### Adventure Sheet

<table>
<thead>
<tr>
<th>NAME</th>
<th>PROFESSION</th>
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<table>
<thead>
<tr>
<th>GOD</th>
<th>RANK</th>
<th>DEFENCE</th>
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<table>
<thead>
<tr>
<th>ABILITY</th>
<th>SCORE</th>
<th>POSSESSIONS (maximum of 12)</th>
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<tbody>
<tr>
<td>CHARISMA</td>
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<tr>
<td>COMBAT</td>
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<td>MAGIC</td>
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<td>SANCTITY</td>
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<td>SCOUTING</td>
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<tr>
<td>THIEVERY</td>
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<table>
<thead>
<tr>
<th>STAMINA</th>
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<tbody>
<tr>
<td>When unwounded</td>
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<tr>
<td>Current:</td>
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<tr>
<th>RESURRECTION ARRANGEMENTS</th>
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<table>
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<tr>
<th>MONEY</th>
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<tr>
<th>TITLES AND HONOURS</th>
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<tr>
<th>BLESSINGS</th>
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**QUICK RULES**

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

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

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

That's pretty much all you need to know. If you have any detailed queries, consult the Adventuring in the Fabled Lands 1 document.
Adventurer’s Journal
For the keeping of notes
Starting characters

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

LIANA THE SWIFT

Rank: 1st
Profession: Wayfarer
Stamina: 9
Defence: 7
Money: 16 Shards

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

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

Liana prefers to make her home in mountain grottos and woodland groves rather than in the squalid streets of cities. She has the agility of a gazelle, the cunning of a fox and the ferocity of an eagle. She has heard of a City of Trees, deep within the forest of the Isle of Druids.

ANDRIEL THE HAMMER

Rank: 1st
Profession: Warrior
Stamina: 9
Defence: 8
Money: 16 Shards

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

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

Andriel seeks fame through adventure and the glory of battle. He left his homeland when an extended outbreak of peace made his skills redundant there. He is blunt and outspoken, but scrupulously follows the warrior’s code. He knows the merchants’ guild in Yellowport needs assistance.

CHALOR THE EXILED ONE

Rank: 1st
Profession: Mage
Stamina: 9
Defence: 4
Money: 16 Shards

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

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

Chalor is an outcast by choice, shunning his native land and the family who spurned him, driven by a burning desire for secret knowledge. His goal is to become one of the mightiest wizards of the world, and nothing will stand in his way. For now, he is looking for the Gold Dust Tavern in Yellowport, where adventure awaits.

MARANA FIREHEART

Rank: 1st
Profession: Rogue
Stamina: 9
Defence: 6
Money: 16 Shards

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

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

Marana is a fiercely independent woman who grew up in the back streets of her home town. Forced to flee because she was too active in her chosen profession, she has come to new lands to seek her fortune. Devious and resourceful, she can break in almost anywhere. She has heard that the temple of Sig in Marlock City needs the service of a rogue.
IGNATIUS THE DEVOUT
Rank: 1st
Profession: Priest
Stamina: 9
Defence: 4
Money: 16 Shards
Charisma: 4
Combat: 2
Magic: 3
Sanctity: 6
Scouting: 4
Thievery: 2
Possessions: mace, leather jerkin (Defence +1), map

Ignatius is a traveller whose desire is to learn all he can about the deities of the Fabled Lands. His strong beliefs give his sermons added zest, and he has enthralled many a crowd with his impassioned speeches. He is looking for the House of Priests in Marlock City.

JAMIE THOMSON
Rank: 10th
Profession: Author
Stamina: 47
Defence: 20
Money: 3 Shards
Charisma: 6
Combat: 10
Magic: 8
Sanctity: 6
Scouting: 1
Thievery: 9
Possessions: Computer, containing total knowledge of the Fabled Lands.

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

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

ASTARIEL SKYSONG
Rank: 1st
Profession: Troubadour
Stamina: 9
Defence: 5
Money: 16 Shards
Charisma: 6
Combat: 3
Magic: 4
Sanctity: 3
Scouting: 2
Thievery: 4
Possessions: sword, leather jerkin (Defence +1), map

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

DAVE MORRIS
Rank: 10th
Profession: Author
Stamina: 33
Defence: 14
Money: 203 Shards
Charisma: 6
Combat: 4
Magic: 10
Sanctity: 1
Scouting: 6
Thievery: 4
Possessions: Maps revealing all of the Fabled Lands, including the underworld and places yet uncharted.

Dave’s interests include role-playing, Tibetan spirit dancing, films, boxing, and food—especially food. He is often to be found in the Chada restaurant in Battersea, where he can be heard volubly expressing his views on most subjects under the sun. He is married to one of the bacchantes.
The Fabled Lands

Sokara
- Sotun
- Yarimura
- Higashin
- Disaster Bay
- Great Stone Plateau
- Isle of Mystery

Sea of Whispers
- Druid's Isle
- Dragon Island

Sea of Hydoras
- Braxen
- Copper Island
- Starpike Island

Koru
- The Wishing Jungle
- The Great Feathers
- Inkatek
- The Paunched Lands
- Shamsar

Konu
- Chundor

Ocean
- Nerech
- Land of the Monarchs
- Forts of the Eastern Marches

Akatsuki
- Chompo
- Oni Province
- Kwaidon
- Forest Fire
- Ghostwaters
- Shogun's Monastery

The Unbounded Ocean
- The Jawbone Isles

Gashmuru Gulf
- The Golden Cliffs
- Dangor

The Forbidden Realm
FOREST OF THE FORSAKEN

TOWER OF DESPAIR
GIBBET
ELF GLADE
CLEARING
KNIGHTLY CHALLENGE
HERMIT'S COTTAGE
RIVER
CRYPT
TERMINAL
HAMLET OF LAZARS

MUCH TREASURE TO BE HAD
BUT 'WARE THE WATCHER.
Adventuring in the Fabled Lands

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

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

If this is your first Fabled Lands book, read the rest of the rules before starting at section 1 of The War-Torn Kingdom. You will keep the same adventuring persona throughout the books - starting out as just a 1st Rank wanderer in The War-Torn Kingdom, but gradually gaining in power, wealth and experience throughout the series.

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

- **Charisma**: the knack of befriending people
- **Combat**: the skill of fighting
- **Magic**: the art of casting spells
- **Sanctity**: the gift of divine power and wisdom
- **Scouting**: the techniques of tracking and wilderness lore
- **Thievery**: the talent for stealth and lockpicking

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

- **Priest**: Charisma 4, Combat 2, Magic 3, Sanctity 6, Scouting 4, Thievery 2
- **Mage**: Charisma 2, Combat 2, Magic 6, Sanctity 1, Scouting 5, Thievery 3
- **Rogue**: Charisma 5, Combat 4, Magic 4, Sanctity 1, Scouting 2, Thievery 6
- **Troubadour**: Charisma 6, Combat 3, Magic 4, Sanctity 3, Scouting 2, Thievery 4
- **Warrior**: Charisma 3, Combat 6, Magic 2, Sanctity 4, Scouting 3, Thievery 2
- **Wayfarer**: Charisma 2, Combat 5, Magic 2, Sanctity 3, Scouting 6, Thievery 4

Fill in the Adventure Sheet included in the Adventure Pack 1 with your choice of profession and the ability scores given for that profession.

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

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

You start with 9 Stamina points. Record your Stamina in pencil on the Adventure Sheet.

RANK
You start at 1st Rank, so note this on the Adventure Sheet now. By completing quests and overcoming enemies, you have the chance to go up in Rank.

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

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

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

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

Remember that you are limited to carrying a total of 12 items, so if you get more than this you'll have to cross something off your Adventure Sheet or find somewhere to store extra items. You can carry unlimited sums of money.
DEFENCE
Your Defence score is equal to:
- your Combat score
- plus your Rank
- plus the bonus for the armour you're wearing (if any).

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

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

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

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

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

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

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

Example:
You are at the bottom of a cliff. You can use THIEVERY to climb it, and you must get higher than the Difficulty.

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

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

What do the maps show?
Two of the black and white maps show the whole extent of the known Fabled Lands. The colour map shows the land of Sokara which is covered by this adventure - The War-Torn Kingdom. The last black and white map should not be looked at unless you are instructed to do so by a specific reference number in the adventure itself.

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

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

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

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

What about codewords?
Codewords report important events in your adventuring life. They 'remember' the places you've been and the people you've met. Do NOT rub out codewords when you are passing from one book to another.
Are there any limits on abilities?
Your abilities (Combat, etc) can increase up to a maximum of 12. They can never go lower than 1. If you are told to lose a point off an ability which is already at 1, it stays as it is.

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

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

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

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

How many blessings can I have?
As many as you can get, but never more than one of the same type. You can't have several Combat blessings, for instance, but you could have one Combat, one Thievery and one Charisma blessing.
Sokaran Errata

Adventuring in the Fabled Lands
Added "of The War-Torn Kingdom" after "If this is your first Fabled Lands book, read the rest of the rules before starting at section 1".

Added "included in the Adventure Pack 1" to "Fill in the Adventure Sheet with your choice of profession and the ability scores given for that profession."

Changed "There is a list of codewords at the front of the book," to "There is a list of codewords included in the Adventure Pack 1."

Changed "There are many plot strands to follow in the Fabled Lands." to "There are many plot strands to follow in the Fabled Lands."

Changed "The black and white map which precedes the rules shows the whole extent of the known Fabled Lands. The fold-out colour map shows the land of Sokara which is covered by this book." to "Two of the black and white maps show the whole extent of the known Fabled Lands. The colour map shows the land of Sokara which is covered by this adventure - The War-Torn Kingdom. The last black and white map should not be looked at unless you are instructed to do so by a specific reference number in the adventure itself."

In the sentence "If you journey to the edge of the map in this adventure, you will be guided to another adventure in the series." have used the word ‘adventure’ instead of ‘book’.

In the sentences "Make a note of the entry you’ll be turning to in the new adventure. Then copy all the information from your Adventure Sheet and Ship’s Manifest into the new adventure. Lastly, rub out the Adventure Sheet and Ship’s Manifest data in the old adventure so they will be blank when you return there." have used the word ‘adventure’ instead of ‘book’.

Colour map of Sokara
Fort Estgard is mistakenly named as Fort Esgard. Both Carun Baru and the Forest of Larun have been mistakenly misspelled as Carun Barv and the Forest of Larvn. I have not corrected these.

Starting Characters
Changed “You can create your own character, or pick one from the following - except for the last two on the back cover.” to “You can create your own character, or pick one from the following - except for the last two listed.”

Changed “the Gold Dust tavern” to “the Gold Dust Tavern” in the entry for Chalor the Exiled One.

Changed “house of priests” to “House of Priests” in the entry for Ignatius the Devout.

Codeword List
(In the Adventure Pack 1 document). Have added the codewords Aloft and Altitude, which were omitted from the original codeword list. Have removed the codeword Avert, which does not appear to be used (I couldn’t find a reference where you acquired it).

Quick Rules
(In the Adventure Pack 1 document). Have changed “rules section on pages 5-7.” to “Adventuring in the Fabled Lands 1 document”.

