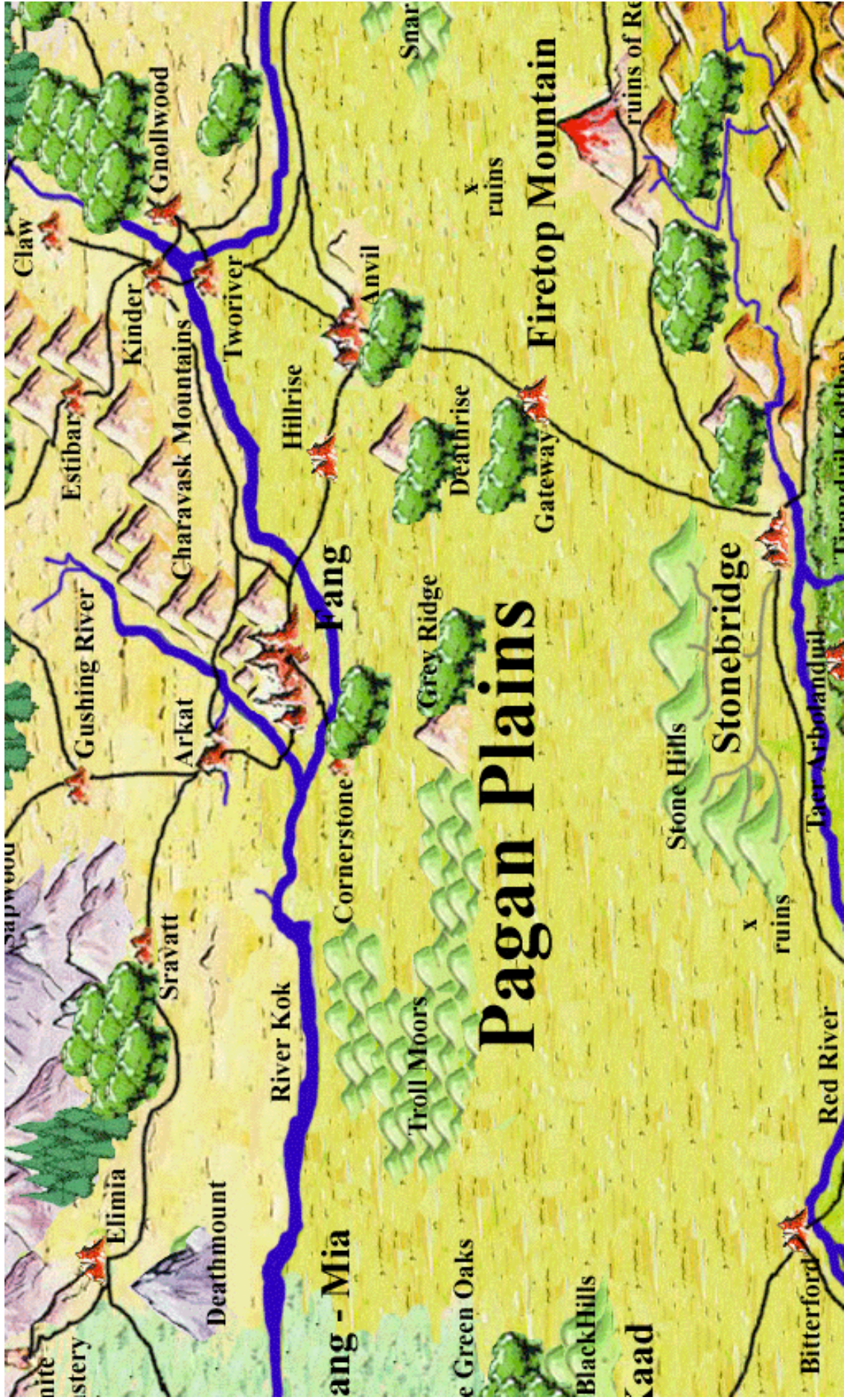


DEATHTRAP DUNGEON

3



Deathtrap Dungeon 3

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

Advanced Fighting Fantasy.com Gamebooks

1. DEATHTRAP DUNGEON 3
2. QUEST OF THE PHOENIX
3. HELLFIRE
4. HOUSE OF HELL 2: THE RETURN (COMING SOON)
5. EMBERS OF WAR – SORCERY II

Fighting Fantasy Gamebooks

1. THE WARLOCK OF FIRETOP MOUNTAIN
2. THE CITADEL OF CHAOS
3. THE FOREST OF DOOM
4. STARSHIP TRAVELLER
5. CITY OF THIEVES
6. DEATHTRAP DUNGEON
7. ISLAND OF THE LIZARD KING
8. SCORPION SWAMP
9. CAVERNS OF THE SNOW WITCH
10. HOUSE OF HELL
11. TALISMAN OF DEATH
12. SPACE ASSASSIN
13. FREEWAY FIGHTER
14. TEMPLE OF TERROR
15. THE RINGS OF KETHER
16. SEAS OF BLOOD
17. APPOINTMENT WITH F.E.A.R.
18. REBEL PLANET
19. DEMONS OF THE DEEP
20. SWORD OF THE SAMURAI
21. TRIAL OF CHAMPIONS
22. ROBOT COMMANDO
23. MASKS OF MAYHEM
24. CREATURE OF HAVOC
25. BENEATH NIGHTMARE CASTLE
26. CRYPT OF THE SORCERER
27. STAR STRIDER
28. PHANTOMS OF FEAR
29. MIDNIGHT ROGUE
30. CHASMS OF MALICE
31. BATTLEBLADE WARRIOR
32. SLAVES OF THE ABYSS
33. SKY LORD
34. STEALER OF SOULS
35. DAGGERS OF DARKNESS
36. ARMIES OF DEATH
37. PORTAL OF EVIL
38. VAULT OF THE VAMPIRE
39. FANGS OF FURY
40. DEAD OF NIGHT
41. MASTER OF CHAOS
42. BLACK VEIN PROPHECY
43. THE KEEP OF THE LICHLORD
44. LEGEND OF THE SHADOW WARRIORS
45. SPECTRAL STALKERS
46. TOWER OF DESTRUCTION
47. THE CRIMSON TIDE
48. MOONRUNNER
49. SIEGE OF SARDETH
50. RETURN TO FIRETOP MOUNTAIN
51. ISLAND OF THE UNDEAD
52. NIGHT DRAGON
53. SPELLBREAKER
54. LEGEND OF ZAGOR
55. DEATHMOOR
56. KNIGHTS OF DOOM
57. MAGE HUNTER
58. REVENGE OF THE VAMPIRE
59. CURSE OF THE MUMMY

Steve Jackson's SORCERY!

1. THE SHAMUTANTI HILLS
2. KHARÉ CITYPORT OF TRAPS
3. THE SEVEN SERPENTS
4. THE CROWN OF KINGS

FIGHTING FANTASY The Introductory Role-playing Game
THE RIDDLING REAVER Four Thrilling Adventures

The Fighting Fantasy Novels

THE TROLLTOOTH WARS - Chaos Invades Allansia
DEMONSTEALER – Chadda Darkmane Returns
SHADOWMASTER – Chadda Darkmane and Death

The Advanced Fighting Fantasy System

OUT OF THE PIT – Fighting Fantasy Monsters
TITAN – The Fighting Fantasy World
DUNGEONEER – An Introduction to the World of Role-playing Games
BLACKSAND! – More Advanced Fighting Fantasy
ALLANSIA – Further Advanced Fighting Fantasy

AdvancedFightingFantasy.com

Edited by

DANIEL FIANDER

KEN BEUDEN

& DAVE A HOLT

Presents

DEATHTRAP DUNGEON 3

Ken Beuden
Daniel Fiander
Jared Milne
Brett Schofield
Andrew Wright

CONTENTS

| | |
|----------------------------|-----------|
| INTRODUCTION | 8 |
| ADVENTURE SHEET | 15 |
| BACKGROUND | 17 |
| DEATHTRAP DUNGEON 3 | 18 |

INTRODUCTION

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

Skill, Stamina and Luck

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

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

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

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

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

Your SKILL reflects your general expertise in fighting and combat; the higher the better. *AFF users may wish to note the additional STATS that can be used for a more complex realistic adventure. See page **19**. Your STAMINA score reflects your general constitution, your overall will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and Magic – are facts of life in the fantasy kingdoms you are about to explore.

Battles

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

First record the opponent's SKILL and STAMINA scores in the first empty Encounter box on your *Adventure Sheet*. The scores for each opponent or creature are given in the book each time you have an encounter. You should also make a note of any special abilities or instructions, which are unique to that particular opponent.

The sequence of combat is then:

1. Roll two dice for your opponent. Add its SKILL score. This total is the opponents Attack Strength.

2. Roll two dice for yourself. Add the number rolled to your current STAMINA score. This total is your Attack Strength.

3. If your Attack Strength is higher than your opponent's is, you have wounded it. Proceed to step **4**. If your opponent's Attack Strength is higher than yours is, it has wounded you. Proceed to step **5**. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from steps **1** above.

4. You have wounded your opponent; so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below). Proceed to step **7**.

*AFF players may use the Damage Tables at the back of the book.

5. Your opponent has wounded you; so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below). Proceed to step **7**.

6. Make the appropriate adjustments to either your opponents or your own STAMINA scores (and your LUCK score if you used LUCK – see over).

7. Begin the next Attack Round, starting again at step **1** with your current SKILL score. This sequence continues until the STAMINA score of either you or your opponent reaches zero (death). If your opponent dies, you are free to continue with your adventure. If you die your adventure ends and you must start all over again by creating a new character.

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, your opponent automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice! Note that you may use LUCK on this wound in the normal way (see below). You may only *escape* if that option is specifically given to you on the page.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one person or creature in combat and will have to fight them all at the same time! When you find yourself fighting multiple opponents, each adversary will make a separate attack on you in the

course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you roll the dice for your Attack Strength in the normal way; if your Attack Strength is greater than your opponent's is, in this instance you will not inflict any damage; you can regard it as if you have parried an incoming blow. If your Attack Strength is lower than your adversary's is, however, you will be wounded in the normal way.

Luck

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

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

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

Using Luck in Battles

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

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

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

More About Your Attributes

Skill

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

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

Stamina

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

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

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

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or created your own luck by some other action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *initial* level at any time, and increase your *initial* LUCK by 1 point.

Special Note

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

Food and Water

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

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

Special Note

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

Equipment And Potions

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

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

A Potion of SKILL restores SKILL points

A Potion of Strength restores STAMINA points

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

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

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

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

Secret Refs

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

Hints on Play

This adventure is dangerous. You might well fail on your first attempt. Make notes and draw a map as you explore - this map will prove invaluable when making further forays in this adventure, and it will enable you to progress more rapidly to unexplored sections. Remember: you are travelling through a dungeon enshrouded in darkness and evil, with tricks, traps and terrifying denizens. It is a good idea to make a note of where such encounters lie in the adventure ahead, including useful objects and information to aid you on your dangerous quest.

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

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

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

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



ADVENTURE SHEET

SKILL

Initial

Skill=

STAMINA

Initial

Stamina=

LUCK

Initial

Luck=

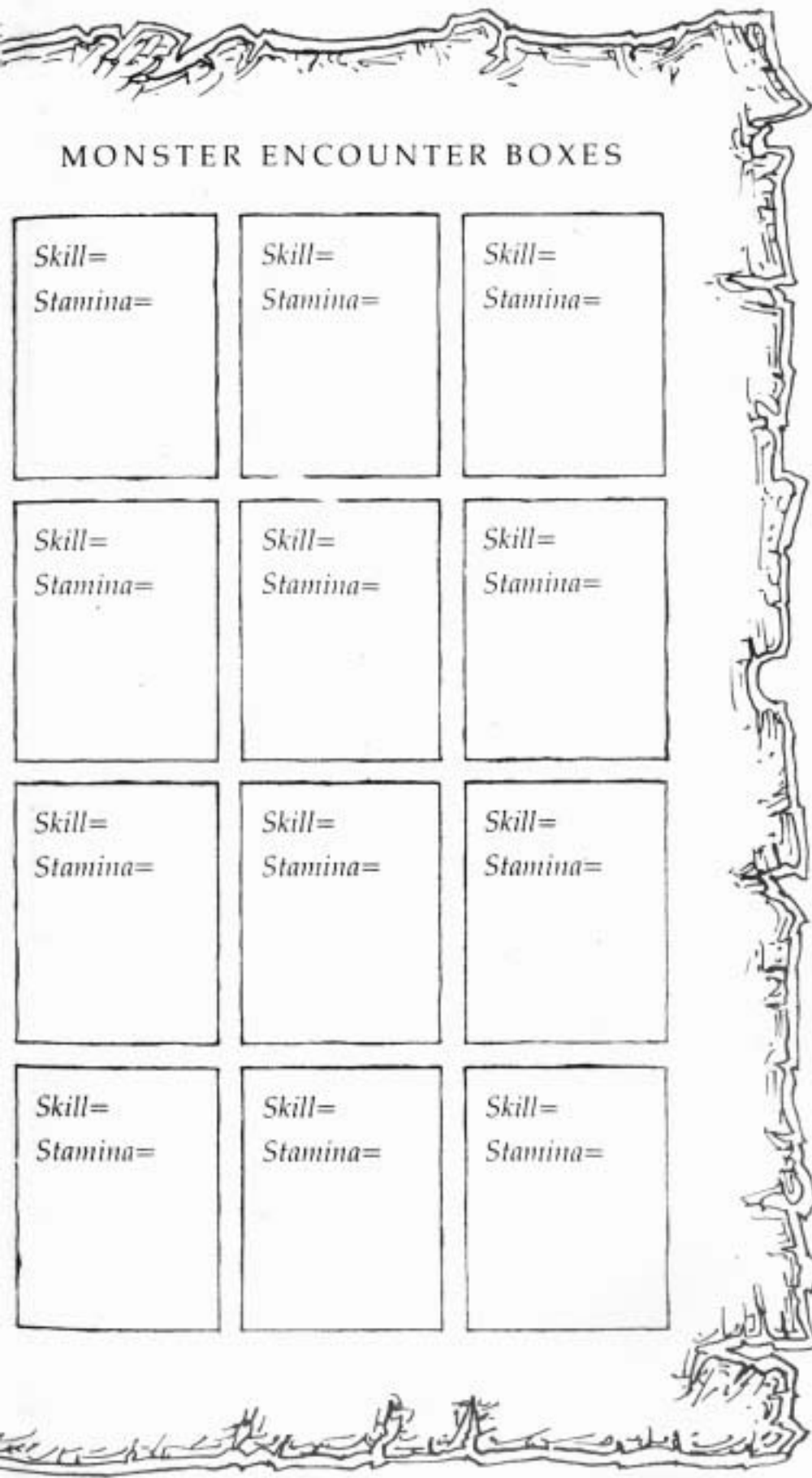
EQUIPMENT
LIST

GOLD

JEWELS

POTIONS

PROVISIONS
REMAINING



MONSTER ENCOUNTER BOXES

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

BACKGROUND

Another ale was shoved in front of you, the foaming head spilling down the side from the sharp impact. You nod your appreciation and raise it to the complete stranger grinning at you like a fool. Just tonight he thinks he's with someone special- his little moment of fame. But for the amount of ale he has already got you, you aren't going to hurt his feelings. And besides, he isn't the only one clustered around your table in the Swordmaster's Arms. People are jostling just to look at you. All because of the violet sash you wear on your arm. The sash that is the mark of a contestant for the Deathtrap Dungeon.

For the last four days you have had people showering you with their affections. At first it was pleasant, then you wished for privacy. Now, it's just downright annoying. But such is the price of notoriety. And the lure of this year's prize was too much to turn down. The Baron Sukumvit, lord of Fang, lost much face after last year, when his evil brother's champion defeated the dungeon. Still, the brave man won his freedom from slavery and was granted the chance to fight his once captor. And following Carnuss' death at the warrior's hands, the prize for defeating the new dungeon was a prize indeed- 10,000 gold pieces and the title for Blood Island, Carnuss' private stronghold. Serving guard on caravans for merchants has always bored you, and you ached for a challenge. This year you are determined to enter the dungeon and win. You take a long pull from the tankard, and then stand to leave. People quickly scurry out of your way as you leave for your room. A clear head is needed for the next day and the challenges that lie ahead. You fall onto the bed and lie in a deep, dreamless sleep.

The next morning, the city guards escort you to the dungeon entrance, overlooked by hundreds of onlookers. Your fellow contestants are already waiting. A huge Northman with an axe, his red armour gleaming dully, a thin, robed man, bearing the mark of the Yore wizards, a deadly Man-Orc Assassin, a Dwarf, clad in fine chain, a huge man with full plate armour and a massive two handed sword and of course yourself. You are to enter last. Before you is the man in plate armour, who turns to face you before he goes. You can feel his baleful stare through the visor of his helmet. Then he is gone and it is your turn. Breathing deep from the fresh air outside, you take one last look at the baying crowds and enter the dungeon. Turn to **1**

NOW TURN OVER

1

You step through the doorway, the sunlight fading behind you, to be replaced by the eerie light of the dungeons glowing crystals. You shiver in the cold of a place that has never seen light, just darkness and death. A little way down the passage, you see a series of boxes built into the side of the passage. A few are open, others are closed and one is hanging in pieces, splinters littering the passageway. But that does not occupy your thoughts. One of the boxes has your name on it!

Do you investigate it (turn to **111**) or continue down the passage? (Turn to **69**)

2

Despite your compliment the artist looks disappointed. As you turn to leave he says “It is a shame that my work could not have kept you longer. I find that closer inspection of my work tends to improve its quality. Your Dwarven competitor could not have agreed more strongly.” He laughs in such a way as to make your hairs stand up on end. You leave the room in a hurry and continue up the tunnel. Turn to **395**

3

“Correct,” the Sukumvit puppet congratulates you. “Now that we determined how the deed was done, we needed to determine who did it. The first of my guests said that he had been in the library for most of the night before dinner. The second guest said the same thing, and they both backed each other's story up. The third guest said he had been reviewing his accounting ledgers in my study, and could not have poisoned him either. Who is the one who poisoned the cup?”

If you say the first guest, turn to **236**. If you say the second guest, turn to **195**. If you say the third guest, turn to **115**. If you say none of them, turn to **132**.

4

You attempt to turn and grab the pit edge, but are too slow and instead slam against the wall of the pit before falling through space and landing, painfully, on the floor along with several square metres of sand. Lose 4 STAMINA points for your troubles.

If you are still alive, you rise slowly, shaking off a lot of sand to find yourself in a large cavern, with torches set high up on the walls, and various dismembered corpses scattered across the sandy floor. To the north is a dark cave mouth, and even as you contemplate your current predicament, a throaty snarl echoes out from the cave, and you sense the footsteps of something large stomping towards you. If you want to face whatever beast lurks in the cave turn to **133**. Alternatively, you can attempt to hide in the cracks of the cavern wall. If you want to do this and have ‘chameleon skin’ noted on your *Adventure Sheet*, turn immediately to **113**. Otherwise, *Test your Luck*. If you are Lucky, turn to **113**. If you are Unlucky, turn to **173**.

5

You trudge down the corridor, and through the gate, the darkness threatening to engulf you. Soon you arrive at four wooden doors, two on either side of the corridor. The first door on the left has what seems to be a menu nailed to it, while the second door on the right has a large smiling face carved into its surface. Will you:

Open the first door on the left?
Open the first door on the right?

Turn to **22**
Turn to **273**.

Open the second door on the left?
Open the second door on the right?
Or continue heading straight?

Turn to **299**.
Turn to **323**.
Turn to **331**.

6

“I am impressed! You have completed my tests. Now please follow me so that you may leave.” With that he rises from his chair and walks over to one of his bookshelves. He places his hand on a book and you hear a click. Suddenly an entranceway opens up in the wall and the wizard disappears through it. You follow him into a large chamber and as you do so the entrance from which you emerged disappears leaving no trace that it was ever there. Above you is a domed ceiling and on the walls surrounding the chamber burn torches giving it an eerie glow. In the centre is a stone circle in the middle of which symbols have been etched in chalk. You do not understand their meaning but you have an uneasy feeling.

The wizard is standing opposite you on the other side of the circle in front of what appears to be the only exit from the chamber. Although he is smiling at you his expression is sinister. He begins to speak, “As I have told you, I came here because I trust the Baron’s word as a honourable man. I also told you that I was hired and you should know that I am on a considerable bonus if no one gets through this dungeon. Unlike the Baron I am not a honourable man. Thus I am afraid you will go no further!”

