces you to his youngest son, Dancing Flame, a boy of fifteen years. The boy is strong, and friendly — and yet, as you speak to him, he tells you he is a crocodile called Imziz, and that his favourite drink is sea water. He says he can fly up to the clouds, and that yesterday he ate a cake made of starlight.

'For several weeks, he has not been able to utter a word of truth,' says Whispering Wind. 'In all other ways he is normal — he eats well, plays well, dances with his friends. But whenever he opens his mouth, he speaks only this... nonsense. He cannot tell me what has caused this change, of course, and I have never heard of anything like it before. But

if you could find a way to remedy him, I would be inclined to grant you a great favour. I have heard of a powerful witch, living in a grove somewhere within the jungle. Perhaps you might begin your search there?'

Get the codeword *Gain*, and turn to **42**.

785

You cast your weapon away, retreating from your adversary. But he does not vanish, as you'd expected him to. Instead, he halts, and picks up the weapon himself.

'Wait,' he says. 'You are right. This fighting must stop. You are not one of the invaders, are you? I see that now. My name is Tuemec. I was the bodyguard of Uemec, our leader. I was slain when the well was poisoned, and so spared the sight of my Uemec's murder.' He approaches you now, but there is no more rage in him. 'The priestess... She was to blame for the fall of Tarshesh. Had she placed faith over her own vanity, the gods would have been kinder to us.'

He places your golden weapon back in your hands, and then fades, and becomes mist. Record your golden weapon on your Adventure Sheet once more, as well as the codeword *Gander*. Then turn to **226**.

786

Abruptly, the puffballs descend toward you. You shout at the helmsman to change course.

Roll three dice, and lose this many Stamina points from the burning touch of the denda flies. If you lose twelve or more Stamina points, the insects have swarmed across your deck; you must also reduce the quality of your crew by one step (an excellent crew becomes good, good becomes average, average becomes poor; a poor crew cannot be reduced any further).

If you are still alive, then at last you manage to clear your deck of the insects, and you continue on your way. Turn to 1168.

787

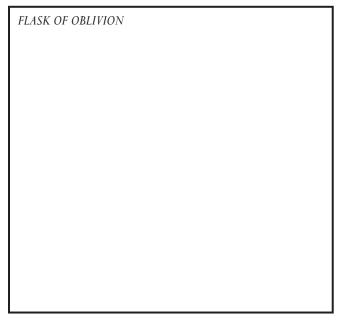
The route back, paddling with the current, is much easier and faster than the route out. Behind you, the wind passing through the multitude of spiders' webs on the island makes an odd 'shush-shush' sound.

Soon you are in Sheka-Tel once more. Turn to 679.

788

You open the flask and pour an inky black fluid, like thick, liquid darkness, onto the ground before you. Within moments, you see the face of the imp that resides within.

You may leave a maximum of 6 possessions in the imp's care. Note any items you leave here in the box. You may place items within the flask whenever you wish.



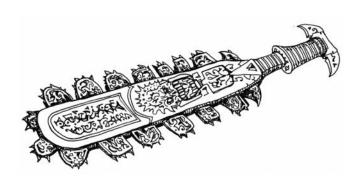
Should you wish to withdraw an item from the flask, roll two dice.

Score 2-10	You can retrieve as many items as you wish
Score 11	The imp claims one of your items for
	itself; you choose which
Score 12	The imp claims one of your items, of its
	choice - roll one die, and lose whichever
	item on your list corresponds to the die
	roll (or lose the last item listed in the box,
	if the roll is higher than the number of
	items stored)

If the imp claims one of your possessions, you can still withdraw whatever else you wish from the flask, as normal.

Remember that the **flask of oblivion** occupies just one space in your list of possessions. If you lose it, however, you also lose all the items stored within.

When you are finished, you place the flask on the ground, and the viscous liquid creeps back into its container once more. Turn back to the paragraph you previously noted.



789

You are allowed into a little tent containing some of the more interesting artefacts these rogues have acquired of late.

350 Shards
125 Shards
150 Shards
500 Shards
45 Shards
200 Shards
150 Shards
150 Shards
150 Shards
320 Shards

The potions can be used (once each) just before an ability roll or fight to add 1 to the relevant ability for that one roll or fight only. Several scarlet macaws are available for purchase; their wings have been clipped, and they are quite docile.

When you are finished here you leave, keeping a watchful eye open for the city's constables. Turn to 42.

790

If you have the codewords *Glove* or *Glutton*, turn to **849**. If not, turn to **1018**.

791

The mountains here are treacherous. Far easier to circumvent them entirely, by trekking along the tops of the cliffs. Below, the sea smashes against the rocks with remarkable violence.

If you have the codeword *Genuflect*, turn to **915**. If not, turn to **1072**.

792

One night, glancing north, you catch sight of a shooting star streaking through the sky, far away. After a moment's pause, you see another.

If you have the title Nahual (at any value), turn to 1114. If not, you wait a short while, but see nothing more. In this case, turn to 337.

793

If the above box is empty, place a tick in it and turn to 262. If it was already ticked, turn to 446.

794

You manage to find a solid hiding place until the squadron passes by. Turn back to 777, and choose where in Inkatek to go next.

You enter a clearing in the thick jungle. At the centre of this clearing stands a pillar of stone, as tall as the trees all around. It is carved with an array of images and faces. The most notable is a rather angular monkey, climbing up one side of the column.

You walk around the base of the pillar, trying to decipher the words engraved there. The writing is archaic, but you guess that it says, 'Touch, and submit to the whim of Shimae'.

Touch the column turn to 1031
Cross the clearing and continue on turn to 524

796

The serpent's breath incinerates you. You are dead even before you fall away from the rock face and tumble down to the ground so far below.

Turn to 99.

797

As you strike the killing blow, the demon seems to implode, crumpling inwards upon itself. It shrinks down, transforming into a black **demon stone**, ridged like the core of a plum. Take it if you wish, then turn to **1024**.

798

Your offence is not considered a matter of consequence. The arbiters decide that a minor beating should be sufficient to deter future wrongdoing.

A couple of the city's soldiers carry out the sentence. Roll two dice, and subtract this amount from your current Stamina score. But ywill not be beaten to death; if this injury is enough to kill you, leave your Stamina score at 1.

The punishment administered, any confiscated belongings are returned to you, and you are turned out onto the streets of Inkatek. Turn to 777.

799

This is surely where Broken Hand is holding Birdsong at Dawn. If you wish to enter to search for her, neither a frank nor an aggressive approach seems appropriate. While you observe the farm, however, you see two separate deliveries of fish and meat arrive, which the guards feed to the crocodiles. If you possess some **crocodile food**, you might be able to bluff your way in. Alternatively, you could wait until nightfall and simply climb the farm's fence. Though once inside, you'd have to evade both guards and beasts.

Bluff your way in (if you

possess crocodile food)	turn to 1022
Sneak inside	turn to 746
Leave the area	turn to 462

800

You have irritated Screaming Owl. He stands and shakes his head. 'Foreigners,' he mutters, before disappearing into the jungle.

You have a feeling you won't see him again. Remove the codeword *Grace* from your Adventure Sheet, then turn to 272.

801

If you possess the title Keeper of the Spire, turn to 710. If not, turn to 684.

802

You approach the Lightning Birds as discreetly as you can, but their senses are keen; as one they flap up into the air and wheel above you, before swooping to the attack. Thunder rumbles in the sky above, and their talons spark and flash as they rake at your face. Fight the two birds as a single opponent.

Lightning Birds COMBAT 13, Defence 16, Stamina 20 Each time the birds attack you, roll one additional die. If you roll 3-6, the birds also burn you with lightning; lose 3 Stamina points in addition to any losses you may have suffered that round. Also note that if you are wearing metal armour (for example **chain mail**, or **vulcanium mail**) the birds' electrical power allows them to ignore any Defence bonus it grants you.

If the birds kill you, turn to 99. If you win this battle, turn to 978.

803

You open your eyes. You are still sitting in one of the higher chambers of the verdant spire, as before. You shiver with the memories of your most recent experiences in that other place, before rising to your feet.

Turn to 263.

804

Momozktli picks his teeth with a long knife as you tell him about your adventures. You cannot help but feel that he is bored.

At last he says, 'I freed your young pilgrim. In exchange, I'd hoped you'd return with news that was more noteworthy – or perhaps merely more credible.'

You leave the fortress, the eyes of its sentries drilling into your back. Turn to 836.

805

You spot a handful of muggers preying on a couple of merchants near the docks. The merchants' shouting soon attracts a group of Dunpala's red-cloaked constables, forcing

the muggers to take flight. The merchants are almost sobbing with gratitude as they thank their rescuers. And yet then the constables, laughing wickedly, demand every Shard that the merchants are carrying, as a fee for their assistance. Facing possible imprisonment, the merchants pay up.

These, then, are the men responsible for enforcing Dunpala's laws. Once the group disperses, you wander that way and find 5 Shards on the ground, dropped in the initial scuffle. Note this money on your Adventure Sheet, then turn to 42.

806

They are not fast, these aimless drones. But they are all around you, and share a single purpose – to reach you, to touch you.

Make a THIEVERY roll at Difficulty 14, keeping in mind that you cannot use your normal equipment.

Successful roll turn to 497
Failed roll turn to 660

807

One of the temple priests is outlining the steps necessary to become an initiate, when the temple's senior priestess approaches. 'We, and the goddess, owe you much. You are welcome to join our faith whenever you wish.'

Becoming an initiate of Eleuia allows you to receive blessings for free. You cannot do this if you are already an initiate of another temple. If you choose to become an initiate, write Eleuia in the God box on your Adventure Sheet.

Turn to 24.

808

The first shriek of pain you hear might be a trick of the wind. The second, third and fourth most certainly are not. Over the course of its history Dunpala has seen massacre after bloody massacre. For those sensitive or crazed enough to perceive them, the city is home to a veritable army of tortured ghosts.

For a brief moment you wonder whether the storm grants those spirits an outlet for their pain and fear - or whether the storm is itself a product of those sensations. And then that fear washes over you, threatening to overwhelm all reason.

The more sensitive you are to the spirit realm, the more you are at risk. Roll one die. If you roll less than or equal to your Nahual value — that is, the number next to your Nahual title — you find this emotional onslaught intensely painful. In this case, roll three dice, and subtract that amount from your Stamina.

If you die, your adventure is over unless you have a resurrection deal. If you still live, you wait, trembling, for the storm to pass. Turn to 42.

809

The clipper's captain reads through the deed from start to finish. At last he says. 'Yes, this is in order. Safe journeys.' And, with that, he tucks the deed into his belt and returns to his ship and departs.

Within the hour, the pirate ships have disappeared from view. Remove the **deed of safe passage** from your Adventure Sheet, and turn to **159**.

810

As you concentrate on the picture, a curious greyness begins to blot out the world around you — so much so that for a second you wonder if you are going to faint. But no, the horse in the image becomes more vivid as you watch it. It is a magnificent creature of dream and nightmare, you understand; its rage is such that no mortal may tame it, or try to ride it.

And it is under attack. A horde of insane spectres charge at it from all sides, tearing at its flanks with long, translucent claws. And yet the great horse rears up, battering these spirits with hooves that flash lightning. Gouts of flame shoot from its nose with each exhalation. It whinnies, and yet it is a sound that embodies anger, disdain.

The horse tramples its way through the mad horde, coming nearer and nearer to you. A lance of pain along your arm as it reaches you. An attack? No – rather, a friendly nip on your forearm.

And then all is gone, and the world is as before. The **picture of a night-black horse** has crumbled in in your hands; remove it from your Adventure Sheet. However, you find a black mark on your arm, stretching from the heel of your wrist down to your elbow. Instinctively, you know it will grant you some small protection against spirits of madness.

Note the **sooty mark** on your Adventure Sheet (you can note it amongst your possessions, though it does not count towards your maximum of 12 items). This mark is not indelible, and will soon fade away; the next time you travel to a different book in the series you should remove it from your Adventure Sheet.

For now, turn back to the paragraph you noted previously.

You break open the meteorite's rocky outer crust and find a lump of solid **copper ore** at its heart. Note this on your Adventure Sheet if you choose to keep it, then turn to **1024**.

812

Legends claim that the titan at Borotek is a creation of the gods, a servitor dating back to an age when the physical realm and the realm of spirits were not so clearly divided. The legend seems credible; though the stone giant is buried up to his navel, his upper half reaches high into the sky, like a hand-carved mountain.

Several dozen tents have been placed at the titan's base. From a distance, you can see a handful of figures in flowing blue robes.

Approach the titan	turn to 371
Enter the settlement of tents	turn to 607
Leave the area	turn to 837

813

You wade a few paces into the stream and then, after just a couple of minutes, you deftly seize a flying fish as it glides past your shoulder. This grants you a Luck blessing; mark this in the Blessings box on your Adventure Sheet. The blessing works by allowing you to reroll any dice result once. This does not have to be an ability roll; you could also use it to reroll an encounter result that you don't want. You can only have one Luck blessing at any one time. When you have used it, cross it off your Adventure Sheet.

More concretely, you have also gained a fine meal. Turn to 149.

814

The gigantic dog collapses, finally overcome by the deep wounds you have inflicted on it. Your fight has carried you further into the jungle, yet still these curious tree-beings surround you. One of them reaches out to take hold of you once more. 'Our stories...' it thrums.

A canine growl. Though the Grim was dead — you're certain of it — it is writhing now. It seems to be shedding its own skin, a beast within struggling to wrestle its way out of the flesh of something dead.

The face of the beast splits apart. A long, thin muzzle — unmarked, whole — pushes out from beneath. The creature is returning to life.

Lose 1 point of Entropy. If this reduces your Entropy score to zero, turn to 880. Otherwise, will you:

Fight the Grim again	turn to 959
Flee from it	turn to 1045
Cast your mind back to	
the physical world	turn to 8

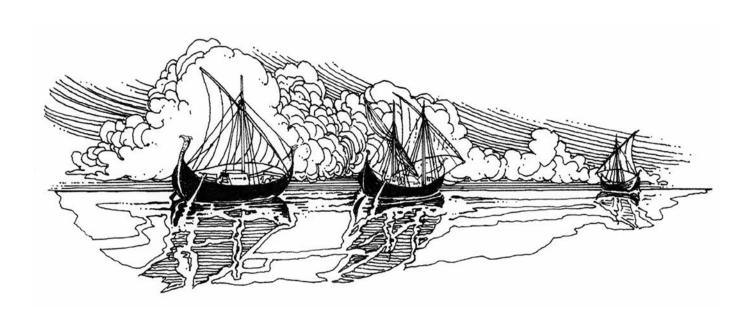
815

You cannot resist the strength of the wind. It lifts you clean off your feet and casts you down into the Well. You fall for a long time — but you do at last hit its bottom, with a shattering, fatal impact.

Turn to 99.

816

If you have the codeword *Giggle*, turn to **437**. If not, you yell until your throat is red and sore, but you are insignificant beside the mighty, raging waterfall. Worse yet, the effort



makes you dizzy. The water spirit Sima-Sassamana gives you the slightest shove, and you plunge into the Great River.

Turn to 385.

817

You come across the bodies of two men lying in the sand. Thieves, apparently; they killed one another. Perhaps a third thief was present, or somebody else came across these bodies before you — whatever they were fighting over has been taken.

You find only a **dagger** and a **rusty sword** (both with no COMBAT bonus) on their bodies. Take them if you like, and then turn to **562**.

818

You come across a hastily-assembled marketplace where some of the thieves and pirates who frequent Dunpala are fencing their ill-gotten wares. Much of it is quite mundane; if you wish to see the more interesting items you'll have to convince these crooks that you can be trusted. Make a THIEVERY roll at Difficulty 12.

Successful roll	turn to 789
Failed roll	turn to 872
Don't want to see items	turn to 42

819

Once more, the great beast collapses. This desperate combat has taught you a great deal about struggle in this realm. Roll two dice. If the score rolled is greater than your MAGIC score, add 1 to that ability.

Surely the Grim must be truly dead, now? But no – it is vibrating, struggling to burst out from its own skin once more.

The tree-beings here are whispering to you, asking you to stay. Yet to remain with this monster would be suicide. You flee into the jungle. Turn to **1045**.

820

Baron Moonshine actually giggles as you cut him down. He falls to the deck of his ship, bloody and broken. The Baron's first mate halts at the sight. 'Give us the Baron's body, and you can go free,' he says. 'You have my word.'

The corpse of the Baron has value, it seems. You agree to hand it over only once you are safely away from the pirate fleet. The first mate concurs; he watches as you lug the baron's body back to your ship, and then follows you in the smallest of the Baron's vessels, a speedy cutter. Once the rest of the fleet has disappeared over the horizon, you tip the Baron's body into the ocean. While the cutter wastes time retrieving it, you sail for clear waters.

The battle has been hard, and you have lost many men;

reduce the quality of your crew by one level — an excellent crew becomes good, good becomes average, and an average crew becomes poor (if your crew is already poor, it cannot worsen in quality). You may, at least, keep the Baron's fine sword. Note down this **sword (COMBAT +3)** on your Adventure Sheet if you choose to keep it.

Record the codeword *Geode*. You have a nasty feeling that Baron Moonshine's fleet will continue to sail these waters for some time. Turn to **370**.

821

With the filth of the Ooze sucking at your boots, you consider where to go next.

Go north	turn to 42
Go east	turn to 1127
Go south	turn to 1101
Go west	turn to 287

822

If you have the codeword *Grace*, turn to 1181. If not, turn to 870.

823

The tribesmen know this terrain much better than you do. But you can be tricky, nonetheless.

Make a THIEVERY roll at Difficulty 17. If this roll is successful, you finally manage to give the group the slip. Turn to 357.

If this roll fails, however, the tribesmen eventually surround you. You draw your weapon to defend yourself, but one of them manages to stab a fishing pole deep into your back. Badly wounded, you cannot prevail. Turn to 99.

824

As you contemplate the ocean, a tremor runs through the ground. Somewhere, in the sky above, you hear a canine growl. Roll two dice.

Roll 2-7	Pursued	turn to 396
Roll 8-12	A near miss	turn to 158

825

Pachara takes the flower a moment, but then hands it back to you. 'I cannot make another acorn for you,' she says. 'The conditions will not be correct for... a long time. I am sorry.'

Turn to 358.

826

The observers in the jungle are surely positioned ahead of you, and behind. Your only chance to escape is to do something unanticipated. And so, quite suddenly, you charge into the treeline.

The screech of an eagle directly above you draws your attention. Looking up, you see one of the Serpent King's elite Nyar warriors, bare-chested and covered in spiralling tattoos, perched on a tree branch. He has his hands cupped to his mouth, signalling your actions to his compatriots nearby.

Too late now to change your mind. You run on into the jungle. Turn to 236.

827

Bellentacq is able to create a set of crocodile hide armour, if you are able to furnish her with a **crocodile skin** and either an **animal totem** or a **silver holy symbol**. You will also need to pay her 3000 Shards. This armour adds +4 to your Defence in combat, it does not incur heat penalties if used in hot weather, and it may be used in spiritual combat. A curious by-product of the armour's enchantment enhances its wearer's ability to swim. If you ever have to roll to swim successfully – for example, a SCOUTING test to cross a river, or a roll against Rank to determine whether you drown at sea – you may assume this roll is automatically successful.

If you possess the necessary items, and wish Bellentacq to create this armour, adjust your Adventure Sheet as necessary, noting down this **crocodile hide armour***† (+4 **Defence, swimming tests successful)** amongst your possessions.

Turn back to 1161.

828

Almost too late, you notice that you are placing your foot into a noose on the ground. You yank your foot away just in time, but catch the vine rope as you do so. The snare activates, pulling the noose high off the ground. As it does, a heavy branch above you, secured by a twisted vine rope, whips forward viciously. Had you been caught in that trap, it would have badly wounded you.

This was a trap crafted for a man, not an animal. You elect not to wait around to discover who set it. Turn to 423.

829

Only the most senior of Quetzil's priests have the power to cure disease and poison. If you have the codeword *Gore*, they refuse outright to help you. Otherwise, their assistance is free if you are an initiate of Quetzil, or if you have the title Chamessa; otherwise, their help costs 100 Shards.

If you can convince the priests to help you, you will be cured of one poison or disease. Make any necessary payments and remove the effects of the disease or poison from your Adventure Sheet.

Turn to 1071.

830

The priest says that to renounce worship of Tyrnai you must pay him 75 Shards, and allow him to strike you with his fist three times – while he is wearing a mail gauntlet.

If you accept these conditions, pay the 75 Shards and delete Tyrnai from the God box on your Adventure Sheet. The priest strikes his first blow on the side of your head, causing lights to flash in front of your eyes. By the time he strikes his third blow, he has a feral grimace on his face, and seems reluctant to stop.

Roll two dice, and lose this many Stamina points. Also, if you have arranged a resurrection here, it is cancelled with no refund. Finally, if you are still alive, turn back to 711.

83

You are on the threshold of the physical realm and the spirit realm; this, the bleeding through of one into the other, is causing the discolouration of the sky.

Your sensitivity to the world of Elaz Carnaquen grants you the ability to see the wisp-spider that approaches you now, a being of both realms. It is shiny blue and malevolent; legs included, it is almost as large as you are. It darts toward you, its movement jerky and horrifyingly fast. If you possess a **Xibalban lantern**, you have the power to make the creature physically manifest, so that you can fight it normally. If you wish to do so, turn to **513**. Otherwise, you strive to focus your spiritual energies, readying yourself to meet its charge.

Wisp-spider NAHUAL 11, Defence 6, Stamina 24 This is a spiritual combat; see the 'Special Rules' section for information on how to fight this creature.

You may escape combat if you wish, though you risk taking a wound if you do so. Should you retreat, roll two dice. If you roll 6 or less, you lose this many Stamina points; if you roll 7 or more, you remain uninjured. Turn to 787 if you flee back to your boat.

If you lose this fight, turn to 99. If you win, turn to 502.

832

Opportunities for commerce are restricted within the Weeping Jungle. Working class citizens have all of their basic needs provided free of charge by the kingdom, and few outside the nobility have any real concept of money. There may be some profit in trading expensive, luxury items to the nobility, at least. You meet a cart driver who recommends trading rimcha, which may be bought at the city's marketplace. 'If you want to sell it on, ask about in the inns at Inkatek,' he explains. 'They're usually keen to take a bottle of the good stuff.'

When you are finished here, turn to 679.

Kualli smiles as he tells you he possesses a secret of value. If you wish to hear it, however, he insists that you allow him to take a resurrection deal from you. If you have arranged resurrection, and you wish to transfer that resurrection to Kualli, cross it off your Adventure Sheet and turn to 547. If you have not arranged your own resurrection, or if you do not wish to give this arrangement to Kualli, he remains tight-lipped. In this case, turn back to 151.

834

This day, a young woman is tied up atop the pyramid, screaming for help. She will be killed shortly, to honour Quetzil, and to satisfy three or four thousand onlookers below.

If you are an initiate of Quetzil, you may be able to disrupt the ceremony. If you wish to do so, turn to 1158. If you are not a follower of Quetzil, you cannot hope to overcome the number of guards present. In this case, or if you choose to do nothing, you turn away as the young woman is killed. Turn to 777.

835

You retrace your steps to where you first encountered the tree-beings. This time, at least, you can hear no trace of the monstrous Grim.

If you have the codeword *Gore*, turn to **176**. If you do not have this codeword, but you have the codeword *Gargoyle*, turn to **124**. If you have neither codeword, but you have the codeword *Gnash*, turn to **590**. If you have none of these codewords, turn to **477**.

836

You move away from the forbidding walled fortress. North, south and west, the immense jungle stretches away. To the east, the city of Dunpala is nearby.

Go north	turn to 219
Go east	turn to 42
Go south, joining the Great Road	turn to 1095
Go west	turn to 128

837

You travel on from Borotek. Straining hard to listen, you can already make out the roar of the immense waterfall, the Panyck Falls, to the south. The Great River, immediately west of your position, is impassable at this point.

Go north	turn to 1110
Go east	turn to 353
Go south	turn to 4
Go south-east into the Lea	turn to 86

838

Performance soon improves, and one of your deckhands visits your cabin to thank you for consoling him. He presents you with a **dagger (COMBAT +1)**. 'It was me ol' mam's, y'see,' he says. 'It'd mean a great deal if you was to take it...'

Note the dagger on your Adventure Sheet if you decide to keep it, then turn to 159.

839

Your lookout sights two ships ahead of you, each flying a plain green flag. One of your crew, a native of Dunpala, gives a grave shake of the head. 'The flag of Baron Moonshine,' he says. 'The most bloody of all pirates.'

You change course, and so do the two pirate ships. Then you realise that one of them has released a green parrot, which comes flying across the waves towards your vessel.