The War-Torn Kingdom References

30
The To Buy column entry for lockpicks (THIEVERY +1) had been left empty in the original. I have added a To Buy entry for 300 Shards, based on evidence gleaned from reference 396 (the Marlock City market) in this book as well as reference 145 (Conflass market) in Cities of Gold and Glory.

40
Replaced the term ‘skill’ with ‘ability’ to better reflect what is written in the Adventuring in the Fabled Lands rules document.

45
Replaced the term ‘Rating’ with ‘ability’ to better reflect what is written in the Adventuring in the Fabled Lands rules document.

51
Removed the apostrophes surrounding the three mention crew quality levels: poor, good, excellent. Changed both “If the crew is good” and “If the crew is excellent” to “If the crew quality is good” and “If the crew quality is excellent” respectively.

Added “turn to 680” for “Score 0-4 Calamity; you are killed”.
Removed the apostrophes surrounding the **Scouting** blessing.

Removed the apostrophes surrounding the title **Unspeakable Cultist**.

Removed the apostrophes surrounding **Alvir** and **Valmir**.

Removed the apostrophes surrounding **Tyrnai**.

Removed the apostrophes surrounding the **Charisma** blessing.

Changed “**Make any necessary payment and then turn to 141.**” to “**Make any necessary payment and delete the disease or poison, and its effects, from your Adventure Sheet. Turn to 141.**”

Removed the apostrophes surrounding the **Safety from Storms** blessing.

Added: “**Score 17+ Triple initial investment.**”

Changed “**Cross bridge to Conflas**” to “**Cross the bridge to Conflas.**”

Removed the apostrophes surrounding the **Combat** blessing.

Changed “**there are three types of crew**” to “**there are four types of crew quality.**”

Removed the apostrophes surrounding **Elmir**.

Added “**Get the codeword Apple.**”

Removed the apostrophes surrounding **Lacuna**.

Added “,** unless you have a resurrection deal” to “**If you lose, your bones will join the others at the entrance of the cave.**”

Added “– turn to 680.”

Removed the apostrophes surrounding **Nagil**.

Changed “**vasty**” to “**vast.**”

Replaced the term ‘**Rating**’ with ‘**ability**’ to better reflect what is written in the Adventuring in the Fabled Lands rules document. Capitalised ‘**Ghoulbite**’.

Removed the apostrophes surrounding the **Thievery** blessing.

Changed “**You have acquired an old map of the Forest of the Forsaken in Golnir (in Cities of Gold and Glory), showing a safe path that leads to the Tower of Despair. It seems to conflict with the location of the Tower on your own map. Which is correct?**

You can turn to 200 in The War-Torn Kingdom whenever you wish, providing you own the map, but remember, always note the paragraph you were at before turning here.

Return to the paragraph you came from (if you have only just bought the map, you were in Yellowport market, so return to 30).” to:

“**You have acquired an old map of the Forest of the Forsaken in Golnir (in Cities of Gold and Glory), showing a safe path that leads to the Tower of Despair. It seems to conflict with the location of the Tower on your own map of Golnir from Cities of Gold and Glory. Which is correct?**

This map is the fourth map included in the Map Pack document. As long as you retain this treasure map, you may peruse it at will. Should you lose or sell the treasure map however, you should then no longer consult the map of the Forest of the Forsaken.

To return to the Yellowport market, turn to 30.”

Changed “**Unbounded Seas**” to “**Unbounded Ocean.**”

The **To Buy** column entries for the **amber wand (Magic +1)**, **ebony wand (Magic +2)**, and **cobalt wand (Magic +3)** have been left empty in the original. I have added a **To Buy** entry for 500
Shards for the **amber wand (MAGIC +1)**, and unavailable To Buy entries of ‘–’ for the **ebony wand (MAGIC +2)** and **cobalt wand (MAGIC +3)**, based on evidence gleaned from reference 30 (the Yellowport market) in this book.

In addition the list of Other Items was in a plain typeface. I have changed this now by rendering all Other Items in an appropriate **bold** typeface.

219
Added “– turn to 680.”

241
Removed the apostrophes surrounding Elnir.

255
Replaced “Cross the ring off your Adventure Sheet.” with “Cross the **royal ring** off your Adventure Sheet.”

Added “Also, don’t forget to increase your Defence by 1 as a result of your gain in R ank”.

256
Added “Also, don’t forget to increase your Defence by 1 as a result of your gain in R ank”.

258
Removed the apostrophes surrounding The Three Fortunes.

259
Changed “North west to Fort Estgard turn to 299” to “North west to Fort Estgard turn to 472” as 299 leads to Fort Mereth instead of Fort Estgard.

261
Removed the apostrophes surrounding Maka.

263
Changed “R oll 1 die” to “R oll one die”.

275
Removed the apostrophes surrounding the Safety from Storms blessing.

285
Added “Also, don’t forget to increase your Defence by 1 as a result of your gain in R ank”.

291
Removed the apostrophes surrounding Elnir.

292
Removed tab stop from the last sentence of this entry as the text line immediately following a market table should not be indented.

293
Removed the apostrophes surrounding Moon of Evening.

294
Removed the apostrophes surrounding Alvir and Valmir.

297
Changed “Score 2 or 3” to “Score 3 or 4”.

299
Changed “**Mandolin** (CHARISMA +1)” to “**mandolin** (CHARISMA +1)”.

311
Added “turn to 680” for “Score 0-4 Calamity; you are killed”.

R emoved the apostrophes surrounding Lacuna.

319
Added “Also, don’t forget to increase your Defence by 1 as a result of your gain in R ank”.

325
Added “– turn to 680.”

334
Removed the apostrophes surrounding Lacuna.

338
Changed “your ratings” to “all of your affected abilities”.

343
Removed the apostrophes surrounding Alvir and Valmir.

346
Added “– turn to 680.”

355
Added: “Score 17+ Triple initial investment”.

363
Added: “You can, however, start afresh with a new character. First make sure to erase all ticks, codewords, and Adventure Sheet details in all your Fabled Lands books. You can begin at 1 in any of the books of the series”

364
Changed “First Mate” to “first mate”.

369
366 Changed “First Mate” to “first mate”.

368 Removed the apostrophes surrounding Maka.

371 Changed “gob-gobbler” to “Gob-gobbler” to be consistent with naming patterns of this monster elsewhere in Book 1.

373 Removed the apostrophes surrounding the COMBAT blessing.

377 Changed the format of the encounter results table from 1-2, 3-4, and 5-6, to 1 or 2, 3 or 4, 5 or 6, to reflect similar tables present (only, admittedly) in this book.

380 Changed “Roll 1 die – the result the number of Stamina points you gain permanently” to “Roll one die – the result is the number of Stamina points you gain permanently”.

382 Added “Also, don’t forget to increase your Defence by 1 as a result of your gain in Rank”.

383 Changed “‘Fishing?’ you ask, ‘surely nothing can live in these poisonous waters.’” to “‘Fishing?’ you ask. ‘Surely nothing can live in these poisonous waters.’”

385 Added “at Difficulty 9” based on the suggestions of Jorg Zuther (the pain mage!).

388 Removed the apostrophes surrounding the CHARISMA blessing.

391 Added “Get the codeword Apple.”

394 Changed Varin to Verin – this would appear to be the preferred spelling if Book 3 is any indication.

396 After consultation with the crew at the Yahoo! Fabled Lands group, have changed “a 10 Shards sales tax” to “a sales tax” in view of the apparently uneven application of the tax to the market prices listed.

403 Replaced “on one attribute” with “for one ability”.

409 Removed the apostrophes surrounding Nagil.

435 Removed the apostrophes surrounding Tyrnai.

437 Removed the apostrophes surrounding Sig.

440 Removed the apostrophes surrounding Elnir.

448 Removed the apostrophes surrounding the Safety from Storms blessing.

452 In the original edition, the COMBAT bonus +1 weapon was wrongly printed in boldface type, unlike all other markets. I have restored it to a normal typeface.

457 Removed the apostrophes surrounding the Safety from Storms blessing.

460 Have deleted the reference to having a “torch” (you cannot get one) and have rendered lantern in boldface type, in keeping with protocols introduced in Book 2 and beyond.

478 Changed “Turn to 568” to “Turn to 71”.

481 Removed the apostrophes surrounding the Immunity to Disease and Poison blessing.

482 Removed the apostrophes surrounding the SCOUTING blessing.

485 Added “– turn to 680.”

486 Added “– turn to 680.”

490 Put the Book of Excellence in italics.

507 Changed “Unbounded Seas” to “Unbounded Ocean”.

4 The War-Torn Kingdom errata
Removed the apostrophes surrounding Tyrnai. Also removed . from front of ‘Tyrnai’.

Replaced “ratings” and “rating” with “abilities” and “ability”.

Removed the apostrophes surrounding Sig.

Removed the apostrophes surrounding The Three Fortunes.

Changed “He can arrange for you to be healed of all your wounds, cured of poison, disease, and madness (but his court sorcerer cannot lift a curse),” to “He can arrange for you to be healed of all your wounds, cured of poison and disease (but his court sorcerer cannot lift a curse),” as there is nowhere for your character to acquire a ‘madness’.

Added: “with no Shards either banked or invested with the merchants’ guild, or stored at a town house”.

Added: “Also, don’t forget to increase your Defence by 1 as a result of your gain in Rank”.

Capitalised Ghoulbite.

Removed the apostrophes surrounding the Luck blessing.

Changed “temple of The Three Fortunes” to “temple of the Three Fortunes”.

Changed “Blessing of ‘Safety from Storms’” to “blessing of Safety from Storms”.

Put Fabled Lands in italics.

Put the Book of Excellence in italics.

Added “- turn to 680.”

Removed the apostrophes surrounding Lacuna.

Removed the apostrophes surrounding Alvir and Valmir.

Changed “Rating” to “ability”.

Removed the apostrophes surrounding Tyrnai.

Changed “Ebony Wand (MAGIC +2)” to “Ebony wand (MAGIC +2)”.

Added: “Also, don’t forget to increase your Defence by 1 as a result of your gain in Rank”.

Changed “car” to “cart” for aesthetic reasons.

Added: “Also, don’t forget to increase your Defence by 1 as a result of your gain in Rank”.

Changed “ratings” and “rating” to “abilities” and “ability”.

Changed “rating” to “ability”.

Changed “ha, ha, ha.” to “ha, ha, ha!”

Added: “Also, don’t forget to increase your Defence by 1 as a result of your gain in Rank”.

Added this ‘You are dead.’ reference in deference to maintaining narrative continuity arising from losses in sea battles or drowning during storms at sea, amongst other unfortunately fatal ends that your character may chance upon.
The approach of dawn has turned the sky a milky grey-green, like jade. The sea is a luminous pane of silver. Holding the tiller of your sailing boat, you keep your gaze fixed on the glittering constellation known as the Spider. It marks the north, and by keeping it to port you know you are still on course.

The sun appears in a trembling burst of red fire at the rim of the world. Slowly the chill of night gives way to brazen warmth. You lick your parched lips. There is a little water sloshing in the bottom of the barrel by your feet, but not enough to see you through another day.