Will you protest that you have passed the test and refer to the Trialmaster Oath? Turn to **356**. Or will you attack the wizard? Turn to **295**

7

As you sit facing the old man he begins to speak.

“My name is Tandrel. You may have heard of me as a wizard of some repute. But worry not! As a Trialmaster I have taken an oath that, outside of failing my tests, I shall not harm a contestant. This is unless I am attacked, in which case the oath allows me to defend myself. To this I am bound by powerful magic.” At this point he relaxes back into his chair and continues.

“The Baron is very keen that his name should not be tarnished any further by another successful contestant. Thus he has improved his dungeon considerably. In fact the Baron requested my services personally. Unlike other Trialmasters, I will be able to leave this dungeon once the Trial is over for the Baron has given me his word that I will be able to go, once you are all dead or imprisoned. I took his generous offer because, despite his devious, cunning and some would say sadistic mind, the Baron does have honour. This is evident in that there is always a way through the dungeon, no matter that it may be hard.

“I have insisted on comfort whilst I reside in this hole in the ground. The picture over the fire depicts the city-port of Kharé in the Old World. A place close to my heart because I have a certain affinity to its reputation! The fire itself is my own work. There is no way for the smoke to filter from this room, but as fire is the element to which I have devoted my art this little centre piece was no problem to conjure up.

“From the books that surround us you may have guessed that I am a man of words and learning. As such it is your mind that I wish to test. Fail and your fate will be sealed within this Dungeon. Now listen carefully:

“The Baron had to expand his dungeon once again for this trial. In this endeavour he hired both men and dwarves to dig out the new tunnels. It took thirty men sixty days

to dig out ten tunnels of equal length. The dwarves are twice as quick as men in doing this task. Now, tell me, how long did it take thirty dwarves to dig out five tunnels of the same length?"

Will you say:

Fifteen days?
Thirty days?
Sixty days?

Turn to **153**
Turn to **32**
Turn to **12**

8

As you approach the artist you realise that he is not holding a brush at all. When you look at the canvas you see that an image is forming seemingly of its own accord. The artist seems to comprehend your thoughts and begins to explain. "My magic allows me to paint without the need for such crude things as brushes or paint. I do not even need to see my subjects!" At this point he turns his head towards you and laughs again. You are amazed to see that his eyes are completely white. He is blind! As you look back at the canvas you see that the image forming looks remarkably like you. Again, pre-empting any questions you may have the artist speaks once more. "Yes. This is a portrait of you. But please do not be alarmed. Although I use different magic in my paintings this one is not harmful to you. The Baron has commissioned me to paint each contestant that enters my chamber. To have survived this far is an achievement he wishes to honour in his own private collection.

Do you want to ask the artist his advice on defeating the dungeon? Turn to **249**
Do you wish to ask the artist about the paintings in the room? Turn to **344**

9

The food is excellent, and you feel much better after your fight with the Clawbeast. Add 4 STAMINA points and turn to **317**.

10

Your swordsmen have caught the archers hiding nearby their placement. As they dash between the dense trees, they find their swords hard to bring to bear against the arrows of the archers and are quickly cut down. The arrows then turn to your poorly placed forces. Your cavalry makes a spirited charge, but like the infantry cannot manoeuvre with the confines of the trees. The battle is over almost before it begins. Your forces are slaughtered and you have lost the contest. Turn to **242**

11

You throw one of your possessions into the pool (cross it off your *Adventure Sheet*) and wait patiently. When nothing happens, you go to retrieve the object but find it stuck, just as the coins are. No matter how much you pull at it, the object will not budge. Confused and annoyed you move on, roll 1 die. If you roll 1-2, turn to **118**. If you roll 3-4, turn to **209**. If you roll 5-6, turn to **172**.

12

The wizard looks disappointed as he says, "How tiresome. Another lump of mindless muscle attached to a sword. I will recommend to the Baron that you are kept alive to

serve within the dungeon. You may prove useful in moving heavy boulders or doing other equally mindless tasks.”

Whether the Baron agrees or not you will live out the remainder of your days within the dungeon. Your adventure ends here.

13

As you turn to leave the room the artist calls after you. “Leave if you wish. I will not stop you. But remember this, if you will not look you will not find.”

Will you turn around and talk to the artist?

Turn to **8**

Or will you return to the tunnel and continue on your way?

Turn to **395**

14

This room has a dished floor, the centre dipping down almost a foot lower than normal. It seems perfectly stable, though. The two exits are marked with curtains-green (turn to **52**) and turquoise (turn to **17**)

15

You tear your eyes away, but it is too late; already a shadow is forming in the corner of the room. It resolves itself into a scaled humanoid shape and with a hiss attacks you with sharp claws. If you can defeat it whilst it is newly summoned and weak you might stand a chance

MINOR DEMON

SKILL 8

STAMINA 10

If you win turn to **351**

16

He grins as you hand over your gold “There’s a servant of one of the Trialmasters wandrin’ the halls. He’s got some stuff on him, but don’t kill him- evidently he can help with his master later in the dungeon.”

As he says this, the Northman realises you may have some more gold. He grins evilly at you. Turn to **46**

17

This room has lots of small squares overlapping each other on the floor. The two exits are a tan coloured curtain to the north (turn to **14**) and a light blue one to the east (turn to **60**).

18

“The human is not as stupid as it looks! Indeed I carried 18 home for my meals, whilst the others flew away, leaving only the ones I had caught. But can the human be as smart a second time?”

*“I cross Titan in circles,
But always straight ahead
Never saying anything,
No matter where I’m led.”*

Convert the answer to a number (a=1, b=2, etc) and turn to that paragraph. If you do not know, turn to **261**

19

As you look more closely you see that concealed within the wreath is a dagger. When you try to look at the kneeling figure you realise that for some reason you cannot focus on them. You complain to the artist. He explains that the picture represents a premonition he has had and that apart from the Baron no one else could be made out clearly. Do you wish to:

Compliment the artist on his work and leave? Turn to **2**

Or if you have not done so before do you wish to look at the picture of:

The sword? Turn to **383**
The Battle scene? Turn to **100**

20

“Heh, that I do. I’ve got a knack its true, but anyone could do it. Here.” He hands you a small reed. “I used to use this, but now I can manage without- put it under your tongue and whistle with it.” You do and the small queen gently wheels off his finger and onto you.

“See! She’s getting’ yer scent!” he whistles once more, but the queen refuses to move. “Seems yer stuck with her. Mayhap, she’ll help yer if she likes ye that much. Take her. The swarm’ll git a new queen in a day or two.” Note the Queen Bee on your *Adventure Sheet*. At the start of every combat roll a die. If you roll a **6**, the Queen will fly to your aid and distract your enemy, enabling you to deduct 1 from their attack strength. Add 1 Luck point.

“Anyways, its bin real good havin’ ya. Drop by again, sometime.” You leave, fighting your way through the foliage until you reach the other side. Turn to **316**

21

“You expect me to let an idiot like you go? That’s a joke,” the puppet laughs. If you try to leave through the opposite door, turn to **253**. If you hack at the puppet in your fury, turn to **210**.

22

The door creaks loudly as you push it open. Inside you find a kitchen of sorts, filled with bubbling pots and hanging utensils and food. Sitting round a large cauldron are three short humanoids with long noses and bushy beards. You recognise them as gnomes. As you enter, a gnome wearing a scum-encrusted apron cries out, “Look boys, the next contestant is finally here!” The two others give a cheer. Will you:

Attack the gnomes? Turn to **31**.
Talk with the gnomes? Turn to **104**.
Or Leave the room and head elsewhere? Turn to **262**.

23

There is only one exit from this room, back the way you came. Return to **61**

24

You walk into the room to find that it is empty with one major exception. Placed against the far wall is an open chest brimming over with treasure. Gold, silver and perhaps even platinum objects fill the chest and jewels of all colours adorn these riches. Gold coins fill the spaces between the objects and spill out onto the floor around. The sight is incredible. So much so, that you almost question what your eyes are telling you. Will you:

Leave the room believing the treasure to be a trap?
Or will you examine the treasure more closely?

Turn to **238**.
Turn to **62**.

25

The tunnel continues on, bending slightly to the left. You continue down until it starts to widen. Turn to **364**

26

Quickly you grab the diamond and duck down behind the altar to give cover from whatever may come flying out of the holes. Nothing does – instead there is a grinding noise, and, much to your surprise, the altar sinks into the floor. You still wear a surprised look when, seconds later, the twin clay urns on either side of you erupt in two loud explosions, covering you with burning pitch and shards of pottery. Frantically you roll about the floor, attempting to put out the many small fires that have started amongst your clothes and hair. You have been badly burned by the explosions and must subtract 6 points from your current STAMINA and 1 point from your current SKILL. If your STAMINA has been reduced to zero, then you have died here in the hall of smoke and mirrors. If your STAMINA is greater than zero, then you have survived this trap. Glancing with hatred at the twin columns of smoke that are all that is left of the urns, you limp out of the hall and follow the passageway north. Note down the diamond, which is worth 40 gold pieces, on your *Adventure Sheet*. Turn to **353**.

27

The western end of this room opens out into a rough rock tunnel, lit at regular intervals. You have made it out of the maze! Add 1 Luck point. You continue along this new tunnel as fast as you can. Turn to **397**

28

You hold your weapon up to show you mean no harm, and attempt to talk to them in basic Allansian. At this sign, the three CHAMELEONITES begin talking amongst themselves, in low gurgling voices. Finally, what appears to be the head CHAMELEONITE turns back to you, and extends a paw towards you, face up. Will you:

Fight them?
Flee the cavern?
Offer them a gift?

Turn to **92**
Turn to **87**
Turn to **314**

29

Leaving behind the lair of the Skeleton Lord you follow a tunnel west until you reach a sturdy wooden door, marked with a painted red star. There is no other way onwards,

so taking a breath, you enter. Beyond is a large cavern, only the first few feet lit by a glowing crystal above the doorway. You are about to set out into the darkness when you consider the use a light source would be. The only light here though is the crystal above the door. Do you wish to try to break the crystal with your weapon (turn to **258**) or set out into the darkness regardless? (Turn to **160**)

30

There is only one exit from this room, back the way you came. Return to **65**

31

You advance on the three gnome cooks with your weapon drawn. “My oh my” says one of the gnomes, “I thought he would turn out to be nicer than this. Oh well”. He waves his spoon in the air and suddenly your weapon vanishes (cross it off your *Adventure Sheet* and deduct 2 SKILL points if you do not have another weapon)! “Now just settle down meathead”, says another gnome. Will you continue your attack (turn to **42**), talk to the gnomes (turn to **104**) or leave the kitchen and head elsewhere (turn to **262**)?

32

The wizard looks disappointed as he says, “All brawn and no brain. How very predictable. I will recommend to the Baron that you are kept alive to serve within the dungeon. You may prove useful in moving heavy boulders or doing other equally mindless tasks.”

Whether the Baron agrees or not you will live out the remainder of your days within the dungeon. Your adventure ends here.

33

“I understand your suspicions stranger. To get this far through the dungeon you must have faced ordeals and riddles of many forms. I know that the dungeon is not renowned for its offer of ‘comfort’. However, I must insist that you accept my offer of a seat or I will take personal affront.”

Will you accept his offer and take a seat?

Turn to **7**

Will you attack the old man?

Turn to **85**

34

You find nothing searching the room of any value, but there is some thick broth bubbling on the brazier you can eat before continuing, which will restore 4 STAMINA points. You leave through the far door. Turn to **315**

35

You step to the left to inspect the space between the northern row of pillars and the mirrored wall. There is nothing here however, save the coiling patterns of smoke, reflected into infinity by the mirrors. All is quiet. You can:

Investigate the altar

Turn to **277**

Investigate the torches

Turn to **99**

Search behind the southern row of pillars

Turn to **59**

Leave the hall

Turn to **297**

You must fight the first two gnomes at the same time. Once they are defeated you may attack the third. But while you are battling the first two, the third will launch small bolts of lightning at you. Each Attack Round, roll 1 die. On a 1-2, the bolt strikes you and you lose 1 STAMINA point. On a 3-5 it misses everyone and on a 6 it strikes one of the gnomes, deduct 1 from his STAMINA. If you defeat all three, turn to **49**.

43

You walk with the Knight down a long passage. You come across a side tunnel, which you can see is unfinished and chipping away at the wall is an elderly gnome. On his face is a pair of spectacles, which he peers over the top of at you.

“More adventurers in the dungeon, hmm? Come far you have.”

The Knight spits and raises his sword. The elderly creature raises an arm in fear, but as the huge sword comes down it cleaves through him like butter. He reaches down and searches the gnome’s pockets.

“Nothing.” He says, disgusted. “I was hoping he’d have something of value.”
You remain silent. The Knight stands and leads the way onwards again. Turn to **375**

44

Exits are to the north and south. The northern is a light grey (turn to **41**) and the other is red (turn to **48**)

45

As you press the Sword, it lights up. Suddenly, the box explodes in your hand Lose 1 SKILL point and 4 STAMINA. Whatever was in the box is gone now, so, cursing, you continue up the passage. Turn to **69**.

46

The Northman raises his axe and shouts a war cry to Farigiss!

NORTHMAN

SKILL 10

STAMINA 9

If you win, turn to **279**

47

Elated but still a little confused you go to leave the chamber. As you do so the wizard takes a step towards you and says, “I am not without honour and I apologise for my necessary charade. I have placed a sword by the exit for you if you wish to take it.” With that he places his hand on your head. The wizard has cast a spell of restoration over you. Increase your initial STAMINA by one and restore your STAMINA to that level. As you reach the exit you see that the sword has been made by a gifted craftsman. If you decide to take it this sword will restore your SKILL to its initial level during combat only. Gain two Luck points. Turn to **234** to continue your journey.

48

The room you have entered has two exits. One is marked by a blue-grey curtain (to exit here, turn to **44**), the other by a brown. (To exit here, turn to **76**)

49

The last gnome slumps to the ground dead. You did not know it, but these three cooks were in fact followers of good. Lose 2 LUCK points for killing needlessly. You search the kitchen and find enough food for 3 provisions. You may also take a cleaver if you do not have a weapon (restore only 1 point of SKILL due to limited use as a weapon). Not finding anything else of interest, you leave the room, turn to **262**.

50

The light from the glowing crystal illuminates the creature of nightmare before you. Hovering like an obscene floating jellyfish, the creature is just a huge eye, with tentacles hanging down, covered in thick mucus. You face an ancient SHOCKER KING! (**)

SHOCKER KING

SKILL 10

STAMINA 16

The light from the shard dispels the uneasiness you felt from the darkness, but it cannot protect you from the acidic mucus of the flailing tentacles. If you are struck, you must lose 4 STAMINA points. But that is not its most deadly defence- after every round roll a die. If you roll a 6 then turn immediately to **54**. However all is not bleak. If you have the chameleon blade it sings in your hand and almost attacks of its own volition- it will do 4 points damage to this opponent. If you win, turn to **39**

51

Quickly you grab the gem, and throw yourself backward onto the floor of the hall. Nothing comes out of the series of holes however. Instead, there is a grinding noise and the altar itself sinks into the floor, followed two loud explosions as the twin clay urns detonate in a storm of burning pitch and pottery. You are too far back in the hall to be affected though. Note the diamond (worth 30 gp) on your *Adventure Sheet* and turn to **353** to leave the hallway.

52

There are three exits from this room. The curtains are marked with colours. Which exit will you take?

Tan?

Turn to **14**

Blue?

Turn to **65**

Yellow?

Turn to **82**

53

“Indeed, a wheel, is the answer.” The Faerie is beginning to look a little nervous, but soon regains his composure. “So, my final riddle for you, mortal.”

*“Something wholly unreal, yet seems real to I
Think my friend, tell me where does it lie?”*

“In the mind”

Turn to **196**

| | |
|------------------|--------------------|
| “In the mists” | Turn to 260 |
| “In an illusion” | Turn to 274 |
| “In a lie” | Turn to 326 |
| “I don’t know” | Turn to 261 |

54

You breathe deeply, trying to catch your breath. The air tastes funny and you feel your head swim. It is the only opening the floating creature needs. The tentacles wrap around you and you scream in pain as they burn your skin. Mercifully, the pain does not last long...

55

You take out the journal and read a passage from it. His hysteria dies until he is calm and breathing normally. There is the light of reason in his eyes and he reaches out to take the journal. “Thank you. The bouts come infrequently, as you have no doubt read in my diary. Still, despite the infringement on my privacy, you deserve some sort of reward. Here.” He hands you a small bag. “These are Fire Seeds. No doubt a warrior such as yourself could find some use for them.” Fire Seeds explode when broken and loose a gust of fire upwards. One can be thrown before combat and does 6 damage if you can roll under your SKILL on two dice. Roll a die to see how many seeds are left in the bag. Jerail makes a pass with his arms and nods a farewell as he vanishes. You continue on your way. Turn to **206**

56

You send your cavalry to scout ahead and catch the archers pouring out of the woods to rejoin the force. You spur them on to try and stop them, but with the aid of the swordsmen coming from the caravan, they quickly take out your forces. He then sends his forces down, with the archers concentrating their fire on the carriage, whilst being covered by his infantry. Before your forces can cut down the archers, your Carriage is already in pieces. You have lost the contest. Turn to **242**

57

You manage to tear your eyes away. Tossing the book aside, you catch your breath. That was far too close! Shaken you consider what to do next. Will you examine the desk (turn to **285**) read the other book (turn to **179**) Or just leave? (Turn to **305**)

58

The artist laughs behind you and compliments you on your discovery. “Well done my young friend. What you have in your hand is an Elven Chameleon Blade of which only a few now remain. The jewels on the hilt represent the four elements of fire, earth, air, water and the fifth represents time. This sword is not my creation, of course. It is invested with high magic beyond my means and was created in ancient times. I am merely its guardian. It will not add anything to your SKILL in battle. Its magic lies in the fact that it can detect how a creature can be harmed most effectively.”

Such a sword is indeed rare. This sword will increase the damage you do to a non-magical being to three STAMINA points. It will also enable you to fight certain magical creatures that would otherwise be impervious to attack from a normal blade. Add one LUCK point. Do you wish to:

| | |
|--|------------------|
| Compliment the artist on his work and leave? | Turn to 2 |
|--|------------------|

Or if you have not done so before do you wish to look at the picture of
The ceremony? Turn to **220**
The Battle scene? Turn to **100**

59

You step to the right to inspect the space between the southern row of pillars and the mirrored wall. A dark figure suddenly jumps out from behind one of the pillars, hurling a metallic sphere at you that you find impossible to dodge. Before you know it, the sphere hits you square on the chest and the air is filled with silvery spikes and barbs, sinking deep into your flesh.

You have been hit by an arcane weapon known as a Murder Sphere. Roll one dice. This is the number of spikes that have hit you. Roll a second dice. This is the amount STAMINA you lose per spike. Multiply these two numbers together and subtract the resulting number from your current STAMINA score. If your STAMINA has now been reduced to zero, then you have died here in the hall of smoke and mirrors.

If your STAMINA is greater than zero, you have survived. You charge towards the dark, cloaked figure, weapon drawn. Turn to **143**.

60

This room has exits to the west and south. Will you take the turquoise one to the west (turn to **17**) or the orange one south? (Turn to **67**)

61

This room has a dished floor, the centre dipping down almost a foot lower than normal. It seems perfectly stable, though. The two exits are marked with curtains-black (turn to **23**) and dark green (turn to **86**)

62

You walk up to the treasure warily waiting for some sort of trap to spring. However, nothing happens. When you are at the chest itself you look at it closely. It appears very real and the light from the torches in the room appears to be glinting off the riches before you.

Will you take what you can in terms of gold coins? Turn to **150**
Will you sift through the treasure to find an object? Turn to **197**
Will you leave the room still wary of traps? Turn to **238**

63

There are three exits from this room. The curtains are marked with colours. Which exit will you take?

Violet? Turn to **27**
Blue-grey? Turn to **89**
Blue? Turn to **65**

64

As you brush the dust, one of the symbols lights up. Suddenly, the box explodes in your hand Lose 1 SKILL point and 4 STAMINA. Whatever was in the box is gone now, so, cursing, you continue up the passage. Turn to **69**.