It lands on your deck. 'Surrender to the Baron!' it croaks. 'Surrender to the Baron if you want to live! Give a deed of passage, or surrender to the Baron!'

Give the bird a **deed**

of safe passage, if you have one	turn to 873
Drop anchor and surrender	turn to 344
Try to escape the pirate ships	turn to 970

840

Abruptly, your skin turns an indelible shade of bright blue. Make a note on your Adventure Sheet that you have blue skin

Shimae is not finished with you yet. Turn to 989.

841

The captain of a battered barque agrees to convey you to Copper Island, swearing that his ship is seaworthy. You must have *Over the Blood-Dark Sea* to go there. If you do not possess this book, or if you decide to stay in Dunpala, turn to 42.

If you are sure you want to travel, cross off the 45 Shards and roll one die. One a roll of one to five, you ultimately arrive at Copper Island without incident; turn to *Over the Blood-Dark Sea* paragraph **99**.

If you roll a six, a great storm rises up shortly after you reach the open sea, sinking the old barque. You tread water for dear life. Lose all the money and items listed on your Adventure Sheet. Eventually you wash ashore. Turn to **559**.

842

Perhaps just one more day of trudging on will bring an end to the blinding glare of the sun on the baking hot sand.

Go north	turn to 1127
Go east	turn to 225
Go south	turn to 750
Go west	turn to 1101

You speak of the criminals Birdsong at Dawn has helped so far, and how that help could come to naught if she remains with Broken Hand. She could return to them for just a short time, you argue. But she shakes her head. 'No. Some amongst them might prove volatile if I return, even briefly. They must stand on their own feet, now. They are strong enough, I feel. Tell my troupe that they may visit me here, as a friend, whenever they wish — and know that you, too, will also be welcome here whenever you return.'

You must leave, alone. Record the codeword *Glacier*, then turn to 462.

844

You are truly one with the verdant spire; with a thought, you cause your physical form to dissipate. Your essence mingles with the spire, and your consciousness stretches out across the land.

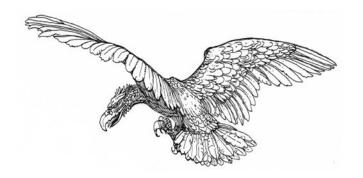
You are the clouds in the sky, the rain that falls. You are the growing seedlings, the fruit that falls from the tree, the breeze that forms the ripples in the river. You hear every whispered word across the land; you watch the affairs of the people of the Feathered Lands — your people. And when they laugh, you feel their joy; when they cry, you feel their pain. And every moment of this existence is glorious.

This would be a fine way to end your travels, after your many adventures. Should you decide to coalesce once more, and return your consciousness to the verdant spire, turn to 263.

845

You travel on from this calm, open space. Where will your travels take you next?

Go north to Sheka-Tel	turn to 353
Go east	turn to 128
Go south	turn to 323
Go west	turn to 4
Go north-west along the Lea to Borotek	turn to 47



846

You reach a rise in the land. The black-leaved jungle is a great, dark plain that soaks up the meagre light of the sky. At the heart of that jungle stands a walled city. A line of hills fills one edge of the horizon, in the opposite direction.

Lose 1 point of Entropy. If this reduces your Entropy to 0, turn to **880**. Otherwise, you consider your options

Travel to the walled city	turn to 635
Approach the hills	turn to 148
Remain within the jungle	turn to 835
Cast your mind back to the	
physical world, Elaz Velara	turn to 8

847

A number of circular, windowless storehouses, each one built on stubby stilts, stand at the western edge of the town. Sheka-Tel is an important centre of distribution within the Weeping Jungle. Crops from the farmlands to the west travel here, and are then allocated to various towns and villages within the jungle. You encounter the head administrator here, Qendepi. 'The jungle provides many, but not all, of our needs,' he explains. 'Grain and corn are vital commodities for the jungle communities. Not merely for bread – fermented corn forms the base of canca, which we drink in great quantities during festivals.'

If the box above is empty, place a tick in it now and turn to 417. If it was already ticked, turn to 832.

848

Are you carrying a **water flask** or a **water bottle**? If so, turn to **407**. If not, you soon lose interest in the well. Turn back to **226**.

849

An assistant explains that the Deputy Chief Administrator has been summoned to Inkatek. Any town business will have to wait until her return. You ask when she will be back, but the assistant gives an indifferent shrug. 'She'll be back when she comes back.'

Turn to 679.

850

As you pass through the village, the sound of wailing draws your attention. You follow the noise to one of the wooden, windowless houses where you find a small family — a mother and father and their rather beautiful daughter.

It is the family's mother who is crying so loudly. Her daughter tells you why. 'Every night a lustful musician comes to our village, demanding that my parents give me to him. He's handsome, but a monster – I despise him. We've



begged him to leave us alone, and offered to give him everything else that we possess. So far we've managed to bar his entry to our home, but it's only a matter of time before he forces his way in.'

'He's strong, too,' says the girl's father. 'A few of us have tried to chase him away, but he always bests us.' He shows you some dark bruises that he has gained in such struggles.

'Perhaps you could rid us of him?' the daughter asks. 'We have a few small treasures we could give you in return.'

If you wish to help the family, turn to 678. If not, then it's time to move on. Turn to 498.

851

If you have the codeword *Glide*, turn to **506**. If you possess a **sigil of Vinti**, turn to **732**. If you possess neither the codeword nor the item, turn to **259**.

852

You encounter a barque whose hull has been damaged by storms. Its captain is eager to unload his cargo to lighten his vessel. He offers to sell you his cargo at a reduced price.

If you have enough space and enough money, you can buy the captain's cargo. He is carrying just 1 Cargo Unit. You may, of course, jettison any cargo you are currently carrying to make more space in your hold. Roll one die to determine what cargo the barque is carrying, and how much it costs.

Roll 1-2	Furs	125 Shards
Roll 3-4	Metals	200 Shards
Roll 5-6	Textiles	90 Shards

If you buy the captain's cargo, adjust your Ship's Manifest accordingly.

When you are finished here, turn to 616.

You guide the ship away from Borotek but, though you can influence direction, you cannot force the vessel to accelerate. It is sluggish under your guidance.

The problem soon resolves itself. With a loud click, the ship's steering mechanism reasserts itself. The vessel wheels about, and heads for the Satkantu Mountains once more, picking up speed with each moment. You cannot prevent the vessel from retracing the path you have just travelled. Soon, you are leaving the Weeping Jungle behind entirely.

Turn to The Lone and Level Sands, paragraph 425.

854

You manage to wrap an arm around the Nyar warrior's neck. He struggles to free himself, but you have a tight grip. Failing this, he pulls an obsidian-bladed knife from his belt, and stabs up at you. He nicks you a couple of times, but you get a hold of his wrist. A brief, bloody struggle follows; the Nyar warrior is killed.

It takes time, but you manage to extricate yourself from the noose. You land on the ground with a thump. Lose 5 Stamina points for your various injuries. If you are still alive, you search the Nyar, finding a **spear (COMBAT +1)** and and some **quilted armour* (Defence +2)**, which will not incur heat penalties in combat.

More alert now, you continue on. Turn to 423.

855

Your voice is clear and strong as you call out the words of challenge, in one of the oldest tongues of Ankon-Konu. Namagal, the Serpent King, halts, and looks you in the eye.

His guards draw their weapons and start towards you, but he raises a hand, stopping them. Instead, a woman wearing white robes, her face lined with age, addresses you. This is Sensa Yledra, a high priestess of Quetzil and Namagal's closest advisor. 'Why do you issue this challenge? What has our god-king done to so offend you, a member of our own faith?'

But, before you might answer, Namagal steps forward. A sacred challenge to mortal combat has been made. The reasons for this contest matter little, now; it cannot be avoided. If you have left any items in your quarters (at paragraph 150, you are allowed to retrieve them. And then you are led away. Turn to 28.

856

While the soldier overseeing your work is distracted, you dart away, and find a hiding place beneath a cart. But he and three others soon find you and drag you out. 'Next time you try to hide, find a way to mask that foul smell,' one of them

tells you.

They beat you. Lose 3-18 Stamina points (roll three dice). If you are still alive, you are closely watched until the end of this duty. Turn to **250**, and reduce your number of duties remaining by one.

857

The aft of your vessel breaches and, little by little, your ship is dragged down into the waves. Finally, your ship and crew are lost to these tropical waters; remove them from your Ship's Manifest.

Roll two dice. If this score is greater than your Rank, you are drowned. Turn to **99** in this case. If you score less than or equal to your Rank, you may yet survive. Lose 2-12 Stamina points, and remove three possessions listed on your Adventure Sheet (you choose which). Then, if you are still alive, turn to **222**.

858

Being constantly surrounded by such foulness ultimately takes its toll upon your health. Roll one die, and lose this many Stamina points.

If you are still alive, your duty is at last concluded. Turn to **250**, and reduce your number of duties remaining by one.

859

Your safest route is to retreat out of the jungle at once, the scout tells you. The Serpent King does not permit outlanders such as yourself within his territory. The tribes in the north of the jungle will likely kill you on sight. The Serpent King's Nyar Warriors patrol the east of the jungle — they too are charged with killing any potential foreign invader.

The scout has never travelled far beyond his home, so can tell you little more. He does briefly instruct you in which plants are safe to eat, which animals are best avoided, and so on. Roll two dice; if you roll higher than your SCOUTING score you can add 1 to that ability.

At last, you go your separate ways. Turn to 380.

860

You recognise the distinctive V-shaped leaves of the upari tree, reputedly the most toxic plant in the whole Weeping Jungle. Interestingly, the host of dead animals in the clearing were not actually in contact with the tree, or even particularly near it. Perhaps it can kill at a distance?

In any case, you have no reason to tarry here. You backtrack the way you have come, and trace a wide path around the deadly clearing.

Turn to 423.

The storm tips your ship onto its side. The hull gives a stomach-churning lurch as it tries to right itself — and then the bow of the ship breaks off entirely. Water rushes across the deck of the vessel, lifting you and bashing you into the ship's main mast.

Though you are not killed outright, in such a perilous situation you cannot hope to survive such a grievous wounding for long. Turn to **99**.

862

A great jolt of power runs through you; roll two dice and lose this many Stamina points. If you still live, you look about you.

Everything is the same. You are still in the temple with the old hermit. 'It didn't work,' he says. 'Sorry.'

Record the codeword *Gauche*. He can do nothing more for you, for now. You will have to travel on. Turn to 332.

863

If you possess 1800 Shards, a **rainbow tunic** and either a **chameleon cloak** or an **ashen cloak**, Bellentacq can, quite reluctantly, create a darkling cloak. Such a cloak will grant a +7 bonus to your THIEVERY score while you possess it, but it will also temporarily reduce your SANCTITY score to 1, and prevent your SANCTITY score from rising by any means (including bonuses from other items). Note that you need not actually wear the cloak to receive this effect; so long as it is in your possession these changes to your ability scores will apply.

If you wish Bellentacq to carry out this work, remove the requisite items from your Adventure Sheet. In their place note darkling cloak (+7 THIEVERY, SANCTITY temporarily reduced to 1). Should you discard the cloak, or store it somewhere, you lose the bonus to THIEVERY, but your SANCTITY score will return to its normal value.

Turn back to 1161.

864

You lash out, viciously wounding the hunter with the blowgun. He falls to the ground, dying, while the other four surround you.

This will still not be an easy fight. But you have rebalanced the odds a little, at least.

Cannibal Hunters COMBAT 11, Defence 14, Stamina 26 Heat penalties apply in this combat. See the 'Special Rules' section at the start of this book for more information.

If you lose, these cannibals will eat well. In this case, turn to 99. If you win, turn to 941.

865

If you have the codeword *Clutch* or *Gloom*, and the box above is not ticked, place a tick in it and turn to **539**. If you have neither codeword, or if the box has already been ticked, turn to **42**.

866

As you approach that ribbon of mist you remember tales told of the southern edge of the world. To pass on, travellers must sacrifice their bodies, and live as spirits only — this is death, or as close to death as makes no difference.

Return north turn to 507
Press on regardless turn to 415

867

Becoming an initiate of Zaos gives you the benefit of paying less for blessings and other services the temple can offer. If you wish to apply to become an initiate, you should pay 70 Shards, and then make a MAGIC roll, at Difficulty 14. You cannot make such an application if you are already an initiate of another temple.

If this roll fails, your application to become an initiate has not been accepted. You may make as many applications as you like, but you must pay 70 Shards each time. If this MAGIC roll succeeds, however, you are accepted as an initiate and you should write 'Zaos' in the God box on your Adventure Sheet. You may also add 1 to your MAGIC score — though note that you will lose this bonus if you should ever leave this faith.

You notice that most of the priests and priestesses within the temple are drawn from the noble stratum. Indeed, members of the working class are not permitted to possess the wealth necessary to apply for a position within the temple.

When you are finished here, turn back to 558.

868

You inadvertently step into a noose which tightens about your ankle. A long, flexible sapling catapults up from where it was fastened to the ground, and you are lifted high into the air.

You labour to free yourself swiftly, before the Serpent King's soldiers happen upon you. Make a COMBAT roll at Difficulty 17 as you hack yourself free.

Successful roll turn to 126
Failed roll turn to 18

The people of Sheka-Tel keenly remember that you were the one who exposed White Jaguar's treachery. You are greeted with smiles everywhere; a wrinkled old woman is forward enough to embrace you in thanks.

Turn to 679.

870

As you walk along a path in the foliage, you hear a wild, ululating scream. You turn, just as a young, red-painted cannibal launches at you, intent on carving out your heart.

Young Cannibal COMBAT 8, Defence 10, Stamina 14 Heat penalties apply in this combat. See the 'Special Rules' section at the start of this book for more information.

If you lose, this is the end of your adventure, unless you have a resurrection deal. If you win, you find a **dagger** (no COMBAT bonus) and an **animal helm* (Defence +1)** on his body. This wooden helmet, carved to resemble a panther, will not incur heat penalties in combat.

Note down whatever you decide to keep on your Adventure Sheet, and then turn to **272**.

871

To leave Inkatek by cart, go to the storehouses. To travel downriver by barge, a ferry will convey you along the small source river that passes through Inkatek, to its confluence with the Great River, to the west.

Visit the storehouses	turn to 609
Take the ferry to the Great River	turn to 323
Travel north on foot	turn to 1034
Travel east on the Great Road	turn to 720
Travel east through the jungle	
south of the Great Road	turn to 287
Travel south	turn to 553

872

Foreigners are rarely trusted at the best of times in Dunpala. These fences decide you might be allied with the city's constables. While you do your best to tell them you have no such allegiance, they swiftly pack up their goods and move on.

Worse, you also find that somebody has taken the opportunity to steal 100 Shards from you. Remove that amount from your Adventure Sheet, if you possess that much, and turn to 42.

873

You give the bird your deed; cross it off your Adventure Sheet. Using feet and beak, the parrot partly unfurls the deed and examines it. Is it possible this creature can read?

Then the parrot allows the page to furl up once more. It

takes it in one of its claws and flies back to the pirate ships. Shortly thereafter, the two ships change their heading, steering away from you.

And that, as they say, is that. Turn to **731**.

874

Though Begotombo is a small town, its waterfront is a hive of activity. Here you can buy passage to other ports, a ship of your own, or cargo.

You can book a one-way passenger berth on a ship to the following destinations.

Dunpala, cost 20 Shards	turn to 351
Smogmaw, cost 35 Shards	turn to 295

If you buy a ship, you become its captain and can sail it wherever you wish. Three types of ship are available.

Ship type	Cost	Capacity
Barque	300 Shards	1 Cargo Unit
Brigantine	500 Shards	2 Cargo Units
Galleon	900 Shards	3 Cargo Units

If you buy a ship, add it to the Ship's Manifest, and name it as you wish. The quality of the ship's crew is poor, unless you upgrade it. If you already own a ship, you can sell it back to the harbourmaster for half of the above prices.

It costs 65 Shards to upgrade a poor crew to average, 120 Shards to upgrade an average crew to good, and 200 Shards to upgrade a good crew to excellent.

If you own a ship, you can also buy and sell cargo here. You may buy as many Cargo Units as the ship has room for. Only copper and timber may be traded in Begotombo. To trade other commodities you will have to travel to Dunpala, across the lake.

Cargo	To buy	To sell
Metals	710 Shards	640 Shards
Timber	100 Shards	70 Shards

If you own a ship and wish to set sail, turn to 1131. Otherwise, when you are finished here you go to the city centre. Turn to 333.

875

You grapple the ship belonging to Baron Moonshine's fleet, so that it is sandwiched between the other pirate ship and your own. Then you lead a boarding party aboard.

The Baron's pirates are brutal men, and the battle is intense. Roll two dice. You may add 2 to this roll if you are 8th Rank or higher, and you may also add 2 if you are a Warrior. If your crew is poor quality, subtract 1 from this

roll. If your crew is good, add 1. If your crew is excellent, add 2.

Roll 1-5	You are killed	turn to 99
Roll 6-9	Forced to retreat	turn to 74
Roll 10+	Victory	turn to 569

876

The priest leads you to a bare, windowless room at the back of the temple. He makes a ring of sigil-painted stones, and places the Xibalban lantern at their centre. 'Wait here. Be calm. Kerep Tlotor will come.' With that, he leaves you. As he closes the door behind him, you hear a bolt slide into place.

You sit, patient, in the eerie green light of your lantern. Two hours pass before you feel a malevolent presence behind you. You turn – but Kerep Tlotor thumps you in the side of the head, causing stars to flash before your eyes, and hurling you against one wall.

He is as much animal as man, now. He bounds towards you, fireflies buzzing around his body — and behind him, bizarrely, you see yourself, not quite conscious, still sitting before your lantern. Your spirit and body have become dissociated; you fight Kerep Tlotor on an ethereal plane, to save your physical form.

This is a spiritual combat. See the 'Special Rules' section at the start of this book for more information.

Kerep Tlotor NAHUAL 7, Defence 7, Stamina 20 If you lose, your adventure is over unless you have a resurrection deal. If you win, turn to **309**.

877

In one swift motion, you manage to draw your weapon and embed it into the head of one of the soldiers.

Turn to 3 to fight, but note that you can reduce the Soldiers' COMBAT score by 1, and their Stamina by 5, to reflect that you have already killed one of their number.

878

Listening to the priest's talk of redemption reminds you of Zlaloc's words at the Theatre of the Obscure. On a hunch, you ask if he knows of Birdsong at Dawn.

'I know her well,' he says. 'She was a priestess here, long ago. Lately though, she's been spotted with a man called Broken Hand. He was a pirate, once; now, he deals in crocodile skins. Who knows what such a villain wants with Birdsong at Dawn? If you intend to pay him a visit, take a stout weapon.' He adds that Broken Hand's farm lies near the eastern bank of the Lake of Firewater, between Dunpala and Begotombo.

Record the codeword *Grapple*. You leave the shrine. Turn to 42.

879

You pull hard against this creature's wooden fingers. Make a COMBAT roll at Difficulty 16. You may use any weapons specifically described as being usable in spiritual combat to help with this roll (and only these).

Successful roll	turn to 1144
Failed roll	turn to 964

880

A sensation of touch on your neck, though nobody is there. A lurching in your gut, as the ground itself seems to dance away from your feet. You collapse onto jagged stones, cutting open your knees — and yet no blood comes from those wounds; you feel nothing where there should be pain.

Too much is too different. Light and sound are wrong. Your very thoughts are unfamiliar to you.

With a yell of panic, you return to the physical world, what those of the Weeping Jungle call Elaz Velara. If the box above is empty, place a tick in it now and turn to **90**. If it was already ticked, turn to **187**.

881

Namagal receives this adulation impassively. And yet his dark eyes alight on you. He watches you a few moments, as a pair of retainers approach and place his gown on his shoulders once more. And then he turns, and stalks from the arena.

The amphitheatre is due to close soon. Turn to 777.

882

Abruptly, Qlelec swings his fist and bops you on the cheek, knocking you down. While you're on the ground he seizes one of your possessions and runs away.

You start to run after him, but a small crowd of chuckling citizens stops you. The people of Dunpala see Qlelec as ridiculous, but he is well-liked all the same.

Lose 3 Stamina points for the punch, and one of your items (you choose which). Then turn to 42.

883

Though it is easy to lose your bearings in the thick jungle, you estimate that you are far north of the town of Sheka-Tel. The coastline of the continent is closer, to the north.

turn to 657
turn to 670
turn to 227
turn to 1186

884

In the trees off to your left, you hear a trilling, high-pitched call. A bird? Your hopes are dashed when you hear an

answering call further away, to your right. And then another behind you.

You passage has been detected. You quicken your pace. Turn to 236.

885

You have the distinct feeling you are lost. Worse, it is strangely difficult to reorient yourself. Make a SCOUTING roll, at difficulty 21.

Successful roll turn to 920 turn to 566

886

Despite the storyteller's grisly tale of foreigners, he is delighted to speak with you. You tell him of your experience in Caua-Tel, of the musician with a hole in the top of his head.

He scratches his chin, thinking. 'I have heard tell of river dolphins that will transform into men, in order to seduce young women,' he says. 'In order to drive them away, you must force them into water. That will shatter their magic, and cause them to revert to their natural form.'

Record the codeword Grime, and turn to 761.

887

'This is a trial both of will and of wisdom,' Cuxi-Suri tells you. 'It demands that you be single-minded, determined, as necessary — but it also demands curiosity, and a recognition of futility. It values spirit over physical strength. That is all I know.'

If you have the codeword *Grub*, and you have already completed the spire's second challenge, (that is, you have already ticked the box for the second trial at paragraph 588), turn to 318. If you do not have this codeword, or if you have not completed the previous trial, turn back to 588.



888

You reach a thick bank of white mist that obscures your view to the south. Hot, damp moist air is commonplace within the Meandering Ooze, yet this mist is biting cold. For the first time in many days you hug your arms close to conserve body heat.

This, you realise, is the great strip of mist that marks the southern edge of the world. Beyond lies madness at best, oblivion at worst.

Retrace your steps north turn to 1101
Enter the freezing mist turn to 415

889

'Wake. And die.'

An elderly tribesman stands before you. This is White Jaguar, who committed murder in the town of Sheka-Tel, and who, thanks to your investigation, was subsequently executed.

Yet here he stands, half-dream, half-ghost. As you scramble to your feet, he speaks a magical phrase, and a gale whips up. It does not touch him, but it pushes you back, towards the lip of the Well of Lies.

Make a MAGIC roll at Difficulty 15.

Successful roll turn to 66
Failed roll turn to 815

890

Slowly, dextrously, you reach out with your foot and pull the bundle back towards you. You snatch it up and retreat from the lethal tree just as a strong gust of wind causes its branches to blow in every direction. Turn to 336.

891

Wasps sting your face and hands; caterpillars crawl into your ears; great, horned beetles slice open your legs. There is surely a magical component to this assault. You roll about on the floor, brushing chirruping things away from your eyes, trying to think clearly.

Roll six dice and subtract this amount from your Stamina score. If this kills you, turn to **99**. If you still live, the attack abruptly ceases, and the insects covering you transform into smoke. Turn to **905**.

892

The lights above sting your eyes, and their illumination burns your skin. You are the only one affected in such a way, it seems. You crawl into a tent, which reduces the lights' baleful glare somewhat. Still, the night is hardly pleasant.

Unfortunately you have little information on the provenance of the lights above. Whatever their source, you have a feeling it lies in direct opposition to the spire, to

which you have become attuned.

Lose 1-6 points of Stamina (roll one die), and lose 1 point of SANCTITY. If you are still alive, the lights above finally, thankfully, fade away. Turn to **690**.

893

The temple is deserted. It is merely a ruined building now, like hundreds of others in this ruined city. Turn back to 226.

894

Though it takes several hours, you manage to outmanoeuvre Baron Moonshine's fleet — a feat few ships have accomplished. The swift clipper continues to trail you, until it becomes clear that it has lost its support vessels. Fearful that you might slow to attack it, it too drops away.

Turn to 159.

895

You are not alone. A child, perhaps six years old, sits between two of the sarcophagi, his knees drawn up to his chest. He is crying, but attempting to remain quiet.

You ask his name and what he is doing in this place. Are his parents looking for him?

He looks at you with dark eyes. 'I have no family, except for my sister. Usually I come here when I dream. I don't know why. Today, for the first time, I came here while I was awake — simply to see if I could. And now I don't know if I want to go back.'

You are about to speak to him again. But he is no longer there. You head for the door leading out of this pyramid. Record the codeword *Gnat*, and lose 1 point of Entropy. Then turn to **442**.

896

Make a CHARISMA roll at Difficulty 15. If this roll is successful, you manage to convince the administrator that you have legitimate business in the Lea. He allows you to continue on your way. Turn to 845 in this case.

If this roll fails, however, he decides that you should be executed on the spot. Turn to 3.