Sealed in a scroll case tucked into your jerkin is the parchment map your grandfather gave to you on his death-bed. You remember his stirring tales of far sea voyages, of kingdoms beyond the western horizon, of sorcerous islands and ruined palaces filled with treasure. As a child you dreamed of nothing else but the magical quests that were in store if you too became an adventurer.

You never expected to die in an open boat before your adventures even began.

Securing the tiller, you unroll the map and study it again. You hardly need to. Every detail is etched into your memory by now. According to your reckoning, you should have reached the east coast of Harkuna, the great northern continent, days ago.

A pasty grey blob splatters on to the map. After a moment of stunned surprise, you look up and curse the seagull circling directly overhead. Then it strikes you - where there's a seagull, there may be land.

You leap to your feet and scan the horizon. Sure enough, a line of white cliffs lie a league to the north. Have you been sailing along the coast all this time without realising the mainland was so close?

Steering towards the cliffs, you feel the boat judder against rough waves. A howling wind whips plumes of spindrift across the sea. Breakers pound the high cliffs. The tiller is yanked out of your hands. The little boat is spun around, out of control, and goes plunging in towards the coast.

You leap clear at the last second. There is the snap of timber, and the sea is a luminous pane of silver. Holding the tiller, you keep your gaze fixed on the glittering constellation known as the Spider. It marks the north, and by keeping it to port you know you are still on course.

Now turn to 20.

2

If you have a coded missive, turn to 676 immediately. If not, but you have the codeword Deliver, turn to 98 immediately. If you have neither, read on.

The soldier recognizes you. He bows and says, ‘Welcome, my lord. I will take you see King Nergan.’

He leads you to Nergan’s mountain stockade, where the king greets you warmly.

‘Ah, my local champion! It is always a pleasure to see you. However, I was hoping you had spoken with General Beladai of the allied army – we need that citadel. Now go. That is a royal command!’

You leave, climbing down to the foothills of the mountains. Turn to 474.

3

You have come to the foothills of the Spine of Harkun, in the north west of Sokara. The view is impressive: a massive wall of forested mountains, whose rocky, white-flanked peaks soar skywards into the clouds. These parts of the mountains are unclimbable but you notice a large cave at the bottom of a mountain.

Investigate the cave turn to 665
Go east to the Citadel of Velis Corin turn to 271
South into the wilderness turn to 276

4

The priests of Alvir and Valmir are overjoyed that you have returned the golden net. The high priest rewards you with 100 Shards and a magic weapon, a rune-engraved trident. Note the weapon, a trident (COMBAT +1), on your Adventure Sheet, and turn to 220.

5

It is a tough climb upwards but not impossible. If you have some climbing gear, turn to 652. If not, make a SCOUTING roll at Difficulty 10.

Successful SCOUTING roll turn to 652
Failed SCOUTING roll turn to 529

6

The chest springs open with a click. Inside you find 60 Shards, a mandolin (CHARISMA +1), and a potion of healing. The potion can be used once, at any time (even in combat) to restore 5 Stamina points. There is also an ancient religious text about the gods of the Uttak, called the scroll of Ebron, which reveals that one of the gods of the Uttakin is called Ebron, and that he has fourteen angles.

Note whatever you are taking on your Adventure Sheet, and turn to 10.

7

Much to your embarrassment, you get lost in the vast forest. You wander around for days until you finally emerge at the Bronze Hills. Turn to 110.

8

You step through the archway. Immediately the symbols on the stone begin to glow with red-hot energy; your hair stands on end and your body tinges. A craking nimbus of blue-white force engulfs you, the sky darkens and thunder and lightning crash and leap across the heavens. Suddenly, your vision fades, and everything goes black.

When your sight returns, you find yourself at the gates of a large city, set on an ochre-coloured river. A vile stink of brimstone permeates the air. You wrinkle your face up in disgust and gag involuntarily.

‘Welcome to Yellowport!’ says a passing merchant.

Turn to 10.
If you have the codeword **Altitude**, turn to **272** immediately. If not, read on.

A notice has been pinned up in the foyer. 'Adventurer priest wanted. See the Chief Administrator.'

 Naturally, you present yourself, and the Chief Administrator, a grey-whiskered priest of Elnir, takes you into his office. He shows you a special crystal ball that displays an aerial view of Marlock City. You notice several strange-looking clouds hanging over the city. They are shaped like gigantic demons reaching down to claw at the city laid out below them.

'The crystal ball shows things as they are in the spirit world,' explains the priest. 'These storm demons cannot be seen under normal circumstances, but they are there, almost ready to destroy the city.'

He goes on to tell you that Sul Veneris, the divine Lord of Thunder is one of the sons of Elnir, the Sky God, chief among the gods. He is responsible for keeping the storm demons under control, and thunder is thought to be the sound of Sul Veneris smiting the demons in his wrath.

'Unfortunately, the storm demons have found a way to put Sul Veneris into an enchanted sleep. He lies at the very top of Devil's Peak, a single spire of volcanic rock, reaching up into the clouds. The peak lies north of Marlock City and the Curstmoor. We need an enterprising priest to get to the top of the peak and free Sul Veneris from his sleep. But I must warn you that several priests have already tried, and we never saw them again.'

If you take up the quest, record the codeword **Altitude**. Turn to **100**.

---

**10**

If you have the codeword **Assassin**, turn to **50** immediately. If not, read on.

If you have just arrived in Yellowport, tick the first empty box above (use a pencil). The boxes are a record of the number of times you have visited the city. If this is your fourth visit, turn to **273**. If you have visited the city fewer than or more than four times, read on.

Yellowport is the second largest city in Sokara. It is mainly a trading town, and is known for its exotic goods from distant Ankon-Konu, way to the south.

The Stinking River brings rich deposits of sulphur from the Lake of the Sea Dragon down to the town, where it is extracted and stored in the large waterfront warehouses run by the merchants' guild. From here, the mineral is exported all over Harkuna. Unfortunately, all that sulphur has its drawbacks. The stuff is abominable, and much of the city has a yellowish hue. The river is so full of sulphur that it is virtually useless as a source of food or of drinking water. However, the demand for sulphur, especially from the sorcerous guilds, is great.

Politically, much has changed in the past few years. The old and corrupt king of Sokara, Corin VII, has been deposed and executed in a military coup. General Grieve Marlock and the army now control Sokara. The old Council of Yellowport has been 'indefinitely dissolved' and a provost marshal, Marloes Marlock, the general's brother, appointed as military governor of the town.

You can buy a town house in Yellowport for 200 Shards. Owning a house gives you a place to rest, and to store equipment. If you buy one, tick the box by the town house option and cross off 200 Shards from your Adventure Sheet.

To leave Yellowport by sea, buy or sell ships and cargo, go to the harbourmaster.

If you have the codeword **Artefact** and the **Book of the Seven Sages**, you can turn to **40**.

Choose from the following options:

- Seek an audience with the provost marshal turn to **523**
- Visit the market turn to **30**
- Visit the provost marshal turn to **555**
- Go the merchants' guild turn to **405**
- Explore the city by day turn to **302**
- Explore the city by night turn to **442**
- Visit your town house (if box ticked) turn to **300**
- Visit the Gold Dust Tavern turn to **506**
- Visit the temple of Maka turn to **141**
- Visit the temple of Elnir turn to **316**
- Visit the temple of Alvir and Valmir turn to **220**
- Visit the temple of Tyrna turn to **526**
- Travel north-east towards Venefax turn to **621**
- Head north-west to Trefoille turn to **233**
- Follow the Stinking River north turn to **82**
- Strike out north-west, across country turn to **558**

**11**

A narrow path leads up the hill, the top of which is crowned with a circle of large obsidian standing stones, hewn from solid rock. Despite the bitter wind that blows across these hills, the stones are unweathered and seem but newly lain. They form three archways, each carved with mystic symbols and runes of power. Turn to **65**.

**12**

You tell them a story of tragic love between a merman and a human princess. The mer-folk are moved to shed briny tears, and one of them plants a languorous kiss on your lips.

You find that you can indeed breathe underwater now. The mer-folk lead you into the depths, where they swim playfully around you.

Suddenly, a hideous form looms out of the murk. It is like a giant squid, but it carries a spear in one of its many tentacles and wears rudimentary armour. Great black eyes shine with an implacable alien intelligence. The mer-folk dart away in fright, leaving you alone with the creature.

If you have the codeword **Anchor**, turn to **116**. Otherwise, turn to **238**.

'The Violet Ocean's a dangerous place, Cap'n', says the first mate. 'The crew probably won't follow you there if they don't think you're good enough!'

If your Rank is 4 or more, turn to paragraph **55** in *The Blood-Dark Sea*. If your Rank is less than 4, the first mate advises you against the ocean journey. If you take his advice, turn back to **507**.

If you insist on making the trip, you need to make a **Charisma** roll at Difficulty 12 to convince the crew to follow you. If you succeed, turn to paragraph **55** in *The Blood-Dark Sea*. Otherwise, turn back to **507**.
14
Someone stabs you in the back. Lose 5 Stamina points. If you
still live, you spin around just as a beefy, disreputable-looking
thug comes for you again with a long dagger.

‘Get the snooping swine!’ yells the man with the eyepatch.
You must fight.
Thug, Combat 3, Defence 6, Stamina 13
If you lose, you are dead, unless you have a resurrection deal. If
you win, turn to 476.

15
Three drunken army officers accost you on the street. If you
have the title Protector of Sokara, turn to 542 immediately. If
not, read on.

‘Sho, what have we... hic... here,’ sneers one of them
drunkenly.

‘Out of the way, you stinking dog!’ says another, shoving
you in the chest.

Step out of the way turn to 44
Return the insult turn to 266

16 □
If there is a tick in the box, turn to 251 immediately. If not, put
a tick there now and read on.
If you have the codeword Avenge, turn to 648 immediately.
Otherwise read on.

You remain quiet as a mouse, behind a pile of coins. After a
long wait, the sea dragon slithers into the water, and swims out
on some errand. You have some time to loot the hoard. You
may choose up to three of the following treasures:

- Enchanted sword (Combat +3)
- Plate armour (Defence +6)
- Ebony wand (Magic +2)
- Silver holy symbol (Sanctity +2)

Magic mandolin (Charisma +2)
Gold compass (Scouting +2)
Magic lockpicks (Thievery +2)

After you have taken the third treasure, you hear the sea dragon
returning. Quickly you climb up through the hole in the roof
on to an island in the middle of the lake. From there you
manage to get a lift on a passing boat, and make it safely to
Cadmium village. Turn to 135.

17
The horse and you hit the wall. There is a bright flash, and you
find you have passed straight through into the hill - it must be a
faery mound!

The horse you are riding abruptly changes shape in a puff of
smoke. You find yourself on the back of a little, knobby-limbed,
white-faced goblin, who promptly collapses under your
weight.

You are in a cavern, lit by mouse-sized faery folk, who flit
about in the air blazing like fireflies. The other horses have also
turned into goblins, elves and faeries of all shapes and sizes.

‘Wot have we here,?’ whispers a pale, dark-eyed elf woman,
dressed in silvery cobwebs and wearing a gold crown.