65

There are exits on each wall of this room, each marked with a different curtain. Which exit will you take:

| | |
|---------|-------------------|
| Pink? | Turn to 30 |
| Indigo? | Turn to 63 |
| Green? | Turn to 52 |
| Gold? | Turn to 91 |

66

Holding a golden object allows you to fight the Sentinel in the normal way. However, it is still an awesome enemy! You may escape at any time by turning to **238**.

| | | |
|-----------------|----------|------------|
| GOLDEN SENTINEL | SKILL 12 | STAMINA 12 |
|-----------------|----------|------------|

If you defeat the Sentinel turn to **230**

67

This room is covered in little dots, painted on the walls. The only plain things are the curtains leading out of the three exits. There is a light blue (turn to **60**), a grey (turn to **41**) and a lime green curtain (turn to **71**) with which to leave.

68

The hobbit laughs out loud for several minutes at your victory, and then tells you to enter the door opposite you. You do so, and find yourself in a bizarre room with a table and chair in the centre of it, and what looks like a theatre at the far end. On the chair sits a haunch of cooked wild boar meat and some ale. You hear the hobbit's voice, telling you to sit, eat and enjoy the play. You try opening the door opposite you, but it suddenly swings shut and you can do nothing else. Will you eat the food (turn to **9**) or merely sit down (turn to **317**)?

69

Leaving the boxes behind, you soon come to a junction. One goes northeast, the other northwest. Do you take the left (turn to **78**) or the right (turn to **95**)?

70

The light from the glowing crystal illuminates the creature of nightmare before you. Hovering like an obscene floating jellyfish, the creature is just a huge eye, with tentacles hanging down, covered in thick mucus. You face an ancient SHOCKER KING!

| | | |
|--------------|----------|------------|
| SHOCKER KING | SKILL 10 | STAMINA 16 |
|--------------|----------|------------|

The light from the shard dispels the uneasiness you felt from the darkness, but it cannot protect you from the acidic mucus of the flailing tentacles. If you are struck, you must lose 4 STAMINA points. You are mindful of the words of the book and breathe carefully, taking care not to breathe deep near the creature. If you have the chameleon blade it sings in your hand and almost attacks of its own volition- it will do 4 points damage to this opponent. If you win, turn to **39**

71

The two exits in this room are to the north and south. The northern is marked with an orange curtain (turn to **67**), the other by a brown (turn to **76**)

72

The stairs soon come to a halt in a largish room. Blood is splattered on the walls and pieces of dead animal flesh litter the floor. Carefully you advance into the room. Your blood freezes as you hear a growl behind you. A canine shape eases its way from the shadows, followed by another. But the reddened eyes betray them- these are no ordinary pets, they are HELLHOUNDS, and they are hungry!

| | | |
|-----------|---------|-----------|
| HELLHOUND | SKILL 7 | STAMINA 6 |
| HELLHOUND | SKILL 7 | STAMINA 7 |

Every 3 rounds roll a die. If you roll a 6 you must deduct 2 STAMINA points from the flaming breath of the creatures. If you win turn to **123**

73

As you step out of the archway and into the cavern, you see what was causing the light- a faintly glowing mist, which blankets the cavern. You cannot see the other side. You set out into the mist and resolutely march forward.

It seems to take an age to make any headway. With the mists around you it is hard to see and certainly not far enough to make any sense of you surroundings. You are sure you heard voices earlier and every now and then you see a slim face out of the corner of your eye, yet when you turn there is nothing there. You gradually grow more and more paranoid until you draw your weapon just to feel its reassuring weight.

“So like a human.” A voice whispers, beside you. “Always the ones with violence in their hearts.”

You spin and see an almost elfin creature, slim face framed by upswept pointed ears, and eyes with a golden hue to them. Suddenly, there are more, all around you. All identical, wearing little more than a short tunic.

“The Baron claimed his new dungeon the largest ever.” Continues the first. “This is true, for he has encroached upon ancient lands which he has no rights to. The mists are our world, adventurer. You may not pass through. I challenge you to defend yourself. The test will be...”

Another steps forward and shakes his head sorrowfully. The first falters and stops. “As it shall be, old one.” He says to the other. “As challenged you have choice of contest. What shall it be, human? Wits, tactics, strength of arms or skill?”

| | |
|--------------------|--------------------|
| “Wits.” | Turn to 339 |
| “Strength of arms” | Turn to 290 |
| “Tactics” | Turn to 117 |
| “Skill” | Turn to 321 |

74

You ask the man why is so afraid of you. He replies that one of the challengers before you assaulted him when they met further up the corridor. They have taken his food and water, which was his only sustenance for the next three days, and he has not eaten for three days previously. Will you:

| | |
|---|--------------------|
| Give him a portion of your provisions? | Turn to 90 |
| Express sympathy for his situation and bid him farewell. | |
| Your provisions are too valuable to give away to strangers? | Turn to 302 |
| Put him out of his misery and send him to the after world? | Turn to 358 |

75

Ignoring the Man-Orc's corpse, you approach the altar at the far end of the hall. It is hewn from a single lump of basalt and wreathed in smoke from the two clay urns that flank it. The top of the altar is flat and covered in the waxy stubs of numerous candles, which from afar had given the impression of being a small green idol. Resting amongst these is a large diamond.

You are about to reach over and take the gem when you notice a series of deep holes in the wall immediately behind the altar. It looks like a trap. If you want to leave the hall now, turn to **353**. If you want to take the gem you must *Test your Luck*. If you are Lucky turn to **51**. If you are unlucky, turn to **26**.

76

The room is covered with a dark wood, laid in strips on the wall and floor. It has three exits. Will you take the red, turn to **48**; lime green, turn to **71**; or the dark grey, turn to **105**.

77

Your weapon hits the crystal with a resounding crash, but fails to break it. However, painful vibrations run up your arm. Lose 2 STAMINA points. Rubbing your sore arm you set out into the darkness. Turn to **160**

78

The tunnel slopes a little and then widens into a large cavern. The light comes from a large crystal set in the roof, and plants grow upon the floor, obscuring the centre of the room. You fight your way through it and come upon a small clearing, where an old man sits smoking a pipe. He cackles when he sees you approach.

"Heh! I'm jes' makin' a brew. Fancy a mug?"

Guardedly you sit on the small chair he waves you to as he gets up to tend a small brazier with a pot of bubbling liquid.

"Well?" he says, waving a battered tin cup your way.

| | |
|-------------------------------------|--------------------|
| Do you accept a drink of the stuff? | Turn to 278 |
| Or politely decline? | Turn to 312 |

79

The wizard looks disappointed as he says, "You seemed to have so much potential. I was looking forward to our final test. However, do not despair. I will recommend to the Baron that you are kept alive to serve within the dungeon."

Whether the Baron agrees or not you will live out the remainder of your days within the dungeon. Your adventure ends here.

80

Do you wish to:

Compliment the artist on his work and leave?

Turn to **2**

Or if you have not done so before do you wish to look at the picture of:

The ceremony?

Turn to **220**

The Battle scene?

Turn to **100**

81

As you send all your forces in the forest, you soon get a clear advantage. But they are tied up for too long, as you have left your carriage undefended and the Faeries' forces have already advanced and destroyed it before you can press the advantage. You have lost the contest. Turn to **242**

82

There are three exits from this room. The curtains are marked with colours. Which exit will you take?

Green?

Turn to **52**

Orange?

Turn to **226**

Lilac?

Turn to **84**

83

As you walk up the passage you hear a shuffling sound in front of you. The sound gets louder as you continue and then from out of the gloom appears a small man. His face is gaunt and pale and he is wearing nothing but rags. As you approach him he begins to plead with you "Please do not hurt me I can do you no harm." Will you:

Talk to the man?

Turn to **74**

Ignore him and continue on your way?

Turn to **302**

Or will you attack him?

Turn to **358**

84

This room has a curved ceiling and exits to the north and south, giving it the look of a tunnel more than a room. North is a yellow exit (turn to **82**), whilst the southern is red, (turn to **93**).

85

As you move to strike the old man laughs. Your muscles freeze and with a wave of his hand you are transported to the seat into which you land with a bump. Turn to **7**.

86

There are two exits to this rather plain room. One is to the south, the other to the west. Will you take the western brown end (turn to **61**) or the blue-grey end, (turn to **89**)?

87

Much to your surprise, the creatures make no move to stop you as you flee. Instead they pull back uncertainly towards the eastern cave mouth, clubs dangling from their

scaly paws. You can dash through the western tunnel (turn to **98**), or the northern one (turn to **120**)?

88

Your archers are killed to a man and his lightning fast cavalry flak your forces whilst his remaining archers pepper your forces with arrows. Your archers are killed to a man and his lightning fast cavalry flak your forces whilst his remaining archers pepper your forces with arrows. Your forces crumble and his cavalry strike with lightning efficiency. You have lost the contest. Turn to **242**

89

Exits point north and west. The north curtain is a dark green, whilst the western is an indigo colour. Will you take the dark green, (turn to **86**) or the indigo, (turn to **63**)?

90

The wretch takes the food eagerly and thanks you again and again. He goes to place the food inside the folds of his clothing. However, he appears to be having trouble finding room! With a cheeky grin he looks up at you and says, "Now that I have this food I do not have any room for this" As he finishes his sentence he pulls out a wrapped scroll and hands it to you. "I stole this from my master last night. I have no idea of its meaning but it may serve you in some way." With that he thanks you once more and scuttles off into the darkness. You watch him disappear and then look at the scroll in your hand. Opening it up you are surprised to find that you can read what it says:

*"To banish this fire born spirit,
In whose flames you would burn
Stand your ground and face it
And utter the word 'RETURN'"*

You have no idea what this means but somehow feel you have made an important discovery. You place the scroll inside your backpack and continue your journey. Turn to **25**.

91

This room has extra lighting crystals set in the ceiling and is brighter than the other rooms. It has two exits a blue curtain (turn to **65**) or a bright green one (turn to **255**).

92

You draw your weapon and advance on the three CHAMELEONITES. Fight them one at a time.

| | | |
|---------------------|---------|-----------|
| First CHAMELEONITE | SKILL 7 | STAMINA 7 |
| Second CHAMELEONITE | SKILL 6 | STAMINA 6 |
| Third CHAMELEONITE | SKILL 7 | STAMINA 6 |

If you reduce all their STAMINA scores to zero, turn to **109**. If they reduce your STAMINA to zero, then you have died and your adventure ends here. You can *escape*, but you must reduce your STAMINA by 2 as they get one unopposed strike at

your fleeing back. If you survive this you can escape through the western tunnel (turn to **98**), or the northern one (turn to **120**).

93

There is only one exit from this room, back the way you came. Return to **84**

94

The Northman spits at you as you try to talk to him. "I'm not for talking to ye except for 15 gold" If you want to pay the man, turn to **16**. If you want to attack him, turn to **46**

95

Further along the tunnel you come to a door, set in the rough stone wall. Listening at it, you hear nothing. Do you wish to continue (turn to **305**) or open the door (turn to **348**)?

96

The Elemental has turned to face you fully and begins to rise. However, as the last words from the scroll leave your mouth the head of this being bows and the Elemental's arms fall to its side. Suddenly it looks up to the ceiling and in an instant vanishes through the centre of the runic symbol!

Having banished the spirit you fall to your knees in exhaustion and relief. As you kneel there on the edge of the circle you hear a clapping behind you. You look around and are horrified to see the wizard standing there alive and well. "Bravo", he says.

You look at the wizard in disbelief and confusion and as if reading your mind he explains.

"That was not an Elemental, for even I would not presume to summon such a powerful spirit. What you just witnessed was, if I do say so myself, a rather impressive illusion. Although don't misunderstand me, had you not banished the illusion you would have died.

"At the beginning of this Trial I sent out my servant to meet each challenger at some point in their journey. If any challenger were to go on to defeat the dungeon they would be considered a great hero. An example to be followed. I believe a quality for such a hero should be to have respect for others whether they are from high or low birth. Those who showed my servant civility would have obtained a scroll. To be able to use the scroll under intense pressure completes the test. You have proven yourself worthy and you may pass. Turn to **47**

97

Ignoring the skeletal hand, you walk down the path towards the far doorway. After only a few steps you hear Ungoth's voice boom out angrily:

"Ill-mannered wretch! May you die a horrible death!"

You hurry on towards the doorway but it is too late. The Skeleton Lord has cursed you and you are now suffering from the Blight of Hastened Death. Lose 1 Luck point. Also, make a note on your *Adventure Sheet* that every time you lose STAMINA, whether in a battle or otherwise, you must deduct an extra point of STAMINA as Ungoth's curse takes hold. You must now try and complete the Trial of Champions

without taking too many injuries, lest you succumb to the curse and leave your bones mouldering here...

By the time you reach the doorway, your body is already cloaked in a chill sweat. With a last hate-filled look at Ungoth's throne, you stagger out of the huge cavern and find yourself in a passage leading north. Turn to **29**.

98

The tunnel ends in a door, with metal studs on it. Will you enter (turn to **272**) or go back and take the northern tunnel? (Turn to **120**)

99

You reach up to inspect the nearest of the torches. It appears to be a normal torch but is attached firmly to the pillar with an iron frame, and you cannot remove it. Suddenly, you notice a movement from the corner of your eye and see a dark figure dart from amongst the southern row of pillars. It hurls a silvery sphere towards you and you instinctively dodge to the side to avoid contact. Roll two dice and test your SKILL. If you roll greater than your current SKILL, turn to **333**. If you roll equal to, or less than, your current SKILL, turn instead to **203**.

100

The picture of the Battle Scene is breathtaking in its detail. As to whether it is a depiction of an historical battle or something from the artists mind you cannot tell. On one side the dark forces of evil and chaos are amassed with orcs, trolls and all manner of chaos spawn. On the other it appears that there is a joint force of elves, men and dwarves. In the foreground a Dwarf is in mid battle with a creature. However, there is something strange yet familiar about the Dwarf. He appears to be looking out at you as opposed to looking at the creature.

| | |
|--|--------------------|
| Do you want to examine the picture more closely? | Turn to 136 |
| Compliment the artist on his work and leave? | Turn to 2 |

Or if you have not done so before do you wish to look at the picture of

| | |
|---------------|--------------------|
| The sword? | Turn to 383 |
| The ceremony? | Turn to 220 |

101

Light appears to glint off the diamond. It must have been a trick of the light given that the sword is a painting. But you are sure of what you saw. Will you:

| | |
|--|--------------------|
| Reach out to touch the painting? | Turn to 144 |
| Compliment the artist on his work and leave? | Turn to 2 |

Or if you have not done so before do you wish to look at the picture of

| | |
|-------------------|--------------------|
| The ceremony? | Turn to 220 |
| The Battle scene? | Turn to 100 |

102

There is only one exit from this room, back the way you came. Return to **105**

103

The Faerie also tries to take the left. Will you let him and move to the right (turn to **252**) or the middle (turn to **256**) or will you force him off into the middle (turn to **138**) or the right? (Turn to **208**)

104

The gnomes are delighted when you sit down next to them and introduce yourself. “Well I never,” says one, “A polite warrior! I never thought I’d see the day”. You discover that these three gnomes were enslaved by Baron Sukumvit and forced to cook for his minions. “It’s a terrible job, but we still strive to make the best Aardwolf stew this side of the Moonstones!” You ask about what lies ahead, “It’s been a hectic few days, but at last most of the contestants have, ah, *left* the dungeon, leaving us to perfect our stews. There was a bit of a complication between the orcs and a rather fearsome-looking contestant, but I think that’s been sorted out now.” “Three less orcs to cook for hey boys?” remarks one of the gnomes. The other two cheer in response. If you have a scroll written in Gnomish and wish to present it to the chefs, turn to **152**. Otherwise turn to **232**.

105

This room is covered in dust. It is scuffed in places, as if people have walked through it. There are two exits. Will you take the Brown (turn to **76**) or Yellow? (Turn to **102**)

106

The Man-Orc assassin collapses with a final gurgle of rage, onto the basalt flagstones of the hall. Ignoring its outlandish scimitar, you quickly search the body. In an inner cloak pocket, you find another Murder Sphere, the same as the one it threw at you. You can take this if you wish and use it before combat. When you find yourself in a fight and wish to use the Murder Sphere, roll two dice and test your SKILL. If you roll more than your SKILL, then you have missed, and the Murder Sphere is rendered useless. If you roll equal to, or under, your SKILL, then the Murder Sphere has hit its target. Roll one die for the amount of spikes that erupt from the Sphere, and one die for the amount of STAMINA damage they cause. Multiply these two numbers together and deduct them from your opponent’s STAMINA score. Note that you can only use the Murder Sphere at the start of a fight, and that it will affect one enemy only. In addition to the Sphere, you find several other trinkets on the Man-Orc’s corpse. There is an ebony snuffbox, a golden ring set with a blue stone, and a battered brass ring, crudely etched with a star symbol. You can:

| | |
|--|--------------------|
| Open the ebony snuffbox | Turn to 347 |
| Put on the golden ring | Turn to 359 |
| Put on the brass ring | Turn to 311 |
| Or, you can investigate the altar | Turn to 75 |
| Or leave the hall and continue up the corridor | Turn to 353 |

107

You reply that you are willing to take the test. “Good choice,” he says, bursting out in a serious of hiccuping giggles. He snaps one of his fingers, and part of the wall at the far end of the room slides open. Gesturing for you to follow him, you do so. You arrive in a large square room, with another door at the far end that looks exactly

like the one you came through. A trap door sits ominously in the centre. The hobbit rubs a magic ring on his finger, and suddenly vanishes in a flash of light. As you wonder where he went, you hear a call from up above. Looking up, you see him standing on a catwalk above the room. "Prepare yourself for the first part of the test!" he laughs triumphantly. The trapdoor opens, and you hear a hideous growling and roaring coming from below. Drawing your weapon, you see a massive creature that looks rather like a hairy ape come from the trap door below. However, as it drags its arms out, you see that each of the four furry limbs ends in a massive scything claw! You steel yourself grimly as you realise that you face a CLAWBEAST.

CLAWBEAST SKILL 10 STAMINA 12

Every fourth attack round, you must *Test your Luck*. If you are Lucky, you can continue the fight. If you are Unlucky, your weapon gets entangled in the beast's thick hair and you must fight it unarmed—you must subtract 2 from your Attack Strength, and the claws of the monster will do 3 STAMINA points of damage each time they strike you. You can, however, retrieve your weapon after the battle. If you win, turn to **68**.

108

Exhausted, you reach the finishing line first. You draw in breath as the Faerie draws beside you and the others appear around you. When you have both caught your breath, he turns to you.

"It seems you have won, mortal. You are free to leave. The way out lies true only to elfin eyes. The stone shall be your guide."

He tosses you a small white stone, with a hole in it. As you peer through it a silvered trail appears, winding upon the floor like a string. You follow it and soon the mists clear at the other side of the cavern. Turn to **397**

109

You dispatch the last of the Chameleonites to the endless sleep of the dead, and wipe their blood from your weapon, onto the cavern's sandy floor. In front of you, the fire continues to burn, unmoved by your prowess and sending smoky plumes upwards towards the cavern ceiling. You can:

| | |
|--------------------------------|--------------------|
| Search the slain Chameleonites | turn to 366 |
| Search the eastern cave | turn to 398 |
| Leave via the western tunnel | turn to 98 |
| Leave via the northern tunnel | turn to 120 |

110

The Hound Keeper is inhumanly strong and carries a heavy whip. He will not be an easy opponent.

BEASTMAN KEEPER SKILL 11 STAMINA 18

If you roll a double for his attack strength at any time AND he wins that round roll on the following table:

1-2 Normal damage

- 3-4 Double Damage
- 5 Berserk! The Beastman goes into a berserker rage. He gets two attacks next round. Treat him as two opponents with the same SKILL, only one of which you can attack.
- 6 His whip coils around your weapon and flings it from your grasp! If you do not have a spare weapon fight unarmed, if you do, you must spend one round readying it, in which you cannot wound the Keeper.