897

If you are an initiate of Vinti, it costs 7 Shards to purchase a blessing here. A non-initiate must pay 45 Shards. Cross off the money and mark COMBAT in the Blessings box of your Adventure Sheet.

The blessing works by allowing you to try again when you fail a COMBAT roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one COMBAT blessing at any one time.

Turn to **319**.

898

Glancing into one of the windowless huts in this village, you spot a magnificent winged idol resting on a table in the centre of the building's main room. The village chief happens to be passing at this moment, and notes your reaction. 'This is my home, outlander. This statue was seized in a daring raid against foreign invaders. I will be happy to make a gift of it to you – if, that is, you can prove your worth by giving me a live kakpi bird in exchange.'

The villagers nearby burst into laughter at this pronouncement. 'The kakpi bird is mere myth, now,' one of them explains. 'It has not been seen or heard in the Feathered Lands for a hundred years.'

The village chief gives you a good-natured smile, pleased with his joke. If you possess a **kakpi bird**, and you wish to give it to the chief, turn to **749**. Otherwise, turn to **761**.

899

If the box above is empty, place a tick in it now and turn to 1020. If it was already ticked, turn to 576.

900

The mood in the theatre is tense, today. You learn that, last night, one of the stage hands was found murdered just two streets away. 'He was a good man,' Birdsong at Dawn tells you. 'Whatever his past crimes, he didn't deserve this.'

'The body was burned so badly it was hard to identify him,' Zlaloc tells you, quietly. 'I've heard legends of a killer called Kerep Tlotor who does just that. He'll kill a few people, then disappear for a few years. That's a pattern he's kept for over a century, now.'

You leave the theatre. As the door shuts behind you, you hear its bolt being slid into place.

Get the codeword *Ghastly*, then turn to **42**.

901

You ask a fisherman at the river's edge what you might expect to find on the Whispering Isle. He thinks a few moments, then says, 'Once? A place touched by the gods. Now? Spiders. Only spiders.'

You may hire a canoe to paddle out to the Whispering Isle, if you wish. If you possess a **merchant's cloak**, the fisherman will accept 50 Shards for the loan of the boat. If you do not possess such a cloak, or if you do not wish to pay, he will accept any two possessions in barter. Remove the money or the two possessions from your Adventure Sheet if you choose to hire the boat.

If you travel out to the Whispering Isle, turn to **745**. If not, you return to the town centre. Turn to **679**.

You assemble your workers and begin assigning tasks. Weeks pass, and you spend your time directing people assessing structural strengths and weaknesses, deciding how best to use the meagre construction materials you have on hand. You cannot help wondering how the passage of time in this place relates to time spent in the real, physical world.

To determine the result of your labours, roll three dice and consult the table below. If your CHARISMA score is 10 or above, add 2 to your roll; similarly, if your SCOUTING score is 10 or above, also add 2 (remember that you cannot use most of your usual items in this place). You may also add 2 to your roll if you are 9th Rank or above.

Roll 3-11	Poor work	turn to 914
Roll 12-15	Passable work	turn to 617
Roll 16+	Excellent work	turn to 514

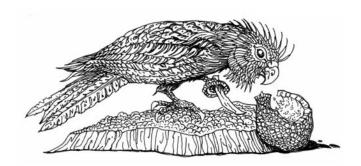
903

And then the breaking trees are close enough to see. A truly titanic dog lopes towards you. Its face is long and thin, its back arched like a hyena's. Long spikes protrude from its spine at irregular angles.

You know, instinctively, that this is the Grim, a creature that stalks this jungle consuming all trespassers. It lunges out and grabs the tree-being that you are tethered to, biting it clean in half in one go. Then it throws it — and you — high up into the air.

You land amongst the trees some distance away. In the physical world, such an injury would have killed you outright. Here, the impact against the ground is less severe than you'd anticipated. Still, reduce your Stamina to half its current value, rounding up. Also, subtract 1 point from both your MAGIC and SANCTITY scores for the duration of the next combat (you should restore these scores to normal afterwards).

The Grim is bounding in your direction once more. Record the codeword *Gibbet*, and turn to **779**.



904

The city's bazaar is a sprawling, chaotic line of stalls, stretching along two long avenues. The traders of Shamsar prove to be as eclectic as the rest of the city's inhabitants.

the city's ini	iabitants.
To buy	To sell
170 Shards	125 Shards
	40 Shards
600 Shards	400 Shards
1200 Shards	800 Shards
_	1600 Shards
500 Shards	400 Shards
1000 Shards	800 Shards
2000 Shards	1600 Shards
_	3200 Shards
200 Shards	180 Shards
400 Shards	360 Shards
300 Shards	270 Shards
600 Shards	540 Shards
280 Shards	200 Shards
400 Shards	360 Shards
500 Shards	450 Shards
800 Shards	720 Shards
1200 Shards	1000 Shards
125 Shards	45 Shards
200 Shards	90 Shards
225 Shards	90 Shards
40 Shards	30 Shards
20 Shards	5 Shards
20 Shards	15 Shards
	To buy 170 Shards 170 Shards 300 Shards 1200 Shards 1200 Shards 1000 Shards 2000 Shards 400 Shards 400 Shards 300 Shards 400 Shards 400 Shards 1280 Shards 400 Shards 1200 Shards 280 Shards 400 Shards 280 Shards 400 Shards 1200 Shards 1200 Shards 125 Shards 1200 Shards 125 Shards 200 Shards

If you buy the **feathered shield**, it does not incur heat penalties in combat. When you are finished here, turn to 225.

Record the codeword *Glade*. The undead woman approaches but, rather than attacking, she extends a hand, to help you up. 'My name is Cuxi-Suri, and I am caretaker of the verdant spire. You have survived the first trial, that of endurance, and so you have gained the right to leave here alive, if you wish.

This bizarre, ghoulish woman no longer seems hostile, and so you ask her to tell you more of these trials. She says that the spire is an artefact created by the will of Quetzil, and by the primal, elemental energies that pervade the Weeping Jungle. Should somebody succeed in becoming attuned to the spire, it grants him or her a certain degree of dominion over the jungle itself.

'I was once a supplicant to the spire,' says Cuxi-Suri, regarding you with the hollows of empty eyes. 'Should you fail in the trials, there are... risks.'

turn to 588

Begin the spire's trials Leave the spire turn to 76

906

The Grim has caught up to you. With drool dripping from its huge jaw, it dives at you.

The Grim NAHUAL 14, Defence 6, Stamina 40

This is a spiritual combat; see the 'Special Rules' section at the start of this book for more information on how this is conducted.

If you kill the Grim, turn to 494. If it kills you, turn to 1146.

907

The creature gives a pitiful whine, and drops to its knees to count the seeds before it. You cast the rest of the bag down; remove the **bag of seeds** from your Adventure Sheet. Then you step around it, positioning itself so that you might easily cleave the monster's head from its shoulders.

The fiend does not even look up from its counting as the killing blow descends. Turn to 987.

908

Trees give way to light, which gives way to dark trees once more. When lucidity returns, you find you are sitting in a shallow stream, somewhere within the Weeping Jungle. Where, precisely, you cannot yet say.

You glance at a sore spot on your leg. A slight wound, which has become infected. If you possess a blessing of Immunity to Disease and Poison, remove it from your Adventure Sheet. Otherwise, this painful wound hampers your speed; lose 1 point from your COMBAT ability.

Then turn to **505**.

909

You manage to gain a foothold and push back. But, though you cry out that you have come here in peace, Nobou is deaf to your protests. In a frenzy, he swipes at you with the bone-hard spurs that jut from his forearms. You will have to

Nobou the Musician COMBAT Defence Stamina 16

If he kills you, turn to 99. If you win, turn to 743.

910

You catch sight of a cave that seems inviting but, as you approach it, you see something remarkable. Two bolts of lightning strike the ground before the cave mouth - and then, exactly where they strike, appear two graceful blackand-white birds as tall as a man.

These are Koopakari, or Lightning Birds, you realise. Legends say they can control storms, and have been known to assist evil sorcerers, which allows them to exercise their cruel streak. They also have a magpie-like fondness for collecting treasure.

Make a MAGIC roll at Difficulty 16. If this is successful, turn to **410**. If not, will you:

Attack the birds turn to 802 Seek shelter elsewhere turn to 1091

911

At last, the warrior falls. As he strikes the ground, he becomes mist, which swiftly dissipates to nothingness. You are not convinced that your opponent is finished, however - listening hard, you can discern footfalls moving through the dry grass, somewhere nearby. You decide it would be prudent to leave the area.

This fight against such a well-trained foe has taught you a great deal, at least. Roll two dice; if the roll exceeds your unmodified COMBAT score, add one point to that ability. Note that you can only make this roll once; if you return here later you cannot roll to try to gain an ability point a second time. Place a tick in the box above to remind you that you have already made this roll.

Turn to **226**.

912

Ko, the young child, the elderly woman, is the spirit of the ridiculous and absurd. The three initiates of Ko in Begotombo are well-known. At least once a week, they dance naked atop the town's buildings, or throw drunken sailors into the sea. Today you find them at the shrine, where they can grant you a blessing for 35 Shards, or for any single item that you possess.

If you wish to receive a blessing, cross off the money and mark THIEVERY in the Blessings box on your Adventure Sheet. This blessing works by allowing you to reroll any failed THIEVERY attempt once. When you use the blessing, cross it off your Adventure Sheet. You can only have one THIEVERY blessing at any one time.

If the above box is empty, place a tick in it now and turn to 422. If it was already ticked, turn to 333.

913

Though the jungle is hot, the mist is unexpectedly frigid. This, you realise, is reputedly the boundary of the southern edge of the world. Few of those who pass on into that mist return — and none at all return unchanged.

Return north, to the Well of Lies turn to 451
Continue on into the mist turn to 415

914

A year passes, and as you approach the end of that year, it becomes clear that you will never finish repairing the palace before your deadline. Your materials are too poor, and your strategy too inefficient. Your workers are tired, and you fail to motivate them. The palace falls to pieces just as quickly as you can repair it. Worse yet, the creeping, insipid decay that infests this place begins to seep into you too; lose 1 point from either your COMBAT, THIEVERY or CHARISMA score (you choose which), and subtract 1 point from your normal, maximum Stamina score.

Once a year and a day have passed, the withered queen comes to you to check on your progress. You are forced to report that, sadly, the palace is in no better condition than the day you started.

'Perhaps experience will breed better results in future,' she says. 'If you are willing to work for a year and a day more, I will propose the same bargain as before.'

Restore the palace turn to 902
Refuse, and leave turn to 1132

915

You spot the vulture-shaped rock that the Smogmaw thieves told you about. Leaning out over the edge of the cliff, you spot a narrow opening in the cliff face. Impossible to spot from here unless you were specifically looking for it.

Climb down and enter the cave turn to **630**Travel on turn to **1072**

916

You approach a guard and invent a pretext to offer him a bribe. A moment's hesitation, and then he takes your money, and waves you through. Cross the amount you offered him off your Adventure Sheet. 'Take a seat down at the front,' he tells you. 'And act like you're too important to make conversation with your neighbours.'

Turn to 1061.

917

You halt when you come to a line of blood crossing your path. You turn and follow its direction, walking into a field of waist-high brown wheat.

A minute of this, and you come across a young woman binding a deep thigh wound. She draws a knife at your approach, then relaxes a little when she sees you are not one of the Serpent King's soldiers.

'My name is Melora, and I am guilty of the abandonment of my community,' she tells you. 'A dream told me I must travel west, to the city of Pethumar, and seek out a house with a door of banded black and gold.' A wry smile. 'Is it easier to survive the mountains and the desert to the west, rather than the jungle to the east? I'm not sure.'

You point out that she is risking a great deal on the basis of a dream. To this, she answers, 'Again and again, my dreams grant me knowledge I would never possess otherwise. To remain in the jungle would be to disregard this gift – or worse, to let others exploit it.' She winces as she pulls the bandage tight about her leg. 'In my dream, I travelled alone. But perhaps you and I will meet again – in Pethumar, or elsewhere.'

You wish her well, and continue on your way. Record the codeword *Grateful*, and turn to **845**.

918

Blessings from the temple of Huan-da and In-da are free for initiates; non-initiates must pay 35 Shards. In addition, you must drink a murky-looking 'elixir of sight', and join the temple's priests in meditation. If you wish to do so, roll two dice; if you roll a double (for example, two fours), you must lose this many Stamina points (in this example, eight) because of the agonising stomach cramps this drink causes. If this kills you, turn to **99**.

If you still live, you receive a blessing of Clarity. Note this in the Blessings box on your Adventure Sheet. This may be used in spiritual combat; when you choose to use it, you can either roll one extra die to attack an opponent (that is, three dice rather than two), or you can cause your enemy to roll just one die when attacking you. You must decide to use this blessing before rolling the dice, and it only affects one attack. You may only possess one Clarity blessing at any one time.

When you are finished here, turn to 46.

The cold water in the pool comes up to your chest. You try to climb out, but the pool's sides are treacherous. With nothing to grab hold of, your muddy footholds give way beneath you and you plunge back into the water once more.

Seeing your struggles, two fat crocodiles swim towards you, eager to gulp you down as a light snack. Fight them as a single opponent, but subtract 2 from your COMBAT ability for the duration of this battle, as the water restricts your movement.

Pair of crocodiles COMBAT 10, Defence 15, Stamina 31 If you are killed, turn to **99**. If you survive this brutal battle, turn to **274**.

920

You have reached a part of the jungle where the trees are sparse, and welcome rays of sunlight flood down onto a lush green floor. A humid mist hangs about you, making it hard to judge the size of this clearing — and almost causing you to miss the woman clinging to a tree just a few metres from you. She is middle-aged, and naked; her skin is the colour of ivy leaves, and her fingers end in long flexible tendrils, like the roots of a young balsa.

She disentangles herself from the tree and squats down in the ground mist before you. 'Welcome. My name is Pachara. This place is dedicated to me, and I to it. I am mother to saplings, lover to trees. I am the remedy to the toxins that pervade this jungle, from time to time. Leave freely if you wish. Or remain here with me a short time, just as freely.'

If you prefer to leave this area at once, turn to 285. If you wish to speak with Pachara, turn to 358.

921

You ask why you would willingly subject yourself to a curse. 'Even a curse might be in some ways beneficial,' Kualli says. 'It all depends on perspective — advantage and disadvantage; which is the most important element, and which is merely a side-effect?'

If you wish, Kualli may inflict the Curse of Frenzied Might upon you. In battle, this will grant you a +1 bonus to your COMBAT score, in addition to any bonuses from items or weapons you may receive. While under the effect of this curse, however, you can never escape from combat, or accept an opponent's surrender, if given the option to do so — wherever possible, you must fight to the death once battle has begun.

In exchange for this curse, Kualli will ask you to sacrifice 1 point from one of your abilities (you may choose which). If you wish to receive the curse, amend your Adventure Sheet accordingly, and note that, if you later remove this curse, the lost ability point does not return.

When you are finished here, turn back to 151.

922

Call of Eagles is a tall Dunpalan with forearms marked with the scars of years of smithing. He fidgets as he talks about his work as an artificer, a creator of magical items.

After some discussion, you have an idea of what sort of items he can create. Consider the list below for more information.

High-quality weapons	turn to 113
A crystal knife	turn to 441
An aeonian flute	turn to 488
A Xibalban lantern	turn to 12

When you are finished here, turn to 865.

923

You must pay the temple of Pyahil 50 Shards in compensation if you wish to renounce your initiate status; remove the money from your Adventure Sheet if so.

If you do, the priest of Pyahil gives an indifferent shrug, and draws a spiral symbol on your forehead in lizard's blood. With this, it is done; remove 'Pyahil' from the God box of your Adventure Sheet. In addition, lose a blessing of Safety from Storms, if you currently possess it.

Turn to 131.

924

The mountains north of Shamsar stretch hundreds of leagues along the coast, forming a veritable wall along the eastern edge of the Feathered Lands. Your path through the mountain passes is laborious — one misplaced step could send you tumbling to your destruction.

Roll two dice for encounters.

Roll 2-5	Shriekers	turn to 473
Roll 6-9	No encounter	turn to 337
Roll 10-12	Lights in the sky	turn to 792

925

In the darkness beneath the jungle's thick canopy you stumble across a strange tree with smooth white bark, streaked with faint lines of pale blue. This, you realise, is the fabled yrindi tree, the wood of which is imbued with potent magic. If you want to strip off a **yrindi branch**, note it on your Adventure Sheet.

If you have the codeword *Gone*, turn to **478**. If not, turn to **1032**.

Care of the city's floating gardens is viewed as one of the more agreeable duties that can befall a prisoner. You work in the shade all day, with plenty of water to drink. The work itself, though requiring a degree of meticulousness, is not physically demanding.

You are charged with looking after several long rows of ooboonta bushes. These fragile plants require close attention in order to keep them free of illness and parasites. As the sun goes down, their violet leaves shine with a luminescence borne of their inherently magical properties.

Make a MAGIC roll at Difficulty 17, and a SCOUTING roll at Difficulty 13 (and remember that you do not currently possess your normal equipment).

Both rolls successful turn to 347
One roll successful turn to 1154
Both rolls failed turn to 713

927

The village of Caua-Tel, on the bank of the Kwanai River, comprises a dozen or so families. Though initially somewhat wary of an outsider in their home, they soon greet you warmly enough.

If the box above has not been ticked, place a tick in it now and turn to 850. If it was already ticked, turn to 504.

928

'My name is Maelzohl, and our bet shall be this,' he says. 'I will ask you to roll two dice. If you roll any number other than a seven, I will make you a gift of this runic circlet.' He places a circlet of white gold on the bar before you. Several rings of fine arcane script have been etched into its surface. 'Conversely, if you roll a seven... I will take your soul as my own. I am quite serious.'

He passes you a couple of dice, and you roll them across the bar a few times to test them. They appear to be genuine.

If you agree to such a wager, turn to 1011. If not, you dismiss Maelzohl; turn to 703.

929

Foreigners are forbidden to own property in Dunpala. In practice, this means that if you wish to buy a house, you'll have to work through local agents who can help arrange the transaction. The process is costly, and potentially frustrating.

The cost of buying a house in Dunpala is broken into two parts, the administrative fee and the property fee. If you wish to enter into the administrative process, you must first pay 200 Shards, and then make a CHARISMA roll at Difficulty 18 to see if your efforts to buy a house have been successful. You can, however, add the following modifiers to the roll:

Possess a merchant's cloak	+3 to roll
You are a Warrior, Priest or Wayfarer	+2 to roll
You are a Rogue	-2 to roll
You are Rank 9 or higher	+2 to roll
You are Rank 4 or lower	-2 to roll

If the roll fails, your efforts to buy a house have been unsuccessful. You may begin the process again, but you will have to pay another 200 Shards.

If you succeed in your CHARISMA roll, you can then buy a house. The cost of the property itself is 300 Shards. If you buy the house, tick the box at paragraph 42 to indicate that you possess a house. Note that if you abandon your efforts to buy a house at this point, you'll have to start from scratch again if you wish to buy a house in Dunpala in the future.

When you are finished here, turn to 42.



Your return has angered the winged serpent. Perhaps its notions of gratitude are somewhat different to yours. Squeezing you tightly, it spirals away to the east, finally dropping you into a great, stinking swamp.

Lose 1-6 Stamina points from the fall (the roll of one die) and, if you are still alive, turn to 1101.

931

Night has fallen over ruined Tarshesh. And as moonlight grazes the ruins all about you, a tower appears, rising up from the palace at the heart of the city. It has a silvery, translucent edge to it, but is solid enough to the touch.

If you wish to enter the tower, turn to 9. If not, you leave the city. In this case, turn to 1186.

932

You manage to fight off the insidious influence of the curse. One of your men howls in fury and tries to grab you by the throat, but you yell into his face, telling him to be calm. Your leadership allows you to retain command of your people just long enough to order them back up on deck, away from this malevolent place.

Turn to 134.

933

You have once more chanced upon the small cove that held the monolith that demanded blood sacrifice — the monolith that you reduced to rubble. The chunks of stone are where you left them; the area shows no sign of recent passage.

You continue on your way. Turn to 97.

934

The hunters agree to let you pass through their territory unharmed. You can seize this opportunity to launch a surprise attack on them, if you wish; if so, turn to 864. Or, if you prefer, you can simply leave the area. If so, turn to 883.

935

You spend your days looking after a spoiled, vicious little eight-year-old. He whips you for his own amusement. He makes messes purely to watch you clean up. His doting parents beam at him throughout, and the household's guards are never far away to halt any attempt you might make to punish the boy — or indeed, to strangle him.

At last your period of servitude comes to an end. You return to the city's prison, hoping that your next duty will at least bring you hard labour. Turn back to **250**, and reduce your number of duties remaining by one.

936

To craft a sacrosanct sword, Bellentacq will require a **sword** (or a sword-like weapon, such as a **scimitar** or **katana**, if you prefer), and either a **gold holy symbol** or a **serpent amulet**. You will also need to give Bellentacq 2000 Shards for her work. This weapon will grant a COMBAT bonus equal to half the wielder's SANCTITY, rounding down, and not including bonuses from items. So, a wielder with a SANCTITY of 11 would use the sword as a COMBAT +5 weapon. This weapon may also be used in spiritual combat, granting a Nahual bonus of +3 (no matter what the wielder's SANCTITY).

If you possess the necessary items and money, and you wish Bellentacq to carry out the work, adjust your Adventure Sheet accordingly, noting down the **sacrosanct sword†** (COMBAT bonus = half SANCTITY, Nahual +3).

Turn back to 1161.

937

Your presence angers the jewel beetles. And, though beautiful, they are vicious little things. They bite at you, causing 2-12 points of Stamina damage (roll two dice), before you manage to escape. In addition, if you are currently wearing any armour, their corrosive bite reduces the value of the armour's Defence bonus by one point (that is, if you were wearing Defence +3 armour, it becomes Defence +2 armour).

If you are still alive, turn to 659.

938

You give your first mate an apologetic shrug as you shove him over the ship's rail. But you dare not ignore the portents of misfortune. Nor, for that matter, the superstitious restlessness of your crew.

With the mate gone, you are safe from celestial catastrophe. But your action polarises the crew. More than a few wonder if they might also be thrown overboard so easily.

Make a CHARISMA roll at Difficulty 16.

If you succeed, you quell the fears of your crew, and sail on. Turn to 1104. If you fail, turn to 778.

939

'Wake up.'

You have made camp in a wooded grove, sheltered from the elements and hidden from passers-by. And yet you wake to discover a broad-shouldered, red-bearded man squatting over you.

'You found the body, yes? Describe the scene - be as

detailed as you can.'

You scramble to wakefulness, drawing a weapon. Finally able to make out the figure's face, you realise you have seen him before — this is Nyelm Starhand. But surely he is dead? You saw his body in an inn in Dunpala.

But no, the man squatting before you resembles that corpse, though he is older. He is bearded, too, and his red beard is streaked with grey. Might this be Starhand's father?

'It doesn't matter,' he says, losing patience with your lack of response. 'You must take the next step. Find the seers. They can guide you.' His voice is fading now. 'This treasure is the greatest of all. Speak with Zeyn—'

His voice fades to silence, though he still appears to be speaking. But even his image is disappearing, ghostlike, less and less substantial.

He realises you can no longer hear him. He points west, and then disappears at last.

Remove the codeword *Gully* from your Adventure Sheet, and record the codeword *Grape*. Then turn to **345**.

940

You manage to steer the ark ship away from the titan, and to slow its descent somewhat as it spins toward the ground. Regardless, the impact as the vessel crashes into the ground is jarring. Roll two dice, and lose this many Stamina points. If this kills you, turn to **99**.

If you are still alive, you watch as the stone titan batters at the ground about it, finally freeing one leg, and then the other. It gives a second roar, a yell of victory, and then marches west, the ground trembling beneath each loping, humongous footfall.

You watch as the titan merely walks through the Great River, and then reaches the treeline beyond. Finally, at last, it is gone, and even the ground beneath your feet ceases to tremble.

The titan has annihilated a small settlement that had been set up around its base. Nothing remains now but shattered earth. You cannot even find any recognisable corpses.

Turn to 837.

941

You catch and kill the hunter in the back after he fires his last dart, the blowgun itself cracking with his fall. You search your opponents' corpses. You find a **club** (no COMBAT bonus), three **daggers** (no COMBAT bonus) and a **spear** (COMBAT +1), as well as a wooden **animal helm*** (Defence +1) and a **feathered shield*** (Defence +2). These last two items will not incur heat penalties in combat.

You walk on into the jungle. Turn to 883.

942

The merchant admits he recently sold a quantity of this protective cloth to the town's healer, White Jaguar. You complain the information is hardly worth the fortune you have paid.