‘An overweight mortal sitting on poor old Gobrash, your
majesty!’ groans the goblin you are sitting on.

You realize you are in great danger here - there’s no telling
what the faery folk will do to you. The queen signals to her
people and they close in around you ominously. Make a
Sanctity roll at Difficulty 9.

Successful Sanctity roll turn to 626
Failed Sanctity roll turn to 268

18
You spin them a tale about how your poor brother, a mercenary
in Grieve Marlock’s personal guard, lost his legs in the fight to
overthrow the old king, and that you have spent all your money
on looking after him. Several of the militia are brought to tears
by your eloquent speech - they end up having a whoop-round
among themselves for your brother, and they give you 15
Shards! Chuckling to yourself, you return to the city centre.
Turn to 10.

19 □□□
Put a tick in an empty box. If all three boxes are now ticked,
gain the codeword Anvil.

The Dragon Knights are impressed with your combat skills.
Your opponent comes round, ruefully rubbing his neck.
Grudgingly, he admits to your superior skill and hands you his
weapon and armour. You get an ordinary sword and a suit of
Heavy plate (Defence +6). You take your leave, turn to 276.

20
‘Well, well, well, what have we here, friends?’ asks the old man.
He seems to be talking to someone next to him, although you
are certain he is alone. ‘Looks like a washed up adventurer to
me!’ he says in answer to his own question, ‘all wet and out of
luck.’

He carries on having a conversation - a conversation that
quickly turns into a heated debate. He is clearly quite mad.
Excuse me, umm, EXCUSE ME!’ you shout above the
hubbub in an attempt to grab the old man’s attention. He stops
and stares at you.

‘Is this the Isle of the Druids?’ you ask impatiently.

‘Indeed it is,’ says the old man, ‘I see that you are from a far
land so it is up to me to welcome you to Harkuna. But I think
you may have much to do here as it is written in the stars that
someone like you would come. Your destiny awaits you! Follow
me, young adventurer.’

The old man turns smartly about and begins walking up a
path towards some hills. You can just see some sort of
monolithic stone structure atop one of them.

‘Come on, come one, I’ll show you the Gates of the World,’
the old man babbles.

Follow him turn to 192
Explore the coast turn to 128
Head into the nearby forest turn to 257

21
While making your way through the back streets of the poor
quarter you are set upon a knife-wielding thug, who is intent of
relieving you of your purse.

If you don’t want to fight him, you can try a Charisma roll
at a Difficulty of 8 to try to talk your way out of this unpleasant
situation. If you succeed, the thug leaves, confused by your
rhetoric (turn to 10 and choose again.) Otherwise, you must
fight.

Thug, Combat 4, Defence 7, Stamina 6
If you defeat him, you find 15 Shards on his body. If you are defeated, you are stunned into unconsciousness. You come round with 1 Stamina point, and he has robbed you of 50 Shards (or of all your money if you have less than 50 Shards). Turn to 10.

22

You reach down and deftly pull out the ceramic plug. A gush of foul-smelling emerald green liquid spills on to the floor, and the golem twitches once before collapsing. The other golem is coming to life, however. You'll have to be quick to get it in time!

M a k e a C O M B A T roll at Difficulty 9.

Successful C O M B A T roll turn to 539
Failed C O M B A T roll turn to 647

23

As you stride forward, they look up with expressions of luminous rage.

‘Get you back, mortal,’ warns one, ‘or I’ll touch you with my grave-cold hands and then it’ll be your dying day!’

Attack them turn to 479
Call on your god to banish them turn to 520

You will need to subdue the king and his henchmen with a spell.

M a k e a M A G I C roll at Difficulty 12.

Successful M A G I C roll turn to 644
Failed M A G I C roll turn to 208

25

Captain Vorkung is impressed with your claims of loyalty to the rightful king. He decides you might be useful to their cause, and you are led, blindfolded, through a secret pass to a mountain stockade.

King Nergan gives you an audience in a makeshift throne room. He is a young, and handsome man, who seems committed to his country. He leads you aside, into a private chamber.

‘I have need of one such as you,’ he says. ‘Yellowport groans under the yoke of Governor Marloes Marlock, the brother of General Grieve Marlock. If you can get into the palace at Yellowport and assassinate Marlock, I will be eternally grateful.’

If you have the codeword Artery, turn to 399 immediately. Otherwise, if you wish to accept the mission to kill the Governor of Yellowport, record the codeword Ambusade.

When you are ready, the King wishes you well, and you are lead out of the stockade, and back down to the foothills of the Coldbleak Mountains. Turn to 474.

26

You set sail for Dweomer. The journey takes a few days but, amazingly, it is uneventful. The captain can’t believe his luck, as you disembark at Dweomer harbour, on the Sorcerers’ Isle. Turn to paragraph 100 in Over the Blood-Dark Sea.

27

Either you are recklessly brave, or very foolish to visit the palace where you assassinated the governor, Provost Marshal Royzer has established new security procedures, and it is impossible for you to see him. R eturn to 10.

28

You jump into the air, and hit the ground rolling. You come up, bruised but alive, in time to see the horses ride straight into the rocky wall of a low hill! To your amazement, they pass straight through the rock and disappear. Silence falls across the land like a blanket. There is no sign of them, not even tracks. You camp for the night and the next day set off once more.

N orth across country turn to 560
E ast to the road turn to 588
To T refoille turn to 250
To M arlock City turn to 100
W est towards the River Grimm turn to 99

29

Your ship is sailing in the coastal waters beside Yellowport. There are a number of other ships, mostly merchantmen, but there are also a few warships of the Sokaran Imperial Navy.

‘At least we won’t be plagued by pirates with the navy around,’ says the first mate.

R oll two dice:

Score 2-4 Storm turn to 613
Score 5-9 An uneventful voyage turn to 439
Score 10-12 Sokaran war galley turn to 165

30

The market is large and busy. At the corner of Brimstone Plaza, gigantic braziers burn sweet-smelling incense in an attempt to overpower the rotten-egg smell that permeates the whole city. There are many stalls and goods to chose from. You may buy any of the items listed, as long as you have the money and the space to carry it. You may also sell any items you own that are listed below, for the price stated - if you do, don’t forget to cross them off your Adventure Sheet.

Items with no purchase price are not available locally.

A m o u r

To buy To sell
Leather (D efence +1) 50 Shards 45 Shards
Ring mail (D efence +2) 100 Shards 90 Shards
Chain mail (D efence +3) 200 Shards 180 Shards
Splint armour (D efence +4) – 360 Shards
Plate armour (D efence +5) – 720 Shards
Heavy plate (D efence +6) – 1440 Shards

W eapons (sword, axe, etc)

To buy To sell
Without C O M B A T bonus 50 Shards 40 Shards
COM B A T bonus +1 250 Shards 200 Shards
COM B A T bonus +2 – 400 Shards
COM B A T bonus +3 – 800 Shards

M agical E quipment

To buy To sell
Amber wand (M A G I C +1) 500 Shards 400 Shards
Ebony wand (M A G I C +2) – 800 Shards
C obalt wand (M A G I C +3) – 1600 Shards

O ther items

To buy To sell
M andolin (C H A R I S M A +1) 300 Shards 270 Shards
Lockpicks (T H I E V E R +1) 300 Shards 270 Shards
Holy symbol (S A N C T I T Y +1) 200 Shards 100 Shards

600
A dark emptiness surrounds you. Then, as if in your sleep, you see a tiny glimmer of light off in the distance. Suddenly you wake up, and find yourself coughing and spluttering, up to your neck in water. You look around – you are floundering in the holy waters of Blessed Springs.

Standing at the side of the pool is a tall, slim, moustached man who says ‘I am Aklar the Bold. I found you as bottled dust in the lair of Vayss the Sea Dragon. By sprinkling your ashes into the holy waters, I have brought you back to life. I think a reward is in order, don’t you?’

You explain that you have nothing to give. Aklar frowns in annoyance: ‘Blast, I knew I should have taken one of the other bottles! Well, you’ll just have to owe me a favour. A big favour.’

You can hardly refuse. Record the codeword Aklar.

‘Well, I must be about my business – we shall meet again, count on it.’ With that he leaves.

You stagger out of the pool. Turn to 510.

You head across the hot, dusty and sparsely vegetated land. Vultures circle overhead – presumably they think you’re going to die. You wander on, until you come to a ridge. Down below, in a shallow valley, is a great mound of earth. Scorpion men crawl in and out of the many burrows that riddle the earth. The number of scorpion men in the valley makes your heart quail; unless you have the codeword Artefak, the place is too deadly to enter. If you have the codeword Artefak, turn to 406. Otherwise, turn to 492.

Resurrection costs 200 Shards if you are an initiate, and 800 Shards if not. Once you have arranged for resurrection you need not fear death, as you will be magically restored to life here at the temple. To arrange resurrection, pay the fee and write ‘Temple of Tyrnai, The War-Torn Kingdom 640’ in the Resurrection box on your Adventure Sheet. If you are later killed, turn to 640 in The War-Torn Kingdom.

You can have only one resurrection arranged at any one time. If you arrange another resurrection later at a different temple, the original one is cancelled. Cross it off your Adventure Sheet. You do not get a refund.

When you are finished here, turn to 282.
41
The inside of the dome is lit with an eerie yellowish glow that comes from the sea-moss that carpets the ceiling. At the far end, a grotto in the wall contains an idol made from sea-shells and coral, presumably of Oannes, the god of the repulsive ones. At its feet lies the golden net of Alvir and Valmir, the object of your quest. Between you and it swim several of the giant squid-creatures, carrying out various undersea chores.
Swim back to the Shadar Tor turn to 35
Fight your way to the golden net turn to 121
Trust your magical prowess turn to 592
Rack your memory for a solution turn to 487

42
Two hulking shapes appear out of the shadows as if from nowhere. They are hideous creatures – manlike, standing on two legs but with the tail and hairy features of a gigantic rat. Their yellowing teeth snap at you as they lunge for you; the ratmen also wield wicked-looking shortswords in their hands.
‘Gut the human!’ yells one of them in a bestial voice.
You must fight them, both at once, as if they were one opponent. If you have some rat poison, you can add 3 to your dice rolls. Cross the rat poison off the Adventure Sheet if you use it.
Two Ratmen, COMBAT 6, Defence 9, Stamina 9
If you win, turn to 423. If you lose, turn to 308.

43
You must fight. Luckily, your magic weapon will be effective.
Tombs Guardian, COMBAT 6, Defence 8, Stamina 12
If you win, turn to 490. If you lose, you are dead, unless you have a resurrection deal.

44
You decide that discretion would be the better part of valour in this case, and step aside. The officers laugh contemptuously, and swagger past. Nothing else happens tonight. Turn to 100.