If you win turn to **34**

111

The box has an inscription on it-

*Answer correctly and rewarded you shall be
Fail and pain is your punishment!
It never rains, but it pours!*

On top of the box are some carvings, but they are covered in a layer of dust. Do you brush it aside (turn to **64**), blow it aside (turn to **155**) or continue down the passage, warned away by the inscription? (Turn to **69**)

112

“Well, mebbe a kind of it. Anyways, its bin real good havin’ ya. Drop by again, sometime.” You leave, fighting your way through the foliage until you reach the other side. Turn to **316**

113

Desperately, you scramble into a large crack near the cave mouth, moments before an immense brown warty monster stalks into the cavern. The thing is roughly humanoid with razor sharp talons and a wattled maw full of broken tusks. Tiny red eyes gleam in the depths of its skull as it raises its snout to the air in a bid to sniff you out. It is a TARATOR, a cavern beast from the bowels of Allansia, and you have brief moments to act before it discovers your hiding place. If you want to attempt to flee via the northern cave mouth, turn to **276**. If you want to sneak from your hiding place and strike the TARATOR whilst its back is turned, turn to **189**, if you have ‘chameleon skin’ written on your *Adventure Sheet*. Other wise you must *Test your Skill*. If you roll more than your current SKILL, turn to **192**. If you roll equal to, or less than your current SKILL, turn to **189**

114

This room is covered in little slugs. You shudder as they squelch underfoot. The exits are marked with a red curtain at the western end (turn to **340**) or an indigo one (turn to **161**)

115

“Wrong,” the puppet answers flatly. “You know, I hate people with inferior minds. You will never leave here alive.” If you try to reason with it, turn to **21**. If you hack at it, turn to **210**.

116

There is only one exit from this room, back the way you came. Return to **178**

117

“Then we shall play a game, mortal, to test how your knowledge.”

He waves his hand and a vision appears. You can see a terrain, a battlefield. A hill rises along the southeast, whilst a small copse of trees lines the west. A small river, bridged by two fords, divides the central plain. Your force is made up of a unit of cavalry, a unit of swordsmen and a unit of archers and a small carriage.

“The aim,” he says. “Is to defend the carriage, whilst trying to destroy mine own. Our forces are the same, and will react to the orders you give them. You need not speak, they are directed by thought. You may place your forces where you wish to begin with. Mine are already on the board.”

As he says this, you notice his carriage is to the north, surrounded by his swordsmen. His cavalry is flanking them. Where will you put your forces?

Will you put your carriage and archers on the hill, with the cavalry and swordsmen below? (turn to **126**)

Or will you put your archers on the plain, with your cavalry around your carriage to the south, and hide your swordsmen in the forest, hoping to charge them out later? (turn to **6**)

Or will you hide your archers in the forest and leave everything else around your carriage on the central plain? (Turn to **384**)

118

The roughly carved room you are in is completely empty except for a broken water pot and several bowls full of yellow mould. As you walk through the room, your foot accidentally taps one of the bowls, spilling the mould on to the ground. All of a sudden the air is filled with spores, some which you cannot help breathing in. Your lungs burn as the spores begin to infect you, lose 3 STAMINA points. Hacking and coughing, you stumble out of the room. Roll 1 die. If you roll 1-2, turn to **209**. If you roll 3-4, turn to **172**. If you roll 5-6, turn to **198**.

119

This room has a curved roof, giving the effect of a tunnel. At each end is a different coloured curtain. Will you take the brown end (turn to **324**) or the teal end? (Turn to **180**)

120

The corridor meets up with another in a wide-open area, with another tunnel leading north. Not wishing to backtrack by taking the other tunnel, you take it. Turn to **368**

121

There is only one exit from this room, back the way you came. Return to **202**

122

The wizard’s face is contorted, as a he seems to be struggling to control the Elemental. “I have summoned you to do my bidding. And I wish you to eliminate the one who stands behind you.”

The Fire Elemental lets out a mighty roar and its seething voice speaks once more “To be torn away from my plane to carry out such a trivial task by one such as you enrages me. I am an Elemental of Fire! And you are a wizard whose control is weak!” The wizard’s eyes widen in terror and, as if hit by an invisible object, he falls back. The Elemental rises up and then sweeps down to engulf the wizard in flame. Before the screams of the wizard have stopped the Elemental turns its head towards you.

Will you take your chance now to attack the Elemental? Turn to **329**
Will you take something from your backpack? Turn to **177**

123

A quick search reveals some animal carcasses and a torn backpack. If you wish to open it, turn to **182**. Otherwise, the only other way out of the blood spattered room lies in a heavy wooden door, made with darkened oak, in the north wall. To go through, turn to **176**

124

There are two exits to this rather plain room. One is to the east, the other to the west. Will you take the western turquoise end (turn to **309**) or the purple end? (Turn to **301**)

125

As you draw your weapon the artist raises his hand and says: “I am a fair man and will not harm you unless provoked. Attack me and you will suffer an eternity of torment.”

If you want to attack the old man anyway? Turn to **140**
If you wish to sheath your weapon and leave the room? Turn to **13**
If you wish to start up a conversation? Turn to **8**

126

His cavalry move forward, teasing the edge of your forces, but staying out of the range of your height-advantaged archers. Then they make a break and start attacking your swordsmen. It does not take long before they are fleeing the field, ragged, but not disbanded. Will you order the swordsmen to pursue (turn to **361**) or stand their ground? (Turn to **266**)

127

He moves into the left as spikes lash up between you, missing you both. Turn to **168**

128

“Heh! Well! Not ev’ryone can stomach ma ol’ Home-brew! Gits ye’ right here, don’t it?” he says thumping his chest. “Reason I drink it is, it’s a mild antidote to bee stings. Won’t hold up to a proper barrage, like, but it helps!” In fact, come ov’r here.” He beckons you over to one of the hives. He cackles agin. “Watch this!” He purses his lips and a thin warbling sound comes out. Instantly the busy drones move aside and work furiously about the entrance. A larger bee crawls out and crawls its way up his index finger. “Whaddya think o’ that, heh? Killer Queen. Able to fly, too, unlike most bees like her. You think its magic?” What do you reply?

“Yes”
“No”

Turn to **112**
Turn to **38**

129

Ungoth cackles, “Well, you didn’t look like the type that knew all the answers...”

He makes a sudden arcane gesture with his skeletal fist, and, in an instant, gibbering skeletons start clambering up, out of the sand, all around you. You try to fight them off, but the undead hordes are endlessly grasping at your legs, pulling you into the sand of the cavern floor. There are too many, and you finally succumb, dragged under towards the realms of the undead, deep within the Pit. Your adventure ends here...

130

You hand the old goblin 3 gold pieces (deduct it from your *Adventure Sheet*). “Courage I sense in you, young warrior. The path east you must take, then to the north, south and north again. Then free you shall be”. You leave the elder behind, following his directions, turn to **293**

131

As you press the Cloud, it lights up. Suddenly, the box explodes in your hand Lose 1 SKILL point and 4 STAMINA. Whatever was in the box is gone now, so, cursing, you continue up the passage. Turn to **69**.

132

The puppet laughs. “Correct. I, of course, was not the real murderer either, right? If you agree, turn to **259**. If you disagree, turn to **335**.

133

You draw your weapon, moments before an immense brown warty monster stalks into the cavern. The thing is roughly humanoid with razor sharp talons and a wattled maw full of broken tusks. Tiny red eyes gleam in the depths of its skull and, upon seeing you standing boldly on the cavern floor, it races forward with a roar of fury. It is a TARATOR, a cavern beast from the bowels of Allansia, and you must fight it to the death.

TARATOR

SKILL 8

STAMINA 13

If you reduce the Tarator’s STAMINA to 0, turn immediately to **233**. If the TARATOR reduces your STAMINA to 0, then the last memory you have is of being lifted in the beast’s paw towards its slaving mouth, and your last sight is of the splintered bone of a previous victim wedged between two of the Tarator’s back teeth. Your adventure ends here.

134

The meat is heavily spiced and causes you to choke somewhat. Lose 1 STAMINA point. The wine however is cool and delicious, and helps soothe your throat. It is also imbued with the blessings of the tricksters. Note that the next time you use LUCK (whether a test or in battle) you will be lucky. Adahn smiles and ushers you out after you have finished. You leave along the corridor you entered by. Turn to **246**

135

Your weapon hits the glowing stone with a flash and your strike cleaves off a section. Although not as bright as the large crystal the light does give you a sense of security. Add the Crystal Shard to your possessions. You set out into the darkness, gripping your light securely. Turn to **160**.

136

As you lean forward more closely you realise that the Dwarf strongly reminds you of one of your fellow contestants. With horror you suddenly realise that it is the Dwarf, but it is too late. You are being pulled relentlessly into the painting and there is nothing you can do to stop. The last thing you hear in this world is the cackling of the arcane artist as you prepare to spend the rest of your existence as another living part of the fabric of his painted battle scene. Forever caught in that horrific moment.

137

As you press the Snowflake, it lights up. Suddenly, the box explodes in your hand. Lose 1 SKILL point and 4 STAMINA. Whatever was in the box is gone now, so, cursing, you continue up the passage. Turn to **69**.

138

He moves into the middle, just as a trapdoor falls open in front of you, causing you to jump to avoid it. You land painfully, twisting your ankle. Lose 2 STAMINA points and note you have set off 1 trap. Turn to **369**

139

You leave the Tarator's cave and soon come to a fork. One ends on a set of stairs leading down, the other at a stone door. Will you go to the stairs (turn to **250**) or the stone door? (Turn to **229**)

140

The artist does not move as you approach. As you raise your sword above his head something seems to grab hold of it. You look around but nothing is there. However, the force becomes stronger. As you try to release the sword you realise that you cannot and you too start to be dragged backwards towards the painting of the battle scene. As you reach the painting to your horror you realise that you are being pulled into it. The last thing you hear in this world is the cackling of the arcane artist as you prepare to spend the rest of your existence as a living part of the fabric of his painted battle scene. Forever caught in that horrific moment. Your adventure ends here.

141

A few seconds later his grip fails and he plummets to his death. You leave the pit and walk across the room. You have only crossed a few flagstones when one gives out beneath you and you fall down a pit of your own. The last sight you see is the sharp spikes waiting below...

142

Three exits lead out of this room. One leads to the west, another east and the last south. They are marked with coloured curtains. Will you take the orange one west (turn to **306**), the green one east (turn to **211**) or the blue-grey one south? (Turn to **145**)

143

As you race down the hallway towards your assailant, it reaches up and pulls back the hood of its cloak. You instantly recognise the brownish, semi-human face with small tusks, as the Man-Orc assassin contestant that entered the dungeon just before you. The MAN-ORC ASSASSIN draws a curved scimitar and snarls: "Prepare to die, human!" This is a fight to the death:

MAN-ORC ASSASSIN

SKILL 8

STAMINA 6

You cannot escape. If you reduce the Man-Orc's STAMINA to zero, turn to **106**. If the Man-Orc reduces your STAMINA to zero, then you have died here in the hall of smoke and mirrors, and your adventure has ended...

144

You reach to touch the painting but your hand does not touch canvas. As you move your hand further in you realise that this is an illusion of a painting and in fact the sword is real. You place your hand on the hilt and as you go to take the sword you hear a catch. *Test your Skill*. If you are successful turn to **254**. If you are unsuccessful turn to **307**

145

There is only one exit from this room, back the way you came. Return to **142**

146

You pull the idol of Silur Cha out of your pack and present it to the CHAMELEONITES. To your surprise, all three creatures immediately fall to the floor, uttering what sound like high-pitched prayers in a language you cannot understand. Summoned by their voices, a fourth figure stumbles out of the northern cave, a hunchbacked Chameleonite so old it almost resembles a small twisted boulder. Reverently it takes the idol from your hands, (cross the idol off your *Adventure Sheet*), mumbling strange words all the while.

You have been given a Blessing of Ferocity by a reptilian priest of Silur Cha. The next time you fight, you may add 2 to your Attack Strength for the duration of the battle. Note this blessing on your *Adventure Sheet* and that it applies for your next combat only. Taking your leave of the Chameleonites, you can leave via the western tunnel (turn to **98**) or the northern one (turn to **120**)

147

He takes the right as you go down the middle. Suddenly, spikes lash up out of the holes in front of you. You miss most of them, but one tears a deep gash in your leg. Lose 4 STAMINA points and note you have set off another trap. Turn to **168**

148

You arrive at a large pool of water, which an underground stream flows into. Looking carefully you spot several gold pieces lying at the bottom of the pool. You try to pick some up, but find them stuck firm to the ground. If you wish to throw an object into the pool, turn to **11**. Otherwise roll a die. If you roll 1-2, turn to **118**. If you roll 3-4, turn to **209**. If you roll 5-6, turn to **172**.

149

Searching his pockets, you find nothing of any use. You leave by continuing up the corridor. Turn to **206**

150

As you pick up a gold coin there is a blinding flash and you fall back. As your eyes clear, a large, fearsome warrior stands before you. But there is now no treasure. All that remains is a small golden ring behind the warrior. The warrior itself appears to be made of solid gold. You have awoken a Sentinel, the magical guardian of this Ring. To guard the ring is its sole purpose and you are a threat! You must fight this Sentinel. Do you have the Chameleon Blade? If yes turn to **372**. If not turn to **393**

151

This room has a white curtain; which leads back to the room you first entered the maze by, or a grey one continuing eastwards. Will you take the white (turn to **399**) or the grey (turn to **221**)?

152

You present the piece of paper to the first cook. “My, my, my, where did you find this? No never mind, I’m sure one of those filthy orcs stole it off me while I was dishing out his stew. Now, this is a powerful ward against beings made of the earth, so if you feel you have to use it, run through this three times then strike the ground with your weapon. That should do the trick”. The three cooks teach you how to pronounce the Gnomish words, and soon you have mastered it well. “Excellent young warrior!” cries the third, “I believe you will do well in the trials ahead!” Turn to **232**.

153

“Well done! Not a hard question but impressive when answered under such pressure! You have earned the right to learn something about my background. “I am the seventh, and youngest, son of a seventh son. Thus, becoming a wizard was almost compulsory for me.” He seems to find this funny but given what is at stake you do not share his humour. He stops laughing and continues. “Each of my brother’s has a sister and two of my brothers have passed away. Now tell me, how many living children does my father have?” Turn to the number of the paragraph corresponding to the number of children. If the paragraph does not make sense turn to **79**.

154

After pulling the lever, you hear a loud grinding sound, much like that of gears turning in a giant clock. The twin doors in front of you slide open, revealing a large room filled with blackened stone. Entering, you look around and see, to your disgust and horror, a charred body. Ugly burns cover it. It seems to be that of a man dressed in robes. A burned staff is held in his hands, and you deduce that he must have been a wizardly contestant who obviously met a terrible end. Looking around, you see nothing else inside the small room but another lever. Will you pull it, (turn to **214**) or return up the passage, thinking that this might be a trap, (turn to **250**)?

155

There are five carvings on the box. One is a snowflake, another a sword. There is a jug, a crown and a cloud. Do you:

| | |
|--------------------------|--------------------|
| Press the snowflake? | Turn to 137 |
| Press the sword? | Turn to 45 |
| Press the jug? | Turn to 166 |
| Press the crown? | Turn to 270 |
| Press the cloud? | Turn to 131 |
| Continue up the passage? | Turn to 69 |

156

The smoke billows from the jar and blankets the room, blinding the Beastman. Quickly you try to make your way to the far door, going only on memory. *Test your Luck*. If you are lucky you feel the handle and slip through it before the Hound Keeper knows you are gone. Turn to **315** If you are unlucky the smoke dissipates before you reach the door and you must fight the enraged Keeper. Turn to **110**

157

You send in your infantry forces. They have trouble in the thick woods, but not as much as the large horses, which despite being there first, manage to carve little advantage. You soon manage to defeat the forces in the forest, leaving only token resistances against your forces as you take the carriage. You have won the contest. Turn to **224**

158

You ask him what lies ahead in the dungeon. "Hmm... well, I don' git outta here much, but there is one guy ya might wanta keep an eye out for- ol' Adahn. He's a it of a joker an' loves to jump out on people. Course, anyone that takes offence at his jokes gits fried by them there rings the Baron handed out." This is worth remembering. If anyone ever says "Boo!" to you, immediately add **50** to the paragraph and turn to it. For now, you can either leave (turn to **257**) or pluck up the courage to drink his brew (turn to **201**)

159

Reading one of the pages you see that the spell before you is one for summoning a minor Demon. Not wishing to inadvertently bring one here you try to take your eyes away. Sweat breaks out on your brow as you try to wrest your eyes from the page, which is magically forcing you to continue! *Test your Skill*, adding 2 to the dice roll. If you succeed turn to **57**. If you fail turn to **15**.

160

You set out into the pervading darkness and as you do a sense of almost irrational fear comes over you. It takes all the willpower you have just to keep going. You spin suddenly as you hear a screech to your left. Heart pounding, you draw your weapon and turn to face the creature in the darkness. If you have a crystal shard turn to **50**. If not turn to **280**

161

Three exits lead out of this room. One leads to the west, another north and the last south. They are marked with coloured curtains. Will you take the violet one west (turn to **114**), the purple one, north (turn to **301**) or the blue one, south? (Turn to **178**)

162

“Bah, help I cannot give you, your anger is too great,” mutters the goblin, “Only through lessons will you learn, hard as they may be”. The elder waves his hand about, mumbling an incantation. Suddenly you appear in a room you have been to before! The cruel goblin has sent you back in time, now you must face all the perils of the warrens again! Lose 1 LUCK point and roll 1 die. If you roll 1-2, turn to **371**. If you roll 3-4, turn to **386**. If you roll 5-6, turn to **148**.

163

He gasps. “Thank you, adventurer. I couldn’t have held on much longer. This room is filled with pits such as this. I have a scroll I took from a servant of some sort earlier which shows the location of such traps in the room.”

Puzzled you ask how he fell down a pit with a map of its location. He turns away slightly, sheepishly. “I..erm..held it upside down...”

You ask his name, but he refuses to tell you, claiming he is under a geas to not reveal his identity. Shrugging you accept the explanation as he leads you across the room. Turn to **43**

164

Whilst holding your breath, you scoop up quantities of Chameleonite blood from the corpses and apply it to any area of bare skin on your body. Chameleonite blood however, is unpredictable in its effects. Roll one die and turn to the paragraph indicated, to see what effect it has had on you. If you roll a 1, turn to **374**. If you roll a 2, turn to **174**. If you roll any number from 3 to 6, turn to **282**

165

“Who are you?” you ask.

“A Trialmaster,” the hobbit answers with a chuckle. His eyes gleam weirdly, and he periodically giggles in a bizarre manner that you find deeply unsettling. “A Trialmaster that will test your mind, your sword skill. Fail either of the tests, and you will join the other statues here. Succeed, and I’ll let you pass on to the next part of the Trial of Champions. If you want to attack the hobbit, turn to **205**. If you agree to take his test, turn to **107**.”

166

As you press the Jug, it lights up. The box springs open. You have answered correctly- a jug does not rain, but it can pour! Inside is a note and a bronze ring with a crude star etched on it. You slip the ring on your finger and read the note-

Congratulations adventurer!

The puzzle of the box means we shall give aid only to those who deserve it! You have earned your prize-This ring may aid you in the future; its magic is powerful, But it can only be used once, so careful how you use it! Do not try to take another’s ring-they are tuned only for the rightful person

Good Luck- you'll need it

Baron Sukumvit

The ring is indeed magical. It can be used to paralyse an opponent. Simply treat the battle as if you had won. It cannot be used on any creature with a SKILL above **10**. Smiling, you continue up the passage. Turn to **69**

167

You cannot help it. The liquid comes back up in a thick rush and you throw up in the bushes, retching painfully. Deduct 1 STAMINA point. Needless to say, the Bee Keeper is not impressed and promptly asks you to leave. Having lost the stomach to argue, as well as its contents you don't disagree. You fight your way through to the other side of the foliage. Turn to **316**

168

Has the Faerie set off more traps than you? If so turn to **47**. If he has set off the same amount, or less, turn to **296**

169

As you walk up the tunnel, you are suddenly confronted by a large set of double doors in front of you. There is no other way onwards, so you open them. Turn to **244**

170

He looks slightly disappointed and sticks his hand back in his pocket. "Ah, well. I suppose everyone knows that one by now, anyway. Come in, come in. We can eat, if you like." You follow the strange little man and sit with him. He waves his hand and some food appears before you. "Take some," he says. "But pick carefully!" There is some red and white wine, a platter of cold food and another of warm meat. Do you take:

The white wine and meat (turn to **134**)?

The red wine and meat (turn to **379**)?

The white wine and cold food (turn to **291**)?

The red wine and cold food (turn to **267**)?

171

You pull the scroll from your bag and open it up. There is a word that is more prominent than any other on the scroll. If A = 1, B = 2, C = 3, etc then turn to the paragraph which represents the word on the scroll. If the paragraph you turn to makes no sense then worry not. You did not suffer for long as the Elemental consigned you to the after world in a blaze of fire and pain! Your adventure ends here.