'I believe you suspect, as I do, the magnitude of our healer's actions, and so the cost is justified,' says the merchant. 'Of course, as a worker I can never spend such a sum here. But perhaps if I can survive the trip to Dunpala, I will arrive in that city a rich man.'

Remove the **oil-soaked cloth** from your Adventure Sheet, if you still have it, and don't forget to erase the money you have paid. Then, remove the codeword *Gulf*, if you have it. Record the codeword *Gloat*.

Turn to **679**.

943

You tell the serpent of the message you received in the Parched Lands. 'An egg was taken from Szairax, yes,' the serpent tells you. 'The Palace of Dust lies within the realm of Elaz Carnaquen. If this message is true, the egg is there. Find it, human. You will be rewarded.'

Remove the codeword *Garland*, and note the codeword *Gale*. If you already possess a **dragon egg**, turn to **383**. Otherwise, still gripping you with its tail, the serpent dives towards the ground at a dizzying speed. It pulls out of its descent only a moment before impact, and deposits you at the base of the plateau without injury.

You watch the serpent climb into the sky, until it passes through the clouds above, and out of sight. Turn to **553**.

944

A sensation of vastness becoming small, of your very essence being poured into a small vessel. And then you awake, beside the Well of Lies once more.

You have returned to the physical world, which the people of the Feathered Lands call Elaz Velara. Dawn is still a couple of hours away. You sit a while, your knees pulled up to your chest, certain that you will sleep no more this night.

Turn to 256.

945

You board the independent pirate ship and enter the fray alongside Baron Moonshine's crew.

The fighting is bloody and brutal. Roll three dice if you are a Warrior, or two dice if you belong to another profession. You may add your Rank to this roll. Then, if your crew is poor quality, subtract 2 from this roll; if your crew is good, add 2; if it is excellent, add 3.

Roll 0-9	You are killed	turn to 99
Roll 10-14	Forced to retreat	turn to 74
Roll 15+	Victory	turn to 727

If the box above is empty, place a tick in it and turn to 695. If it was already ticked, turn to 1065.

947

If you have the title Nahual, with a value of 2 or greater, and if the box above is empty, place a tick in it now and turn to **153**. If you do not have this title, or if the title's value is less than 2, or if the box above was already ticked, turn to **228**.

948

Casting a wary eye about you, you kneel down and fill the bottle. Nothing unpleasant occurs, and so you withdraw from the river.

It takes a few moments to realise that the bottle is light in your hands. You open it and peer inside. It is empty. Then, a moment later, the bottle itself crumbles in your fingers. Glancing back towards the river, you see it standing on the rocks once more, just as before.

As you approach it again, a white, glistening figure coalesces in the cloud of spray before you, hanging above the river. He is lithe and graceful, twice as tall as a man. He makes no aggressive move, and so you listen as he speaks.

'My name is Sima-Sassamana, and I am the primal spirit of this place,' he says. 'My water has cleansing properties, but I will only allow you to take some if you beat me in a shouting contest. Be warned, however, that my voice is the roar of water...'

He gestures back at the waterfall. You cannot possibly hope to shout over the noise of the Panyck Falls. It is louder than a thousand men!

Agree to the contest	turn to 816
Refuse the contest, and leave	turn to 644

949

By day, the jungle floor is one vast, humid shadow, punctuated by a rare shaft of brilliant sunlight that pierces the thick verdure above your head. By night you are surrounded by the sounds of nocturnal life — insects chirruping, mosquitoes buzzing about your ears, timid animals venturing out into the dark.

You press on. Roll two dice for encounters.

Roll 2-6	Cannibal hunters	turn to 631
Roll 7-9	No encounter	turn to 883
Roll 10-12	A broken temple	turn to 985

950

One morning, as you are cleaning the floors of the temple's corridors, you catch sight of the Serpent King Namagal, flanked by a dozen soldiers and advisers. You might mistake him for any other slight young man, if not for his gown of magnificent silver, and the air of fierce determination about him.

If you have the codeword *Game*, turn to **522**. If not, turn to **1156**.

951

If you have the codeword *Gargoyle*, turn to **1071**. If you do not have this codeword, roll two dice.

Roll 2-6	turn to 48
Roll 7-12	turn to 1071

952

You are assigned to look after the household of a priest of Pyahil, the god of rain. If you are yourself an initiate of Pyahil, turn to 1171. If not, turn to 293.

953

With spirits redoubled, you call your workers about you and set them to work. The mood is jubilant; it seems that, at long last, this unceasing labour will soon be completed.

As before, roll three dice to determine the outcome of your efforts, and consult the table below. If your CHARISMA score is 10 or above, add 2 to your roll; similarly, if your SCOUTING score is 10 or above, also add 2 (remember that you cannot use most of your usual items in this place). You also add 2 to your roll if you are 9th Rank or above.

Roll 3-11	Poor work	turn to 914
Roll 12-15	Passable work	turn to 617
Roll 16+	Excellent work	turn to 514

954

This tome is largely a transcription of a series of interviews with a magician, Solay, who claims to be an interdimensional traveller, punctuated by extensive annotations by his interviewer on the philosophical ramifications of Solay's claims. Notably, though Solay demonstrably knows the Feathered Lands well, he makes repeated errors concerning a number of basic cultural references. He refers to the serpent god Quetzil as 'Quezzaal', citing him as the offspring of the virgin goddess Jessa — a deity unknown within the lore of the tribes of the Weeping Jungle.

The final chapter of the book presents Solay's theory that reality is forever in a state of flux. Is one reality more authoritative than another? 'Not by a long shot,' is Solay's reasoned response.

The work ends abruptly, with a footnote by the book's author explaining that Solay disappeared before the project could be completed. Turn to **340**.

955

The guards about the amphitheatre are vigilant, but few in number. You wait until a large number of nobles are entering at once, and try to blend in amongst them. Make a THIEVERY roll, at Difficulty 15.

Successful roll	turn to 406
Failed roll	turn to 61

956

If you have just bought some **tarantula venom**, turn to **1040**. Otherwise, turn to **679**.

957

Cuxi-Suri regards you fearfully when you tell her your intentions. 'Go carefully, if you must go at all. The spirit world is a place of false portents and very real threats, and the spire will be of little help to you there.'

But you are resolute in your wish. You climb to one of the higher levels of the spire, and enter an empty, round room. You sit for a time, meditating on the physicality of the world, and seeking to attain the negation of that physicality.

If you have the codeword *Gauche*, then your recent experiences in Elaz Carnaquen remain fresh, and you cannot pierce the membranous veil between worlds. In this case, turn back to **263**.

If you do not currently have the codeword *Gauche*, turn to 1083.

958

The relentless ordeal is too much; something, somewhere, snaps within your mind. You give vent to a roar of anguish at the looming treetops overhead, and then you run from this place, as fast and as far as you can.

For days, you roam the land in a wild delirium. Roll one die to see where you are when your senses return.

Roll 1-2	turn to 663
Roll 3-4	turn to 675
Roll 5-6	turn to 908

959

The enormous beast climbs out from the torn remnants of its own flesh. This new incarnation is no smaller, nor any less vicious, than before.

The Grim NAHUAL 14, Defence 6, Stamina 40

This is a spiritual combat; see the 'Special Rules' section at the front of this book for more information on how this is conducted.

If you kill the Grim once more, turn to **819**. If it kills you, turn to **1146**.

960

If you are currently in the city of Shamsar, turn to **1084**. If not, nothing exceptional occurs. Turn back to the paragraph you noted previously.

961

You follow the priest back to the temple of Quetzil, and he returns the equipment you had previously left here; you can once again use this equipment whenever you wish.

'You may call the devourer Kerep Tlotor here at once, if you possess a Xibalban lantern,' the priest tells you. 'But remember you are still weak. I urge you to seek rest.'

If you possess a **Xibalban lantern** and wish to face Kerep Tlotor at once, turn to **876**. If not, you leave the temple. Turn to **42**.

962

If you have the codeword *Gannet*, turn to **608**. If not, but the box above has already been ticked, turn to **1063**. Otherwise, read on.

An emaciated man dressed in rags sits in the gloom at the foot of the stairs. He regards you wearily as you descend, but then manages a smile.

'My name is Kualli. Believe it or not, I was once the wealthiest merchant on this continent. Riches are transitory, but at least existence remains to me. I no longer possess the wares I once did, but perhaps I still have something to offer in barter...'

Place a tick in the box above, and turn to 151.

963

If the box above is empty, place a tick in it and turn to 917. If it was already ticked, turn to 687.

964

It is no good. The tree-man's grip is too strong, his wooden skin too resilient. You are stuck.

He draws you closer, his wooden body creaking with the movement. 'Stay and listen to our stories!'

Turn to 903.

965

The sea bucks under your ship, driving its bow up into the air. Lightning strikes the ship's crow's nest. With a whoop, you plunge on, preferring the risk of capsizing to that of bloody slaughter.

In the dark of the night, it is only the flashes of lightning that permit you to see that, as anticipated, Baron Moonshine's fleet has fallen back. Now you need only push on through the brutal tempest.

You have sought out this storm, and no blessing can save you now. Roll two dice. You may add 1 to this roll if your ship is a galleon. You may also add 1 to this roll if you have an excellent crew. Subtract 1 if you have a poor crew.

Roll 1-6	Your ship sinks	turn to 861
Roll 7-9	Heavy damage	turn to 199
Roll 10+	Moderate damage	turn to 640

966

Your fight against Namagal is to take place in public, at Inkatek's amphitheatre. When you arrive, you glance from the fighters' pen out at the spectators. The amphitheatre is packed; they have already witnessed a dozen combats to the death this day, and they are eager to see more blood spilled.

You are conducted into the arena, and the nobles of Inkatek give you a great cheer. And yet this is nothing compared to the roar they give when your opponent, Namagal, strides out onto the sand. As is his custom, he wears a fine cloth about his waist, but no armour. He wields two long knives, 'the Fangs of Quetzil'. He gives you the briefest nod of acknowledgement, then turns his face up toward the sun, his eyes closed.

The priests of Quetzil bless you, the crowd, the arena floor, and the Serpent King himself. Note that if you possess a magical item capable of physically teleporting your body to another location — a **moonstone of teleportation**, for example — this blessing temporarily nullifies its effects. You may not use any such item until you leave the arena.

The command to begin combat is given. Namagal opens his eyes, and makes his first darting attack.

Namagal COMBAT 18, Defence 26, Stamina 50

Heat penalties apply in this combat. See the 'Special Rules' section at the start of this book for more information.

If you are reduced to zero Stamina points, Namagal's superlative skill proves too much for you. You fall to the sandy arena floor. The spectators' stamping applause for your opponent is the last thing you hear. Turn to 99.

If, however, you manage to defeat the Serpent King, turn to 301.

967

The horde bludgeons you, and tears at your skin. The smoke from below sears and suffocates you. You have no plan; furiously, you kick and punch, merely to stay alive a few moments longer.

Lose 6 Stamina points. Then, to break through the horde, you must make a COMBAT roll at a Difficulty of 18 (only weapons that can be used in spiritual combat can add a bonus

to your COMBAT score for this roll). If this roll fails, roll three dice and lose this many Stamina points. You must then attempt this COMBAT roll again, until you are successful or until the horde slaughters you.

If you are killed, turn to 1146. If you succeed in this COMBAT roll, turn to 267.

968

Remembering the task that Szairax gave you, you call out, 'Why does the Serpent King confine his rule to the Weeping Jungle?'

A moment of pause, and then the woman's voice comes again: 'And what is the answer?'

If you have all of the codewords *Gnash*, *Gnat*, *Gnome* and *Gnu*, turn to 377. If you do not have all of these codewords, turn to 699.

969

Once again, you pass the poem carved into rock. And yet you realise the poem is different now – it is not merely that the poet has returned to continue the work – rather, the words themselves have changed.

But caution? Cast aside, unwisely so — A lesson lost: the curious can

Again, the poem seems to halt mid-stanza. Of the previous words carved on this very rock, there is no trace whatsoever.

Turn to 122.

970

You are not about to trust your life to a promise from a bird. You boot the parrot over the side of your ship. It gives an indignant squawk and flaps away.

But Baron Moonshine's fleet is large, and well-coordinated. Already, the sorcerous baron is relaying your position to ships both in front of and behind you. Evading this tightening web of pirate ships will require no small amount of luck.

Roll two dice. If you have an excellent crew, add one to this roll. Also add a point if you are not currently carrying any cargo (you can jettison any cargo you are carrying to move more rapidly, if you wish).

If you roll 11 or more, turn to 189. Otherwise, turn to 352.

971

A day of heavy, unceasing rain. Though the jungle canopy above you offers fine shelter from the sun it is not, alas, watertight. You soon abandon any efforts to remain dry, and march on under the downpour.

But soon it seems you may not be marching alone. You catch figures out of the corner of your eye who evade direct scrutiny. When you halt your walk, you hear other footsteps that continue a few moments, and then halt as well.

If you have the title Nahual, followed by a value of 3 or greater, turn to 26. If you do not have this title, or if the value of this title is less than 3, turn to 193.

972

The monster does not approach. It recognises the candle in your hands — there is little need even to light it, on this occasion. The Grim remains motionless, as you continue onwards, until you can see it no longer.

Turn to 842.

973

You catch sight of a canoe spinning around on the water. Its occupant, one of the jungle tribespeople, is dead; as you draw nearer, you see why. He is missing one of his legs, from just above the knee. You guess that a crocodile has attacked him in the water, and he has managed to drag himself back into his little boat to die.

One of your deckhands manages to snag the canoe with a rope, and you pull it alongside to search it. Roll one die to see what you discover.

Roll 1-2	Nothing
Roll 3	A spear
Roll 4	A wooden animal helm* (Defence
	+1, no heat penalties in combat)
Roll 5	A rope
Roll 6	A monkey paw ring (THIEVERY +1)

Note anything you decide to keep on your Adventure Sheet. Then turn to 1168.

974

You halt as an urgent, sibilant whisper cuts through the trees around you. Your name? Surely not — who could know you would be travelling through this place? You strain to catch sight of somebody nearby, to no avail. If you are observed, the watcher is well hidden.

That whisper comes again – your name, or perhaps a name you once held. Spoken in anger; spoken as a curse. A woman's voice?

And then, abruptly, spectral figures stand all about you, pulling at your possessions with long-fingered hands. You pull back, but they are strong; you strike out in frustration, but these foul thieves stand resolute. Then, as suddenly as they appeared, they vanish once more — taking your belongings with them.

Make a THIEVERY roll at Difficulty 19. If this roll is successful these spectral thieves only manage to take two of your possessions, the first and third items listed on your Adventure Sheet (if you possess fewer than three items they take everything you are carrying). If this roll fails, however, these thieves steal *all* the items and money you currently possess. Also note that, exceptionally, these beings can deprive you of items that cannot normally be lost — a **white sword**, for example. Remove any stolen items and money from your Adventure Sheet, and record them in the box below.

STOLE	N ITEMS		

Also record the codeword *Gallivant* if you do not already have it. You hope you will find a way to recover your lost items. For now, however, you have little option but to continue onwards. Turn to 1121.

975

After a time, your treatment in the fields improves — or perhaps you merely grow accustomed to such backbreaking work. In any event, you manage to recover 2-12 Stamina points (roll two dice) if you are currently wounded, up to your normal maximum.

Your time in the fields comes to an end. You are singled out, and returned to Inkatek. Turn back to **250**, and reduce your number of duties remaining by one.

976

Stooping low, you follow a tunnel that leads gently down from the cave entrance. At last you see a glimmer of light up ahead. The tunnel widens into a small cavern; a crack of light in its ceiling allows a single shaft of sunlight to pierce the dark.

If the box above is empty, and you have the title Nahual followed by a value of 2 or greater, place a tick in the box and turn to 1176. If the box was already ticked, or if you do not have this title (or if you have this title followed by a value of 1 or less), turn to 366.

You climb the earthen pyramid with ease. The physical laws you are used to do not quite apply here — you find you can bound upwards with little effort, or risk of falling.

And at the flat summit of the pyramid you find Namagal. In this realm, he is no man — rather, he is a silver serpent, several times longer than a man. Seeing you, he rises, borne up by two white, feathery wings. And yet those wings are torn and bloodied; many of the serpent's scales are cracked, or have been ripped away completely. In Inkatek, you have ripped apart his mortal body, and those injuries have followed him to this place.

Namagal, the serpent, hisses at you from his immense, tongueless maw. And you hear his voice in your mind. 'The sacred challenge has been made. Even here, we cannot disregard our duty to it.'

If you possess a **broken clay bowl** on your physical body, turn to **762**. If not, but you have the codeword *Gentle*, turn to **620**. If neither case is true, turn to **705**.

978

If you have been fighting using a **flint knife** turn to **1015**. If not, turn to **77**.

979

Your extravagant gambling draws a great deal of attention. One of the nobles nearby signals your presence to the arena guards. You are abruptly surrounded, seized, and dragged away.

Turn to 643.

980

Several actors agree with you, but in the end it is Birdsong at Dawn who wins the day. 'Kaimren can stay,' she says at last. 'His crimes have been severe, but they are forgotten here. You'll find that there is little in this world that cannot be forgiven, in time — even a lack of forgiveness in others.'

Perhaps it would be wise for you and Kaimren to stay out of one another's way for a while. You leave the theatre, for now.

Lose the codeword *Afraid*, and turn to **42**.

981

Do you have the codeword *Gauntlet?* If so, turn to **992**. If not, turn to **490**.

982

You choose a flat spot beside the Well and settle down for the night. And yet you lie awake for a long while, wondering what you will see before the break of dawn.

Roll three dice and consult the chart below. If your

MAGIC or SANCTITY score is 11 or greater, add 1 to this roll (non-cumulative; you can add this bonus only once). If you have the title Nahual, add your Nahual value to this roll. Also, if you possess a **soulcatcher**, add 1 to this roll.

Roll 3-8	An uneventful night	turn to 237
Roll 9-13	Malevolence	turn to 164
Roll 14-17	A visitation	turn to 1082
Roll 18+	Taken	turn to 531

983

If you have the codeword *Genius*, turn to **424**. If you have the codeword *Glacier*, turn to **771**. If you have neither codeword, read on.

Zlaloc spots you near the theatre's entrance. You report that you have made no progress in your search for Birdsong at Dawn. He frowns, but nods his head in understanding.

Zlaloc invites you to stay and watch a performance for free – though the usher who shows you to your seat demands 10 Shards for the service. Perhaps the usher was once a thief, you reflect; if so, old habits die hard.

If you want to stay and see a play, cross off 10 Shards and decide which you will watch.

Dlalan the Hunter	turn to 591
The Song of Merenta	turn to 413
Nopalti of the Leaping Fish	turn to 737

If you do not want to see a performance, you can return to the city centre: turn to 42.

984

As you sweep the floors of the temple's main chamber, you realise that Sensa Yledra is watching you, and frowning. 'It pains me to see somebody so accomplished at such menial labour,' she says. 'Regrettably, I cannot intercede on your behalf – to do so would be to break our king's laws.'

She leaves you alone. And yet perhaps she is able to exert a little influence. When, at last, your temple duties are concluded, you find that your sentence has been shortened much more than you'd anticipated.

Turn back to 250, and reduce your number of duties remaining by two.

985

You come across a pyramidal temple within the jungle, its walls cracked by the passage of centuries and the advance of nature. Mindful of its potential fragility, you enter the pyramid's main chamber. A thin sindora tree has grown up from the floor here, pushing its way through the ceiling and the pyramid's tip.

On one side of the chamber, you find a sturdy, intact

wall, with a keyhole at its centre. If you possess a **verdigris key**, turn to **1076**. Otherwise, there is little more of interest here. Turn to **883**.

986

Shamsar is home to a temple to Pyahil, the bringer of storms. You spot carvings around the temple that depict Pyahil in his incarnation as a snail – specifically a sea snail, here.

The priest of Pyahil here tells you that he is an escapee from the Weeping Jungle. 'Not everybody within the jungle seeks to flee to the decadence of Dunpala. Some merely answer their calling to spread the faith.'

Become an initiate of Pyahil	turn to 111
Renounce his worship	turn to 496
Seek a blessing	turn to 257
Leave the temple	turn to 225

987

The Patasola shrivels as the undead force that animates it dissipates. Soon it is little more than bone and muck. It will trouble the people of Inkatek no more.

Record the codeword Glass, and turn to 777.

988

You continue your fight. You may reduce the Nyar warrior's Stamina to account for any wounds you have already inflicted on him.

Nyar warrior COMBAT 11, Defence 16, Stamina 20

Heat penalties apply in this combat. See the 'Special Rules' section for more information.

If you lose this combat, turn to **99**. If you win, turn to **520**.

989

The monkey god dismisses you. You are blasted into a mist which flies across the face of the world, reforming elsewhere. Roll two dice to see where the unpredictable deity sends you.

,		
Roll 2-3	The heart of the j	ungle turn to 1055
Roll 4-6	Yarimura Plains o	f Howling Darkness 10
Roll 7	Dunpala	turn to 42
Roll 8-9	Dweomer Over t	he Blood-Dark Sea 571
Roll 10-11	Shamsar	turn to 225
Roll 12	Erebus In	nto the Underworld 689

If you do not possess the relevant book, roll again.

990

Pyahil can grant a blessing of Safety from Storms. This costs 15 Shards if you are an initiate of Pyahil, or 45 Shards if not.

Cross off the money and mark Safety from Storms in the Blessings box on your Adventure Sheet. The blessing works by allowing you to ignore any one storm while travelling. When you use the blessing, cross it off your Adventure Sheet. You can only have one Safety from Storms blessing at any one time.

Turn to 131.

991

The murderer takes a step back as he sees your aggressive stance. Though wounded, he remains a skilful foe.

Scarred murderer COMBAT 9, Defence 15, Stamina 15 If you are killed, turn to **99**. If you are both still alive after four rounds, a team of the city's constables arrives on the scene, and quickly pummels the man unconscious.

If you win this fight, whether alone or with the constables' assistance, you learn that a bounty of 400 Shards had been offered for this man. You also spot a curious **violet-flecked stone** that the man dropped during your fight. Note down the money and the item on your Adventure Sheet if you wish to keep them, and then turn to **42**.

992

As you climb you feel the powerful downbeat of wings. It is the white serpent once more; its long tail wraps about your waist, and pulls you from the rock face, out into the air.

Do you have the codeword *Game*? If so, turn to **1092**. If not, but you have the codeword *Gossamer*, turn to **1116**. If you have neither codeword, turn to **1027**.

993

You climb down to the lower section of the Great River, passing through a cloud of spray, and taking care not to slip on the wet rocks. You halt a little way downriver of the waterfall's plunge pool. Up close, the great waterfall is breathtaking, in both its beauty and its power.

Bathe in the water here	turn to 431
Travel on	turn to 644

994

'Thank you for your help,' your new companion says, once the two of you are safe. 'My name is Zlaloc. Yes, I am a murderer, as I said. Some three years ago I slew a horse dealer who badly mistreated his family. It is my only crime, and one that I regret, even though some good came of it. Sadly, that horse dealer was well connected. Any time I step out into the light of day — a hard habit to break, believe me — there is a danger that I will be recognised. It seems I must have been spotted recently and the constabulary prepared me a trap this night.'

You begin to question the man further, but he holds up a hand, halting you. 'Please, this place is not safe. I am an actor at the Theatre of the Obscure. If you wish to talk more, come find me there.'

He gives you a **bamboo invitation**, and then leaves you, staggering away. Note down the invitation on your Adventure Sheet, then turn to **42**.

99

You manage to slip into the treeline without being seen. A parrot shrieks as you startle it, and so you force your way onwards into the trees.

Go north turn to 128
Go south turn to 553

996

If you have the codeword *Gibbet*, turn to **456**. If not, turn to **604**.

997

Do you currently have a resurrection deal? If so, turn to 528.

If you do not have a resurrection deal, the serpent's fiery breath burns you to cinders within a few moments. You have, sadly, learned why the people of the Weeping Jungle regard the Plateau of Dragons with such trepidation. This is the end of your Adventure. You can, however, start afresh with a new character. First make sure to erase all ticks, codewords and Adventure Sheet details in all your Fabled Lands books. You can begin again at section 1 in any of the books in the series.

998

You tell the senior priestess of your wish to leave the faith. She raises an eyebrow, and says, 'As you wish. Return to us when you feel the time is right to renew your commitment.'

And that, as they say, is that. If you still wish to renounce your faith, remove 'Eleuia' from the God box on your Adventure Sheet. When you have finished here, turn to 24.

999

The door to the verdant spire opens at your approach. Cuxi-Suri is within, several levels above you, humming a lilting melody.

Turn to 263.