45
The little girl runs off before you can talk to her. You thread your way through the pitted tombstones and brooding crypts of the cemetery, under a pale moon that bathes the graveyard in a sickly, pallid light.
Suddenly, a foul stench fills your nostrils, and a figure rises up out of the shadow! Yellow eyes glow with feral blood-lust, and the creature sinks its black teeth into your arm before you can react. Lose 4 Stamina.
If you still live, you have been infected. Not that you have a Disease (Ghoulbite). Until you find a cure, you must subtract one from your SANCTITY, COMBAT, and CHARISMA abilities (no ability can drop below one). The ghoul, a rotting, walking corpse, lunges for you again.
Fight it turn to 617
Invoke the power of the gods turn to 144
Use salt and iron filings, if you have any turn to 303

46
Lose the codewords Almanac, Brush and Eldritch if you have them.

You can invest money in multiples of 100 Shards. The guild will buy and sell commodities on your behalf using this money until you return to collect it. ‘Don’t forget that you can lose money as well,’ mutters a sullen merchant.
Write the sum you are investing in the box here - or withdraw a sum invested previously. Then turn to 405.

M money invested

47
The Forest of Larun is a mighty swathe of densely packed trees, a slice of primordial nature in the middle of busy, industrious Sokara.
Venture deeper into the forest turn to 596
North to the Bronze Hills turn to 110
West to the River Grimm turn to 333
South into the countryside turn to 560
East to the road turn to 387

48
The warden is in charge of security. ‘We have had an unfortunate, umm… accident,’ he says worriedly. ‘In the crypt below the temple we sometimes experiment with the corpses of the dead – you know, the occasional zombie, part of the rituals in honour of the particular aspect of Nagil we revere here. It seems a ghoul has escaped from these pits, and is terrorizing the city at night. We’d rather someone like you sorted the problem out before the city militia got to hear of it. Destroy it and bring me the ghoul’s head.’
If you want to take up the mission, record the codeword Ague. ‘Search for it at night!’ says the warden as you leave. Turn to 100.

49
Not taking any chances, you charge the soldier, yelling a warcry. He starts back in astonishment. Just then, several archers pop up from behind the rocks above, and let loose a volley of arrows. One takes you in the leg. Lose 3 Stamina points.
If you still live, you fall to one knee, and the soldier melts away into the rocks. Alone, and wounded in the leg, you cannot climb upwards. You have to go back down though the descent will be difficult with a dodgy leg. Roll a die, adding 1 if you have climbing gear.
Score 1-3 turn to 529
Score 4-6 turn to 474

50
The new provost marshal of Yellowport is Royzer – he used to be Marloes Marlack’s second in command. Since the assassination of the old provost, Royzer has ruled the city with an iron hand – patrols are frequent and spies are everywhere. You will have to be careful not to get yourself recognised. Turn back to 10 and choose an option from the list there.

51
The war galley puts alongside, and grappling hooks fly through the air, fastening your ships together. The captain leaps across and his men swarm on to your ship. A battle ensues. Roll three dice if you are a Warrior, or two dice if you belong to any other
The creature bursts open in death, spilling a black inky cloud into the water. The sac in which this ink is kept falls free from its body. You can take the *ink sac* if you wish – note it on your Adventure Sheet. You also find coral jewellery worth about 15 Shards. Nothing else occurs during your foray into the depths, so you return to land. You climb back up the path that leads to the clifftop tor without incident.

Take the road to Trefoille turn to 602
Take the road to Marlock City turn to 166

You drive back the storm demons long enough for you to work free one of the stakes that is holding Sul Veneris down. Turn to 365.

You remember that this is a trap set up by the cannibal cultists of Badogor. While one pretends to be hurt, two other skulk in the shadows, waiting to ambush the curious. Forewarned you are.

Cultist, COMBAT 3, Defence 5, Stamina 7

If you win, you find a *bag of pearls* on his body. Turn to 10.

A strange-looking craft is bobbing in the water. It is shaped like a cone, floating on its base, and as you draw nearer, you realize it is made entirely of metal! Its sail, a huge piece of cloth, seems to have collapsed and is spread out around it, on the surface of the sea. Great blue and white letters, in some foreign script, are painted on its side. You notice an opening on one side.

Enter the strange craft turn to 496
Leave it and sail on turn to 85

You manage to lose them amid the backstreets of Yellowport. Once the heat is off, you return to the city centre. Turn to 10.

52
If you are an initiate it costs only 10 Shards to purchase Lacuna's blessing. A non-initiate must pay 25 Shards. Cross off the money and mark SCOUTING in the Blessings box on your Adventure Sheet.

The blessing works by allowing you to try again when you fail a SCOUTING roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one SCOUTING blessing at any one time. Once it is used up, you can return to any branch of the Temple of Lacuna to buy a new one.

When you are finished here, turn to 544.

53

The creature bursts open in death, spilling a black inky cloud into the water. The sac in which this ink is kept falls free from its body. You can take the *ink sac* if you wish – note it on your Adventure Sheet. You also find coral jewellery worth about 15 Shards. Nothing else occurs during your foray into the depths, so you return to land. You climb back up the path that leads to the clifftop tor without incident.

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Enter the strange craft turn to 496
Leave it and sail on turn to 85

You manage to lose them amid the backstreets of Yellowport. Once the heat is off, you return to the city centre. Turn to 10.

58
He doesn't notice you hiding in the shadowy doorway of a nearby derelict house. As he passes, you step out and attack, taking him completely by surprise. He goes down with your first blow. Searching him, you find 25 Shards, which you can take if you wish. Then you flip up his eyepatch. Nestling in the eye socket is a sparkling gem, a flame opal. You pluck it free. Note the *flame opal eye* on your Adventure Sheet and delete the codeword Barnacle. Quickly, you haul the body into the shadows and head for the city centre. Turn to 400.

59
Your deft fingers find a false spine of carved wood among the titles in the bookcase. Pressing it, you hear a click and the bookcase swings out from the wall. Beyond lies a hidden room where you find a verdigris key. Note this on your Adventure Sheet if you decide to take it.

Leave at once turn to 10
Go upstairs to find Lauria turn to 386
Wait for her to return turn to 534

60
You are crossing the wild country of north-east Sokara. Roll one die.

Score 1 or 2 Caught in an animal trap! Lose 2 Stamina
Score 3 or 4 Nothing happens
Score 5 or 6 Attacked by a wolf, and must fight.

Wolf, COMBAT 3, Defence 5, Stamina 7.

If you win, you get a *wolf pelt*.

When you are ready, you can go:

North turn to 518
South turn to 458
West turn to 201

61
‘W’ai,’ you cry, ‘I have seen the light! I wish to join your cult!’
‘W hat!’ yells the chef. Then his shoulders sag in resignation.
‘W e cannot refuse a new member,’ says the leader with obvious disappointment. ‘And we cannot eat our own people,’ he adds sadly.

A short ceremony later – fortunately, the initiation does not involve any cannibalistic rites – and you are a full member of the Cult of Badogor. Write Unspeakable Cultist in the Titles and Honours box on your Adventure Sheet. You lose 1 point of SANCTITY permanently for joining such a vile cult.

You take your leave, and they wish you well, all smiles and friendship.

‘R emember, never say his name! And don’t forget to bring us new recruits,’ says the leader. ‘And some people for dinner!’ adds the chef.

 Hastily, you head for the city centre. Turn to 10.

62
The Sokarans surrender. Their captain has been killed in the battle, and his marines have had the fight knocked out of them. The war galley isn’t carrying any cargo, but you find an officer’s pass on the body of the captain, and a chest in his cabin, which contains 150 Shards. You have to hand out 50 Shards to your crew, but you can add 100 Shards to your
Adventure Sheet. You leave the galley to limp back to Yellowport while you sail on. Turn to 439.

If you have the codeword Attar, turn to 578 immediately. If not, read on.
A small boy runs up to you, saying ‘Help us, help us! The Man-eating Blood-Thursday Gob-gobbler has got my little sister!’

His mother, a flaxen-haired beauty, comes up behind him.
‘Surely, you mean blood-thirsty not Thursday,’ you ask.
‘Oh no,’ replies the young mother, ‘the Man-eating Blood-Thursday Gob-gobbler is so named because it hunts only on Thursdays!’

The boy’s name is Mikail, and his mother is Lynn. Her husband is away in the army, and her young daughter, Haylie, was taken by the beast last Thursday. Apparently, several people have disappeared, never to be seen again.

‘Please, help us!’ plead the villagers.

Help them turn to 600
Refuse to help turn to 427

Your amateurish tinkering sets the trap off, and the chest explodes! You take the full force of the blast - lose 5 Stamina points. If you are still alive, you also find that the contents of the chest have been vaporized - except for a sturdy metal scroll case, containing a piece of ancient religious text about the gods of Utakku. You discover from the scroll that one of the gods of the Uttakin is called Ebron, and that he has fourteen angles. Note the scroll of Ebron on your Adventure Sheet if you wish to take it. Turn to 10.

There are three stone gates engraved with ancient runes. Each gate is marked with a name - Yellowport, Marlock City, and Wishport. From here, you can see the coast and the whole island, which is heavily forested.

Explore the coastline turn to 128
Head into the forest turn to 257
Step through the Yellowport arch turn to 8
Step through the Marlock City arch turn to 180
Step through the Wishport arch turn to 330

You stand your ground. The ghostly horses stream past you on either side, neighing wildly at the sky. Nimbly, you leap at one, and manage to wrap your arms around its neck, and swing on to its back. The horse feels quite solid, but appears to be a luminous pale-green colour. You look up through a cloud of sparks emanating from the horse’s mane just in time to see a rocky wall of a low hill looming up out of the evening mist. Your horse is galloping full tilt right into it!

Hold on turn to 17
Leap off turn to 28

Your ship is thrown about like flotsam and jetsam. When the storm subsides, you take stock. Much has been swept overboard - you lose 1 Cargo Unit, if you had any, of your choice. Also, the ship has been swept way off course and the mate has no idea where you are. ‘We’re lost at sea, Cap’n!’ he moans.

Turn to 90.

To renounce the worship of Alvir and Valmir, you must pay 50 Shards in compensation to the priesthood.

The priest simply points to a ship limping into harbour - its shattered masts, torn sails and battered hull mute testimony to its storm-tossed voyage.

‘The captain did not revere the Twin Gods,’ whispers the coral-jewelled priest darkly.

Do you want to change your mind? If you are determined to renounce your faith, pay the 50 Shards and delete Alvir and Valmir from the God box on your Adventure Sheet. Turn to 154.

To renounce the worship of Tyrnai, you must pay 50 Shards to the warrior priests, and suffer the Ceremony of the Wrathful Blow. A priest will strike you once - it is better to be struck by a priest than by Tyrnai himself!

If you are determined to renounce your initiate status, pay the 50 Shards, delete Tyrnai from the God box on your Adventure Sheet. The High Priest smashes you across the jaw, saying ‘I’m doing you a favour – believe me!’ Lose 1 Stamina point. If you earlier arranged a resurrection here, it is cancelled with no refund.

When you are finished, turn to 526.

Your ship is thrown about like flotsam and jetsam. When the storm subsides, you take stock. Much has been swept overboard - you lose 1 Cargo Unit, if you had any, of your choice. Also, the ship has been swept way off course and the mate has no idea where you are. ‘We’re lost at sea, Cap’n!’ he moans.

Turn to 90.

If you have the codeword Ague, turn to 517 immediately. If not, read on.