172

You arrive at an alcove in one side of the corridor you are walking along. It contains what seems to be a musical instrument made completely of bones. Curious, you tap one of the bones, creating a hollow sound. Soon you are playing your own little melody on the skeletal xylophone, until you realise what you should be doing.

Somewhat embarrassed, you look around then move onwards, roll 1 die. If you roll 1-2, turn to **198**. If you roll 3-4, turn to **217**. If you roll 5-6, turn to **377**.

173

Desperately, you scramble into a large crack near the cave mouth, moments before an immense brown warty monster stalks into the cavern. The thing is roughly humanoid with razor sharp talons and a wattled maw full of broken tusks. Tiny red eyes gleam in the depths of its skull as it raises its snout to the air in a bid to sniff you out. It is a TARATOR, a cavern beast from the bowels of Allansia, and, unfortunately for you, it seems to have found your hiding place, as it turns to face you, uttering a throaty howl. If you want to fight the TARATOR, turn to **281**. If you want to flee instead, turn to **276**.

174

It doesn't seem to be working. Your skin remains the same, and, much to your horror, you start breaking out in a chronic sweat. This soon becomes a fever, and there is little you can do, but lay down next to the dying fire and the Chameleonite corpses, shaking uncontrollably the whole while. Deduct 1 from your current SKILL score, and deduct 4 from your current STAMINA score due to the effects of the fever. If your STAMINA is still more than zero, you eventually recover and have a choice of two ways onwards: west (turn to **98**), or east (turn to **120**). However, if the fever has reduced your STAMINA to zero, or below, then you have finally succumbed here on the sandy floor of the Chameleonites' lair. Your adventure is over...

175

Ungoth speaks, "I'll rephrase my last comment – so NEAR, and yet, so far..." He makes a rapid jerking motion with his bony fist, and you feel your own soul pulled screaming from your body, which collapses in a lifeless heap behind you. You hurtle towards the Skeleton Lord, still screaming, to be drawn deep into the dark and lightless depths of his left eye socket...

You awaken with a scream, but this is no nightmare. Above you, in the darkness of the Pit, is a mirror-like surface, through which you glimpse foul and loathsome beings. You hear a hideous voice boom out from all around you, as one of the demonic entities speaks, "A new soul, and a powerful one at that! Well, Vradna, where goes it? Demonspawn or Clone Worker?" The voices fade and your adventure ends here...

176

The door squeaks open and you can see a rough living quarters. A door is in the far corner. A rough pallet squats in a corner and a brazier burns near the west wall. A table sits in the middle. And sitting at it is obviously the keeper of the hounds- a Beastman! Heavy brows give his face a bestial look and thick hair covers his upper torso. His face is twisted with rage at your intrusion and he throws the table aside with inhuman strength to leap to the attack! If you have a Jar of Smoke and wish to open it, turn to **156** Otherwise turn to **110**

177

Do you wish to use water if you have any? Turn to **263**
If you have a Servants scroll turn to **171**

If you do not have such a scroll turn to **36**

178

There are exits on each wall of this room, each marked with a different curtain. Which colour curtain will you go through?

| | |
|---------|--------------------|
| Gold? | Turn to 116 |
| Indigo? | Turn to 161 |
| Green? | Turn to 211 |
| Teal? | Turn to 362 |

179

The book describes a hideous beast, a huge floating eye, captured by the Baron and kept later in the dungeon. It warns that not even the Trialmasters should attempt to enter the area. It warns that one of the creatures later in the dungeon has the ability to paralyse with a look and summon a terrifying magical darkness around itself. It finishes with a rather cryptic rhyme-

*Run you can't, the eye will find
To haunt your dreams and haunt your mind
Watch your back; avert the death,
Kill the eye by holding breath!*

From what you gather it seems the creature's hypnotic abilities are caused by it releasing pheromones into the air, and are thus useless against people holding their breath! If you come across this creature and wish to follow the advice of the book by holding your breath, add 20 to the paragraph marked (**). Add 2 LUCK points for this valuable information. If you have not done so before you may read the other book (turn to **159**) Examine the desk (turn to **285**) or leave (turn to **305**)

180

This room is covered with ropes, strung from wall to wall. You fight your way through them to one of the two exits- either lime green (turn to **119**) or grey (turn to **202**)

181

As you try reading the scroll, the runes on the parchment begin to glow. You pause in alarm, but no harm comes to you as the scroll glows and fires a flash of light into your face. You briefly close your eyes from the glare, and open them seconds later, trying to blink the spots away. Inwardly, you feel refreshingly cooled. You are puzzled over this, but you deduce that the scroll you tried reading has some magic. You are now protected from non-magical fire for seven days, and if you take fire damage from any sort of non-magical attack or trap, you may ignore the damage. Also, you may reach a certain point in your adventure that could mean instant death from fire. However, if you see a single asterisk in brackets (*) you may turn to **390**, which will save your life, because you are protected from the fire. Apparently, the Northman either did not understand or did not bother to fully examine the treasure he found. Add 1 LUCK point. Smiling at your good fortune, you leave and continue up the tunnel, leaving the seven dead bodies behind you. Turn to **228**

182

The pack contains a jar with dark smoke inside and four gold pieces. You pocket them both. Also hidden in a pocket you find a pouch with a shredded herb in you recognise as Adgana. Outlawed in some civilised city-states, the powerful narcotic induces bravery in battle, but can have unforeseen side effects. If you ever wish to sniff some of the herb note the reference you are on and turn to **235**. There is enough for two uses. You leave through the door. Turn to **176**

183

You rush to attack the Elemental. The heat is so intense as you close in on the magical creature that you feel your skin begin to burn. However having the enchanted sword in your hand gives you confidence. As your sword slices through the creature it screams in agony. You are able to attack it again from behind. However, even this magical sword cannot stand the heat of this magical entity and the blade is ruined after the second attack. The Elemental rises up and then sweeps down to consign you to the same fate as the wizard before you. Your adventure ends here

184

The cupboard holds a few things of little value, but is mostly filled with jars of liquid with things floating in them. Battle hardened as you are, you still feel your stomach heave at the sight. *Test your Luck*. If you are lucky, turn to **239**. If you are Unlucky, turn to **338**.

185

Your weapon hits the crystal on the edge of one of its facets and breaks into two! Cross the current weapon you are using off your *Adventure Sheet*. If you have no other weapon you can use the snapped end, but it is now unbalanced for its size and you must fight with a 2 point penalty to your SKILL. Cursing your ill fortune, you set out into the darkness. Turn to **160**

186

You step through the ornate arch and into the room beyond, its walls carved with just as much detail. The man in heavy armour who entered last is hanging on for his life in a pit just inside the room. Seeing you he cries out for help. Will you help pull him out of the pit? (turn to **163**) or leave him to fall? (Turn to **141**)

187

You pull back the curtain and enter a large room. At the far end of the room is a large painting, which seems to be depicting a ceremony of some sort. On the right hand wall is another painting with the image of a sword as its centrepiece and on the left hand wall is yet another painting, which shows a battle scene. In the centre of the room an old man is sitting on a stool in front of a canvas.

At your arrival the old man cackles. Without looking up from his canvas he speaks: "I find it amazing that, even here in the middle of a dungeon I still can not continue with my art in peace." Will you:

Rush forward to attack the old man for his insolence?

Turn to **125**

Attempt to enter into a conversation?

Turn to **8**

Make your apologies and leave the artists chamber?

Turn to **13**

188

A wizened old goblin greets you as you enter his room. He is hunched over and walks with a twisted wooden cane. “A human to be seeing, I am eh? Not thinking to see one of your kind, I would not.” Using great restraint, you ask the goblin elder how to get out of the living quarters. “Patience you must learn, or help you I will not. Gold presented will help you out I think eh?” If you wish to give the goblin a few gold pieces, turn to **130**. If you do not wish to give him anything, turn to **162**.

189

Silently, you slip from the crack in the wall, stalking towards the beast whilst it is occupied investigating another niche in the cavern. You swing your weapon and hear a satisfying thump as you connect with the base of the Tarator’s back. It turns to face you, uttering a howl of pain as it does so. Turn to **281** to fight the TARATOR but note that you may deduct 4 points from its STAMINA score thanks to the success of your surprise attack.

190

“It’s just a knack, really.” The queen takes off and lands back next to the hive. “Anyways, its bin real good havin’ ya. Drop by again, sometime.” You leave, fighting your way through the foliage until you reach the other side. Turn to **316**

191

The others eye you impassively. The older one whom you noticed earlier steps forward once more. “The way out lies true only to elfin eyes. The stone shall be you guide.” He says, simply, tossing you a small white stone, with a hole in it. As you peer through it a silvered trail appears, winding upon the floor like a string. You follow it and soon the mists clear at the other side of the cavern. Turn to **397**

192

You attempt to slip silently from the crack in the wall, but stumble amidst the ribcage of some poor unfortunate. The beast hears this and turns around, lashing out with a taloned fist that slams into your chest. Lose 2 STAMINA points. If you survive, you hurriedly get to your feet, discovering that you are very close to the northern cavern mouth. If you want to flee through the cave, turn to **276**. If you want to fight the TARATOR, turn to **281**.

193

There is a loud buzz as you touch his hand and you pull back your hand in pain. Lose 1 STAMINA point. Adahn’s laughter redoubles. “Oh! They all fall for that, Logaan knows! Here, it’s just a hand buzzer. Keep it if you like, I’ve had my fun with it. Just be glad I didn’t put it on full charge!” The hand buzzer can be used in combat if you are ever disarmed. You still must lose SKILL points for being without a weapon, but if you hit you can deduct 4 STAMINA from your opponent. There is only enough charge in it for five hits, however. “I’m sorry, really. Come in, come in. We can eat, if you like.” You follow the strange little man and sit with him. He waves his hand and some food appears before you. “Take some,” he says. “But pick carefully!” There is some red and white wine, a platter of cold food and another of warm meat. Do you take:

The white wine and meat (turn to **134**)?
The red wine and meat (turn to **379**)?
The white wine and cold food (turn to **291**)?
The red wine and cold food (turn to **267**)?

194

Carefully you step onto the black basalt flagstones that form the floor of the hall. Two rows of carved pillars, to which are bracketed flaming torches, support a low ceiling of stone slabs. At the far end of the hall, two clay urns, wafting coils of scented smoke, flank several steps leading up to the simple altar you noticed before.

The most disconcerting feature however, are the dark mirrors that cover the northern and southern walls, giving the impression that, behind the pillars, this room extends into smoke-filled infinity. Will you:

| | |
|---|--------------------|
| Investigate the altar | Turn to 277 |
| Investigate the torches | Turn to 99 |
| Search behind the northern row of pillars | Turn to 35 |
| Search behind the southern row of pillars | Turn to 59 |
| Leave the hall | Turn to 297 |

195

“Wrong,” the puppet answers flatly. “You know, I hate people with inferior minds. You will never leave here alive.” If you try to reason with it, turn to **21**. If you hack at it, turn to **210**.

196

He looks disappointed. “Indeed, mortal. The only place where the real is true to you only. The way out lies true only to elfin eyes. The stone shall be your guide.”

He tosses you a small white stone, with a hole in it. As you peer through it a silvered trail appears, winding upon the floor like a string. You follow it and soon the mists clear at the other side of the cavern. Turn to **397**

197

As soon as you begin to sift through the treasure you touch a golden coin and there is a blinding flash and you fall back. As your eyes clear a large, fearsome warrior stands before you. But there is now no treasure. All that remains is a small golden ring behind the warrior. The warrior itself appears to be made of solid gold. You have awoken a Sentinel, the magical guardian of this Ring. To guard the ring is its sole purpose and you are a threat! You must fight this Sentinel.

Do you have the Chameleon Blade? If yes turn to **372**. If not turn to **393**

198

The room you are in contains a makeshift bed of straw and rags, and little else. In the corner of the room lurks a strange creature. It is grey-skinned and completely hairless, clothed only in a loincloth. It turns towards you, amber eyes blazing and fangs bared. You have disturbed the cave ghoul, which picks up a thighbone from some long-dead creature and advances on you.

CAVE GHOUL

SKILL 7

STAMINA 6

A cave ghoulish is not actually undead so its touch will not paralyse. If you defeat your enemy or wish to *escape*, roll 1 die. If you roll 1-2, turn to **217**. If you roll 3-4, turn to **377**. If you roll 5-6, turn to **320**.

199

You run down the right as he takes the left once more and sense more than see the ball coming down towards you. You try to dodge, but it clips your shoulder. Deduct 3 STAMINA points and note you have set off another trap. Turn to **248**

200

As you hit the Sentinel with the winning blow there is another blinding flash and as your vision clears the Treasure has reappeared. You put the ring away and leave the room exhausted from your encounter with the Sentinel. Turn to **238**.

201

The liquid has flecks of old herb floating in it and old Smoking Weed stains the rim of the tin mug. Suppressing your desire to put it down, you drain the cup. You feel your stomach heave as the thick liquid trickles down your throat. Roll 4 dice. If the total is equal to or less than your STAMINA, turn to **128**. If it is more than your current STAMINA, turn to **167**

202

Exits point north and west. The north curtain is teal, whilst the western is a blue colour. Will you take the blue, (turn to **121**) or the teal, (turn to **180**)?

203

Just in time, you dodge out of the way of the sphere, and hear it explode in a metallic mess, somewhere behind you. You charge towards the dark, cloaked figure, weapon drawn. Turn to **143**.

204

“Not an art lover I see.” Says the artist. “Well thank you for the opportunity to paint you whilst you still lived. I feel that there will not be another opportunity.” The artist laughs once more as the curtain shuts behind you. Turn to **395**

205

As you charge at the hobbit, he snaps his fingers. You feel your limbs freeze and harden, and a horrible chill comes over you. You look down and scream as you notice yourself transforming into platinum. Your statue joins the others in the room, your silent scream added to the chorus.

206

The tunnel opens into a small room, carved with concentric lines overlapping in a complex pattern, but with a kind of simplicity behind it. It makes your eyes hurt to concentrate on it. Only one section is missing the pattern, and it bears the legend ‘The Rainbow Maze’.

There is a crash behind you. You spin to see heavy metal bars have now blocked the arch. They do not move when you try to push them. It seems the only way onwards is through this maze. Although you know that all mazes are designed to test the mind of

those who would try to pass through them you are unaware that this one has been cursed to sap your strength. For every ten moves you make whilst in the maze you will lose one STAMINA point. If at any point your STAMINA drops to zero you will pass out and where you fall so too will your trial and your life end. For now though you are oblivious of this fact and are simply irritated by the inconvenience of negotiating a maze.

There are three exits from this room, each divided by a differently coloured curtain. Do you go through the white curtain (turn to **294**) the red curtain (turn to **303**) or the dark blue curtain, (turn to **151**)?

207

You open the door and enter a short passageway lit on either side by smaller crystals. At the far end of the passage is a red curtain. You can hear a cackling coming from behind the curtain. Will you:

Return through the door and

continue your journey along the tunnel?

Turn to **395**

Pull back the curtain?

Turn to **187**

208

He moves into the right, just as a trapdoor falls open in front of you, causing you to jump to avoid it. You land painfully, twisting your ankle. Lose 2 STAMINA points and note you have set off 1 trap. Turn to **369**

209

You enter a tunnel that twists and turns for a long time before ending at a dirty curtain. As you push through, your foot catches on something and you fall heavily to the ground, lose 2 STAMINA points. You look up just to see a tiny gremlin disappear into a tiny hole, cackling evilly. You pick yourself up and continue, roll 1 die. If you roll 1-2, turn to **172**. If you roll 3-4, turn to **198**. If you roll 5-6, turn to **217**.

210

As you strike the puppet, it explodes in a cloud of juice. It splashes your face and arms, and you scream in agony at the pain it causes you. As you look down at your horribly burned arms, you realise that the puppet was filled with the juice of the dripper plant, one of the most toxic substances on Titan. You die an agonising death on the floor of the theatre, and soon the next puppet will dispose of your remains.

211

Three exits lead out of this room. One leads west, another north and the final one south. They are marked with coloured curtains. Will you take the yellow one west (turn to **142**), the blue one, north (turn to **178**) or the light grey one, south, (turn to **216**)?

212

The Faerie lies at your feet and you step back. He sneers. "Foolish mortal! Only one can finish this contest." He quickly drinks a potion from his belt and launches himself at you, more furiously than before. Finish the combat, which must be to the death!

If you win, turn to **191**

213

“Nah, never got the taste for one ‘o them things.” The queen takes off and returns to the hive. “Anyways, its bin real good havin’ ya. Drop by again, sometime.” You leave, fighting your way through the foliage until you reach the other side. Turn to **316**

214

As you pull the lever, the doors slide shut again and the grinding sound starts once more. You look around in alarm, and see the wall sliding down in front of you where the doors were. Obviously, you are in some sort of elevator. You ride it for what seems to be several minutes, amusing yourself by watching the wall slide by. Finally, the elevator stops at another set of sliding doors, and these open. Stepping out into the passage, you see a large statue of a dragonhead in front of you. Its eyes glow, and a massive gout of flame erupts from its mouth (*). The fire engulfs you before you can react. Another charred body lies on the floor of the elevator.

215

The gate falls off its rusted hinges and crashes to the ground as you push past it. The loud noise echoes loudly throughout the dungeon. Wincing, you ready your weapon and advance down the stairs. At the bottom you find yourself in what appears to be the living quarters of Sukumvit’s minions. Mazelike tunnels and holes connect with caves and rooms of varying sizes. They appear empty at the moment, but who knows what lurks in this labyrinthine area. If you wish to search through the living quarters, turn to **308**. If you'd prefer to leave this section alone, head back to the other turn and along the corridor, turn to **289**.

216

There is only one exit from this room, back the way you came. Return to **211**

217

A narrow cave stretches high into air, looking like the bottom of some crevasse. You walk along, looking for anything of interest but find nothing. Roll 1 die. If you roll 1-2, turn to **377**. If you roll 3-4, turn to **320**. If you roll 5-6, turn to **188**.

218

He moves to the right and is forced to drop to the floor as one of the heavy balls swishes down. It misses him, but he is slowed somewhat. Note he has set off another trap. Turn to **248**

219

You wake, groggily. Carnuss must have thought you dead, as you have no injuries. All your gold is gone, but he seems to have left all your equipment. Gritting your teeth, you set off after him, burning for revenge. As you reach the end of the passage, you are greeted by a small fanfare. A section of wall falls away and you step through into a small amphitheatre. A blond man materialises before you.

“Another, so soon! Follow me, warrior! You will have to wait for the other contestant to finish his challenge, but you may at least wait in comfort! Come, this way. You will need to pass my challenges if you wish the password for the last door!”

He leads you in a plush sitting room, where he indicates you should wait on a pile of cushions.

“Do not come through that door until you are called. I cannot have you interfering with the other challenger.” He leaves, through the door and you settle down to wait.

The door beyond is quiet and you feel a burning desire to go out and catch Carnuss now. Will you enter (turn to **283**) or wait as you were told (turn to **387**)

220

You approach the picture of the ceremony. On closer inspection you see that it is Baron Sukumvit himself holding aloft the laurel wreath of victory and kneeling in front of him is a figure. Obviously this is a picture of the ceremony for the champion of the dungeon. Do you wish to:

Look even more closely at the picture?

Turn to **19**

Compliment the artist on his work and leave?

Turn to **2**

Or if you have not done so before do you wish to look at the picture of

The sword?

Turn to **383**

The Battle scene?

Turn to **100**

221

The room is dark, as the crystals lighting the walls are chipped and waning. There are two exits; one marked with a blue-grey curtain (turn to **151**), the other a plain tan (turn to **341**).

222

You tell Ungoth the number of the Wrath of Hashak. If he were alive, you’d swear there was a moment of stunned silence.

“That is a shock,” he says. “An adventurer that knows all the answers. You may pass.” The Skeleton Lord’s right hand indicates the path that continues past his throne and on towards the doorway on the far side of the cavern.

Not entirely trusting Ungoth, you begin to make your way past the throne when he suddenly moves. You have almost drawn your weapon though before it dawns on you that he is just extending his right hand towards you so you can shake it. “Congratulations,” he says, to emphasise a point.

If you want to shake the Skeleton Lord’s hand, turn to **265**. If you refuse and keep walking, turn to **97**.

223

You wait longer until you cannot stand the tension any longer. You open the door and walk through. The sight that greets you is not a pretty one. The blond Trialmaster lies on the floor in a pool of his own blood. The door beyond is sealed and without his help you can go no further. Perhaps you will be rescued when they come to prepare

for next years show. Or maybe succumb to one of the other dangers in the Deathtrap dungeon. Either way, your adventure ends here.