1000

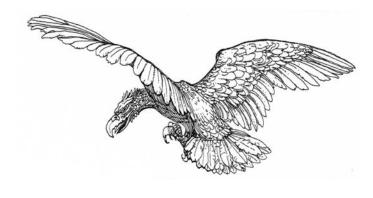
You select a handful of skilled fighters from your crew and board the strange vessel.

'Welcome aboard the good ship *Avarice*,' says the figure at the wheel, as your group draws near. The mist prevents you from getting a clear look at him, which is no bad thing — his neck is twisted around quite gruesomely, and he has a pungent fungal stink about him. 'My treasure's below decks, if you think you've the will to seize it,' he goes on. 'Or you could stay here and talk a while with old Captain Firkinbald. It's all the same to me.'

Go below decks turn to **565**Talk with Firkinbald turn to **83**Return to your ship turn to **218**







The Baron has become leery of physical combat since you destroyed the source of his recurring resurrections. Frowning at your approach, he decides to dive over the rail of his ship into the sea below. Scenting blood, you shout for one of your men to bring you a crossbow. But the wily baron is a capable sorcerer; he speaks a few arcane syllables, and a thick mist rises up from the sea, obscuring your view of him.

You curse, hoping that the Baron will be gobbled up by a shark. His enchanted mist will hide your escape, at least. You order your crew to return to your ship, and set sail.

The battle has been hard, and you have lost many men; reduce the quality of your crew by one level — an excellent crew becomes good, good becomes average, and an average crew becomes poor (if your crew is already poor, it cannot worsen in quality).

Your escape from Baron Moonshine's fleet has carried you far off your original route. Turn to **370**.

1002

As you walk along these cliffs, you spot words carved into a rock. You stop to examine them.

Those born to wanderlust, they come, they go, Seeking secrets, knowledge, power at every turn. But

Strangely, the partial poem halts there. Perhaps the poet was interrupted.

You continue on. Turn to 122.

1003

Kualli can grant you a CHARISMA blessing. If you wish to receive such a blessing, he will ask that you sacrifice 2-12 Stamina points (roll two dice).

If you choose to accept the blessing, mark 'CHARISMA' in

the Blessings box on your Adventure Sheet. The blessing allows you to try again when you make a failed CHARISMA roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one CHARISMA blessing at any one time.

Turn to 151.

1004

You are at the northern edge of the Satkantu Mountains, and the western extreme of the Weeping Jungle. The fabled City of Stargazers lies south-west of this point.

Go north, to the coast turn to 698

Try to cross the Great River to the east turn to 112

Follow the mountains south turn to 393

Cross the mountains

to the west The Lone and Level Sands **50**

1005

The leader recoils from your unexpected attack. As his warriors advance you veer off at a tangent, and sprint into the treeline beside the road.

Turn to 236.

1006

It is no good. The figures chasing you have anticipated such a flight. By running, you are merely drawing the net more tightly about yourself.

Turn to 283.

1007

You swirl in and out of consciousness. At last, when you fully wake, the fireflies are gone, and you are still alive. For whatever reason, Kerep Tlotor has spared you.

He has stripped away a sliver of your soul, however. You must temporarily subtract two points from all of your abilities. Note 'Kerep's Touch (-2 all abilities)' on your Adventure Sheet. This curse cannot be removed in any normal way – if you wish to regain this part of your soul, you will have to find some way of confronting Kerep Tlotor once more.

You rise, wobbly. There is no sign of Kerep Tlotor now, nor of the man he knocked unconscious. You return to the city centre. Turn to 42.

1008

The musician is preternaturally strong. He batters you with his fists before lifting you up over his head, and hurling you down onto your back. Roll two dice, and subtract this amount from your Stamina score. If this kills you, turn to 99.

If you still live, the musician calls out a greeting to his

intended, and unwilling, paramour, promising that he will return the following night. With this, he leaves.

If you wish to wait with the family until the following night to confront him once more, turn back to 678. Or, it might be wiser to leave the village altogether. In this case, turn to 498.

1009

You manage to twist about, loosening the hateful creature's grip. You drag yourself backwards out of the mud. You are filthy, but alive.

You see now that the green imp, barely taller than your knee, has one wooden leg that leaves shallow indentations where it stamps in the mud. This is the Chul-Chaq, who likes to magically disguise himself as people that his intended prey feel inclined to trust. He is preparing to attack you again.

Turn to **587**.

1010

As the bound souls circle your crew, you intone the words of a righteous prayer that releases them from servitude. The souls dissipate; the power of the cannibal priest is undone.

You bear down on him before he can escape, and drag him aboard your ship. The priest is wearing several necklaces, strings of coins taken from the people of Smogmaw he has eaten. He offers you these necklaces in exchange for his life; in total, they are worth 350 Shards. Add this amount to the money noted on your Adventure Sheet.

Your crew is all for killing the priest anyway. You may do so if you wish, or release him. Either way, when you are finished here turn to 1168.

1011

You shake Maelzohl's hand and then, apprehensive, roll his dice across the bar.

Roll two dice. If you roll a 7, turn to **50**. If you roll any other number, turn to **182**.

1012

The market exists solely for the town's nobility. The working class does not possess wealth; all their material needs are provided by the community. You may only buy or sell items here if you possess a **merchant's cloak**. To sell to a foreigner without such an item is a grave offence, punishable by death, and the death of one's family. No trader would take such a risk.

If you have the codeword *Gulf*, turn to **681**. Otherwise, you regard the market before you.

Armour	To buy	To sell
Animal helm* (Defence +1)	100 Shards	60 Shards
Quilted armour* (Defence +2)	150 Shards	125 Shards
Weapons (spear, staff, etc)		
Without COMBAT bonus	60 Shards	40 Shards
COMBAT bonus +1	300 Shards	200 Shards
COMBAT bonus +2	600 Shards	400 Shards
COMBAT bonus +3	1200 Shards	800 Shards
COMBAT bonus +4	_	1600 Shards
Magical equipment		
Amber wand (MAGIC +1)	500 Shards	400 Shards
Ebony wand (MAGIC +2)	1000 Shards	800 Shards
Cobalt wand (MAGIC +3)	_	1600 Shards
Other items		
Onyx bracelet (CHARISMA +1)	200 Shards	180 Shards
Jade bracelet (CHARISMA +2)	400 Shards	360 Shards
Monkey paw ring (THIEVERY +1)	350 Shards	275 Shards
Jet ring (THIEVERY +2)	600 Shards	540 Shards
Patron amulet (SANCTITY +1)	280 Shards	200 Shards
Animal totem (SANCTITY +2)	400 Shards	360 Shards
Sunstone (SCOUTING +1)	500 Shards	450 Shards
Level staff (SCOUTING +2)	800 Shards	720 Shards
Codex of ways (SCOUTING +3)	1200 Shards	1000 Shards
Rope	65 Shards	45 Shards
Lantern	125 Shards	90 Shards
Climbing gear	150 Shards	90 Shards
Crocodile skin	175 Shards	125 Shards
Bottle of rimcha	60 Shards	_
Bullfrog	30 Shards	10 Shards
Ball of string	5 Shards	_
Tarantula venom	100 Shards	50 Shards
	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	

When you are finished here, turn to 956.

The priest will only make you an initiate of Tyrnai if you are a Priest, a Warrior or a Wayfarer. If so, you may become an initiate for free. This gives you the benefit of paying less for blessings and other services offered here. You cannot become an initiate of Tyrnai if you are already an initiate of another faith. If you are able to become an initiate, and you choose to do so, write Tyrnai in the God box on your Adventure sheet. Turn to 711.

1014

A circular hole in the street before you. As you regard it, a shift takes place in the setting about you. Now you stand in a dark, wet sewer tunnel beneath that hole. You have moved from one locale to the other, without any sense of intermediary continuity. And yet this incongruous transition has a sense of dream state normalcy about it.

Gruff, heavy breath in the tunnel ahead. A short, hunched figure approaches — a rat man, with a band of iron about his head, and a cheap copper amulet about his neck. This is King Skabb, whom you slew in Yellowport — years ago, it feels like. And yet he is not wholly as you remember. His eyes glow green, now. He is thick with muscle. Fresh blood drips from his jaw.

'Kill human...' he mutters. 'Kill dung-breath!' And then he leaps forward, biting at your throat.

King Skabb NAHUAL 6, Defence 7, Stamina 15

This is a spiritual combat; read the 'Special Rules' section at the front of this book to see how this is conducted. Curiously, if you possess some **rat poison** in the physical world, you can use it to help you here. It will add 3 to your attack rolls in this combat. You do not need to remove it from your Adventure Sheet afterwards.

If Skabb kills you, turn to 1146. If you win this fight, turn to 545.

1015

Your knife has the power to truly kill these malicious birds, and you finally expunge them for good. You enter their cave to shelter from the storm, and here you find their hoarded treasure – 700 Shards, a **codex of ways (SCOUTING +3)** and the **hilt of Equilibrium**, part of a magical sword. Note anything you choose to keep on your Adventure Sheet.

Record the codeword *Grimace*. You rest until the thunderstorm ceases. Turn to 332.

1016

The verdant spire almost seems to vibrate about you now; the structure seems filled with potential energy waiting to be set loose. 'Nearly there,' whispers Cuxi-Suri. 'Nearly there...'

If you are tenth Rank or higher, you can attune yourself to the spire at last: turn to 335.

Otherwise, you gain a sense that you still lack the innate power to master the structure. There is little you can do for now but continue your travels: turn to **76**.

1017

Your service to the kingdom is complete. Without any ceremony, your belongings are returned, and a soldier escorts you to the edge of the city.

'It would be wise for you to leave the jungle,' he tells you. 'Travel south-west to the mountains, and from there west into foreign terrain. Any other route risks further offence, and recapture.'

Make sure that you have noted down the items held in storage (recorded at paragraph 250). Then, if you wish to leave Inkatek at once, turn to 871. If you prefer to linger in the city a while, turn to 777.

1018

The Deputy Chief Administrator works from a circular building under a great straw canopy, near the town's centre. You are admitted to see her after just a short wait.

She is a tall woman who wears purple feathers in her hair. She is one of the very few people who seems unsurprised to see a foreigner in Sheka-Tel. She folds her arms at your approach, and gives you an impatient frown. 'Yes?'

If you wish to name the person responsible for the murder of Coyotl, turn to 68. If not, you apologise for wasting her time. Turn to 679.

1019

You are nearly through the group when you sail right over a particularly large jellyfish. A tentacle whips up from the water and wraps about your sword arm before you can move. You hack if off, but it has done considerable damage. Lose 1 point from your COMBAT score.

At last, your ship is free. Turn to **616**.

1020

Remove the **scarlet macaw** or the **kakpi bird** from your Adventure Sheet, if you have used it. Add 1 point to your COMBAT score, but lose 1 point from your SANCTITY.

Turn to 357.

1021

Walking along the beach you encounter a small cove, tucked in amongst the mountains that practically touch the sea. Within this cove, not easily visible from water, is a monolith, upon which a number of arcane inscriptions have been engraved. Translating these as best you can, it seems that this is an altar of sorts — one that demands a sacrifice in blood.

If you have the codeword *Geode*, turn to **645**. If not, turn to **1039**.

1022

Make a CHARISMA roll at Difficulty 12.

Successful Charisma roll	turn to 655
Failed CHARISMA roll	turn to 183

1023

You show the leading guard the rod of stone you were given, and ask that you be conveyed to see the commander of Kchen Chennar. Your manner impresses the guards, but they see little reason to disobey their standing orders to slay all foreigners arriving from the east.

Make a CHARISMA roll at Difficulty 15.

Successful roll	turn to 1142
Failed roll	turn to 290

1024

The hours of the setting sun and the rising sun, the moments of balance between extreme heat and extreme cold, are the most comfortable in which to travel. As the sun grazes the western horizon, you plan your route onwards.

Go north	turn to 132
Go east	turn to 924
Go south	turn to 154
Go west	turn to 781

1025

You encounter a score or so of people camping near the summit of one of the mountains. They have travelled north from Shamsar and seem in a jovial mood. When you ask the reason for their journey, one of them replies, 'To see the lights'.

Join them	turn to 269
Travel on	turn to 1173

1026

You trek through the humid gloom of the jungle for hours. Finally, you sit to rest a few moments. You hear a large bird or animal fly over the canopy just a few metres above your head. By the time you reach a break in the foliage allowing you to peer up into the sky, it has gone.

Roll two dice for encounters.

Roll 2-6	Leeches	turn to 776
Roll 7-12	No encounter	turn to 567

1027

As the winged serpent lifts you into the sky, it asks whether you have retrieved the information Szairax seeks. When you answer that you have not, it vents a loud cry of annoyance that reminds you how powerful this creature is — and how different, how alien, to you. It hurtles down the rock face at a horrifying speed; your cries of protest are lost in the shriek of the wind.

It deposits you on the ground once more. Two powerful beats of its wings are sufficient to propel it high up into the sky. It glides around the plateau and out of sight.

Turn to 553.

1028

The tribesmen are not fighters, and are eager to avoid a conflict. And yet they are conscious that they risk execution, and the execution of their families, if they defy the Serpent King's laws.

Roll two dice. If you roll less than or equal to your Rank, they decide it would be wise to let you pass unchallenged. Turn to 357 in this case.

If the roll exceeds your Rank, however, they reluctantly decide to attack you. In this, will you:

Fight them	turn to 649
Try to escape	turn to 823

1029

One night, you dream of the first mate of your vessel, stepping across a muddy stream. You recount the dream to him over breakfast the next morning.

The rest of your crew are horrified. 'It signifies he is a bringer of ill fortune!' one of them gasps, pointing an accusing finger at the mate. 'Cast him overboard, Captain, or the jinx about him will finish us all!'

The crew are uneasy at this talk of omens and bad luck. If you wish to cast the mate overboard, turn to 938. If

you prefer to let him remain on your vessel, turn to 738.

1030

You are bonded to the verdant spire, and it is no great feat for the structure to use its life-giving energies to recreate you, should you be killed. You may arrange resurrection here if you wish. If you have the codeword *Guise*, this is free; otherwise, you must lose 1 point from one of your abilities (you choose which) each time you arrange resurrection.

If you wish to be resurrected here, write 'The Verdant Spire, *The Serpent King's Domain* **428**' in the Resurrection box on your Adventure Sheet. If you are later killed, turn to **428** in this book. You can have only one resurrection arranged at any one time. If you arrange another resurrection elsewhere

later, this arrangement is cancelled, and you should cross it off your Adventure Sheet.

Turn to 263.

1031

Make a THIEVERY roll at Difficulty 16. If this roll is successful, turn to 214. If not, turn to 989.

1032

You climb a tree to better establish your position. Away to the north, the horizon is a thin strip of deep, deep blue. The Violet Ocean.

Go north	turn to 350
Go east	turn to 550
Go south	turn to 949
Go west	turn to 251

1033

As night falls, you see the lightning flashes of a vast storm ahead. Were you to steer into the heart of the storm, surely Baron Moonshine's fleet would not be so foolish as to follow you?

A dangerous plan. Otherwise, you might turn and head for Baron Moonshine's flagship, and hope to take the man hostage before being overwhelmed by the rest of his fleet. Or you could simply surrender after all, and plead for leniency.

Enter the storm	turn to 965
Attack Baron Moonshine's flagship	turn to 55
Drop anchor and surrender	turn to 556

1034

The jungle directly north of Inkatek is particularly thick, and hacking your way through becomes a laborious chore. A series of diversions forces you north-east, where you come across a trail running through the brush. Grateful for this find, you follow it. Turn to 128.

1035

The lodestone must be placed at the titan's crown to wake it. You'd half-considered climbing to the giant's summit, but you now rule that out—its body is too smooth, the climb too vast. You will have to reach the titan's head by other means.

Will you now:

Enter the tent settlement turn to 607
Leave the area turn to 837

1036

The members of the Macaw Tribe are reluctant to barter with foreigners. If you wish to buy or sell anything, you

must first make a CHARISMA roll at Difficulty 15. You may add 2 to this roll if you possess a **merchant's cloak**. If you fail this roll, you may not buy or sell anything on this occasion. You may roll again should you visit this village again in the future.

If you succeed in this roll, the following items are for sale:

Item	To buy	To sell
Animal helm* (Defence +1)	125 Shards	60 Shards
Feathered Shield* (Defence +2)	175 Shards	125 Shards
Onyx bracelet (CHARISMA +1)	200 Shards	180 Shards
Monkey paw ring (THIEVERY +1)	350 Shards	275 Shards
Patron amulet (SANCTITY +1)	280 Shards	200 Shards
Sunstone (SCOUTING +1)	500 Shards	450 Shards
Level staff (SCOUTING +2)	800 Shards	720 Shards
Rope	50 Shards	45 Shards
Lantern	100 Shards	90 Shards
Climbing gear	100 Shards	90 Shards
Crocodile skin	150 Shards	125 Shards
Scarlet macaw	150 Shards	100 Shards
Bullfrog	35 Shards	15 Shards

When you are finished here, do you have the codeword *Growl?* If so, turn to **761**. If not, turn to **898**.

1037

The river is fast. Its waters hide crocodiles and piranhas – and worse, perhaps.

Make a SCOUTING roll at Difficulty 16. If this roll is successful, you traverse the river without incident. It it fails however, your floundering route attracts the attention of something hungry within the waters; roll two dice, and lose this many Stamina points as it takes a sizeable chunk out of your leg. In addition, you lose one item (you choose which) as you scramble to drag yourself up onto an islet, to wait for this unseen peril to depart.

At last, you complete your crossing.

Climb up onto the river's eastern bank turn to 1110
Approach the western bank turn to 1004

1038

This place is analogous to physical reality; it is more metaphor than matter. A leap from a high wall here might not necessarily kill you. You hope. As the first of the burning horde grasps at your clothing, you jump out from the wall, aiming for the largest and bushiest of the trees below. Make a SCOUTING roll at Difficulty 15, keeping in mind that you cannot use your normal equipment here. If this roll succeeds, reduce your Stamina to half its current value, rounding up. If it fails, you are very nearly killed; reduce your Stamina to just 1 point.

You extricate yourself from the trees where you have fallen. Lose 1 point of Entropy. If your Entropy score is now 0, turn to **880**. Otherwise, you regard the city once more. The smoke is gone. The horde atop the wall has disappeared. So has the fire.

Re-enter the city turn to 442
Explore the jungle outside the walls turn to 996

1039

You may, if you wish, cut open your palm and offer your blood to this monolith. If you do so, turn to 458. If you decide against this, you leave. In this case, turn to 97.

1040

The phial of venom has been extracted from the green tarantula, a species that can be found throughout the Weeping Jungle. Though potent, it can be administered in small doses to evoke euphoria, and even visions.

If you possess an oil-soaked cloth, turn to 1098. If not, turn to 679.

1041

The Deputy Chief Administrator listens as you outline your theories, but at last she shakes her head. 'No, no. I need substantial proof. Without that, your suspect is no more plausible than that monkey they're keeping in a cage.'

She dismisses you. Turn to 679.

1042

You speak movingly of the criminals she has helped so far, and how that help could come to naught if she abandons them now. She need not leave Broken Hand for good, you argue, but it is clear that she sees her two callings as incompatible. At last, with no little sadness, she says, 'Return to the theatre when you wish. I will be there with my followers.'

You bid Broken Hand farewell, but he merely glowers at you in response. It is time for you to leave.

Record the codeword *Genius*, then turn to 462.

1043

If the box above is empty, place a tick in it now and turn to **246**. If it was already ticked, turn to **474**.

1044

As she takes the mirror from you, you catch a glimpse of her face within her dark hair – and she is lipless, nearly skeletal.

She regards her reflection, but appears puzzled. 'No, no... that isn't right... Perhaps you have another?'

Remove the mirror from your Adventure Sheet. However, the forgotten god who was once worshipped in this temple approves of your kindness. Roll two dice; if this roll exceeds your SANCTITY score, add 1 point to this ability.

Turn back to 311.

1045

Though you move quickly, discreetly, the Grim is out there, listening, waiting to catch your scent. If you possess a **beeswax candle**, turn to **273**. Otherwise, make a MAGIC or SCOUTING roll (your choice) at Difficulty 14 – and note that, if you have the title Nahual, you should subtract your Nahual value from this roll (the more attuned you are to this realm, the easier you are to detect). Also keep in mind that you cannot use your normal equipment for this roll.

If this roll is successful, you evade the beast. In this case, turn to 846. If this roll fails, however, turn to 906.

1046

Uemec is quiet for a while, but then he says, 'Yes, every failure has ultimately fallen at my feet. I could have prevented the fall of our city a dozen ways. Come then, stranger, as a witness. I will face my former soldiers, and end this curse of unending life at last.'

Turn to 1152.

1047

You catch sight of a young man wearing black and white face paint, dressed in a cheap imitation of the Serpent King's formal gold cloak and headdress. His mimed parody of the city's ruler portrays Namagal as an ignorant, sexually vulgar buffoon — much to the delight of the onlookers gathered around the performer.

You halt to watch a little of the show yourself, before noting that a squad of the Serpent King's soldiers is advancing down the street. They are sure to see the mime.

Warn the mime turn to 1120
Continue to watch turn to 394

1048

You run through the jungle, struggling to keep ahead of the fast, agile monkeys. Make a SCOUTING roll and a THIEVERY roll, both at Difficulty 16.

If both rolls are successful, you manage to evade the monkeys without consequence. If one roll fails, the monkeys manage to steal one of your possessions – cross off the last

item listed on your Adventure Sheet. If both rolls fail, then the monkeys steal an item as mentioned, and they also inflict 2-12 Stamina points of damage on you (the roll of two dice). Adjust your Adventure Sheet accordingly.

At last, the monkeys tire of their pursuit, and leave you alone. Turn to **380**.

1049

If you have the codeword *Glass*, turn to **1145** immediately. Otherwise, read on.

The temple's high priest leads you to a quiet corner, so that you might speak undisturbed. 'Over the last twenty days four bodies have been pulled from the waters of the floating gardens. The deaths always occur at night; the corpses are found at sunrise. The Serpent King's administrators suspect a malevolent spirit, and have asked us to intervene. But our diviners can sense no such spirits — this is, we feel, a corporeal matter. Any admission of ignorance, however, would place us in a difficult situation. If an independent third party were to intervene on our behalf, we would be immensely grateful...'

Record the codeword Grove, and turn to 1159.

1050

A frieze that covers a partially-fallen wall catches your eye. It shows a warrior wielding a spear tipped with gold. The part of the wall that shows his opponent is missing.

The spear's tip seems to be a tiny inlay of real gold. It's odd that it still gleams intact after all these years. If you possess a weapon made of gold (for example, a **golden katana** or a **gold dagger**), turn to **612**. If not, then you notice a slim, colourful snake in the grass beneath the wall, eyeing you warily. You decide against lingering here any longer. Turn to **226**.

1051

'Kerep Tlotor, a spectral devourer, has left his mark upon you,' says the priest. 'An unwise choice on his part, perhaps, as you have learned a little of the ways of the Nahual. This grants you power in the spirit realm. If you possess a spirit light, a Xibalban lantern, you may summon Kerep Tlotor to this place to confront him once more. He will not be killed easily, however.'

If you have a **Xibalban lantern**, and you wish to face Kerep Tlotor, turn to **876**. If not, you leave. Turn to **42**.

1052

If you possesses a **jaguar's tooth**, Screaming Owl can use it to craft a soulcatcher, a carved wooden circle bound with strings and beads, with the tooth as its centrepiece. 'It will

provide protection against the foul spirits that creep toward you in the dark,' the shaman explains.

If you want Screaming Owl to create the **soulcatcher**, note it on your Adventure Sheet and remove the **jaguar's tooth**. If you do not currently possess such a tooth, you can return to Screaming Owl in the future, if you find one.

Turn back to 1090.

1053

You have entered Inkatek during the greatest festival of the year, Tenka-te-Tomu, 'The Time of Mutual Thanks'. For most of the working class throughout the Feathered Lands, civil obligations are lifted for a period of eight days. In Inkatek in particular, the avenues are filled with musicians and street theatre. Canca, a fermented grain drink, is offered freely to all. It is a time of debauchery and fearless self-indulgence, before another long year of tireless service to the community begins.

It is impossible not to be swept up in the festivities. Roll one die to see what manner of events you are dragged into.

Roll 1-2	A drinking contest Lose half your	
	current Stamina (rounding up), but gain a	
	gan'har idol and a patron amulet	
	(SANCTITY +1)	
Roll 3-4	A street performance Gain a jaguar	
	mask	
Roll 5-6	An exchange of gifts Lose one item	
	(you choose which); gain an ebony	
	wand (MAGIC +2)	

At last, Tenka-te-Tomu comes to an end. With sore heads and tired bodies, it is time for the people of the Weeping Jungle to resume their prescribed obligations. Turn back to 777.