Nagil is the Lord of the Lands of the Dead, and his temple in Marlock City is covered in friezes and gargoyles of ornate design, depicting the souls of the dead on their journey to the underworld. Inside, it is cool and dark, hung with black velvet drapes.

A scroll tacked to the wall reads: ‘Wanted: person of unusual resourcefulness. See temple warden.’

Become an initiate turn to 409
Renounce worship turn to 187
Make resurrection arrangements turn to 478
Visit the warden turn to 48
Leave the temple turn to 100

You manage to shrug off the effects of the gas.

Attack the beast turn to 371
Run off turn to 527
If you are an initiate it costs only 10 Shards to purchase Elnir's blessing. A non-initiate must pay 25 Shards. Cross off the money and mark Charisma in the Blessings box on your Adventure Sheet.

The blessing works by allowing you to try again when you make a failed Charisma roll. It is only good for one reroll. When you use the blessing, cross off your Adventure Sheet. You can have only one Charisma blessing at any one time. Once it is used up, you can return to any branch of the temple of Elnir to buy a new one.

When you are finished here, turn to 568.

A fisherman will take you all the way to Yellowport for 15 Shards. Cross the money of your Adventure Sheet. Amazingly, despite the apparent fragility of the small vessel, you arrive without incident. Turn to 10.

The high priest takes you to a private chamber.

'You may be just what the temple needs,' he says, 'a good, old-fashioned thief! There is a suit of armour made entirely of gold – ceremonial only of course. Nonetheless, we would like, er, have it donated to us.'

'I see,' you reply, 'and where is the armour?'

'Well that's the tricky part – it's in the Temple of Tyrnai, in Caran Baru. In fact, it's worn by the idol of Tyrnai himself in the temple! Can you bring us the gold chain mail of Tyrnai? In return, we will instruct you in the roguish arts.'

If you want to take up the mission for the Temple of Sig, record the codeword Armour. Turn to 235.

You are an accomplished street brawler, and after only a few minutes' furious fighting, the three officers are laid out unconscious in the street. Several people gathered to watch the brawl – most of them give a cheer at your performance. General Marlock's troops have not endeared themselves to the population.

You find about 25 Shards on the officers' bodies and an officer's pass. Take whatever you require and turn to 100.

'It is fortunate we have a Chosen One of Maka at this temple,' says the high priestess. 'Only the Chosen Ones have the goddess-given powers to cure the afflicted!'

It costs 75 Shards – only 30 if you are an initiate of Maka – to be cured of a poison or a disease. Make any necessary payment and delete the disease or poison, and its effects, from your Adventure Sheet. Turn to 141.

You grab the woman's wrist a split-second before she can cut the strings of your money pouch. You drag her around to face you, but she meets your outraged scowl with a swashbuckling grin.

'You've got good reflexes,' she says. 'Most of the street scum around here are too drink-sodden or dimwitted to notice the loss of a few Shards. Want to earn some real money?'

Accept her offer turn to 425
Refuse and leave turn to 10

This could be a tough fight.

Golem, Combat 5, Defence 10, Stamina 10
If you win, turn to 94. If you lose, turn to 488.

You are following the course of the Stinking River – and it certainly does stink, laden with sulphur as it is. Roll a die.

Score 1 or 2 Stung by a large golden insect. You are poisoned (Combat –1 until you find a cure)
Score 3 or 4 Nothing happens
Score 5 or 6 Catch a Smoulder fish. Note it on your Adventure Sheet.

When you are ready, you can:
Follow the river north turn to 310
Follow the river south to Yellowport turn to 10
Go west to the road turn to 558
Go east into the countryside turn to 278

Your ship is thrown about like flotsam and jetsam. When the storm subsides, you take stock. Much has been swept overboard - you lose 1 Cargo Unit, if you had any, of your choice. Also, the ship has been swept way off course and the mate has no idea where you are. 'We're lost at sea, Cap'n!' he moans.

Turn to 90.

Your ship awaits you in the harbour. The crew are in good spirits, as ever when a new voyage is about to begin.

Go ashore turn to 142
Set sail turn to 222

You are sailing around Scorpion Bight.

Sail north along the coast turn to 190
Sail west towards Yellowport turn to 29
Sail east into the Sea of Whispers turn to 136
Sail south into the Violet Ocean turn to 416
Go ashore at Scorpion Bight turn to 176

The temple of the Three Fortunes is a squat, square building. A frieze above the door depicts three woman weaving a tapestry.

'That's the Tapestry of Fate, where our destiny is woven,' comments a priest.
You are on the road between Blessed Springs and Venefax. Pilgrims, the sick and injured travel this route to the holy waters of Blessed Springs to find salvation. Roll a die.

Score 1 or 2 Attacked by a mad pilgrim. You must fight.
Score 3 or 4 Nothing happens
Score 5 or 6 Blessed by a priest. Write Safety from Storms in the Blessings box on your Adventure Sheet.

When you are ready, you can:
- Go to Blessed Springs turn to 510
- Go to Venefax turn to 427
- Go north into the countryside turn to 548

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

Score 2-4 Lose entire sum invested
Score 5-6 Loss of 50%
Score 7-8 Loss of 10%
Score 9-10 Investment remains unchanged
Score 11-12 Profit of 10%
Score 13-14 Profit of 50%
Score 15-16 Double initial investment
Score 17+ Triple initial investment

Now turn to 104, where you can withdraw or leave the sum written in the box there after adjusting it according to the result rolled.

The undead pirate reaches for you, but it is too slow. Then it speaks, its voice seeming to sound inside your head.

'Damn you, and your kind, thieving sea centaur! I curse you forever -- may you never swim again in the seas you love. You will walk for the rest of your life as a human, doomed to wander the surface world, unable to find the peace of coral caves!' You find yourself already changing back to a human. Turn to 91.

He smiles and takes you into the Gambler's Den. It is a smoke-filled casino, full of all kinds of dubious characters, playing cards and dice. If you want to gamble, decide how much you want to bet, to a maximum of 20 Shards, and roll two dice.

Score 2 win five times your bet
Score 3-4 win twice your bet
Score 5-9 lose your bet
Score 10-11 win twice your bet
Score 12 win five times your bet

When you are ready to leave, put a tick in the box and turn to 109, unless the box is already ticked, in which case turn to 100.

He falls dead at your feet. Searching him, you find 25 Shards you can take if you wish. Then you flip up his eyepatch. Nesting in the eye-socket is a sparkling gem, a flame opal. You pluck it free. Note the flame opal eye on your Adventure Sheet and lose the codeword Bandit. You hurry off, before a patrol arrives. Turn to 400.

If you have the codeword Azure, turn to 359 immediately. If not, read on.

A mad beggar, covered in sores and grime, accosts you in the street. 'O noble one, aid me for the love of the gods!' he rants, frothing at the mouth and gesticulating wildly. 'I need coins to eat, food to spend, and blessings to wear!' Ignore him and return to city centre turn to 10
Give him 5 Shards turn to 227
Bless him turn to 632

At last, the golem is defeated. You manage to get into the temple without being noticed by anyone else. Inside, it is cool and dark, filled with an unearthly stillness. You reach forward to strip the armour off the idol of Tyrnai.

Make a Thievery roll at Difficulty 12.
Successful Thievery roll turn to 509
Failed Thievery roll turn to 228

You are greeted warmly and politely by the provost marshal who treats you as one if his own. However, there are no more missions, and after thanking you once again, he politely sends you on your way. Return to 10.

One of the militiamen kicks over a table, blocking your escape. You set your back to a corner of the room and grimly prepare to fight for your life. Fight them one at a time:
- First Militiaman, COMBAT 4, Defence 7, Stamina 5
- Second Militiaman, COMBAT 4, Defence 7, Stamina 4
- Third Militiaman, COMBAT 4, Defence 7, Stamina 5

If you win, turn to 432. If you surrender, turn to 218.

You climb down a narrow track to the beach. The sea pounds the rocky shore, and the spray lashes your face. A mournful, yet utterly captivating singing suddenly fills your ears. You look out
to sea, and spot several mermaids and mermen, cavoring in the
surf. ‘Come, come to us…’ one of them calls in a lilling voice
that fills you with a yearning desire to plunge into the sea and
swim out to them.

Make a SANCTITY roll at Difficulty 10.
Successful SANCTITY roll turn to 584
Failed SANCTITY roll turn to 159

98
The soldier recognizes you and bows.
‘My lord,’ he says. ‘We are a small group now, left here to
act as raiders behind enemy lines. Thanks to your heroic actions,
the Citadel of Velis Corin is now ours – the king has moved his
court there. Go to the citadel if you would speak with the king.’
There is nothing else of interest in the mountains, so you
return to the foothills. Turn to 474.

99
You are on the east bank of the River Grimm, a great, powerful
river, which rushes past towards the sea. You can travel to
Golnir from here.
Cross the bridge to Conflass turn to 168
Cities of Gold and Glory
Ford the river to the south turn to 306
Cities of Gold and Glory
Follow the river north turn to 333
Head for the Curstmoor turn to 175
Head towards Devil’s Peak turn to 560
Go south to the mouth of the river turn to 579
Go to M arlock City turn to 100

100
Marlock City is a huge sprawling metropolis, enclosed in a
fortified wall said to have been built one thousand years ago by
the ancient Shadar Empire. It is the capital city of Sokara. Marlock
City was once known as Sokar, until General Grieve
Marlock led the army in bloody revolt against the old king,
Corin VII, and had him executed. The general renamed the city
after himself – it is now a crime to call it Sokar.

The general lives in the old king’s palace, and calls himself
the Protector-General of all Sokara. Whereas the old king was
corrupt, the general rules with a fist of iron. Some people like
the new regime; others are royalists, still loyal to Nergan, the
heir to the throne, who has gone into hiding somewhere.

Outside the city gates hang the bodies of many dead people
– labels around their necks read ‘Rebels, executed by the state
for the good of the people’.
‘You’d best behave yourself if you don’t want to end up like
one of them,’ grates a guardsman, nodding towards the swinging
corpse, as you pass through the great eagle-headed gates of
Marlock City.

You can buy a town house in M arlock City for 200 Shards.
Owning a house gives you a place to rest, and to store
equipment. If you buy one, cross off 200 Shards and tick the
box by the town house option.
To leave Marlock City by sea, or to buy or sell ships and
cargo, go the harbormaster.
Visit the T hree R ings Tavern turn to 158
Visit the temple of A lvir and V almir turn to 154
Visit the temple of N agil turn to 71
Visit the temple of S ig turn to 235
Visit the temple of Elnir turn to 568
Visit the market turn to 396
Visit the harbormaster turn to 142
Go to the merchants’ guild turn to 571
Explore the city turn to 138
Visit your town house □ (if box ticked) turn to 434
Visit the House of Priests turn to 535
Visit the general’s palace turn to 601
Travel east towards T refolli turn to 377
Head south-east towards the Shadar T or turn to 166
Follow the R iver Grimm north turn to 99
Journey north into the Curstmoor turn to 175
Head west to the R iver Grimm delta turn to 579

101
You yell the name of their god again and again. The cultists clap
their hands over their ears, hopping about in horror.
‘Aargh!’ howls the leader. ‘Stop your blaspheming, you
heathen devil!’
In their confusion, you make it to your equipment. Now
you can fight your way out. Make a C OMBAT roll of Difficulty
13. If you fail, turn to 204. If you succeed, you manage to fight
your way to freedom with the loss of 4 Stamina points and head
back to town, turn to 10.