224

He looks disappointed. "It seems you have won, mortal. You are free to leave. The way out lies true only to elfin eyes. The stone shall be you guide."

He tosses you a small white stone, with a hole in it. As you peer through it a silvered trail appears, winding upon the floor like a string. You follow it and soon the mists clear at the other side of the cavern. Turn to **397**

225

You have barely pulled out a few clinking gold pieces, but the creatures are already reacting with obvious disgust. You shove the coins back into your pack, and draw your weapon, just as all three creatures raise their clubs and charge towards you. Turn to **92**, but reduce your Attack Strength by 1, for the first round of combat only.

226

This room has a curved roof, giving the effect of a tunnel. At each end is a different coloured curtain. Will you take the yellow end (turn to **82**) or the red end, (turn to **340**)?

227

You send in your own cavalry, but the horses have little effect, having difficulty in the dense trees. Having grabbed the initiative by sending them first, your opponent eventually gets the upper hand, though his forces are a little ragged by the end. With more versatile forces at his command, he finds it easy to wipe out what infantry you have left. You have lost the contest. Turn to **242**

228

You continue along up the tunnel until it comes to a fork once more. The right hand path has a crude sign hung upon a rusted gate with rough string. It says "Lower Living Area." Do you take this path (turn to **215**) or take the left, (turn to **289**)?

229

As you come down the passage, you see a large set of double doors set in the passage ahead of you. Coming closer, you see they are made of blackened stone, and feel slightly warm to the touch. You look around for a doorknob, but find nothing of the sort. However, you do find a lever set into the wall just to the left of the doors. Will you pull the lever (turn to **154**) or return down the passage (go to **250**)

230

As you hit the sentinel with the winning blow there is another blinding flash and as your vision clears the Treasure has reappeared but this time where the sentinel was standing. The ring is still placed next to the far wall and you walk over to the object and pick it up. It appears to be perfectly smooth with no discernible faults or scratches. You put the ring away and leave the room exhausted from your encounter with the Sentinel. Turn to **238**.

231

You leave the dusty passage into the room beyond. It is lavishly decorated, with dark furniture, made from heavy Sardathian oak. A desk squats in the centre and a small cupboard lies along the east wall. Do you look on the desk, (turn to **251**) search the cupboard (turn to **184**) or leave by turning to **275**?

232

You feel it is time to leave, but before going the gnomes present you with enough food for 3 provisions. If you tried to attack the gnomes, they present you with a cleaver to use as a weapon if you have no other (restore only 1 point of SKILL due to limited use as a weapon). You thank the three cooks and leave the room, turn to **262**.

233

Evading a last slash of claws, you deliver a killing blow, and the beast slumps to the floor, darkening the sand with its lifeblood. You venture cautiously into the cave that was the monster’s lair. Lit by one solitary torch, the lair holds yet more corpses, debris, and rubble. To the north there is a narrow crack in the cave wall that leads into yet another torch-lit corridor.

Searching through the mess you find three items in particular that catch your attention – a curved scimitar engraved with mysterious black runes, a large scrap of animal hide on which has been scrawled a message of some sort, and a clay stoppered gourd that apparently contains some sort of liquid. You can:

- | | |
|------------------------------|--------------------|
| Pick up the sword | Turn to 310 |
| Read the message on the hide | Turn to 330 |
| Open the gourd | Turn to 376 |

Or, you can ignore these items and venture into the northern passageway – turn to **139**

234

In the right hand wall is a door. Will you go through it (turn to **24**) or continue down the corridor? (turn to **238**)

235

Your head spins as you sniff some of the herb. Adrenaline courses your veins as the drug courses through your system. Add 2 points to your SKILL for the next two battles. But Adgana is not outlawed without reason. Roll 1 die and consult the table.

- 1-2 Nothing happens
- 3-4 You feel ill at the herbs effects. Lose 2 STAMINA points
- 5-6 You have an allergic reaction to the herb, which induces painful vomiting. Lose 4 STAMINA points.

Return to the reference you were at previously.

236

“Wrong,” the puppet answers flatly. “You know, I hate people with inferior minds. You will never leave here alive.” If you try to reason with it, turn to **21**. If you hack at it, turn to **210**.

237

This room has a broken floor and you have to climb over piles of rubble to get to the exit you want- a black curtain to the east (turn to **334**) or a blue one to the south (turn to **284**)?

238

Continuing north, the path forks. Will you take the left fork (turn to **350**) or the right (turn to **287**)?

239

The cupboard does not go flush with the wall. Pulling it slightly you use your weapon to confirm your suspicions and pry off the back. It has a false compartment! Within is a small jar, labelled Floating Oil. The label mentions it is not strong enough to hold a person, but could make objects lighter and easier to use. If you coat your weapon with it before a combat it will make it lighter and quicker to wield, adding 1 to your SKILL. There are enough for three uses in the jar. Only one coating may be used at a time. Pleased, you put it in your pack. You may now search the desk if you haven't done so already, by turning to **251**, or leave by turning to **275**

240

This room has a curved roof, giving the effect of a tunnel. At each end is a different coloured curtain. Will you take the blue end (turn to **391**) or the brown end? (Turn to **324**)

241

There is only one exit from this room, back the way you came. Return to **389**

242

“The human has lost his forces! It seems you fail the contest, then. However, you are free to leave. If you can find your way out of the mists, that is...”
They melt back into the fog from where they came. You call out to them, but you hear no reply. You are doomed to wander the mists for all time, for you will never find your way out of them. Your adventure ends here.

243

You see Carnuss duck under a heavy granite door at the end of the amphitheatre. It closes behind him with a thump. The Trialmaster lies in his own blood on the floor. He lets out a groan. “Stop him...” he chokes. “One so evil cannot be allowed to win the Trial of Champions. The password is Gargantis... and beware- not all is what it seems outside...” With that he draws one last ragged breath and dies.
You stride up to the door and say the password. It moves up with a shudder and falls behind you with a boom. You stride up the tunnel, at the end of which is daylight. Could this be the end? Turn to **357**

244

Inside, you find a room full of statues carved out of pure platinum! Men, dwarves, elves, halflings, even the odd Orc or goblin. All of them are life-size, and you shudder as you realise they all have horrified expressions on their faces. Most of them are screaming a scream of denial, or appear to be begging for mercy. You look around

uncertainly, wondering what to do. At that precise moment, the double doors slam behind you, and a small, grinning hobbit appears out of nowhere. He snickers up at you in a nasty manner. His garish robes look vastly oversized on him, but for his incredibly fat stomach. He looks wider than he does tall, his stomach grossly oversized, the size of a troll's head. He seems to be waiting for a response. Do you attack (turn to **205**) or talk to him (turn to **165**)?

245

Teeth gritted, your hand bearing the Ring of Purity reaches out to shake that of Ungoth the Skeleton Lord. It is a horrible feeling and you brace yourself for some last necromantic trick. Nothing happens.

Ungoth starts to withdraws his hand and laughs. “You were expecting a gift then I take it? That I can...” Abruptly he withdraws his hand and holds it up before him. You glance down and see that the gem on the Ring of Purity has quietly shattered. A tiny amount of white powder trickles from the shards. Cross the Ring of Purity off your *Adventure Sheet*.

Looking back at Ungoth, you see that his hand has begun to dissolve into dust, and that the ring’s sorcery is also beginning to affect the rest of his skeletal frame. Strangely, the Skeleton Lord is almost completely silent as he becomes dust before your eyes. Right at the end however, you hear a faint murmur: “...how galling, just like old Darramou...”

Soon he is nothing but a small cone of dust, which is quickly blown away. There is nothing left on the throne apart from tattered robes and a corroded ring of metal, which you ignore. For defeating Ungoth the Skeleton Lord, you may add 3 Luck points, although you cannot exceed your Initial Luck score. You walk the long path to the far side of the cavern and enter a doorway leading into a northbound corridor. Turn to **29**.

246

The corridor meets up with another in a wide-open area, with another tunnel leading north. Not wishing to backtrack by taking the other tunnel, you take it. Turn to **368**

247

The journal starts out detailing minor details of the life of a young wizard, but a few entries from the end it mentions his being hired into the dungeon. The last entry reads-

Third Winds, 293 After Chaos
These DAMN headaches! Will they never end? My quarters within the dungeon are beginning to STIFLE me. It is possible I may leave them soon to explore further. I know the Baron would disapprove, but he can do NOTHING to me! The pains are worse now. It is taking more control every day to stay myself. But I can conquer them, they are UNDER CONTROL. What worry me are the memory lapses. I had one yesterday morning. It took an hour for my life to return. I just hope they stop soon. Contestants may reach my quarters soon. I must prepare.

Jerail

You pocket the journal. Do you wish to search the cupboard (turn to **184**) or leave? (turn to **275**)

248

This is the last stretch, but you can see the holes from here where spring-loaded spikes will raise from the floor. Will you take the left (turn to **268**) the right (turn to **292**) or the middle (turn to **147**) on this final straight?

249

I understand your motivations for asking me that but please be aware that the Baron lets no one know the secrets of his dungeon in their entirety. I can tell you, however, that within this very room help may or may not be at hand.” He cackles once more.

Do you wish to ask the artist about the paintings in the room? Turn to **344**
Or are you tired of the artist and his annoying laugh? Turn to **204**

250

The passage soon ends at a spiral staircase heading down. Do you wish to descend the stairs by turning to **72** or return up to take the other passage at **229**?

251

The desk has little on it. A burnt out candle is little more than a blob of red wax, and a pot of ink lies spilt over some papers. Just at the edge of the pool lies a small journal. In gold leaf upon the cover are the words- Journal of Jerail Spellslinger. Do you wish to read it? If so turn to **247**. If not you can either turn to **184** to search the cupboard or leave by turning to **275**

252

The Faerie takes the left and you smile as you see him stumble out of the corner of your eye, courtesy of a falling trapdoor. Note he has set off one trap. Turn to **369**

253

You feel a burning sensation on your hand as you try to open the door. Looking down, you see what appears to be a blackish-mauve substance on your hand. You also see a tiny cut. Apparently, the door had a small springing blade trap, which then unleashed some of the poison onto your hand. This is your last thought before the poison kills you.

254

You pull your hand out just in time to avoid a dart. Having avoided this trap you take the sword from its resting position. Turn to **58**

255

Exits point north and west. The north curtain is a grey colour, whilst the western is a golden hue. Will you take the grey, (turn to **352**) or the gold, (turn to **91**)?

256

The Faerie takes the left and you smile as you see him stumble out of the corner of your eye, courtesy of a falling trapdoor. Note he has set off one trap. Turn to **369**

257

“Eh? Goin’ already? Alright, I’ll be seein’ ya!” he calls. You fight your way through the foliage and out of the other side and into another tunnel. Turn to **316**

258

Summoning your strength you swing your weapon at the glowing crystal. Roll 2 dice. If you score a double 1 or double 6 turn to **185**. If you score 3-6 turn to **77**. If you score 7-11 turn to **135**.

259

“Wrong,” the puppet answers flatly. “You know, I hate people with inferior minds. You will never leave here alive.” If you try to reason with it, turn to **21**. If you hack at it, turn to **210**.

260

“I’m afraid not. The illusions in the mists can fool anyone. However, you are free to leave. If you can find your way out of the mists, that is...”
They melt back into the fog from where they came. You call out to them, but you hear no reply. You are doomed to wander the mists for all time, for you will never find your way out of them. Your adventure ends here.

261

“The human doesn’t know! It seems you fail the contest, then. However, you are free to leave. If you can find your way out of the mists, that is...”
They melt back into the fog from where they came. You call out to them, but you hear no reply. You are doomed to wander the mists for all time, for you will never find your way out of them. Your adventure ends here.

262

You are back in the main corridor again. Now, if you haven’t done so already, will you open the first door on the left (turn to **22**), the second door on the left (turn to **299**), the first door on the right (turn to **273**) or the second door on the right (turn to **323**). Alternatively you may continue down the tunnel into the darkness beyond (turn to **331**).

263

You throw the water over the Elemental but it evaporates immediately. The creature does not even seem to notice. You will have to use something else:

If you have a scroll, turn to **171**.

If you do not have a scroll, turn to **36**.

264

You slip the stone bracelet over your wrist. Unfortunately it is cursed with the magic of a Chameleonite shaman and it instantaneously constricts around your arm, causing considerable pain. You scramble frantically at your wrist in a bid to remove the bracelet, but it appears to be stuck there. Reduce your SKILL score by 1 and note the stone bracelet on your *Adventure Sheet*, although you can never remove it. Still clasp your wrist, you stagger from the cave and into one of the tunnels leading from the cavern. Will you head west, (turn to **98**) or north, (turn to **120**)?

265

Teeth gritted, you reach out to shake the hand of Ungoth the Skeleton Lord. It is a horrible feeling and you brace yourself for some last necromantic trick.

Nothing happens.

Ungoth starts to withdraw his hand and laughs. “You were expecting a gift then I take it? That I can supply you.” Something small and white leaps out from the hem of Ungoth’s robe and lands on the back of your extended hand. Before your horrified eyes it starts burrowing beneath your skin. Too late you realise it is a FLESH GRUB, and frantically you try to dig it out, whilst Ungoth’s manic laughter rings out around you. By the time you remove it and crush it beneath your foot, you have suffered considerable damage to your hand. Reduce your SKILL by 1 point and your STAMINA by 2 points.

Ungoth has stopped laughing but you think it wise not to tangle with the Skeleton Lord any further and hurry down the path towards the far doorway. The chill silence behind you is deafening and when you reach the doorway, your body is already cloaked in a cold sweat. With a last hate-filled look at Ungoth’s throne, you stagger out of the huge cavern and find yourself in a passage leading north. Turn to **29**.

266

The cavalry makes three more attempts on your infantry and each time they hold firm with the aid of the archers. Soon the horsemen are caught in a trap as your flank them with your own cavalry and they are unable to escape. Will you now charge your own forces at the carriage? (Turn to **346**) Or send a few cavalry scouts ahead? (Turn to **56**)

267

The food is plain but filling. Add 2 STAMINA points. The wine however is a little bitter. It has also been cursed by the Trickster. Next time you use LUCK (whether a test or in battle) you will be unlucky. Adahn smiles and ushers you out after you have finished. You leave along the corridor you entered by. Turn to **246**

268

He takes the right and as you pound on you see the spikes lash up between you, missing you both. Turn to **168**.

269

The door opens easily, and you see several large, ramshackle bunk beds scattered about the room, as well as all sorts of miscellaneous junk. A table and three chairs covered in coins and playing cards, along with several tankards, completes the picture. The room has a horrible stench, and you nearly retch as you take in the scene in front of you. Two large, warty-skinned TROLLS stand fighting a man in red-lacquered armour in the middle of the room. Four other trolls are already dead, their reeking blood pooling on the floor, and the other two appear to be joining their fellows in the realm of Death. The man skewers one in the chest and beheads the other with his huge axe, and he turns and notices you without even noticing the Trolls. It is the large Northman who entered second in the Trial of Champions. He raises his

axe at you. “What do you want?” he barks. If you want to talk to the Northman, turn to **94**. If you want to attack him-he is one of your rivals, after all, turn to **46**

270

As you press the Crown, it lights up. Suddenly, the box explodes in your hand Lose 1 SKILL point and 4 STAMINA. Whatever was in the box is gone now, so, cursing, you continue up the passage. Turn to **69**.

271

“HELP? Tell me WHO I AM!!” He is getting worse. Do you have a journal? If you do then convert his first name into numbers (A=1, B=2, etc) and turn to that paragraph. Else he gets more and more irate until you are forced to draw your weapon before he hurts you. Turn to **37**.

272

As you enter a large shape jumps forward, a large fanged green face leering awfully in your face. It shouts loudly- “Boo!”
Your weapon is already swinging to connect against the creature, but as soon as it hits a wave of heat covers your body, causing you to scream in agony. The last thing you hear as you die is the demented giggle of the creature at the glint on its finger of one of the Baron’s rings...

273

The door opens easily and you find yourself in a small cave. Large rocks are scattered on the ground, surrounding a giant humanoid-shaped hole in the far wall. It looks as if a piece of the wall itself had pulled itself free and walked off. Slightly unnerved by the sight, you turn and see what made it- a Rock Golem! If you have a scroll that can be used against earth creatures, turn to **342**. Otherwise, you have a fight on your hands!

ROCK GOLEM

SKILL 9

STAMINA 12

The Rock Golem’s skin is so tough that edged weapons will only do one point of damage against it. The Chameleon Blade, if you have it, will wound it normally. If you win, leave by turning to **262**

274

“I’m afraid not. The illusions we cast by magic can fool anyone. However, you are free to leave. If you can find your way out of the mists, that is...”
They melt back into the fog from where they came. You call out to them, but you hear no reply. You are doomed to wander the mists for all time, for you will never find your way out of them. Your adventure ends here.

275

The tunnel splits into two here. One goes right and ends in a heavy wooden door. The other continues onwards. Will you continue (turn to **246**) or go towards the door (turn to **272**)

276

You make a mad dash for the cave mouth horrifically aware of the monstrosity behind you. It howls in fury and turns to pursue. You dart into the cave, and see a low stone doorway glimmering with distant torchlight ahead, through the gloom and stench. Even as you run through into the corridor beyond you feel the warm fetid breath of the monster on your neck, but you make it, narrowly avoiding one of the Tarator's taloned paws that comes snaking through to grab you. The Tarator is too large to follow through the doorway, and its screams of frustration curdle your blood as you turn and start walking northwards along the corridor. Turn to **139**.

277

Flanked by the twin rows of pillars, you stride towards the altar at the far end of the hall. Through the murky haze, you see that the altar is, like the flagstones, carved from basalt. You can vaguely make out what appears to be a small greenish idol resting atop the altar. You hear the faintest of noises behind you however, and spin around to see a dark figure jump from behind the southern row of pillars. It has hurled some sort of metallic sphere at you, and before you know it, the sphere hits you on the chest, erupting in a mass of silvery spikes and barbs, sinking deep into your flesh. You have been hit by an arcane weapon known as a Murder Sphere. Roll one dice. This is the number of spikes that have hit you. Roll a second dice. This is the amount STAMINA you lose per spike. Multiply these two numbers together and subtract the resulting number from your current STAMINA score. If your STAMINA has now been reduced to zero, then you have died here in the hall of smoke and mirrors. If your STAMINA is greater than zero, you have survived. You charge towards the dark, cloaked figure, weapon drawn. Turn to **143**.

278

You take a sip of the hot liquid. Ye Gods! It's foul! Do you make an excuse and politely leave, by turning to **257** or do you attempt to chat to him? (Turn to **158**) You could always try to impress him by actually trying to drink the home brew by turning to **201**.

279

The drawer in the room contains nothing but mouldy shirts, scraps of armour, and a broken shield. The ale in the tankards smells foul, and you decide to ignore it. You frown in disappointment as you realise the coins on the table are merely iron. The Trolls have four Gold Pieces between them, and the Northman, in addition to his axe, carries an unusual parchment scroll, written in the southern tongue, and a large coil of rope. You take them both, as well as any money you may have handed over to him. You are about to leave when you consider the Northman's axe. If you want to wield it yourself, you must subtract 2 from your Attack Strength due to its weight and your inexperience with such a heavy weapon, but you may subtract 3 STAMINA points from your enemies every time you win an Attack Round in combat. However, the axe is not magical in any way. If you want to try examining the parchment scroll, turn to **181**. If you want to leave and continue walking up the tunnel, turn to **228**.

280

A small phosphorescent glow hangs around the creature floating before you. Hovering like an obscene floating jellyfish, the creature is just a huge eye, with tentacles

hanging down, covered in thick mucus. You shake with fear at the sight of it. You face an ancient SHOCKER KING! (**)

SHOCKER KING

SKILL 10

STAMINA 16

The fear from this opponent puts you off your stroke. Deduct 2 SKILL points during this combat. The thick mucus is in fact acidic and if you are struck, you must lose 4 STAMINA points. But that is not its most deadly defence- after every round roll a die. If you roll a 6 then turn immediately to **54**. However all is not bleak. If you have the chameleon blade it sings in your hand and almost attacks of its own volition- it will do 4 points damage to this opponent. Beware- this is a truly dangerous foe! If you win, turn to **39**.

281

You face the ferocious cavern beast.