1054

Coughing, you retreat out of the smoke. As the wind carries it away, you realise that the Chul-Chaq has disappeared — and that he has taken all of your equipment with him! Remove all possessions noted on your Adventure Sheet, and then turn to **165**.

1055

You have an unnerving sense of falling forwards as your vision breaks into pinpricks of light, and then grows dim.

And then, abruptly, you see once more. You are still in the jungle, but you sense the monkey god's influence has transported you far away, in the space between two heartbeats. A woman's voice rings out. 'There are many ways to reach my home, but this one is most unusual.'

Turn to 920.

1056

Thinking back to your encounter with the half-buried warrior, you ask this shade if her name is Querejeta. She halts her mumbling and fixes you with a hard stare. You recount your meeting with Shemer, and tell her of the decades he has spent striving to fulfil the quest she set him.

She waited a year and a day for his return, she tells you, and then she set out searching for Shemer, to beg him to come home. Alas, she never found him, and spent her life walking this world. And she weeps for her youthful arrogance, that has caused both her life and his to be wasted.

You remind her that he loves her to this day. A smile spreads across her face at this — and, as it does, the years drop away from her. Within a moment, she is once more the magnificent young woman whom he loved so dearly.

'Please return to Shemer,' she says, her voice now rich and vibrant. 'Tell him I always loved him, and that I am truly sorry that I was once such a silly young girl.'

A contented sigh – and as she exhales, she is merely smoke and memory once more. Record the codeword *Giant*.

You retrace your steps to the entrance. Turn to **646**.

1057

If the box above has already been ticked, turn to 1153. If it was empty, place a tick in it now, and read on.

This temple has been sacked and burned. Where an altar once stood, only a pile of stones now remains.

A voice behind you, then: 'We only need wait.'

Turning, you see a woman standing in the shadows on one side of the temple's main hall. She is clinging to the wall, as if for support.

'We only need wait,' she repeats. 'We have supplies. We can outlast the Serpent King's army. My name, traveller, is Patli, and I am head priestess here. Do you happen to have a mirror? I need to look my best for our darling leader...'

Turn to 311.

1058

You are soon surrounded by a veritable horde of the Serpent King's soldiers and administrators. One of them steps forward, and demands you explain your presence on this road. If you have the title Chamessa, or if you possess a **merchant's cloak**, turn to 712. If you have neither the title nor the item, turn to 543.

1059

One of the Nyar trackers fights with a couple of long, hair-fine spines protruding from between the fingers of his off hand. Make a THIEVERY roll, at Difficulty 16, to determine whether you spot this strange weapon before he can use it.

If your roll is successful, you see the spines and aim a blow at that hand. You strike him a glancing injury, causing him to drop them. Turn back to 1196 and continue the fight.

If you fail the THIEVERY roll, he manages to jab you in the hip. The spines are coated with stonefish venom. Roll four dice and lose this many Stamina points (you can ignore this injury if you possess a blessing of Immunity to Diseases and Poison). If this kills you, turn to **99**. If you survive this wound, turn back to **1196** and fight on.

1060

If you possess a **bleeding heart flower**, turn to **557**. If you possess a **red acorn**, turn to **170**. If you possess neither item, turn to **598**.

1061

The first two times you come to this paragraph, place a tick in one of the boxes above. If you have just ticked the second box, turn to 157.

Otherwise, you settle in to enjoy the spectacle. The first event is a ball game, pok-pok, in which two teams of four players wear long wooden gloves over their hands and forearms to bat a small ball around the arena at a dizzying pace. The atmosphere about you is charged with energy. The most exceptional players are considered heroes, it seems.

After this game, two combatants stride out into the arena to fight to the death. One is small and wiry, a prisoner convicted of abandoning his duties to the kingdom, and attempting to flee to Dunpala, and foreign lands beyond. The other is a heavily-built tribesman from the northern jungle, with ritual scars covering his broad chest. He is the favourite to win.

The nobles about you begin betting on the outcome of the fight. If you wish, you can bet as well. Note down how many Shards you wish to bet, and whether you are betting on the prisoner or the tribesman. Then, whether you bet or not, roll two dice.

Roll 2-5 turn to **321** Roll 6-12 turn to **201**

1062

You have stumbled across the upari tree once more. You notice that the tree has killed a jaguar, its body near the edge

of the clearing. The beast has been dead for some time; it is not hard for you to yank a **jaguar's tooth** from its jaw, if you wish to do so.

And then, as the wind picks up, you decide to retreat out of the clearing. Note the tooth on your Adventure Sheet if you decide to keep it, and then turn to 423.

1063

Kualli remains where you left him, in the darkened cellar. As you approach, he smiles up at you once more. 'My friend! You have returned to haggle with me once more!'

Turn to 151.

1064

Becoming an initiate of Vinti gives you the benefit of paying less for blessings, and other services the temple may offer. This is free, though you must have a COMBAT score (excluding item bonuses) of at least 6. Note that you cannot become an initiate of Vinti if you are already an initiate of another faith.

If you meet the criteria and you choose to become an initiate, mark 'Vinti' in the God box of your Adventure Sheet. Then, initiate or not, turn to 319.



1065

You spot a lone lifeboat in the water, a solitary sailor within. Steering closer, it becomes clear that you have happened across this boat too late. The figure within is a dessicated corpse.

'He must have been at sea a long time to reach that state,' your first mate comments. 'It's a miracle this little boat hasn't capsized in that time. Maybe Alvir and Valmir have no wish to claim him as their own.'

'Or maybe he was already dead before he was placed in the boat,' your navigator adds.

If you wish to seize the boat, you can find 30 Shards on the corpse; note this amount on your Adventure Sheet if you choose to do so. Then turn to **592**.

1066

It is only a couple of days later that you realise you increasingly have doubts concerning the outcome of the investigation into Coyotl's death. If he truly was killed by a serpent, why wasn't it present when the door to his hut was broken down?

You cannot shake the feeling you have condemned an innocent to death. Lose 1 point of SANCTITY, then turn to 679.

1067

If the box above is empty, put a tick in it now and turn to 430. If it was already ticked, turn to 822.

1068

If you have the codeword *Ghastly*, turn to **1194** immediately. Otherwise, read on.

As you pace the city's streets, you hear an odd, tittering ululation. Searching for its source, you spot a grulo, a nocturnal grey bird with a bright yellow plume, perched on a building nearby. The grulo is an omen of fortune — both good and ill. Roll two dice.

Score 2-6 Lose a blessing, if you have any (you

choose which)

Score 7-9 No effect

Score 10-12 Gain a Luck blessing

A Luck blessing allows you to reroll any dice result once. When you use the blessing, cross it off your Adventure Sheet. You can have only one Luck blessing at any one time.

Turn to 42.

1069

Once a grand palace stood in this place which resembles a city. The facade of the building is decrepit almost beyond

recognition. Even as you regard it, a chunk of masonry comes away from the wall and falls, exploding to stone powder as it strikes the ground before you.

This is the Palace of Dust, and venturing inside would surely be foolhardy. If you wish to enter regardless, turn to 733. If you wish to investigate elsewhere, turn to 442.

1070

You seek out the mine's foreman who tells you that, if you have a ship docked in Begotombo, he can sell you Cargo Units of metals more cheaply than you would find in that city.

If you wish to accept the foreman's offer, you can buy as many Cargo Units as you have space for (you cannot sell him anything, however). Each Cargo Unit of metals will cost 640 Shards. Add them to your Ship's Manifest – the foreman will arrange for the metals to be transported to Begotombo, and loaded onto your ship.

When you are finished here, turn to 646.

1071

The pyramid at the centre of the city is a truly titanic structure. It is the indisputable symbol of the might of the Feathered Lands, and the heart of religion within the Weeping Jungle. It is here that the immortal god-king Namagal resides, and from here that he surveys his domain.

Ninety-nine ceremonial guards line the avenue that climbs to the immense doors of the temple. The sheer scale of the rooms and passageways beyond the pyramid's entrance is a marvel to behold.

Become an initiate	turn to 343
Visit your quarters (if an initiate)	turn to 150
Renounce worship	turn to 308
Seek a blessing	turn to 22
Ask to be cured of disease or poison	turn to 829
Leave the temple	turn to 777

1072

As you are considering your route onwards, a small bright orange crab approaches, and attempts a daring nip at your toes. You kick it away, and it retreats in panic.

Go north along the coast	turn to 23
Go south-east along the coast	turn to 161
Go south into the mountains	turn to 673
Go west	turn to 686

1073

Though you cannot experience the lights yourself – if they are truly present – the mood of celebration is infectious. The 'lights' fade after a couple of hours; the group, delighted to have shared this experience with you, give you a **holy**

symbol (SANCTITY +1) and a **water flask** to mark the occasion. Record them on your Adventure Sheet if you decide to keep them.

Turn to 690.

1074

Shimae is still venerated by some of the tribes of the Weeping Jungle. Here in Dunpala, citizens will more commonly make a small offering of coins to the shrine of Shimae in order to protect themselves from liars and confidence tricksters. You may be able to receive a Luck blessing here. If you wish to try, pay the priest here 35 Shards, and roll two dice.

Roll 2-6	receive Shimae's Curse
Roll 7-12	receive Luck blessing

The Luck blessing works by allowing you to reroll any dice result once. When you use the blessing, cross it off your Adventure Sheet. You can only have one Luck blessing at any one time.

Conversely, if you receive Shimae's Curse, you must subtract 2 from the next combat roll or ability roll you make. This will affect only one roll, and then you can remove this curse from your Adventure Sheet. Also, you may not make an offering at this shrine while you bear Shimae's Curse.

Do you possess **Nopalti's baton**? If so, turn to **64**. If not, then turn to **42** when you are finished here.

1075

You note that the citizens of Begotombo sometimes leave a small offering — a few Shards, or a small item — at the animal shrines. You choose a shrine and pray. You may also leave an item, or some money, at the shrine if you wish.

Roll one die. For every 10 Shards you leave at the shrine, you can add 1 to this roll. If you leave an item, add 2. If your final roll is 7 or greater, you have a distant sense of the animal spirit's favour falling upon you. In this case, you receive a blessing; mark SCOUTING in the Blessings box on your Adventure Sheet. The blessing works by allowing you to try again when you fail a SCOUTING roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can have only one SCOUTING blessing at any one time.

Turn to 333.

1076

You insert your key, and turn. With a tremendous rumbling noise, the floor to your right drops away, revealing a spiral staircase descending into a subterranean chamber.

At the base of the stairs, you find a handful of arches flickering with a cyan luminescence. Through that light, you can dimly make out people and places beyond. You can step through an archway and teleport to various parts of the world.

Blessed Springs	The War-Torn Kingdom 510
Copper Island	Over the Blood-Dark Sea 99
The Forest of Woes	Legions of the Labyrinth 180
The Isle of Druids	The War-Torn Kingdom 195
The Icicle Woods	The Court of Hidden Faces 217
Kaiju	Lords of the Rising Sun 270
Kurani	The Isle of a Thousand Spires 600
Marmorek	Cities of Gold and Glory 167
The Plateau of Dragons	turn to 553
Shamsar	turn to 225
Continue on foot	turn to 883

1077

Qlelec begins telling you about his travels in the jungle to the west. 'Beware of what you find in webs,' he tells you. 'There are decoy-building spiders in the trees that will build replicas of themselves just to distract you.'

You thank him for his advice. But as you leave, he grabs your wrist a moment. 'They call me mad in this place, I know that. And maybe I am — I see things that they cannot, after all. But the days like today, when I am conscious of losing my mind... They are the worst of all.'

Turn to 42.

1078

He steps forward to inspect your cloak, but still he is not satisfied. 'Where is your wagon? Where are your goods? You may have earned the right to trade, but only we may give you leave to wander wherever you wish.'

He requires a little more convincing to let you past. Make a CHARISMA roll, at Difficulty 14. If you succeed, the Nyar warriors grant you permission to continue: turn to 674. If you fail, the head warrior is not impressed: turn to 1193.

1079

'Stay and listen to our stories!'

You explain that, yes, you would be delighted to listen to these marvellous trees — but would he mind releasing your arm, first?

Make a CHARISMA roll, at Difficulty 15. Remember that you cannot use your normal equipment to help with this roll. If you are successful, the branch slowly unwraps from about your arm; turn to 1107. If you fail, the tree-man merely grips you tighter, pulling you closer: turn to 903.

1080

The worship of Huan-da and In-da is relatively popular in Shamsar — a number of people within the city seek understanding of, and protection from, the pain and madness of their own insight. To be accepted, you must either have a SANCTITY score of 5 or above (before item bonuses), or the title Nahual. If you fulfil either of these requirements, and if you are willing to pay the 50 Shards necessary to become an initiate, then you are accepted and can write 'Huan-da and In-da' in the God box on your Adventure Sheet. You cannot become an initiate if you are already an initiate of another god.

If you join the faith, record the title Nahual with the number '1' beside it as your 'Nahual value'. If you already had this title, add 1 to your current value. Note that you will lose this bonus if you ever leave the faith. Turn to **46**.

1081

'Please stop walking now.'

Lost in your thoughts due to the monotony of your trudge across the hard terrain, you didn't notice the approach of the squat, wooden watchman idol until it was almost upon you.

It watches you with eyes of jet, and speaks once more. 'You have drawn the ire of Tay Menesra, who sees all, whose gaze you cannot escape merely by crossing the mountains. Travel back to her with me now, please, and face judgement. You may yet be redeemed.'

This watchman idol has been granted the power of speech, and is apparently as eloquent as a person. Has it crossed the Satkantu Mountains and walked all the way across the jungle?

It holds out a thick, slab-like wooden hand.

Take its hand	turn to 538
Fight it	turn to 16

1082

You have drawn the interest of somebody. From memory, or from possibility — perhaps from the domain of unlife, even — a figure approaches your sleeping form.

 Roll one die.

 Roll 1-2
 turn to 142

 Roll 3-4
 turn to 354

 Roll 5-6
 turn to 299

1083

A moment of chaos, in the deeper recesses of your mind. And then, when you open your eyes, you find a door before you that wasn't present earlier. You step through it, into another world.

You have, for a short time, left the physical realm of Elaz Velara. Note the characteristic 'Entropy' in the margin of your Adventure Sheet, and that this characteristic currently has a value of 4. This score represents your ability to accept and interpret the paradoxical nature of your new surroundings. If your Entropy score ever falls to zero, you will be forced to return to the physical world. Also note the paragraph number '803'. When you return to the physical world, this is the paragraph you will turn to (unless you are killed). You need not turn to this paragraph as soon as your Entropy falls to zero; the book will tell you when it is necessary to do so.

For now, turn to 1129.

1084

The sword lies upon an anvil, in a darkened forge. As you struggle to make out the details within the drawing, you do not notice the light around you dropping away. Abruptly you realise you are in near-darkness, in the very forge you were scrutinising just moments before.

The **picture of a broken sword** crumbles in your hands; remove it from your Adventure Sheet. As you struggle to find your bearings, a brazier bursts to life before you, its brightness stinging your eyes. You are not alone here; a grimy-looking woman, wearing a blacksmith's apron, is holding a dagger towards you. 'Who are you?' she asks. 'Nobody finds their way to the workshop of Bellentacq the Artificer unless invited!'

You explain the curious circumstances of your arrival, and the smith, Bellentacq, proves more amiable. So long as you promise not to reveal the location of her forge, she is happy to offer you her services. 'Be warned,' she says, 'that the work of the greatest smith and alchemist in the Feathered Lands isn't cheap!'

Record the codeword Graft, and turn to 1161.

1085

'Escape if you can.'

Startled out of your reverie, you glance about for the source of this unexpected scratchy voice. But you are wholly alone, save for a seagull perched atop a piece of driftwood.

It is precisely this seagull who opens its beak to speak to you once more. 'The warrior in Tarshesh is tired of fighting. Kill him a thousand times if you want; you'll gain greater favour if you evade altogether.'

You ask the bird why it is telling you this — and how it is able to speak, even. Is it possible for a bird to shrug? If so, this one does, and ignores your question. And then it flies away.

Turn to 517.

1086

You slip and fall away from the cliff before you. Down, you fall, and down. You close your eyes before you hit the ground.

Turn to 99.

1087

You are sailing across the scarlet waters of the Lake of Firewater. You consider where next to guide your ship.

Dock at Dunpala turn to 440
Dock at Begotombo turn to 874
Sail north, into the Nozama River turn to 13

1088

You enter the tunnel, which begins to slope upwards. You follow it until you emerge into the night on the lip of a cliff. Before you, up in the sky, the full moon hangs too bright, too low, peering at you through a gap in the clouds. You look out across a stormy sea. Wherever you are, you are far from Dunpala.

'I've been here before,' you say. 'I've visited this place in my dreams.'

'This is no dream. This is the point of balance between life and death.'

You whirl about. And there is the immense, translucent serpent, gliding soundlessly across the ground towards you.

'The Serpent King is aware of you, and he is powerful. His thoughts were often with you as you lay dying. Come with me.'

The serpent slithers along the edge of the cliff and, despite the unreal air of this place, you have to run to keep up.

Turn to 33.

1089

If you have the codeword *Gazelle*, turn to **69** immediately. If not, but you have the codeword *Grief*, turn to **983**. Otherwise, read on.

The Theatre of the Obscure is a modern, decagonal building in the centre of Dunpala. Stories say that it was designed by the dark sorcerer Mellagan, and built after his death using the vast fortune he'd amassed. Its distinctive architecture is of arcane significance, those stories say; Mellagan's spirit swirls about the building's rafters, awaiting the precise astronomical confluence that will allow him to be reborn.

In the meantime, the Theatre of the Obscure has become the cultural fulcrum of Dunpala. The building's walls are a deep cherrywood red. Its interior is darker still. The few lanterns within are dim, suspended high up; shadows are long, potential hiding places frequent. The troupe of actors that works out of the theatre specialises in tales of horror, stories of the fear of the unseen and unknowable. The style inside the theatre reflects that theme.

If you possess a **bamboo invitation**, and you wish to go backstage, turn to **374**. Otherwise, it costs 15 Shards to see a performance.

See a performance (cross off 15 Shards) turn to 1169 Leave the theatre turn to 42

1090

You converse for a while with Screaming Owl. You may ask specific questions — but each time you wish to ask him about one of the subjects below, make a CHARISMA roll first, at Difficulty 14. If you fail the ability roll, he loses patience with you. In this case, turn to **800**.

If you succeed in the CHARISMA roll, what will you ask him about?

The Serpent King turn to 491
The jungle tribes turn to 536
What help he can provide turn to 1052

If you have no more questions, and Screaming Owl has not yet tired of your company, you leave on good terms. Turn to 272.

1091

You spot a cave that offers dry respite. But as you scrabble up a steep wall to reach it, a mudslide robs you of your grip. Make a THIEVERY or SCOUTING roll (your choice) at Difficulty 16. If this roll succeeds, you manage to regain your balance and reach the cave without further incident. If this roll fails, you fall heavily onto a number of jagged rocks before you can right yourself. In this case, roll two more dice and lose this many Stamina points.

In the cave at last, you sit out the storm. Turn to 332.

1092

The winged serpent reminds you that you were warned not to return to this place. In taking you from the plateau, it is most likely saving your life.

If you have the codeword *Gale* and you possess a **dragon egg**, turn to **383**. If not, but you have the codeword *Garland*, turn to **943**. Otherwise, turn to **930**.

1093

The temple and the old hermit are no longer around you. You are lying on your back, staring up at grim, grey clouds that spiral madly. There are no celestial objects, no sources of brightness here. It should be cold, it seems — and yet you can feel neither heat nor cold.

You have, for a short time, left the physical world of Elaz Velara. Note the characteristic 'Entropy' in the margin of your Adventure Sheet, and that this characteristic currently has a value of 3. This score represents your ability to accept and interpret the chaotic nature of your new surroundings. If your Entropy score ever falls to zero, you will be forced to return to the physical world. Also note the paragraph number '1100'. When you return to the physical world, this is the paragraph you will turn to (unless you are killed). You need not turn to this paragraph as soon as your Entropy falls to zero; the book will tell you when it is necessary to do so.

For now, turn to 1129.

1094

'Finally, you must seek out Quetzil's champion, and best him,' Cuxi-Suri tells you. 'Only in this way can you prove yourself worthy of the power that inhabits this place.'

If you have the codeword *Gargoyle*, and you have already completed the spire's third challenge (that is, you have already ticked the box for the third trial at paragraph 588), turn to 1016. If you do not have this codeword, or if you have not completed the previous trial, turn back to 588.

1095

The Great Road between Dunpala and Inkatek is wide and straight, paved with naturally flat stones. Though irregularly shaped, these stones have been laid together perfectly, so that barely a hair's width lies between them.

Away to the road's north-eastern end lies Dunpala. Off to the south-west, the road is flat and featureless, as far as the eye can see.

Make a SCOUTING roll, Difficulty 15.

Successful roll turn to 403
Failed roll turn to 283

1096

Security has been increased since your previous visit to Kchen Chennar. You are able to find only a **spear** (no COMBAT bonus) and an **animal helm*** (Defence +1), which will not incur heat penalties in combat.

Rather than waste time on a more exhaustive search, you decide to leave before a lucky sentry stumbles across you. Turn to 84.

1097

Your crew members, though hardly saints themselves, are growing tired with the corruption in Dunpala. They are eager to cast off.

Return to the city centre turn to 42
Set sail turn to 133

1098

You notice that the merchant who sold you the venom wraps his phials in oil-soaked sackcloth, exactly like the cloth you found at the base of the upari tree. The cloth protects the skin, should any of the phials break. When you tell the merchant where you found the cloth in your possession, he grows visibly wary.

'Four hundred Shards, and I'll tell you all I know,' he says. 'An exorbitant price, if not for the value of the knowledge I possess.'

The market is too crowded to consider intimidating the man. You will just have to accept his price, or not.

If you possess 400 Shards, and you wish to give it to the man, remove this sum from your Adventure Sheet and turn to 942. If not, turn to 679.

1099

Rolling up your sleeves, you scoop up 34 Shards from the fountain; note this amount on your Adventure Sheet. Not quite enough to reimburse the cost of this tiresome story, but not a bad haul.

The old man protests at first, but then he hurries away as it occurs you might want to beat your 50 Shards out of him as well.

If you currently possess a SCOUTING blessing or a SANCTITY blessing, you lose these now; note any necessary changes on your Adventure Sheet, then turn to **333**.

1100

You breathe again. You are lying on your back in the ruined temple, as before. The hermit is standing over you, looking strained, exhausted.

You sit up, and begin to thank him, but he stumbles backwards and waves you away. 'No,' he says. 'Please, just... go.'

Turn to 332.

1101

You trudge through the southern end of the Meandering Ooze. Occasional mounds of solid ground jut up through the filth, offering easy pathways and even places to rest. But all too often, the surface under your feet is a sludgy morass, and you find yourself sinking past your knees into muck.

Roll two dice for encounters.

Roll 2-5	A cry for help	turn to 426
Roll 6-9	No encounter	turn to 165
Roll 10-12	A shambling nightmare	turn to 29

1102

Quetzil is the winged serpent, the symbol of duality inherent in all things, and the highest deity in the pantheon of the Feathered Lands. This pyramidal temple is one of the grander buildings in Sheka-Tel, and yet the young priestess here tells you that it pales in comparison to the great pyramid at Inkatek. 'That city is the home to Quetzil's living embodiment in this world,' the priestess explains. 'Where else should we build his greatest place of worship?'

The priestess cannot make you an initiate of the god, but she is able to grant a blessing of Immunity to Disease and Poison. If you wish to discuss this, turn to **35**. If not, turn to **679**.

1103

She reaches out and takes the mirror from you, then retreats once more. She holds it up to examine herself. 'This mirror is faulty!' she screams. 'It shows me nothing but a monster lurking in the dark!'

She hurls the mirror down. It strikes a chunk of masonry poking through the brown grass, and cracks; remove it from your Adventure Sheet. However, also note that, if your CHARISMA score is currently 1, and unable to improve, this impediment is now lifted. You do not regain any lost CHARISMA points, but this ability may now increase as normal.

Turn back to 311.

1104

You are a little way east of the most northerly tip of the Feathered Lands. The port of Smogmaw lies a short distance along the coast, west of your current position.

Sail north, into the

Violet Ocean Over the Blood-Dark Sea 337
Sail south-east, along the coast turn to 400
Sail west into the waters

near Smogmaw Over the Blood-Dark Sea **320**Sail west, keeping clear of Smogmaw turn to **200**Sail up the Nozama River,

bypassing Smogmaw turn to 375

1105

The thieves are not wholly surprised by your anger. They draw weapons to defend themselves.

Men of Smogmaw COMBAT 13, Defence 16, Stamina 32 If you win, you find a **cutlass (COMBAT +2)** and three **swords** (no COMBAT bonus) on their bodies. If you previously sold them a **blackwood lyre (CHARISMA +5)**, you can recover it now, along with 100 Shards you find in a money pouch. If you did not previously sell them this lyre, then they are carrying 800 Shards.