102
If you have the codeword D efend, turn to 655 immediately. If
not, read on.
‘What are you doing back here,’ asks Grieve Marlock,
angrily. ‘You should be defending the citadel! You know, that
castle in the Pass of Eagles, up north! Get back there and talk to
O rin T elana’

If you have a coded missive, turn to 677. Otherwise, you
are shown out in short order. Turn to 100.

103
You set sail for Copper Island. The uneventful journey takes
only a few days. The captain cannot believe how smooth the
voyage has been. You disembark at the harbour of Copper
Island. Turn to paragraph 99 in O ver the Blood-Dark Sea.

104
Lose the codewords A lmanac, B rush and Eldritch if you have
them. You can invest money in multiples of 100 Shards. The
guild will sell and buy commodities on your behalf using this
money until you return to collect it.
‘Don’t forget that you can lose money as well,’ mutters a
sullen merchant who leaves the guild penniless.
Write the sum you are investing in the box here – or
withdraw a sum invested previously. Then turn back to 571.

M oney invested

105
You will have to fight it.
Scorpion Shaman, C OMBAT 5, Defence 8, Stamina 9
If you win, turn to 332. If you lose, your adventures are over
unless you have a resurrection deal.
Cross off the money. The young man smiles ingratiatingly, and hands you the pearls. Make a MAGIC roll at Difficulty 10.

**Successful MAGIC roll** turn to 306
**Failed MAGIC roll** turn to 489

If you are an initiate it costs only 10 Shards to purchase Tyrnai’s blessing. A non-initiate must pay 25 Shards. Cross off the money and mark COMBAT in the Blessings box on your Adventure Sheet.

The blessing works by allowing you to try again when fail a COMBAT roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can only have one COMBAT blessing at any one time. Once it is used up, you can return to any branch of the temple of Tyrnai to buy a new one.

When you are finished, turn to 282.

That night, your sleep is restless. You dream a most vivid dream. You are attacked by a gigantic sea monster, a mighty octopoid thing that encircles the ship with tree-like tentacles and pulls it under the waves. You sink into the bottle-green depths until you are caught in a glowing golden net.

You wake in an undersea palace of multi-coloured coral, with mermaids to attend you. They lead you past trident-armed merman guards into a great hall. Seated upon two giant shells, like thrones, are the king and queen of the deep, with green hair, sea-grey eyes, and crowns of pale gold. Shoals of iridescent angel fish dart about in an intricate flashing dance of colour, dancing for the rulers of the land beneath the waves. In awe, you bow before them.

The queen indicates that you should entertain them, for they are bored! A silver flute appears in your hands. Make a CHARISMA roll at Difficulty 11.

**Successful CHARISMA roll** turn to 132
**Failed CHARISMA roll** turn to 457

You are about to leave when you see a crowd gathered around a slim pasty-faced scholar at a card table.

‘By the Three Fortunes, but I’m hot tonight!’ he cries. It seems he is on a winning streak. You notice a couple of dodgy-looking riffians watching the scholar carefully.

*Wait and follow the scholar* turn to 540
*Return to the city centre* turn to 100

You are walking through Bronze Hills. Virtually the whole area has been given over to mining. Everywhere, quarries and mineshafts abound. It is a horrible expanse of torn-up earth – hardly any areas of green are left. Great heaps of excavated rock, leached of their useful minerals, mar the landscape. You find a quarry that is open to the public. That is to say, if you pay 50 Shards you can dig for an hour in a silver mine.

*Pay 50 Shards and mine for silver* turn to 668
*Go to Caran Baru* turn to 400
*South into the Forest of Larun* turn to 47
*West to the River Grimm* turn to 333
*North west to the Western Wilderness* turn to 276

Your knowledge of the arcane arts is too limited to help you here.

*Fight your way to the golden net* turn to 121
*Swim back to Shadar Tor* turn to 35

The merchants’ guild is comparatively small here. Most of its work involves financial services for the army. Here you can bank your money for safe-keeping, but there are no facilities for investment. You can deposit or withdraw money – note that you are in Caran Baru and turn to 605 - or return to the town centre, turn to 400.

If you have the codeword A mour, turn to 550 immediately. If not, but you are a Rogue, turn to 75. Otherwise, the high priest has little to say to you; your audience is cut short. Turn to 235.

You are known as the priest who outwitted the storm demons to save Sul Veneris. You are shown in to see the chief administrator, who welcomes you freely. He can heal you of all lost Stamina points and cure you of a disease or poison free of charge. He cannot, however, lift a curse.

‘Whenever you need help, come to me!’ he says. When you are ready, turn to 100.

If you are on a quest for the temple of Nagil, to bring them the head of an escaped ghoul, turn to 446. If you do not want to look for the ghoul yet, or have already done so, turn to 226.

Put a tick in the box. If there is one there already, turn to 322 immediately. Otherwise read on.

You realize the creature is one of the legendary repulsive ones. It is swimming past you, intent on its own business, so you follow it, in the hope it will lead you to the sunken city of Ziusudra. Turn to 547.

There are several people with eyepatches but none with a velvet one. You ask around among the taverns and bars of the rougher areas in Caran Baru. Make a CHARISMA roll at Difficulty 11.

**Successful CHARISMA roll** turn to 149
**Failed CHARISMA roll** turn to 468

The overseer of the mines is a fat, cruel-looking man. He welcomes you with a promise, ‘In one month, you’ll be dead, slave.’

You spend the next few weeks in chains, working 15 hours a day, deep underground, digging at a rock face in the tunnels of the mines in the Bronze Hills. You are fed on gruel and black bread. You realize you will not live long down here and that you must escape if you are to survive.

If you have the codeword Ashen, turn to 351. Otherwise, turn to 565.
Gain the codeword Ashen.

You hear the shouts from outside, muffled by the swirling sulphurous fog. A stab of icy panic pulses at your heart, and an instant later the door bursts open. Three militiamen armed with maces burst through the doorway. Behind them, a tall cadaverous gentleman wrapped in a cape is stamping in fury. ‘A thief in my house!’ he rages. ‘Do your duty!’

You realize the truth: Lauria has used you as a decoy to cover her escape. You’ll get even later – if you survive.

The militiamen race forward to seize you. Make a COMBAT roll at a Difficulty of 12.

Successful COMBAT roll turn to 588
Failed COMBAT roll turn to 96

You ship is sailing in the coastal waters off the Shadar Tor. You can just see the tor, a jumbled mass of rocks, sitting on the cliffs tops as it has done for a thousand years. Roll two dice:

Score 2-4 Storm turn to 324
Score 5-9 An uneventful voyage turn to 559
Score 10-12 A merchant ship turn to 207

You wait outside, hoping to take the repulsive ones singly as they emerge. You will have to fight the three of them, but you may do so one at a time.

First Repulsive One, COMBAT 4, Defence 6 Stamina 10
Second Repulsive One, COMBAT 3, Defence 5, Stamina 10
Third Repulsive One, COMBAT 4, Defence 6, Stamina 10

Subtract 1 from your dice rolls for every fight because you are unused to underwater combat.

If you beat all three, turn to 213. If you lose, your adventuring days are over, unless you have a resurrection deal.

If you have the codeword Aa’d, turn to 543 immediately. If not, but you have a copper amulet, turn to 384 immediately. Otherwise, read on.

Guildmaster Vernon of Yellowport is surprisingly eager to see you. He is a hugely fat and bejewelled merchant, and he tells you that a group of ratmen have made a base in the sewers beneath the city. They come out at night to raid the warehouses and homes of the merchant Yellowport.

‘We need an adventurer like yourself to destroy their king,’ explains the guildmaster. ‘Without him, the ratmen wouldn’t be able to organize a feast in a larder. We will pay you 450 Shards if you succeed.’

Vernon tells you that the sewers can be entered via an old disused well in the poor quarter.

Whenever you are ready to enter the sewers, and you are in Yellowport, turn to 460. Note this option on your Adventure Sheet. Now you can return to the city centre, turn to 10, or go down the sewers straight away.

This is the east bank of the River Grimm, near its source in the Spine of Harkun, far to the north.

You reach a ford where you can travel to the west bank for 1 Shard. You could try swimming across instead, but the current is strong; you need to succeed at a SCOUTING roll at a Difficulty of 10 to do so.

Swim or pay to cross turn to Cities of Gold and Glory 53
Failed attempt to swim turn to Cities of Gold and Glory 76
East into the wilderness turn to 276
North to the mountains turn to 3
Follow the riverbank south turn to 333

Heavy black clouds race towards you across the sky, whipping the waves into a frenzy. The crew mutter among themselves fearfully. If you have the blessing of Alvir and Valmir, which confers Safety from Storms, you can ignore the storm. Cross off your blessing and turn to 420. Otherwise the storm hits with full fury. Roll one die if your ship is a barque, two dice if it is a brigantine, or three dice if a galley. Add 1 to the roll if you have a good crew; add 2 if you have an excellent crew.

Score 1-3 Ship sinks turn to 346
Score 4-5 The mast splits turn to 583
Score 6-20 You weather the storm turn to 420

You mumble a prayer to the gods, but you’re not sure if you got the ritual right.

The beggar thanks you and babbles, ‘Yes, yes, a new doublet for an old beggar – I shall wear it with pride!’ He wanders off, stopping passersby to show off what he thinks are his new clothes. Poor old fool.

You return to the city centre. Turn to 10.

If you have the codeword Aa’l, turn to 199 immediately. If not, read on.

You come across a strange sight. A man lies staked out on the ground, asleep. Blue energy crackles up and down his body, and a hefty-looking hammer, glowing red, is still attached to his belt. It is Sul Veneris, the one you have come to free.

As you are about to lift the stakes, a whistling, keening blast of ferocious wind engulfs you. You are surrounded by whirling storm demons – vaguely man-shaped creatures of thunderous energy which try to sweep you into the air and off the edge of the peak.

You try to recite the rituals of dismissal associated with such demons. Make a SACRIFICE roll at Difficulty 12.

Successful SACRIFICE roll turn to 421
Failed SACRIFICE roll turn to 210

Make a THIEVERY roll at Difficulty 9.

Successful THIEVERY roll turn to 269
Failed THIEVERY roll turn to 183

You make your way around the coast. The interior of the island appears to be heavily forested. After a while, however, you come to a bay in which a couple of ships are anchored. A small settlement nestles on the beach, and you make your way towards it. Turn to 195.
129

‘Pst, come here, friend!’ someone whispers from the shadows.
Go over to him turn to 641
Ignore him and leave turn to 100

130

You are greeted by several of the knights.
‘We’ll not fight you anymore,’ says the Blue Dragon Knight.
‘We keep losing,’ says the Green Dragon Knight.
‘And it’s costing us a fortune in armour, not to say a lot of
bruises!’ says the Red Dragon Knight.