TARATOR

SKILL 8

STAMINA 13

If you reduce the Tarator's STAMINA to 0, turn immediately to **233**. If the Tarator reduces your STAMINA to 0, then the last memory you have is of being lifted in the beast's paw towards its slavering mouth, and your last sight is of the splintered bone of a previous victim wedged between two of the Tarator's back teeth. Your adventure ends here.

282

You watch in amazement as your skin changes tone and colour to match that of the surrounding cavern. Note on your *Adventure Sheet* that you have the ability of 'chameleon skin'. Still marvelling at the way your skin colour ripples and changes as you move about the cavern, you ponder a course onwards. You can leave this place via the western tunnel (turn to **98**), or the northern one (turn to **120**).

283

"..gratulations Knight. You may pass. The password is Gargantis." You catch the blond man saying. He turns and sees you. "Cheat! You were told to stay in the room!" His hands weave in a complicated motion and you see him grow. Or rather, it is you that are shrinking! You try to cry out but cannot. You scuttle into a corner, your eight legs a blur. Your faceted eyes see the Knight strike down the wizard from behind before striding over to where you are. His boot descends and the light is blocked out. Your adventure ends here.

284

There is a lime-green curtain blocking the way south and a white one to the north. Which one will you take- lime-green (turn to **286**) or white? (Turn to **237**)

285

A drawer holds four gold pieces, a small metal disk carved with runes and a scroll covered in a script you cannot read- but you think it may be Gnomish. You slip them in your pack. You may read the Shocker King (turn to **179**), The Summoning of Fire (turn to **159**) or leave by turning to **305**.

286

This room has polished metal walls that reflect the light and give the impression of an infinite amount of space. The only exceptions are the glowing crystals on the walls and the two exits, one marked by a blue curtain (turn to **284**), the other by a white (turn to **294**).

287

You turn a corner on your left and almost trip over a young man, sitting in upon the floor. His robes are soiled and his eyes wild. A small, once trimmed beard is starting to look a little ragged. Upon his robes are the letters JS. He looks at you with something like confusion. "I... I don't know where I am." He breaks down into tears and sobs, his breath ragged. "I don't know WHO I am! HELP me! Ye gods, the pains, it hurts, it HURTS!" He is starting to get hysterical. Will you attack him, before he gets more irate (turn to **37**) or ask if you can help him? (Turn to **271**)

288

You continue along the tunnel passing glowing crystals on both sides until you come to a door on your left. The door is made of oak and has a large brass handle in the middle. Will you:

- Attempt to open the door?
- Continue along the tunnel?

- Turn to **207**.
- Turn to **395**.

289

After a while another path joins your own. Both continue north. Turn to **169**.

290

"Then prepare to defend yourself!"

FAERIE

SKILL 9

STAMINA 12

If you wish to spare him when he drops to 2 STAMINA, turn to **212**. If you finish him off, turn to **191**

291

The food is plain but filling. Add 2 STAMINA points. The wine is equally delicious. It is also imbued with the blessings of the tricksters. Note that the next time you use LUCK (whether a test or in battle) you will be lucky. Adahn smiles and ushers you out after you have finished. You leave along the corridor you entered by. Turn to **246**.

292

This time, the Faerie tries to take the right. Will you let him and move to the left (turn to **268**) or the middle (turn to **147**) or will you force him off into the middle (turn to **313**) or the left (turn to **127**)

293

Eventually you find yourself back at the gate, leading out of the living quarters, gain 1 LUCK point. You head upwards and along the corridor, turn to **289**.

294

This room has an exit to the north and one to the east, leading back into the room you first entered the maze by. Will you go back to this first white room, through the white curtain (turn to **399**) or will you go north through a lime green exit? (Turn to **286**)

295

“You have made this so easy”, says the wizard as you rush towards him. “By attacking me my oath allows me to kill you!” With that a fireball forms in the wizard's hand. He raises his hand and the fireball rushes towards you engulfing you in flames. You soon lose consciousness, which is a relief from the pain of being burned alive. Your adventure ends here.

296

You cross the line second, just behind the quick Faerie.
“So- the human has lost the race!” he exclaims. “It seems you fail the contest, then. However, you are free to leave. If you can find your way out of the mists, that is...”
They melt back into the fog from where they came. You call out to them, but you hear no reply. You are doomed to wander the mists for all time, for you will never find your way out of them. Your adventure ends here.

297

You turn to leave this strange hall of mirrored smoke. As you do so however, you catch a glimpse of movement from the corner of your eye. Spinning around to confront whatever lurks here, you see a dark figure dart from amongst the southern row of pillars. It hurls a silvery sphere towards you and you instinctively dodge to the side to avoid contact. Roll two dice and test your SKILL. If you roll greater than your current SKILL, turn to **333**. If you roll equal to, or less than, your current SKILL, turn instead to **203**.

298

As Carnuss falls, the illusory crowd bays. You look around for a way out of this illusory room and spy a small door behind the podium. You enter and sure enough, you are back in the crystal-lit passages. However at the end of this passage you can see true daylight. You stagger out into it.

Turn to **400**.

299

The door swings open and you enter what appears to be a guardhouse. A large wooden table sits in the middle of the room, on which sit empty mugs and chewed bones. A crudely made dartboard sits on the far wall, and a few pikes are piled in the corner. You may take a pike with you to use as a weapon if you wish (regain any lost SKILL). Finding nothing else of interest in the room, you leave (turn to **262**).

300

A small phosphorescent glow hangs around the creature floating before you. Hovering like an obscene floating jellyfish, the creature is just a huge eye, with tentacles hanging down, covered in thick mucus. You shake with fear at the sight of it. You face an ancient SHOCKER KING!

The fear from this opponent puts you off your stroke. Deduct 2 SKILL points during this combat. The thick mucus is in fact acidic and if you are struck, you must lose 4 STAMINA points. You are mindful of the words of the book and breathe carefully, taking care not to breathe deep near the creature. If you have the chameleon blade it sings in your hand and almost attacks of its own volition- it will do 4 points damage to this opponent. Beware- this is a truly dangerous foe! If you win, turn to **39**

301

This room is covered in little dots, painted on the walls. The only plain things are the curtains leading out of the three exits. There is a light blue (turn to **124**), a light teal (turn to **318**) and an indigo curtain (turn to **161**) with which to leave.

302

You leave the poor wretch snivelling behind you and continue into the Dungeon. Turn to **25**.

303

There is a large lump in the middle of the floor. You examine it closely, but it seems to be just that- a lump. Shrugging, you leave. Will you take the orange curtain (turn to **306**) or the white, which leads back to the maze entrance? (Turn to **399**)

304

You offer the CHAMELEONITES a ring (cross it off you *Adventure Sheet*). The lead CHAMELEONITE grabs it from you and examines it closely. Suddenly, it looks up at you with swivelling eyes, spits at your feet, and hurls the ring over its shoulder and into the fire. At this, all three creatures raise their clubs and charge. You barely raise your weapon in time. Turn to **92**, but reduce your Attack Strength for the first round of combat by 1.

305

The tunnel meets another joining it from the southwest. You continue north. Turn to **288**.

306

There is a yellow curtain to the east and a red one leading south. Which will you take- yellow (turn to **142**) or red? (Turn to **303**)

307

A dart hits your sword arm. Numbness envelops your arm as the poison takes effect. The pain is intense but does subside slowly. However you lose 2 SKILL points. You take the sword praying that it was worth the effort. Turn to **58**.

308

You wander through the living area of hundreds of filthy creatures. Winding tunnels and cramped caves soon have you lost. Roll 1 die to decide the direction in which you head. If you roll 1-2, turn to **371**. If you roll 3-4, turn to **386**. If you roll 5-6, turn to **148**.

309

There is only one exit from this room, back the way you came. Return to **124**

310

You pick the scimitar up and marvel at its balance and well-honed blade. Unfortunately it has also been cursed by a priestess of Avana, the Allansian goddess of Luck. If you want to take the cursed scimitar, note on your *Adventure Sheet* that it adds one to your Attack Strength when you use it in battle. However, in every battle you use the scimitar you must deduct one from your current Luck score. This is not restored at the end of the battle, as the scimitar is essentially draining your Luck every time you use it. If you haven't already done so, you can:

- | | |
|------------------------------|--------------------|
| Read the message on the hide | Turn to 330 |
| Open the gourd | Turn to 376 |

Or, you can ignore these items and venture into the northern passageway -Turn to **139**

311

You place the brass ring upon your finger. You realise it is the ring handed out to all the contestants at the start of the Trial of Champions. Unfortunately for you the rings are booby-trapped with magic, to prevent contestants from stealing each other's. There is a sorcerous explosion of green flame as the ring's trap is sprung, badly burning your hands. Deduct 4 from your STAMINA. If your STAMINA has been reduced to zero, then you have died here in the hall of smoke and mirrors. If your STAMINA is greater than zero, then you have survived. Cross off any other rings on your *Adventure Sheet* as the explosion has destroyed these as well. Cursing your own stupidity you consider your next move. If you have not done so already you can:

- | | |
|--|--------------------|
| Open the ebony snuffbox | Turn to 347 |
| Put on the golden ring | Turn to 359 |
| Or, you can investigate the altar | Turn to 75 |
| Or leave the hall and continue up the corridor | Turn to 353 |

312

“Well that’s downright inhospitable of ya. Don’t think I wan’ people like you traipsin’ inta ma home now. Git! Git out!” He’s ranting now and it looks as though he could turn violent. If you wish to attack him while he’s still ranting, turn to **354**. Otherwise leave, by fighting through the foliage and continue on your way. Turn to **316**.

313

He moves to the middle and howls in pain as a sharp spike lashes up and gashes open part of his leg. Note he has set off another trap. Turn to **168**.

314

You rummage hurriedly through your backpack, looking for something to offer the creatures. What will you give them?

A ring of any kind
An idol
Some gold pieces

Turn to **304**
Turn to **146**
Turn to **225**

If you have none of these, then the creatures raise their clubs and charge towards you.
Turn to **92**.

315

After following the corridor for what seems like an age, you enter an enormous cavern, apparently carved from within one of the foothills of the Icefinger Mountains. The walls and ceiling are covered with the bones and tusks of an entire herd of Mammoths, hanging over the cavern more menacingly than any stalactite. From the centre of the cavern's roof, a chandelier of flaming torches is suspended from an iron chain, illuminating a solitary throne in the middle of the chamber. The corridor you were following has become a stone path, surrounded by sand, and you advance cautiously towards the throne.

Closer in, you realise the throne has an occupant, namely a human skeleton, clad in fine robes of purple and gold, with a simple silver crown adorning its ivory skull. Then, to your horror, the figure speaks:

“Greetings Contestant! Few expected you to get this far...Now, however, you face no trial of strength, sorcery, or sleight of hand. I am Ungoth, Skeleton Lord and Trialmaster, and I challenge you to a simple test of observation. Answer my three questions and you shall pass onwards. However, should you fail, your adventure will surely end here...”

Ungoth's jaws stop clattering together and its tombstone voice falls silent. A foul wind seems to blow from nowhere, carrying the stench of death. You are about to take a step further towards the throne, when Ungoth speaks once more:

“The first question is simply this – how many Chameleonites infest this testing labyrinth?”

If you know the answer to this question, multiply that answer by 10 and turn to the reference indicated. If the reference you turn to does not make sense, or you do not know the answer, then turn instead to **336**.

316

Beyond the cavern is another passage. You follow it, until this too branches. Will you carry on ahead (turn to **289**) or turn right? (turn to **328**)

317

Several puppets dance out on the stage, and you sit, furrowing your brow in puzzlement. All of them are dressed like jesters, and they enact a bizarre slapstick fight. You suspect the puppets are magically animated, since you see no magic or puppeteers. As soon as the fight is over, all the puppets fall dead one by one. Soon, a large stuffed toy that you think looks much like Lord Sukumvit descends from the rafters of the stage, and speaks:

“I had invited four guests to my dinner party one night. When we were gathering for a cup of wine after dinner, one of my guests fell down dead. My resident priest

determined that he had been poisoned, which was quite shocking, since none of the rest of us suffered any ill effects. No magic was detected on him. How could the murderer have poisoned my guest?"

If you think the cup was poisoned, turn to **3**. If you think he was magically poisoned, turn to **236**.

318

This room has a curved ceiling and exits to the north and south, giving it the look of a tunnel more than a room. North is a brown exit (turn to **324**), whilst the other is purple. (turn to **301**)

319

You take the middle as he takes the left and see the ball swish down on the right missing you both. Turn to **248**.

320

You are in a squarish room filled with straw mattresses and various Orcish belongings. All are useless to you, so you move on, turn to **188**.

321

"Then we shall see if you are as swift as the Faerie!" he says. "We shall test your speed, balance, ability and foresight. We shall do this with a race. But no ordinary race. We shall race within a gauntlet."

He waves his hand and a section of the mists part. There is a track, adorned with spikes, trapdoors, swinging balls and prods.

"In the box above are the controls for each trap." He explains. One of the three traps in each of the three sections will be set off and whoever is in that section gets caught in it. Whoever makes it in the fastest time to the end is the winner. If you are still alive, that is..."

At the signal, you both race off. Ahead is a small rise, beyond which will be the first set of traps. Will you hug the left (turn to **103**), the right (turn to **252**) or the middle (turn to **256**)

322

You jump back startled, but the creature does not pursue. In fact it seems to be laughing! A hand reaches out and pulls off the 'face', actually a large mask, and reveals a young man, tears streaming down his face, adorned with tattoos of double facing arrows. "Oh! You should have seen your face; it was a treat! I'm Adahn." He extends his hand. Do you shake it? Yes, (turn to **193**) or No, (turn to **170**)?

323

You enter cautiously into a small circular room carved out of solid rock. The room seems bare, except for another grinning face painted onto the wall. Just as you are about to leave, the door slams shut, locking you in. Suddenly yellowish gas begins to flood in, and you unfortunately breathe some of it in. You fearfully wait for the consequences, but instead begin to feel happy. A wide grin splits your face, and a small chuckle escapes. Soon you are rolling around on the floor roaring with laughter, for no apparent reason at all. After a while you calm down and feel that you can continue, but every so often you lapse into a laughing fit. Reduce your Attack

Strength by 1 in the next 3 upcoming battles, as it would be likely you would not be taking them seriously. Stifling a laugh, you wander out of the room. Turn to **262**.

324

There are three exits from this room. The curtains are marked with colours. Which exit will you take?

Dark Green?

Turn to **240**

Turquoise?

Turn to **318**

Lime Green?

Turn to **119**

325

Do you wish to use water? Turn to **360**.

If you would prefer to use a weapon:

Do you have the Chameleon Blade? Turn to **388**.

If not turn to **332**

326

“Intriguing. But I’m afraid not. A lie can be spread and thus can fool anyone. However, you are free to leave. If you can find your way out of the mists, that is...” They melt back into the fog from where they came. You call out to them, but you hear no reply. You are doomed to wander the mists for all time, for you will never find your way out of them. Your adventure ends here.

327

With lightning reflexes you curl into a ball, dropping through space before extending yourself to land relatively softly on the floor of the dimly lit pit. The effect is slightly spoiled by a considerable amount of sand landing on top of you.

Brushing yourself off, you find yourself in a large cavern, with torches set high up on the walls, and various dismembered corpses scattered across the sandy floor. To the north is a dark cave mouth, and even as you contemplate your current predicament, a throaty snarl echoes out from the cave, and you sense the footsteps of something large stomping towards you.

If you want to face whatever beast lurks in the cave turn to **133**. Alternatively, you can attempt to hide in the cracks of the cavern wall. If you want to do this and have ‘chameleon skin’ noted on your *Adventure Sheet*, turn immediately to **113**. Otherwise, *Test your Luck*. If you are Lucky, turn to **113**. If you are Unlucky, turn to **173**.

328

The passage meets another coming from the south. You decide to continue north, as that is the nearest direction you were travelling anyway. Turn to **288**.

329

Do you have the Chameleon Blade? Turn to **183**.

If not turn to **332**

330

The message on the hide is written in hastily scrawled Allansian script, using what looks unpleasantly like dried blood. You decipher what you can:

“There are only six of us left now, six left out of three hundred and sixty-three.. How foolish were we to think Sukumvit would let us out after we finished building. All exits were blocked and our numbers decimated as we wandered these halls we made, now filled with ravening monsters. The end is near, I feel...”

You can take the hide with you if you want. Note ‘Hide (turn to **330**)’ on your *Adventure Sheet*, should you wish to reread the hide’s message. You can:

Pick up the sword

Turn to **310**

Open the gourd

Turn to **376**

Or, you can ignore these items and venture into the northern passageway -Turn to **139**

331

You continue along until you come to another door, set in the left-hand wall. Do you enter (turn to **231**) or continue along the passage? (**275**)

332

You rush to attack the Elemental. The heat is so intense as you close in on the magical creature that you feel your skin begin to burn. As your sword slices through the creature it melts on impact and your hands are hideously burnt as the heat passes through the metal of the sword. But the pain does not last long as you are disintegrated within seconds by the Fire Elemental’s first attack.

333

You are unable to dodge out of the path of the metallic sphere in time. It hits you full on the chest, erupting in a mass of silvery spikes and barbs, sinking deep into your flesh.

You have been hit by an arcane weapon known as a Murder Sphere. Roll one dice. This is the number of spikes that have hit you. Roll a second dice. This is the amount STAMINA you lose per spike. Multiply these two numbers together and subtract the resulting number from your current STAMINA score. If your STAMINA has now been reduced to zero, then you have died here in the hall of smoke and mirrors.

If your STAMINA is greater than zero, you have survived. You charge towards the dark, cloaked figure, weapon drawn. Turn to **143**.

334

There is only one exit from this room, back the way you came. Return to **237**.

335

“Wrong,” you answer. The puppet begins to protest, but emboldened by your chain of reasoning, you continue. “How could you have known the cup was poisoned if you weren’t the one who poisoned it in the first place?”

The puppet chuckles. “Very good. Thank you for participating, in my little game. The exit is through there. I do hope you enjoyed the show.” As the puppet speaks, a

portion of the far wall slides open, and you see more of the lighting crystals that mark the regular tunnels of Deathtrap Dungeon. The puppet salutes you and wishes you luck on your quest. Add 1 LUCK point, and turn to **370**

336

There is a chill moment of silence as you stand before Ungoth the Skeleton Lord. His bare skull shakes slowly from side to side, and you hear him mutter “Well, working for Razaak was certainly more challenging...”

He raises his right hand, snaps his bony fingers, and your heart instantaneously stops beating. Your adventure has ended here...

337

Test your Skill. If you are successful turn to **380**. If you are unsuccessful turn to **392**.

338

You find nothing in the cupboard of any use. You may search the desk, if you haven't done so already, by turning to **251**, or leave by turning to **275**.

339

“Ah! The human thinks himself a match for the mind of the Faerie! Then answer my questions three and you shall pass the test.”

*“Thrice four and twenty blackbirds
sitting in the rain
I shot and killed a quarter of them
How many do remain?”*

Turn to the paragraph with the right answer. If you do not know, turn to **261**

340

There are two exits to this rather plain room. One is to the east, the other to the west. Will you take the western orange end (turn to **226**) or the violet end? (turn to **114**)

341

There are exits to the north, east and west of this room. The western is grey (turn to **221**), the northern is lilac, (turn to **343**) and the eastern is light green, (turn to **367**).

342

You quickly mouth the words of the scroll and feel the energy build up inside you. As you complete the third run, you strike the ground with your weapon. Suddenly, there is a feeling of release and the Rock Golem moans. It staggers and topples, shattering as it hits the ground. Shaken, you leave the room. Turn to **262**.

343

This room is covered with ropes, strung from wall to wall. You fight your way through them to one of the three exits- either yellow (turn to **345**), tan (turn to **341**) or light blue (turn to **373**).

344

“Ah! I thought you would never ask. Yes, I am very proud of these pieces. They are all from my own hand, metaphorically speaking.” He laughs once again.

“I would explain what each one means but as they do say ‘a picture tells a thousand words.’ You can have a closer look if you wish.” Will you take a closer look at:

| | |
|-------------------|----------------------|
| The ceremony? | Turn to 220 . |
| The Battle scene? | Turn to 100 |
| The ornate sword? | Turn to 383 |

Or will you make your farewells and leave? Turn to **204**

345

This room has lots of little ants crawling over the floor. You shudder as they crunch underfoot. You quickly hurry to the exit. There is one marked with a bright green curtain (turn to **378**) and another with a lilac curtain (turn to **343**).