Record whatever you keep on your Adventure Sheet. When you are finished here, turn to **562**.

1106

The monkey god causes the Curse of Crazed Vim to fall upon you, which is both harmful and beneficial. While under its influence, you can attack an enemy twice for every round of combat, before your enemy (or enemies) have a chance to strike back. However, you must also double all damage that you receive in combat. Note that this curse has no bearing on spiritual combat.

Shimae is not finished with you yet. Turn to 989.

1107

And then the breaking trees are close enough to see. A titanic dog, as tall as the surrounding trees, lopes towards you. Its face is long and thin, its back arched like a hyena's. Long spikes protrude from its spine at irregular angles.

You know, instinctively, that this is the Grim, a creature that stalks this jungle consuming all trespassers.

Record the codeword *Gibbet*, and turn to **779**.

1108

With a score of other prisoners, you are transported to the Lea, the centre of agriculture of the Feathered Lands. Tirelessly, you plough fields, plant seeds, carry sacks of grain. The sun glares down at you ceaselessly; there is never quite enough water to go around, nor enough time to rest.

Roll two dice to determine what events befall you.

Roll 2-6	An opportunity to escape	turn to 387
Roll 7-12	Hard labour	turn to 975

1109

You venture out into the night to explore Dunpala, alert for any danger posed by the more disreputable types who have made this city their home. Roll two dice.

Score 2-6	Witness to an affray	turn to 17
Score 7	Men in red cloaks	turn to 167
Score 8-12	A tittering in the darkness	$turn \ to \ 1068$

1110

As the Great River nears its mouth, it cuts a wide path through the Weeping Jungle. The trees within the jungle do not thin out as they approach the river; rather, they abruptly halt, as if an unseen hand had drawn a distinct line in the ground.

Roll two dice for encounters.

Roll 2-5	A flat-topped boulder	turn to 947
Roll 6-9	No encounter	turn to 357
Roll 10-12	Fishermen	turn to 346

1111

If you have the codeword *Afraid*, turn to 2. If not, you leave the theatre. Turn to 42.

1112

You are lost. Roll one die to determine your eventual

position, as you try to find a route out of these torturous hills.

Roll 1-2	turn to 1137
Roll 3-4	turn to 118
Roll 5-6	turn to 233

1113

The base of the spire is wide, circular chamber, illuminated by a single beam of light that spills in through a slim opening high up the spire. A woman sits cross-legged in the centre of the chamber — at least, she is recognisably female, but her body has been blasted by time, so that little more than a skeleton and grey, wasted muscle remains.

She raises her head at the sound of your entry, and looks your way with empty eye sockets. Slowly, laboriously, she climbs to her feet. She sighs, and in a weary voice says, 'The first trial begins.'

She raises her palms towards you. And then two streams of crawling, clicking insects materialise in the air before her, flying towards you.

Make a MAGIC roll and a SCOUTING roll, both at Difficulty 16, as you are covered in a horde of insects.

Both rolls successful	turn to 127
One roll successful	turn to 891
Both rolls failed	turn to 402

1114

You realise that what you first took to be shooting stars are, in fact, the first flashes of many lights winking in the sky, away to the north. Most are white, a few are yellow or pale blue. They light up, no more than six or seven at any one time; they move very slowly, and then they fade out, replaced by fresh lights. You watch for perhaps an hour, and then they disappear.

Even at this great distance, this remarkable display of lights lifts your spirits. Restore 2 Stamina points if you are wounded, and then turn to 337.

1115

You tell Pachara about your travels in the realm of Elaz Carnaquen, and in particular of your encounter with the Grim.

'The beast is the embodiment of malevolence,' she tells you. 'And it cannot be killed, except perhaps by the gods themselves. Which is not to say that it cannot be driven away, at times...'

If you possess four **Grim spines**, Pachara is able to craft a candle from beeswax and her own hair; she explains that the smoke will drive the creature away. Remove the four **Grim spines** from your Adventure Sheet, and note a **beeswax candle**, if you she is able to help you in this way. A spiritual object, the candle will not burn away through use, and it may be used in the spirit realm, as well as in the physical realm.

Turn back to 358.

1116

Once more, the winged serpent conveys you across the plateau. Yet this time the trip is physical rather than spiritual; the cold of the altitude chills you, and the speed of your travel causes the wind to sting your eyes. The surface of the plateau below you — the breeding area for young dragons, wholly forbidden to humans — remains much as it did before. Might this area exist both in the physical realm of Elaz Velara, and in the spiritual realm of Elaz Carnaquen?

At last you come to the cave of Szairax. You tell the mighty black dragon what you have learned — that the spiritual world clings closely to the Weeping Jungle, and that Namagal is reluctant to step beyond its boundaries.

Szairax nods. 'Thank you,' he says. 'This is more significant than you might guess. In return, you keep the physical form with which we have provided you. But I will also teach a phrase holy to Quetzil. When spoken, it forms a contract of blood, an obligation of combat, between the speaker and the one spoken to. It is old, and has been forgotten by most — but not by us, nor by Namagal. Use this secret as you will; fight the Serpent King, or choose not to.'

Szairax makes you repeat the holy words again and again, until you have memorised them. At last, he dismisses you. 'Do not return here,' he warns. 'This place is closed to humans.'

Record the codeword *Game*, then turn to 1180.

1117

You remain where you are for over an hour, until the worst of the flooding has passed, and you are able to wade through the river's overspill in relative safety. The land rises to the north; you are forced to move in that direction.

Turn to 505.

1118

You wake at the approach of a figure you recognise well. It is Namagal, the once-Serpent King, the ageless living god of the Feathered Lands. Until you slew him.

He carries no weapons now, and wears the clothing of a simple villager. Regardless, you raise your weapon, readying yourself for titanic battle.

But Namagal ignores you and sits on the far side of your dying campfire. Silence, for several minutes, and then he turns and speaks to you, his voice sounding in your mind. 'I fear for this land. Without leadership, we risk incursion. My priests maintain the pretence that I still live, but a lie is a far weaker defence than an army.' He no longer regards you. 'Would I have grown bored here in the end, and sought out conquest? I don't know. In killing me, have you saved countless lives, or condemned countless people to their deaths? I don't know.'

He does not speak again. He stays here for a couple of hours longer, staring into the embers of your campfire. And then, as dawn arrives, he is gone.

Turn to 256.

1119

You are heavily outnumbered; victory is not a possibility. And so you drop your weapons and raise your hands in the air. Four of the Serpent King's soldiers leap upon you and shove you to the ground.

You are led away from the arena, to await judgement. Turn to 643.

1120

You grab the mime's sleeve, and point out the approaching soldiers. He responds with an exaggerated look of horror—and then he trips you over backwards, steals one of your belongings, and gives it to a child in the watching crowd.

Roll one die; you lose the item in this position on your list of possessions (that is, if you roll a '4', you lose the fourth item on your list). If you have fewer items than the number you roll, you can choose what you lose.

You scramble to your feet and retreat into the crowd as the soldiers approach. You cannot see the child who has taken one of your possessions anywhere.

Turn to 394.

1121

Where to next? To the east lies the heart of the Serpent King's realm. To the west, you leave his territory altogether, and enter the desert lands of western Ankon-Konu.

Go north	turn to 4
Go east	turn to 323
Go south	The Lone and Level Sands 450
Go west	The Lone and Level Sands 350

1122

To create a seeking string, Bellentacq will require a **ball of string**, an **animal totem**, a single **dragon feather** and 4000 Shards. The finished seeking string should then be cut in half; one half will be tied around your wrist, the other half around any one of your possessions. Thereafter, should you unwillingly lose that possession — if you are robbed, for

example, or even if you are killed and resurrected – then you can retain that item.

If you possess the necessary items, and you wish Bellentacq to create such a string, adjust your Adventure Sheet as needed. When you attach the **seeking string** to one of your items, remove it from your Adventure Sheet and note that this item cannot be lost. Importantly, the string will allow you to retain possession of your item only once; this will diminish the power of the string, and your chosen item may be lost as normal thereafter. In addition, if you willingly relinquish your chosen item — if you decide to sell it, or to give it away — then the string has no effect, and you must remove the item from your Adventure Sheet as normal.

Turn to 1161.

1123

The sound of something cracking, and crumpling, high above you. You glance up. A handful of scree is sliding down the rock face towards you. And then, apropos of nothing, a trio of huge boulders, and a ton of smaller rocks besides, comes hurtling down towards you.

Roll two dice if you are a Rogue, or three dice if you are any other profession. If this roll is less than or equal to your Rank you evade the rock slide. In this case, turn to 435.

If the rock slide hits you, roll one more die to determine its effects.

Roll 1-2	Only a graze: roll 2 dice, and lose this
	many Stamina points
Roll 3-4	Badly hurt: roll 4 dice, and lose this many
	Stamina points
Roll 5-6	Squashed flat: you are killed; turn to 99

If you survive the rock slide, turn to 435.

1124

This night, the shining lights demand and give. Roll two dice, and lose this many Stamina points — this cathartic expulsion leaves you feeling pleasantly drained. If you are still alive, this light heals you of any diseases you may currently be suffering from. Adjust your Adventure Sheet accordingly.

At last, after a couple of hours, the lights above fade away. Turn to **690**.

1125

The priests of Huan-da and In-da are always eager to welcome new members into the faith — even members from foreign lands, like yourself. Membership is free, but you must either have a SANCTITY score of 6 or above (before

item bonuses), or the title Nahual. If you fulfil either of these requirements, you are accepted into the faith and can write 'Huan-da and In-da' in the God box on your Adventure Sheet. You cannot become an initiate if you are already an initiate of another god.

If you join the faith, record the title Nahual, as well as the number '1' beside it. This is your 'Nahual value'. If you already had this title, add 1 to your current value. Note that you will lose this bonus if you ever leave the faith.

You catch sight of a senior priestess muttering to herself on one side of the temple. 'Yes, those with great vision are often at great risk,' another initiate tells you. 'It is a boon, and a burden.'

Turn back to 1159.

1126

You succeed in penetrating the fortress walls, and commence your search of its interior. But at last, inevitably, you are spotted. Within moments, a half-dozen Nyar warriors, and a score of regular soldiers besides, surround you.

To your surprise, you are applauded. They respect your bravado and temerity in daring to enter such a dangerous locale. As one, the soldiers about you give a great cheer in appreciation of your daring. And then you are killed, brutally. Turn to **99**.

1127

A sandy vista stretches out in all directions. You have entered the northernmost expanse of the Parched Lands. Few creatures can survive the incessant searing glare of the sun.

Roll two dice for encounters, as you traverse this blasted, excruciating terrain.

Roll 2-5	An impact from above	turn to 653
Roll 6	A sandstorm	turn to 638
Roll 7-10	No encounter	turn to 1024
Roll 11-12	A body in the sand	turn to 87

1128

You form your men into a wedge, and manage to drive your way forward until you stand face to face with Baron Moonshine himself. He is a brawny former tribesman of the northern jungles, as quick and deadly as a panther.

If you have the codeword *Grotto*, turn to **1001**. If not, but you have the codeword *Geode*, turn to **541**. Otherwise, the Baron gives a whoop of delight and leaps forward.

Baron Moonshine COMBAT 14, Defence 22, Stamina 42 The Baron fights with his sword and with battle sorcery. After each of his attacks, roll one additional die to determine the effects of this magic.

Roll 1	Reduce your COMBAT score by 1 point (these points are recovered at the end of
	this battle)
Roll 2	Your next successful attack is negated (the
	next time you injure the Baron, it is
	treated as a miss)
Roll 3-4	Roll two dice and lose this many Stamina
	points
Roll 5	The Baron recovers two dice of Stamina
	points, up to the maximum noted above
Roll 6	No additional effect

If the Baron kills you, turn to 99. If you win, turn to 820.

1129

Elaz Carnaquen, the realm of spirits. From the perspective of human thought, it is a place of wholly subjective experience; its architecture and characteristics, unconstrained by physical laws, are malleable, shifting from moment to moment depending on the moods and fears of those beings within. Living, mortal minds rarely fare well, here.

Note that, while travelling within this realm, you cannot actively use any of the possessions listed on your Adventure Sheet. That is, if you possess an item that you can ostensibly use at any time — such as a **potion of restoration** or a **moonstone of teleportation** — you cannot use its powers until you return to the physical world. Similarly, any weapons or items that grant bonuses to your abilities, or any armour that increases your Defence, cannot be used here (unless specifically noted in that item's description). Should you return to the physical world of Elaz Velara, these items may once more be used as normal.

turn to 635.

1130

A number of ferries and barges depart from, and arrive in, Sheka-Tel each day. If you possess a **merchant's cloak**, you can pay for passage by boat. The possible destinations, and their prices, are:

Travel to Inkatek (cost: 25 Shards)	turn to 777
Travel to Borotek (cost: 15 Shards)	turn to 47
Travel to Panyck Falls (cost: 15 Shards)	turn to 4
Continue on foot	turn to 652

1131

Your first mate drags your crew from the taverns around the waterfront, and before long you are ready to leave Begotombo.

Reconsider and return to	
the city centre	turn to 333
Set sail	turn to 133

1132

Your workers are disheartened to see you go. The withered queen, however, is utterly indifferent to your departure. Lose 1 point of Entropy, and turn to 442.

1133

Soon enough, the cannibal lies dead. You kick over his cooking pot without inspecting its contents too closely. Then you roll him over with your foot, and search through his belongings.

You find a **spear** (no COMBAT bonus) and an **animal helm*** (**Defence** +1). This helmet will not incur heat penalties in combat. You also find a **potion of strength** (**COMBAT** +1). This potion may be used before a fight or an ability roll, to add 1 to your COMBAT score, for that fight or roll only.

Note down anything you decide to keep on your Adventure Sheet, then turn to **272**.

1134

There is a peaceful air about Tarshesh, these days. You wander the ruins a short while, and catch sight of vibrant green saplings sprouting amongst the harsh brown grass.

But there is nothing else of note here, now. Turn to **579**.

1135

An army of thousands has been slaughtered on the beach there. The army's blood has turned the sand here red, and the waters of the ocean pink. A half-dozen galleons sail away from this beach of massacre — fleeing, unmistakeably.

A lone figure, a young man, stands on the beach, soaked in gore. He watches the ships retreat — and as he does, he gives vent to a yell of fury, that echoes out across the waters. The rage about him is almost palpable.

Approach this figure	turn to 457
Turn back	turn to 846

1136

The Serpent King's soldiers, as well as his elite Nyar warriors, are a frequent sight in Inkatek. If you have the title Chamessa, or if you possess a **merchant's cloak**, you are free to explore Inkatek as you wish. Turn back to **777** and choose where to go next. Otherwise, if you possess neither the title nor the item, you have been spotted by a squadron of Namagal's soldiers, led by a trio of Nyar warriors. You may be able to flee them once; you will not be able to escape a second time.

If the box above is empty, make a THIEVERY roll, at Difficulty 17. If this roll is successful, place a tick in the box above, and turn to **794**. If this roll fails, or if the box was already ticked, turn to **643**.

1137

The woodlands north of Begotombo are filled with meranti trees, a species taller and more densely packed together than those elsewhere in the Feathered Lands. A cloud of perpetual mist hangs over the treetops here; the rainforest below is gloomy, damp, cool.

As you wind your way through the lower branches, shades flit about at the very edge of your vision. Maddening whispers filter through the dark about you, always near but never quite discernible.

The spirits of the restless deranged haunt this forest. If you wish to push on deeper, turn to 801. If you prefer to quit this place at once, turn to 534.

1138

After several days of travel, you sight a great band of mist that stretches across the southern horizon. Most travellers and sages concur that this mist marks the edge of the world; those who enter risk falling into the great void of oblivion that lies beyond.

Return to Shamsar	turn to 225
Venture west, into the Parched Lands	turn to 154
Enter the mist	turn to 415

1139

You tell the priestess that her wait is in vain – the Serpent King destroyed Tarshesh many years ago.

She gives a nervous laugh. 'A lie, but an amusing one...' If you possess a **relic of Tarshesh**, and wish to show it to her, turn to **709**. If not, turn back to **311**.

1140

You find an old woman sitting in the dark. She glances up at you, piercing green eyes shining through her knotted grey hair.

'An arrogant, silly girl,' she mumbles. 'Must find my love, tell him I was wrong to send him away... I'll just sit here until the storm passes over...'

If you have the codeword *Geyser*, turn to **1056**. If not, turn to **775**.

1141

As you edge your way into the water, something — a tentacle? A hand?—grabs hold of your ankle, and yanks hard. You fall badly; lose 4 Stamina points and, if you are still alive, turn to 385.

1142

You are escorted to see the commander of Kchen Chennar, a warrior of forty years named Momozktli. He is dining, alone, when you arrive. He gestures for his guards to leave the two of you alone, and then indicates the seat opposite him.

He takes the sigil of Vinti from you, and examines it. At last he speaks. 'The pilgrim from the east, you have come seeking his freedom? What do you offer in exchange?'

You consider offering him money, or perhaps a valuable item, but he anticipates such proposals and waves them away. 'I do not dislike foreigners. I kill your type when it is required, that is all. Likewise, I remain here because such is my duty. To be like you, without obligations... I am envious. I will free your pilgrim. In exchange, return to this place one day, when my mood is better, and tell me of your travels — tell me of Tarshesh, perhaps, or the Plateau of Dragons. Were I free to roam, I would enjoy seeing these places.'

At last, Momozktli concludes his meal. Then he orders the young priest of Vinti freed, and tells his guards to allow you safe passage away from Kchen Chennar.

Record the codeword *Glide*, and remove the **sigil of Vinti** from your Adventure Sheet. Then turn to **836**.

1143

Your crew is in an edgy mood. A ribbon of mist lies on the southern horizon – and beyond that, unknown waters.

'Course, captain?' your first mate asks, with the faintest air of dread.

Sail north along the coast turn to 500

Sail east into the

Gashmuru Gulf The City in the Clouds 150 h turn to 549

Sail south

Dock at the port of Shamsar,

to the west turn to 1177

1144

With a shout, you break out of the tree-man's grip. In response, he merely gives you a mournful, uncomprehending look.

Turn to 1107.

1145

If the box above is empty, place a tick in it now and turn to 601. If it was already ticked, turn to 297.

1146

Though not bodily in this place, the battering you have received is no less real. Your spirit, your psyche, can no longer sustain its own existence.

If you have a resurrection deal arranged, you are dragged back into the tangible world. Record the codeword *Gauche*, then turn to the section noted on your Adventure Sheet after first erasing your current possessions, money, and any details noted on your Ship's Manifest.

If you don't have a resurrection arranged, this is the end and you can only start afresh with a new character. First make sure to erase all ticks, codewords and Adventure Sheet details in all your Fabled Lands books. You can begin again at 1 in any of the books in the series.

1147

Uemec considers your words, then says, 'Yes, such destruction is an act of the gods — and in all things godly, it is duty of our head priestess to protect us. Come with me to the city's walls, stranger. I will face my former soldiers at last.'

Add 1 point to your SANCTITY score, and turn to 453.

1148

The storm is short-lived, but hellish. By the time it releases you from its grip, you have lost ten men. Reduce your crew quality by one step — excellent becomes good, good becomes average, average becomes poor. If you are carrying any cargo, you have to jettison some to keep a breach in your hull above the water line; lose 1 Cargo Unit (you choose what to discard, if you are carrying more than one type of cargo).

Limping through the water, you take your bearings and resume your journey.

Roll one die.

Roll 1-3 turn to **400** Roll 4-6 turn to **500**

1149

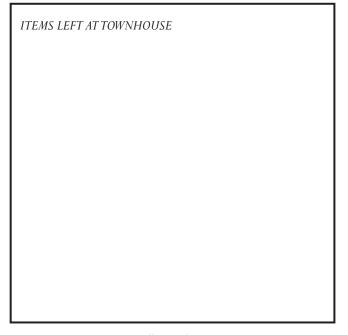
You wake at the approach of a figure you recognise well. It is Namagal, the Serpent King. He wears no finery now, and carries no weapons. He sits on the far side of your dying campfire, and there is an eerie quality about him. You are well-versed in dealing with spirits now, but this is surely no ghost—for you left Namagal alive and well, in Inkatek, away to the west. And yet he, or an aspect of him, is here regardless.

'Humility is no easy lesson for a god, Chamessa,' he says, his voice sounding in your mind. 'Might I have tired of this domain, and reached outwards in conquest, if I had lived a few more decades unchallenged, unchecked? I might have. And now, after my defeat at your hands?' A smile spreads across his face, the first time you have seen any trace of happiness in him. 'Well, if I do... It will not be because of arrogance, at least.'

The visitation is fleeting. Soon, this inkling of the Serpent King fades, and is gone. Turn to **256**.

1150

You can leave possessions and money here to save having to carry them around with you. You can also rest here safely, and recover any Stamina points you have lost. Record in the box anything you wish to leave here.



Every time you return, roll two dice.

Score 2-9 All of your possessions are safe.

Score 10-11 A thief. Any money and possessions you left here have gone.

Score 12 Inexplicable structural misfortune. You can retrieve any possessions you left here, but the house is irreparable. Erase the tick at 225.

When you are ready to leave your house, turn to 225.

1151

The Well is gone. The night sky is filled with clouds — clouds that twist about in ways they shouldn't, and that hang much lower than seems feasible. Silence — no insects, no animals, no wind. A yell of terror, from far away, to your left — and then an echo of that yell, far to the right.

You have, for a short time, left the physical world of Elaz Velara. Note the characteristic 'Entropy' in the margin of your Adventure Sheet, and that this characteristic currently has a value of 4. This score represents your ability to accept and interpret the chaotic nature of your new surroundings.

If your Entropy score ever falls to zero, you will be forced to return to the physical world. Also note the paragraph number '944'. When you return to the physical world, this is the paragraph you will turn to (unless you are killed). You need not turn to this paragraph as soon as your Entropy falls to zero; the book will tell you when it is necessary to do so.

For now, turn to 1129.

1152

You follow Uemec through the levelled streets, and out of the archway that once contained the city's gate. Around the ruined walls stand ten thousand ghosts — the army of Tarshesh who, leaderless, were slain by the Serpent King's men at Borotek.

Uemec seeks out their commander, who watches him approach and regards him without words. Uemec turns to you for the last time. 'I can offer you nothing of equal value to the service you have done for me,' he says. 'But please accept this.' From beneath his robes, he produces the **blade of Equilibrium**; note it on your Adventure Sheet if you wish to keep it. 'Perhaps your efforts to reforge this magical sword will fare better than mine.'

With that he kneels before the commander, the backs of his hands on the ground in a gesture of supplication. And Uemec apologises for his mistakes. Had he been present at Borotek, he might have averted the massacre of his force. And even if not, it is a poor general who will not die with his men. The ghost commander draws his macuahuitl, a sword with a blade of obsidian slivers. He swings his weapon and Uemec is slain. The commander gives you a nod of acknowledgement, and then he and his army turn away. A single step and they are elsewhere. You stand alone with Uemec's corpse.

Record the codeword *Goose*, as well as the title Nahual. If you did not previously have this title, note the number 1 beside this title; this is your 'Nahual value.' If you already possessed this title, you can add 1 to your current value.

It is time to leave Tarshesh. Turn to 579.

1153

The priestess remains exactly where you saw her earlier. 'You've returned,' she says, her face hidden behind her black hair. 'Have the Serpent King's soldiers abandoned their siege yet? You know, I asked if you might bring a mirror...'

Turn to 311.

1154

You work well. Not a single ooboonta bush dies while under your care. On the day you are returned to the city's prison for reassessment, the city's head gardener thanks you personally for your efforts.

Turn back to **250**, and reduce your number of duties remaining by one.

1155

The Call of Eagles tavern is a narrow, four-floor building with fine mosquito netting covering all of its windows. Situated near the harbour, it is a popular spot for sailors working the route between Dunpala and Smogmaw.

You may stay here if you wish, at a cost of 2 Shards per day. Each day that you rest here allows you to recover 1 point of Stamina, up to your maximum.

The smiling woman who runs the establishment tells you that the tavern's nominal owner is in fact named Call of Eagles. In truth, he is more a craftsman than an innkeeper. He welcomes visitors to his workshop behind the building.

If you have the codeword *Endless*, turn to **203**. Otherwise, will you:

Visit the workshop of Call of Eagles turn to 922
Leave the tavern turn to 865

1156

Namagal is alert, perceptive. His dark eyes meet yours, and he holds your gaze as he strides past. Finally, he turns away, and marches on.

More labour, and then, at long last, your temple duties are concluded. Turn back to 250, and reduce your number of duties remaining by one.

1157

Melora gives one last horrific scream as she slides from view. And then she is gone.

You turn away to resume your journey. But then the mud pool explodes, spraying the area with filth. Through this, you spot a little green imp with one wooden leg that leaves shallow indentations where it stamps in the mud. This is the Chul-Chaq, who likes to magically disguise himself as people that his intended prey feel inclined to trust. Fortunately, you have not fallen for his ruse. Roll two dice. If the number you have rolled is greater than your THIEVERY score, you can add 1 to that ability.

The malevolent creature is preparing a fresh attack against you, however. Turn to 587.

1158

As a member of Quetzil's faith, you are allowed to approach the ceremony. When you are within arm's reach, you pull the young woman free, and flee with her down the pyramid.

But dozens of the Serpent King's guards are present. The woman disappears into the crowd, and perhaps to freedom.

But you are caught, and brought before the senior priests of Quetzil.

'You have committed a crime against the faith, and against the King's law,' one of the priests tells you. 'You will be punished for both.'

You are expelled from the faith of Quetzil; erase the god's name from the God box on your Adventure Sheet. You may, however, add 1 point to your SANCTITY for your heroic act. Then the city's guards lead you away to await sentencing. Turn to **643**.

1159

The temple to Huan-da and In-da is one of the taller buildings in Inkatek, a long, narrow hall topped by a spire. Within, you find a number of statues and carvings of the gods, the twin hunters. They are always depicted standing back to back; one god eternally guards the passage into Elaz Carnaquen, the spirit realm, while the other god stands vigilant over the return route into the physical world, Elaz Velara.

While you are admiring the statues, you hear a couple of young priestesses discussing recent disturbances within the city which have created problems for the temple.

Seek an audience with the high priest	turn to 1049
Become an initiate	turn to 1125
Renounce worship	turn to 542
Seek a blessing	turn to 314
Leave the temple	turn to 777

1160

'This spire exists because of Quetzil's will,' Cuxi-Suri reminds you. 'It was perhaps not created intentionally, but rather embodies one element of Quetzil's godhood. Regardless, the trial of respect requires that you say the right words and perform the right actions to honour Quetzil.' Is that a smile, in her grisly, ruined face? 'It's more of a formality than a trial, I suppose...'

If you are currently an initiate of Quetzil, or if you have the codeword *Gin*, then you have learned the necessary rituals; turn to 14. If not, turn back to 588.

1161

Bellentacq the Artificer is able to create the items below. Turn to the description of each one to learn which items you will need to provide her with, and how much such work will cost.

Champion's gauntlets	turn to 571
Circlet of mastery	turn to 382
Crocodile hide armour	turn to 827

Darkling cloak	turn to 863
Equilibrium	turn to 613
Flask of oblivion	turn to 101
Periapt of purity	turn to 691
Sacrosanct sword	turn to 936
Seeking string	turn to 1122
Wisp-spider mirrors	turn to 315
Yrindi spear	turn to 174

In addition, Bellentacq is able to create more commonplace weapons and armour of high quality. Turn to **44** if you ask her to do so.

When you are finished, she leads you from her subterranean workshop, up into a nondescript house in one of the poorer parts of the city. From here, it is a short walk back into the heart of Shamsar. Turn to 225.

1162

Though your feint is successful, one of the Nyar behind you flings a bolas which wraps about your legs. You tumble down onto the paved road. The Nyar surround you and slay you soon afterwards. Turn to **99**.

1163

You continue on into the dim jungle. But then something snares your forearm, halting you – in the space of a moment, a tree has reached down, and grown a thick branch about your arm.

Then you see that each tree here is roughly personshaped; you discern faces above your head in the knotted back. Each one of them is nonetheless rooted to the ground. The branch wrapped about your arm is the brawny hand of one of these tree-people.

'We are the slain,' intones the tree-man holding your arm, his voice a bass woodwind thrum. 'We are the victims of the boy-king's ascent.'

Again, that sound of snapping trees – very close, now.

Try to break loose turn to 879
Use magic to free yourself turn to 527
Reason with the tree-person turn to 1079

1164

The man leans forward then, and sniffs at you. 'Ah, there has been a misunderstanding,' he says. 'It appears you have nothing of value to stake. Good day.'

He leaves you alone in the inn. Turn to 703.

1165

You catch sight of a dozen jewel beetles, of various colours, perched on what you first take to be a log lying in a clump of

grass. Curious, you move closer, and see that it is a dead, decomposing body. The beetles are not carrion eaters; rather, they are laying their eggs inside this soft, dead flesh.

If you wish to search this repulsive body, you will have to make a THIEVERY roll, at Difficulty 18, to avoid disturbing the beetles.

Successful roll	turn to 191
Failed roll	turn to 937
Don't make the attempt	turn to 659

1166

You search the shattered remains of the watchman idol, picking out its eyes, a pair of **jet orbs**. Note them on your Adventure Sheet (the two orbs together count as one item). There is nothing else of interest — the idol is merely a collection of carved wood now. Not even good quality wood, at that.

Record the codeword Gaggle, and turn to 533.

1167

The unexpected strength of the river water is too much for you. Again and again, you are dashed against the ground. One fateful blow knocks you unconscious, and you perish. Turn to 99.

1168

Where will your point your prow?

North, towards Smogmaw Over the Blood-Dark Sea 266 Out into the open sea

to the north-east	turn to 300
Out into the open sea,	
to the north-west	turn to 200
South, towards the Lake of Firewater	turn to 13

1169

Decide which play you wish to see during your visit to the theatre.

Dlalan the Hunter	turn to 591
The Song of Merenta	turn to 413
Nopalti of the Leaping Fish	turn to 737

1170

If you are an initiate of Zaos, you are granted a blessing for free; a non-initiate must pay 35 Shards. Cross off the money and mark Obfuscation in the Blessings box on your Adventure Sheet. You may invoke the blessing at the start of any combat. It has the effect of negating the first attack that succeeds in damaging you during this combat. That is, the first time you suffer Stamina damage in combat, this is treated as if your opponent missed you, and you need not adjust your Stamina score. The combat continues as normal

thereafter, and the blessing lasts for one combat only (even if you suffer no damage). Once you have used the blessing, cross it off your Adventure Sheet. You can only have one Obfuscation blessing at any one time.

Turn to 558.

1171

The old priest is delighted to discover you are a member of his own faith, and he takes it upon himself to instruct you as best he can. You may restore your Stamina to its maximum, normal level for the time you spend at his house. In addition, roll two dice. If you roll higher than your SANCTITY, add 1 point to that ability.

Finally, your time to leave arrives. Turn back to **250**, and reduce your number of duties remaining by one.

1172

Your sails and rigging catch fire at once. You manage to extinguish the blaze, but not before your ship has suffered significant damage, and you have lost a number of good men. Reduce your crew quality by one level — excellent becomes good, good becomes average, average becomes poor (if it was already poor, it does not change).

The serpent, for its part, quickly loses interest in you. It turns and glides away across the waves. Turn to 1143.

1173

Though the terrain here is difficult, these green-tipped mountains do at least offer a fine vantage point to consider your route onwards.

Go north	turn to 791
Go east, to the coast	turn to 161
Go south	turn to 924
Go west	turn to 132

1174

If you have the codeword *Gore*, turn to **758**. If not, but you have the codeword *Gargoyle*, turn to **984**. If you have neither codeword, turn to **950**.

1175

A man joins you at the bar of the inn's taproom. While he has the olive colouring of the local tribes, his slate-grey eyes are unusual in this part of the world.

'You, my friend, have the look of a gambler,' he says, flashing a smile from beneath his wide-brimmed hat. 'Would you care to wager something of great value on a single roll of my dice?'

If you have the codeword *Indigo*, turn to 1164. Otherwise, if you wish to discuss this proposal further, turn to 928. If you prefer to dismiss this man, turn to 703.

1176

'He grew up in this cave.'

Startled, you spin about. A young woman sits in the dark, far from the beam of sunlight, her hair hanging over her face. You hold up your light, but it does little to dispel the shadows about her.

'Namagal. I raised him here, as if he were my son rather than my brother. And yet when I went to Tarshesh he felt I betrayed him. I was still young, and in love! And, though it was never my intent, perhaps I did more to help him win his great battle at Borotek than his army ever did...'

You notice now that the woman is translucent; as you approach, you can see the stones of the wall behind her. Wary, you squat down before the woman, and ask her name.

'His hubris grows with each decade, now,' she says, seeming not to hear you. 'He will face you, sooner or later, as he faces all outsiders who walk this land without fear. Perhaps you will be the one to puncture that hubris, to remind him that even he has limits, and can be destroyed.'

Then she darts forward and seizes your wrist, and her grip is cold, crushing, inescapable. 'To defeat him, you must fight first the man, and then the snake! First in this world, then the other! But do not kill him — for all his flaws, he has only ever sought to —'

But then, abruptly, she is gone. Shaken, you return along the tunnel back to the cave mouth.

Record the codeword *Glimpse*, and turn to **435**.

1177

Shamsar is a favourite point of stopover for ships entering or leaving the treacherous waters of the Gashmuru Gulf. The ships that enter its enclosed harbour for provisions or repair are as eclectic as the citizens of Shamsar themselves.

Here, it is possible to pay for passage to other ports, or even to buy a ship of your own to fill with cargo and crew. You can buy one-way passage on a ship to the following destinations:

Chambara	180 Shards	turn to 73
Dangor	80 Shards	The City in the Clouds 197

If you buy a ship, you become its captain and can take it wherever you wish. Three types of ship are available.

Ship type	Cost	Capacity
Barque	375 Shards	1 Cargo Unit
Brigantine	575 Shards	2 Cargo Units
Galleon	1000 Shards	3 Cargo Units

If you buy a ship, add it to the Ship's Manifest, and name it as you wish. The quality of the ship's crew is poor, unless

you upgrade it. If you already own a ship, you can sell it back to the harbourmaster for half of the above prices (rounding down).

It costs 50 Shards to upgrade a poor crew to average, 100 Shards to upgrade an average crew to good, and 150 Shards to upgrade a good crew to excellent.

If you own a ship, you can buy as many Cargo Units as it has room for. You may also sell cargo, if you have any. Shamsar is particularly noted as a source of minerals, which are readily found in the mountains to its north.

Cargo	To buy	To sell
Furs	450 Shards	400 Shards
Grain	220 Shards	190 Shards
Metals	860 Shards	840 Shards
Minerals	400 Shards	310 Shards
Spices	540 Shards	480 Shards
Textiles	175 Shards	130 Shards
Timber	340 Shards	290 Shards

If you own a ship that is docked here and wish to go aboard, turn to 401. Otherwise, when you are finished here you go to the city centre. Turn to 225.

1178

You climb a tree to get your bearings. To the west, the Plateau of Dragons looms large on the horizon. To the south, an ever-present mist shrouds the jungle, hiding it from view.

Go north	turn to 287
Go east	turn to 1101
Go south	turn to 913
Go west	turn to 553

1179

Kel Kin is variously depicted as an ear of corn, a young boy wearing a corn-ear headdress, or a tree sparrow in flight. He is the soul of the wind and the land, and both farmers and travellers through the jungle pay him respect.

You cannot easily become an initiate of Kel Kin. His priests are generally those who have spent decades working as farmers. But you can leave an offering at this shrine to seek a blessing. If you leave at least 40 Shards, or any one of your possessions, you will receive a blessing. Mark 'SCOUTING' in the Blessings box on your Adventure Sheet. The blessing allows you to try again when you make a failed SCOUTING roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one SCOUTING blessing at any one time.

Turn to 679.

1180

It is time to leave the presence of the immense black dragon, Szairax. If you have the codeword *Gale* and you possess a **dragon egg**, turn to **238**. If not, but you have the codeword *Garland*, turn to **82**. If neither of these conditions are true, but you have the codeword *Game*, turn to **535**. Otherwise, turn to **56**.

1181

You have once more wandered into the hunting grounds of Screaming Owl. It does not take long for the cannibal shaman to find you in the jungle. And, though he shows little emotion openly, you have the distinct feeling he is happy to see you.

Turn to 1090.

1182

Your experience at the storehouses has made you curious to learn more about the girl Perepa. Though Sheka-Tel is a large town, its inhabitants are a close community, and it is not hard to find people who know her. Perepa has always shown a knack for working with snakes — as a youth, she would dance with them, and even juggle them.

When you ask whether she was close to Coyotl, people are more reticent. 'They were close once,' an old woman finally tells you. 'She'd hoped to marry Coyotl, but he ultimately rejected her. Chiefs are picky people.'

The old woman gives you a **forked pole** as she bids you goodbye. 'Most people use these to control snakes. Perepa danced with them.'

Note down the pole, and remove the codeword *Glimmer* from your Adventure Sheet. Then turn to **679**.

1183

If you have the codeword *Grotto*, turn to 933. If not, turn to 1021.

1184

If the box above is empty, place a tick in it now and read on. If it was already ticked turn to **1062**.

This is surely the upari tree, a plant so deadly that even the touch of its shadow can kill. You are about to retreat out of the clearing when you spot something curious near the base of the tree. It is a bundle of heavy cloth - a bag, perhaps, or a piece of clothing. It's hard to make out precisely what it is from this distance.

To investigate further, you'll have to risk getting in amongst the branches of this lethal tree. If you wish to make the attempt, turn to 241. If not, turn to 423.

1185

The bound souls circle your crew, and then halt. You too have taken an oath of loyalty to the Unspeakable One, and these souls are unable to harm you, or those who follow you.

Recognising what has happened, the priest signals to board your ship. Against the advice of your crew, you allow him to do so. He greets you with a smile that shows his sharpened teeth. He is wearing several necklaces, strings of coins taken from the people of Smogmaw he has eaten. As a show of friendship, he offers them to you. They are worth 350 Shards in total; add this amount to the money noted on your Adventure Sheet.

At last, the priest returns to his canoe, and you continue on your way. Turn to 1168.

1186

You are on the open land near the ruined city of Tarshesh, standing on high ground near the mouth of the Great River. Once it was the largest, richest city on this continent. Yet this was not enough to ensure its safety; the armies of the young Serpent King razed the city nearly two centuries ago, as he sought to transfer power to Inkatek.

Vestiges of the city's star-shaped walls still stand — almost to their original height, in a handful of places. Within, a brittle brown grass has reclaimed the land, and thorny grey creepers cling to the shattered buildings that remain. Nothing else will grow here.

If you have the codeword *Goose*, turn to 1134. If you do not have the codeword, but you have the title Nahual, followed by a value of 1 or more, turn to 94. Otherwise, if you wish to enter the ruined city, turn to 226. If you prefer to leave the area, turn to 579.

1187

The little imp is remarkably strong; in such a precarious position, you cannot shake him off. He holds your face in the mud until you suffocate.

You have fallen victim to the Chul-Chaq, a malevolent creature who likes to magically disguise himself as people that his intended prey feel inclined to trust. Turn to **99**.

1188

'A new face!'

The sudden sound startles you. A drunk sits in a doorway, a nearly-empty wine bottle in his hand. He is as ragged as the others here, but there is a shade of vibrancy to his face. And he, alone, is watching you.

He brushes a strand of lank hair aside. 'My name is Budu, I think. Walk the streets without fear, here. The dangerous

ones are smart enough to stay indoors. Don't go beyond the city's walls. There is only destruction, there.' He points along the road, and you catch a glance of the city's wall. The whole wall is star-shaped, you realise, like the wall that once stood about Tarshesh. But this is not that city.

You ask Budu the name of this city. Instead of answering, he takes a long swig from his bottle, and then another. The level of wine does not fall. He climbs to his feet, laboriously, and shambles off down an alleyway.

Then he halts at a corner, just before he passes out of sight, and turns back to you. 'This is no city.'

Turn to 442.

1189

If the box above is empty, place a tick in it and turn to 1140. If it was already ticked, turn to 173.

1190

You regard the damaged clifftop house. The foundations of the house are solid enough, but it would require a considerable amount of repair work to become a habitable shelter. You are confidant that you can find all the materials you need to proof it against the elements once more — nearby, or in the foothills of the mountains to the west.

Each time you wish to try repairing the house, make a SCOUTING roll at Difficulty 13. If this roll is successful, tick one of the boxes above.

Once you have made this SCOUTING roll — whether it is successful or not — you should roll two dice to determine the fortunes of your ongoing labour.

Roll 2	Serious accident: reduce your maximum,
	unwounded Stamina by 2
Roll 3	Catastrophic error: erase all ticks you
	have placed in the boxes above
Roll 4	Poor workmanship: erase one tick you
	have placed in the boxes above
Roll 5	Minor accident: reduce your Stamina by
	1-6 points (roll one die)
Roll 6-10	Fine work: no additional consequence
Roll 11-12	Superlative work: if last SCOUTING roll
	was successful, tick one additional box

Once you have made this second roll, if all five boxes above are now ticked, turn to **71**. Otherwise, you can continue your work – in this case, return to the top of this paragraph and make your SCOUTING roll again.

Or you can travel elsewhere (any progress you have made will still be present should you return here in the future). In this case, turn to 515.

1191

The ship is blown far off course. You hear a crewman scream as he loses his balance and tumbles overboard. You cling to the ship's wheel and pray for this nightmarish storm to end.

Lose 2 Cargo Units (if you possess any cargo; you can choose which) and reduce your crew quality by one step – excellent becomes good, good becomes average, average becomes poor.

As dawn breaks the storm blows itself out, and you try to calculate your position.

Roll one die (roll again if you do not have the necessary book).

Roll 1-2	Over the Blood-Dark Sea 189
Roll 3-4	turn to 200
Roll 5-6	The Lone and Level Sands 300

1192

If you possess a **red acorn**, turn to **656**. If not, you make a brief account of your lack of progress in curing Dancing Flame, and then you leave. Turn to **42**.

1193

The Nyar consider you a foreign trespasser on a road they are charged to protect. As such, they intend to slay you. You cannot hope to fight so many of them. Your only chance is to try to break through them to reach the cover of the jungle, and try to escape from there.

You make a sudden charge at the group's leader – a feint, intended to force them to bunch up, and opening a way through to the jungle lining the road.

Make a COMBAT roll, Difficulty 16. If this roll is successful, turn to **1005**. If not, turn to **1162**.

1194

Lose the codeword *Ghastly*.

As you wander Dunpala, you spot two figures clenched together in an alleyway, one of them uttering a shrill titter. Two lovers sharing a joke, perhaps. And yet that laugh has a maddening, hateful edge to it. Curious, you step closer. The two figures are both men. One is gripping the other by the throat, silencing any cry for help. As you watch, he raises a long knife, and places the flat of his blade against his captive's cheek.

A too-loud footstep betrays your presence. The man with the knife turns and sees you. He is a man, yes, and yet... not quite. In the hunch of his back, the hair on his face and arms, in his loping movements and insane titter, there is something of the hyena in him, as well. This, you realise, is Kerep Tlotor, the killer you have been warned about.

Tlotor bashes his victim in the side of the head, knocking

the man unconscious. Then he lopes towards you with astonishing speed, and lunges at you, giggling the whole time.

Kerep Tlotor COMBAT 12, Defence 17, Stamina 26 If you win this combat, turn to 41. If you lose, turn to 577.

1195

You open your eyes, half-awake — and you see a glint of moonlight flash on the blade of a double-headed axe. You roll aside as it slams down into the spot where your head had been just a half-second before.

You recognise the broad, bald man before you, with a murderous glint in his eye — Kaschuf, the so-called Deathless, whom you slew near the village of Vodhya, far to the north.

'Kind of you to come to this place, and grant me a chance at revenge,' he leers, yanking his axe from the ground. This whole scene has a dreamy, unreal air to it, you note — Kaschuf's bright armour in particular seems to smoke and blur about its edges. And yet, as he swings his axe at you once more, you are certain that your death here, should it come to that, will be final.

Kaschuf NAHUAL 16, Defence 9, Stamina 20

This is a spiritual combat. Consult the 'Special Rules' section at the beginning of this book regarding how spiritual combat is conducted.

If Kaschuf finally kills you, turn to **99**. If you win, turn to **773**.

1196

A pair of the Serpent King's elite Nyar trackers have detected your passage through the jungle. They come up on you slowly but inexorably. Once you are aware of their presence, you are forced to halt and wait for their approach, lest they take you unawares.

If you have the title Chamessa, or if you possess a **merchant's cloak**, the Nyar question you, but ultimately allow you to pass. Turn to **149**.

Otherwise, you have no choice but to fight for your life. Fight the two soldiers as a single foe.

Nyar trackers COMBAT 13, Defence 18, Stamina 28

At the start of the second round of combat, if your opponents are still alive, turn to 162. If you are killed, turn to 99. If you beat your opponents, turn to 411.

1197

You spot what looks like an opal the size of an apple sitting atop a dead log. Suddenly, it sprouts wings and flies towards your face. This is a jewel beetle, one of the more aggressive species of insect that lives within the Feathered Lands.

Make a COMBAT roll, at Difficulty 15, as you try to smash it out of the air. If this roll is successful, the beetle shatters like glass mid-flight. If it fails, the beetle manages to land on your neck and tear a great gouge of skin out of you. You lose 1-6 points of Stamina (roll one die) before you can brush it off and stamp it into the mud.

If you are still alive, turn to 618.

1198

Vinti is the sun in the sky, the giver of life and strength to all things that live. In arid Shamsar, he is most particularly worshipped in his aspect of the wrathful bringer of drought, and the watchful protector of all who travel across the desert sands. His temple here is a wide, flat-roofed structure at the edge of the city, the first building that travellers reach when arriving from the west.

Become an initiate	turn to 108
Renounce worship	turn to 36
Seek a blessing	turn to 665
Leave the temple	turn to 225



1199

Your lookout signals a curious sight. A lone figure, a man daubed with yellow body paint, stands in a canoe, awaiting the approach of your ship. He makes no effort to steer his vessel; it traces a slow circle in the water as you draw near.

Then, as you pass him, he opens his mouth, as if to yawn. But what spills from his throat is filthy, smoky darkness that swiftly envelops your ship.

This man is a cannibal priest, faithful to Badogor the Unspoken, and the smoke that surrounds you contains the trapped souls of those he has consumed in the name of his dark god. If you have the title Unspeakable Cultist, turn to 1185. If not, make a SANCTITY roll, at Difficulty 14, to repel these spirits.

Successful roll turn to 1010
Failed roll turn to 780

1200

Your battle has carried both you and Namagal partway down one sloping side of the pyramid. At last he drops, broken, his sinuous body hooked about a crooked tree.

You approach him. One blow driven into his skull will finish him. And yet, before you strike, you hear his voice in your mind once more.

'Spare me.'

You halt, your arm still raised to deliver the killing blow.

'Every cruelty I have ever inflicted has been to protect my people, and their land. To fail to act decisively is to invite invasion, and ultimate destruction. If I have killed, I have only done so out of love. Please, do not undo that labour now. Please, spare me.'

Record the codeword *Gargoyle* on your Adventure Sheet.
Show mercy turn to 107
Kill him turn to 433

NAME	PROFESSION
GOD	RANK DEFENCE
ABILITY SCORE	POSSESSIONS (maximum of 12)
CHARISMA	, , ,
COMBAT	
MAGIC	
SANCTITY	
SCOUTING	
THIEVERY	
RESURRECTION ARRANGEMENTS	MONEY
	BLESSINGS
TITLES and HONOURS	

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Codewords

☐ Gaggle	☐ Gauche	☐ Giggle	□Gloom	☐ Goose	☐ Grape	☐ Grove
☐ Gain	☐ Gauntlet	☐ Gin	□Glory	☐ Gore	☐ Grapple	☐ Growl
☐ Gale	☐ Gazelle	\square Glacier	□ Glove	☐ Gosling	☐ Grateful	☐ Grub
☐ Gallivant	☐ Genius	☐ Gladden	\square Glutton	☐ Gossamer	\square Grebe	☐ Guard
☐ Gamble	☐ Gentle	☐ Glade	☐ Gnash	\square Gourd	Green	☐ Guilt
☐ Game	☐ Genuflect	☐ Glass	☐ Gnat	☐ Govern	\square Grief	Guise
☐ Gander	☐ Geode	☐ Glide	Gnome	☐ Grace	☐ Grimace	□Gulf
☐ Gannet	☐ Geyser	\square Glimmer	□Gnu	☐ Graft	☐ Grime	☐ Gully
☐ Gargoyle	☐ Ghastly	☐ Glimpse	\square Goblet	☐ Grain	\square Grind	□Gush
☐ Garland	☐ Giant	☐ Glitter	□ Golem	☐ Granite	☐ Grog	
☐ Gather	☐ Gibbet	☐ Gloat	□ Gone	☐ Granule	☐ Grotto	

Ship's Manifest SHIP CREW CARGO **CURRENT** WHERE NAME TYPE CAPACITY DOCKED QUALITY CARGO