346

Your forces catch his archers trying to return to the carriage from out of the woods. Caught unprepared, they are ridden down by your cavalry. With your superior forces, the meagre defence left around the carriage is not a problem. You have won the contest. Turn to **224**

347

Carefully, you open the ebony snuffbox. Inside, you find it contains a fine yellow powder with a strong scent. Also, you notice an inscription on the inner surface of the snuffbox lid that says: “Da Rof of ‘Shak is 222””. You can take the ebony snuffbox with you if you wish. If you decide to take the snuffbox, write ‘ebony snuffbox (turn to **385**)’ on your *Adventure Sheet*. At any time, except during combat, you can snort the yellow powder contained within, and find out what effect it has on you, by turning to paragraph **385**. You must make a note however, of what paragraph you are on at the time, as **385** will not direct you back there. Now, if you have not done so already, you can:

| | |
|-----------------------------------|--------------------|
| Put on the golden ring | Turn to 359 |
| Put on the brass ring | Turn to 311 |
| Or, you can investigate the altar | Turn to 75 |

If you have done these things already, or do not wish to do so, you can leave the hall and continue up the corridor by turning to **353**

348

The door swings open silently. You enter a well-lit room, stacked from ceiling to floor with books. A large wooden desk sits in the centre of the room. A quick search reveals most of the books to be useless, but two draw your eye- One is entitled “The Shocker King” and the other “The Summoning of Fire.” Do you wish to read either the Shocker King (turn to **179**), The Summoning of Fire (turn to **159**) or examine the desk (turn to **285**)? If not leave by turning to **305**.

349

There are two exits to this room. A pink one to the east, a yellow one south. Will you take the pink, (turn to **381**) or the yellow, (turn to **365**).

350

Walking cautiously down a stone corridor heading northwards, you pass an open doorway on the right leading into a smoky, pillared hall. You can see an altar of sorts at the far end of the hall, though you cannot make out what lies on the altar itself. Do you enter the hall to investigate (turn to **194**), or do you ignore the hall and continue northwards (in which case turn to **353**)?

351

The Demon's body disappears with a howl of rage as it falls to your relentless blows. Going back to the book you see the text fading and new words appearing in their place. Your excitement mounts as you see it is a spell for summoning fireballs. You may cast the spell at the start of any combat and it will do 1-6 damage to your opponent automatically. Once read, the lettering will fade and the book will become useless. Will you examine the desk (turn to **285**) read the other book (turn to **179**) Or just leave (turn to **305**)?

352

This room is covered with ropes, strung from wall to wall. You fight your way through them to one of the three exits- either dark blue (turn to **355**), orange (turn to **389**) or bright green (turn to **255**)

353

You reach the end of the passage at an archway, covered with a thin curtain. There is no noise beyond, but a faint light shines through. There is no other way onwards, so you cautiously pull it aside and enter. Turn to **73**

354

As soon as you draw your weapon he stops his ranting and lets out a shrill whistle. The buzzing from the hive turns into a roar as the bees rise and swarm around you. Their stings burn your skin, and they crawl under your armour until you tear it off in order to crush the invading insects. They sting you all over, and soon you start to choke as your windpipe swells from the stings. The last sound you hear is that of the Bee Keeper's cackling laughter...

355

There is only one exit from this room, back the way you came. Return to **352**

356

“You are right of course! The oath prevents me from personally harming you. Thus I will not ‘personally’ harm you.” He laughs as he turns to face the centre of the circle. He raises his arms and begins to mutter some unintelligible words under his breath. You look around waiting for something to happen but the only thing you see is the wizard take a step back and lower his arms. But then you notice the runes in the centre of the circle begin to glow. At first they seem to pulsate from white dust to red hot lines. Then the glow becomes more intense and the room feels like it is shaking. You begin to sweat, but it is not with fear. The temperature within the chamber has

increased and as you look at the centre of the circle, it appears that the rock itself is beginning to bubble! A form begins to rise slowly, from what can now only be described as lava. It is hard for you to look directly at this spectre because it is so bright. Your heart is now beating powerfully as you realise that you are in the presence of a Fire Elemental, a truly awesome being!

Now fully emerged, the Fire Elemental faces the wizard and a voice that seems to hiss and seethe with fury fills the room, "I have been summoned from my plane only to find myself hidden from heat! State your reason!"

Will you take your chance now to attack the Elemental from behind, (turn to **325**) or will you wait to face the creature (turn to **122**)?

357

You walk out into the light, blinking. The crowds around are baying and when you emerge the cheers double. Carnuss is kneeling in front of the duke upon a wooden podium, about to receive the winners' laurel. But in his hand he holds a dagger. You shout out, but it is too late. He plunges it into the duke and twists the blade, with a cry of triumph. But the duke does not fall. His hand shoots out and grabs that of Carnuss. It blackens and turns fleshless. This is no Sukumvit! This is a trap- the crowds around an illusion! Carnuss twists free and slashes at the demon with his sword. The demon is powerful, but it was relying on surprise. It is no match for the armoured warrior. As it falls he turns to you and sneers, "Only one can defeat the dungeon. I must avenge my father's death and you cannot be allowed to stop me." Raising his sword he charges at you. You must fight!

CARNUSS

SKILL 12

STAMINA 18

His armour deducts 1 point from the damage that can you inflict, although if you are lucky enough to possess the Chameleon Blade you can damage him in the normal way. His sword is magically sharpened, doing 3 points of damage per strike. There is no escaping this battle! If you win, turn to **298**

358

The little man sees your sword and runs away at speed. You give chase but after less than ten paces he has disappeared! Amazed and baffled at the speed of the little man you continue into the Dungeon. Turn to **25**.

359

You slide the golden ring from the finger of the dead Man-Orc, and place it upon your own. The blue stone set on the ring is large, and within it you can see a tiny amount of white powder, imbedded in an internal cavity. It is then you realise this is a Ring of Purity, a potent weapon against the greater undead. The blue gem on the ring is fragile, and when crushed, will release the white powder which will destroy any undead it comes into contact with. Note the Ring of Purity on your *Adventure Sheet*. If you are ever given the chance to shake hands with a greater undead, turn to the paragraph indicated in the text. Do not read that paragraph however; instead deduct 20 from the paragraph you are on at the time, and turn to the new paragraph indicated. For example, if given the choice 'Shake the Skeleton's Lord's Hand – turn to **368**', you would instead turn to **348** if you wanted to use the Ring of Purity against the

Skeleton Lord. Marvelling at your good fortune, you consider your next move. If you have not done so already you can:

| | |
|--|--------------------|
| Open the ebony snuffbox | Turn to 347 |
| Put on the brass ring | Turn to 311 |
| Or, you can investigate the altar | Turn to 75 |
| Or you can leave the hall and continue up the corridor | Turn to 353 |

360

You throw the water over the Elemental but it evaporates immediately. The creature does not even notice. Turn to **122**

361

As they charge after the fleeing cavalry, arrows fly out of the woods. The cavalry wheel and turn the rout into a crushing defeat. With so many of your men killed, the rest of your forces are torn to pieces. You have lost the contest. Turn to **242**

362

This room has a curved roof, giving the effect of a tunnel. At each end is a different coloured curtain. Will you take the blue end (turn to **178**) or the light blue end (turn to **394**)?

363

Ungoth's jaw moves, saying, "So good, adventurer, so far...The final question you must answer to pass through the portal beyond..." - at this point, you realise the path you followed into the cavern extends behind Ungoth's throne, to a far doorway in the northern wall. - "...is this: What number is the Wrath of Hashak?" If you know the answer to this question, then turn to the paragraph corresponding to the number of the Wrath of Hashak. If the reference you turn to does not make sense, or you do not know the answer, then turn instead to **175**.

364

The stone passageway you have been following starts sloping downwards, becoming more and more decrepit with every step. Soon, it is little more than a cave like tunnel, burrowing deeper into the heart of Deathtrap Dungeon. Before you know it however, it has opened up into a large cavern. You briefly notice tunnels leading away north and west, as well as a low cave mouth to the east, but your attention is fixed on the centre of cavern.

Here, around a crackling fire, three weird figures get slowly to their feet. They are humanoid, but with grey, stone like skins, the heads of some strange reptile, with eyes that revolve in their sockets, and long tails, coiled tightly behind them. Hefting crude wooden clubs, they advance towards you. Will you:

| | |
|------------------------------|--------------------|
| Fight them | Turn to 92 |
| Flee the cavern | Turn to 87 |
| Talk with them | Turn to 28 |
| Or offer a gift of some sort | Turn to 314 |

365

This room has a curved roof, giving the effect of an L shaped tunnel. At each end is a different coloured curtain. Will you take the light grey end (turn to **349**) or the light green end (turn to **396**)?

366

Searching the bodies of the Chameleonites you find nothing of interest. You also inspect their clubs, but find these to be merely worm-ridden pieces of wood, and far inferior to your own weapon. However, staring disgustedly at the corpses, you recall that the blood of Chameleonites, when smeared onto bare skin, is said to have magical properties.

| | |
|---|--------------------|
| Do you want to apply Chameleonite blood to your skin? | Turn to 164 |
| Or, you can search the eastern cave (if you have not already done so)? | Turn to 398 |
| Or, leave via the western tunnel? | Turn to 98 |
| Or the northern one? | Turn to 120 |

367

There is only one exit from this room, leading back the way you came. Return to **341**

368

At the end of the passage you reach a door and as there is no other way forward you try the handle. The door is unlocked and you open it to find yourself in what appears to be a small library. The walls of the room are lined with bookshelves containing an array of leather-bound tomes. At the far end a fire roars in an ornate fireplace above which is a painting of what appears to be city bathed in an ominous orange light. In front of the fire are two chairs sitting opposite one another and in one of those chairs is an old man with a grey beard. As he looks up at you he closes the book he was reading and beckons you over asking you to take the seat opposite him.

| | |
|---|-------------------|
| Will you accept his offer and take the seat? | Turn to 7 |
| Will you walk over to him but say that you would prefer to stand? | Turn to 33 |
| Will you attack the old man? | Turn to 85 |

369

Again, the Faerie tries to take the left. Will you let him and move to the right (turn to **199**) or the middle (turn to **319**) or will you force him off into the middle (turn to **382**) or the right (turn to **218**)?

370

Leaving the Trialmaster's room behind you walk down the tunnel, which gradually bends east. As it does, you come to a fork, one turning northeast, and the other continuing on. Down the northern tunnel, you can see a small brass gate, whilst the eastern tunnel is featureless, marked only by the lighting crystals along the walls. Will you go northeast, towards the gate (turn to **5**) or continue east? (Turn to **83**)

371

As you are crawling along a low tunnel, you see something move in the corner of your eye. Looking around, you see a small goblin-like creature grinning at you and

holding a sharp pin. Suddenly it jabs it into your leg! Unable to turn around, you scamper down the tunnel as quick as you can, the little gremlin poking you all the way. As soon the tunnel opens up, you spin around angrily but find the annoying creature has vanished. Rubbing your sore legs, you decide where to go. If you roll 1-2, turn to **386**. If you roll 3-4, turn to **148**. If you roll 5-6, turn to **118**.

372

The Chameleon Blade will allow you to fight the Sentinel but will only do the normal two points of damage to this magical being. You may escape at any time by turning to **238**.

GOLDEN SENTINEL

SKILL 12

STAMINA 12

If you defeat the Sentinel turn to **230**

373

There is only one exit from this room, back the way you came. Return to **343**

374

It doesn't seem to be working. Your skin remains the same, and, much to your horror, one of your arms goes almost completely numb. Deduct **2** from your initial SKILL score, and note that you can never use any weapon requiring two hands (such as a bow and arrow, or a battle-axe). In addition, you cannot use a shield. Angry at your new handicap, you stride out of the Chameleonites' lair. You can go via the western tunnel (turn to **98**), or the northern one (turn to **120**).

375

As you walk down the passage, the Knight stops and points out a small hole in the wall. "I think I saw a glint in that hole. Can you see anything? My visor is a little restrictive, to say the least."

You turn to look, bending slightly when you feel a blow to your neck. You fall, your vision swimming. The Knight stands over you, his visor raised. An evil sneer twists a face you seem to recognise- Carnuss! But he is dead, so the Knight must be- his son! That explains why he is here in the Trial of Champions. If he were to win Sukumvit would be ruined! But the thoughts are lost to you, as everything turns black. Turn to **219**.

376

You open the stopper of the gourd to find it contains a sweet-smelling herbal draught. It is a healing potion and you can drink it at anytime, except during combat, to restore 6 STAMINA points, up to your Initial STAMINA. Note it on your *Adventure Sheet*. When you are ready, you can:

Pick up the sword

Turn to **310**

Read the message on the hide

Turn to **330**

Or, you can ignore these items and venture into the northern passageway -Turn to **139**

377

You seem to be in an Orcish dining room. Tables and stools are arranged in the centre of the room, some knocked over. It appears as if this area was suddenly abandoned, half-eaten food still remains. If you played on the skeletal xylophone, a creature enters the room. It is an Orc guard; intrigued by the sounds you played. When it sees you are a contestant, it howls angrily and attacks you.

ORC

SKILL 5

STAMINA 5

If you did not play the xylophone, the Orc does not come. If you defeat the Orc (or did not meet one) you find an idol of a reptilian figure on the table which you may put in your pack. There is nothing else left to do but move on, roll 1 die. If you roll 1-3, turn to **320**. If you roll 4-6, turn to **188**.

378

There is only one exit from this room, back the way you came. Return to **345**

379

The meat is heavily spiced and causes you to choke somewhat. Lose 1 STAMINA point. The wine helps soothe your throat, somewhat but is flat and somewhat bitter. It has also been cursed by the Trickster. Next time you use LUCK (whether a test or in battle) you will be unlucky. Adahn smiles and ushers you out after you have finished. You leave along the corridor you entered by. Turn to **246**

380

You manage to roll past the Sentinel avoiding the downward swipe of its sword. You reach the ring and put it on. You may now fight the Sentinel in the normal way. Please note that you cannot now escape because the Sentinel blocks your path.

GOLDEN SENTINEL

SKILL 12

STAMINA 12

If you defeat the Sentinel turn to **200**

381

There is only one exit from this room, back the way you came. Return to **349**

382

He moves into the middle as the ball on the right is released and swishes past both of you. Turn to **248**

383

The picture of the sword is life size and incredibly realistic. The blade of the sword is hidden within a sheath made of a beautiful dark ruby red material inlaid with golden inlay. The hilt of the sword is made from a dark metal but embedded within it in a star formation are five jewels, a diamond, ruby, emerald, sapphire and garnet. *Test your Luck*. If you are lucky turn to **101**. If you are unlucky turn to **80**.

384

Your archers have been placed alongside the Faerie's force of archers. The fighting is sporadic, and neither seems to be able to gain an upper hand. Already he is sending in

his cavalry to support them, knowing the fast creatures can be there quickly. Will you send in your own cavalry (turn to **227**) or infantry (turn to **157**) or both (turn to **81**)? Or will you deny them help and leave the archers to their fate (turn to **88**)?

385

Make sure you have made a note of the paragraph you were currently on as this paragraph will not direct you back there. You raise the snuffbox to your nose and manage to snort down most of the contents. The yellow powder the snuffbox contains is an extremely powerful restorative, made from the ground seeds of yellow lotus plants from the jungles of Arantis. As such, you can add 10 to your current STAMINA, although remember you cannot exceed your Initial STAMINA score. However, you are not trained in the intricacies of imbibing yellow lotus powder, and its after-effects leave you feeling dizzy and lethargic. For your next fight, you must deduct 1 from your Attack Strength as you struggle to overcome the hold the yellow lotus powder has on you. Assuming you survive this fight, there are no further penalties. After you have noted these effects, return to the paragraph number you were on previously.

386

You enter a tiny cave, carpeted with filthy rags and furs. A cooking pot lies on the floor, half-filled with mouldy stew. As you are taking in your surroundings, you hear an angry squeak and turn to face a giant rat. The beast bares its teeth and leaps towards you.

GIANT RAT

SKILL 5

STAMINA 4

If you defeat the rat or decide to *escape*, roll 1 die. If you roll 1-2, turn to **148**. If you roll 3-4, turn to **118**. If you roll 5-6, turn to **209**.

387

You wait a few minutes longer. Suddenly from the quiet, a loud cry of pain calls out. Will you enter now (turn to **243**) or wait longer? (Turn to **223**)

388

You rush to attack the Elemental. The heat is so intense as you close in on the magical creature that you feel your skin begin to burn. However having the enchanted sword in your hand gives you confidence. As your sword slices through the creature it screams in agony. You are able to attack it again from behind. However, even this magical sword cannot stand the heat of this magical entity and the blade is ruined after the second attack. The Elemental looks at your ruined blade but with disdain turns back to the wizard. Turn to **122**.

389

There are two exits to this rather plain room. One is to the east, the other to the west. Will you take the western grey end (turn to **352**) or the lime green end (turn to **241**)?

390

The flames wash over you, but you feel nothing more than a warm gust. You step out of the elevator and into the cool passage beyond. Turn to **315**

391

There is only one exit from this room, back the way you came. Return to **240**

392

As you try to roll past the Sentinel it hits you with a downward swipe of its sword. Lose 4 STAMINA points. However, you reach the ring and put it on. You may now fight the Sentinel in the normal way. Please note that you cannot now escape because the Sentinel blocks your path.

GOLDEN SENTINEL

SKILL 12

STAMINA 12

If you defeat the Sentinel turn to **200**

393

Do you have any golden objects? If yes turn to **66**. If no, then you will either have to escape, for you will be able to do no damage to the Sentinel, turn to **238**, or you can make a dive for the ring. Turn to **337**.

394

Exits point north and west. The north curtain is a light green, whilst the western is a teal colour. Will you take the light green, (turn to **396**) or the teal, (turn to **362**)?

395

The tunnel heads north then turns sharply left. As you round the corner, you see a door in the right-hand side of the passage. There is nothing on the door. As you listen, you can hear the sounds of swords clashing, and what must be a death cry come from within. If you want to open the door, turn to **269**. If you want to continue up the tunnel, turn to **228**.

396

There are two exits from this rather plain room. They are a blue to the south, (turn to **394**) or a light yellow one to the west, turn to **365**)?

397

You are advancing down a low stone passageway, leading north. Flaming torches are bracketed to the walls, casting a smoky glow, and the floor is covered with blood-red sand. Suddenly, you hear an ominous click and the floor gives way beneath you into a foul-smelling pit. *Test your Skill*. If you roll equal to or less than your SKILL, turn to **327**. If you roll higher than your SKILL turn instead to **4**.

398

You enter the eastern cave, a small and foul-smelling chamber. There is a pile of bones in one corner, and some sort of crude altar, consisting of a curiously twisted boulder, covered in old Chameleonite skins. You notice a stone bracelet on the floor of the cave. Do you want to:

Take the stone bracelet?

Turn to **264**

Leave and search the Chameleonites

(if you have not already done so)?
Leave via the western tunnel?
Leave via the northern tunnel?

Turn to **374**
Turn to **98**
Turn to **120**

399

You are back in the first room you entered and the bars are still in place. Will you exit through the white curtain (turn to **294**) the red curtain (turn to **303**) or the dark blue curtain (turn to **151**)?

400

The crowd cheers - the real one this time- as you emerge, ragged and tired from the dungeon. Sukumvit stands shocked, "Y-you are alive? Then my prize dungeon... has failed." His head droops and he goes quiet. At his silence the cheering of the crowd begins to die down into an uneasy murmur, whereupon a man in grey robes standing to the side of the Baron leans forward and whispers in Sukumvit's ear. The Baron looks up and around at the crowd. Composing himself he turns quickly to you and in a loud voice says, "But you have proven yourself to be a true warrior, a champion of courage, determination, wit and skill. Your prize is well earned, adventurer. Now kneel before me!" You do so, and the Baron takes a laurel wreath from a pedestal standing next to him. He then places it upon your head and says, "Rise, Duke of Blood Island!" The crowd roars again and from its midst great showers of sweets and flowers are thrown up, filling the air with scent and colour.

He takes your hand and, as you rise, quietly says, "And my scryers have just told me of your help in disposing of our young despot inside, which is some consolation," and then, more loudly so that the crowd can hear he says, "Indeed, although I did not expect anyone to come through alive, I am glad it was someone as pure of heart as you. Rise! your Grace. Rise!"

You rise before the lightly smiling baron and bow. The crowds almost deafen you with the cheer they raise. And so they should, for the bravery you have shown, young duke. Your new home waits. Perhaps it is time to sample the fruits of your labour...