You are turned away, unless you have the codeword
Axe, in
which case turn to 521. Otherwise, turn to 276.

131

On the island is a community of sea gypsies. They hail you, but
then they seem to recognize you. Rapid activity takes place, and
within seconds a huge sail has been raised, and the island scuds
away – it seems they would rather not meet you a second time.

Turn to 85.

132

You play the flute like never before. The king and the queen are
enchanted by the haunting melodies you are able to coax from
the enchanted flute. Unfortunately, you have played too well.
The king puts you under a spell, so that you find you cannot
stop. Make a SANCTITY roll at Difficulty 11.
Successful SANCTITY roll turn to 413
Failed SANCTITY roll turn to 307

133

You are forced back by the flames. Some townsfolk, covered in
wet blankets, manage to get the woman out. They are treated
like heroes – you are forgotten. Such is life. Turn to 100.

134

‘The high priest is out of town,’ a clerk tells you.
‘Yeah, until the heat dies down!’ quips a passing member of
the temple. The clerk glares at her angrily.

Turn to 235.

135

The shores of the Lake of the Sea Dragon are swept by ochre
waves, and the air smells foul. A sickly, pale green seaweed is the
only vegetation that can survive in the sulphurous waters of the
lake. A small fishing village, Cadmium, has grown up on the
shores of the lake.

Talk to a fisherman turn to 382
Visit the local market turn to 292
Hire a boat and go fishing turn to 203
Go north to the Coldbleak Mountains turn to 474
North east into the farmlands turn to 548
South east into open countryside turn to 278
South, following the Stinking River turn to 576
West along the road turn to 387

136

The Sea of Whispers. The sea is uncannily quiet and flat as a
pane of glass under a grey-blue sky. At night, however, the
waters seem to come alive with an eerie whispering. One of
your crew tells you that the sounds you heard at night are the
sea centaurs speaking to one another across the waves.

Roll two dice:
Score 2-4 Storm turn to 639
Score 5-7 An uneventful voyage turn to 507
Score 8-10 An unusual catch turn to 337
Score 11-12 A strange dream turn to 108

137

The merchantman appears to be from Golnir. It keeps well away
from you, no doubt fearing piracy. Turn to 559.

138

If you have the codeword Ague, turn to 115. If not, read on.

You take a stroll through the streets – Marlock City is
Teeming with people.

Explore the Barracks area turn to 15
Visit the Street of Entertainers turn to 129
Enter the residential quarter turn to 619

139

You are spotted by a spear-armed guard. It gives an ululating cry
of alarm, and many others swarm out of the mound.

You have little choice but to run – with a pack of deadly
killers close behind. Desperately, you try to lose them in the
night.
Roll a die, and subtract one from the score. If the result is
less than or equal to your Rank, turn to 295. Otherwise, turn to
663.

140

The ship drops you at Yellowport docks. You make your way
to the city centre. Turn to 10.

141

The Temple of Maka, the terrible goddess of disease and famine,
is a large underground chamber accessible via an ornate entrance
in the middle of the Plaza of the Gods, where all the temples
stand in Yellowport.

Down below, the walls are bare earth; the ceiling is covered
in the roots of growing plants, for Maka is also the goddess of
the harvest, who must be kept happy else disease and famine will
strike the people, their crops and their livestock, bringing ruin to
all.

Become an initiate turn to 368
Renounce her worship turn to 261
Seek a blessing turn to 481
Ask to be cured of disease or poison turn to 77
Leave the temple turn to 10

142

All shipping in and out of Marlock City must come through the
offices of the harbourmaster. Here you can buy passage to far
lands, or even a ship of your own, to fill with cargo and crew.

You can buy one-way passage on a ship to the following
destinations:

Yellowport, cost 10 Shards turn to 372
Wishport, cost 15 Shards turn to 455
Sorcerer's Isle, cost 30 Shards turn to 234
Copper Island, cost 30 Shards turn to 424
If you buy a ship, you are the captain and can take it where you wish, exploring or trading. You also get to name it. There are three types of ship, and four types of crew quality. You can also buy cargo for your ship to sell in other ports.

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Cost</th>
<th>Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barque</td>
<td>250 Shards</td>
<td>1 Cargo Unit</td>
</tr>
<tr>
<td>Brigantine</td>
<td>450 Shards</td>
<td>2 Cargo Units</td>
</tr>
<tr>
<td>Galleon</td>
<td>900 Shards</td>
<td>3 Cargo Units</td>
</tr>
</tbody>
</table>

If you buy a ship, add it to the Ship’s Manifest, and name it as you wish. The quality of the ship’s crew is average, unless you pay to upgrade it. If you already own a ship you can sell it to the harbormaster at half the above prices.

It costs 50 Shards to upgrade a poor crew to average, 100 Shards to upgrade an average crew to good, and 150 Shards to upgrade a good crew to excellent.

Cargo can be bought at Marlock City and sold at other ports for profit. If you own a ship, you can buy as many Cargo Units as it has room for. You may also sell cargo, if you have any.

Prices quoted here are for entire Cargo Units:

- Timber: 190 Shards → 180 Shards
- Textiles: 325 Shards → 285 Shards
- Spices: 820 Shards → 760 Shards
- Grains: 190 Shards → 180 Shards
- Furs: 190 Shards → 180 Shards
- Metals: 700 Shards → 635 Shards
- Minerals: 500 Shards → 460 Shards
- Skins: 400 Shards → 360 Shards
- Wine: 350 Shards → 315 Shards
- Honey: 200 Shards → 180 Shards
- Wine: 350 Shards → 315 Shards
- Honey: 200 Shards → 180 Shards

Fill in your current cargo on the Ship’s Manifest – assuming you own a ship:

- If you own a ship and wish to set sail, turn to 84. If not you can go to the city centre. Turn to 100.

To renounce the worship of Elnir, you must pay 40 Shards to the priesthood by way of compensation. A passing noble says disdainfully, ‘Ha! Only those born to rule have the fibre to worship the Sky Lord. Those who renounce Elnir never reach the top!’

Do you want to change your mind? If you are determined to renounce your faith, pay the 40 Shards and delete Elnir from the God box on your Adventure Sheet.

When you have finished here, turn to 316.

You call on the powers of the gods, to banish this foul, blasphemous travesty of life. The Ghoul shrinks back for a moment, snarling. Make a SANCTITY roll at Difficulty 10.

- Successful SANCTITY roll turn to 223
- Failed SANCTITY roll turn to 289

King Skabb gives a cry of anger, and leaps at you in desperation, swinging a spiked mace in his hand. You must fight him, adding 3 if you have some rat poison to put on your weapon. If you use the poison, cross it off your Adventure Sheet.

King Skabb, COMBAT 5, Defence 7, Stamina 10

If you lose, your adventuring career will be over, unless you have a resurrection deal. If you win, turn to 554.

He seems to see something he approves of because he says, ‘Perhaps. But first you must prove yourself. There is a knight, a man of great evil. He is known as the Black Dragon Knight – defeat him in battle and I will teach you. Bring me back his black dragon shield as proof of your valour.’ With that he turns and walks away.

‘But how will I find him? And then how will I find you?’ you cry.

‘Would you have me kill him for you as well?’ he asks over his shoulder. ‘As for the second, ask for me in the Blue Griffon Tavern in Caran Baru. My name is Yanryt the Son.’

Gain the codeword Axe and turn to 412.

An old troubadour tells an epic tale of adventure and romance involving three heroes, a princess and a dragon. Afterwards you find yourself talking to him at the bar. He tells you about the time he was captured by the Manbeasts of Nerech, and that by soothing their savage ferocity with music, he was able to escape.

If you are a Troubadour, turn to 469. Otherwise turn to 100.

‘Stop, stop, I surrender!’ yells the tree. You cease your attack. ‘I guess you can pass, in view of recent events!’ it says grudgingly.

‘Stop, stop, I surrender!’ yells the tree. You cease your attack. ‘I guess you can pass, in view of recent events!’ it says grudgingly.

Get the codeword Apple.

You walk through the thorn bush gate. Beyond, you find several huge oak trees whose branches are so big that they are able to support the homes of many people.

Turn to 358.

A man accosts you as you are leaving a tavern. His breath reeks of rotting teeth, and his ear has been cut off – the mark of a man punished for piracy.

‘Give me 10 Shards and I will tell you what you want to know,’ he says.

Pay the money (cross off 10 Shards) turn to 533

Refuse to pay turn to 468

Cross off the 10 Shards. You get a berth on a merchantman headed for Marlock City. It is a trouble-free journey.

‘I pay everyone off – the Sokarans, the pirates,’ says the captain. ‘That way I get left alone.’

You disembark in Marlock City. Turn to 100.

Inside the cave, you find Damor the Hermit, floating cross-legged in the air. ‘I told you never to come back!’ he shouts angrily. He waves his hand, and you are teleported back down to the bottom of the mountain before you can say a word. Turn to 244.
152
If you have the codeword Attar, turn to 623 immediately.

You clamber down a ladder into a long, low hall, the Venefax Market. A sign reads, ‘Closed on Thursday’. Fortunately, it’s not Thursday, and a stocky, barrel-chested man with piggy eyes introduces himself as Fourze, the Master of the Market.

There is not much for you to buy or sell in this provincial market. Items with no purchase price are not available locally.

<table>
<thead>
<tr>
<th>Armour</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leather (Defence +1)</td>
<td>50 Shards</td>
<td>45 Shards</td>
</tr>
<tr>
<td>Ring mail (Defence +2)</td>
<td>-</td>
<td>90 Shards</td>
</tr>
<tr>
<td>Weapons (sword, axe, etc)</td>
<td>To buy</td>
<td>To sell</td>
</tr>
<tr>
<td>Without Combat bonus</td>
<td>50 Shards</td>
<td>40 Shards</td>
</tr>
<tr>
<td>Combat bonus +1</td>
<td>-</td>
<td>200 Shards</td>
</tr>
</tbody>
</table>

Other items
<table>
<thead>
<tr>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rope</td>
<td>50 Shards 45 Shards</td>
</tr>
<tr>
<td>Lantern</td>
<td>100 Shards 90 Shards</td>
</tr>
<tr>
<td>Climbing gear</td>
<td>100 Shards 90 Shards</td>
</tr>
<tr>
<td>Scorpion antidote</td>
<td>100 Shards 90 Shards</td>
</tr>
</tbody>
</table>

When you are finished, turn back to 427.

153
You and your men are forced to surrender. The Sokarans take all your money and cargo, if you have any.

‘Count yourself lucky I haven’t decided to call you rebels and sell the lot of you into slavery!’ says the captain.

They depart, leaving you and your crew with the bitter taste of defeat. Disconsolately, you sail on. Turn to 439.

154
The temple of Alvir and Valmir, Divine Rulers of the House of the Sea, is right on the teeming harbour of Marlock City. Its sea-green marbled porticos are draped in a hundred silver nets. Brother and sister, Alvir and Valmir rule below the waves. Alvir brings the souls of the drowned in his nets before his sister, Valmir, for judgement.

A swaggering ship’s captain emerges from the temple, saying to you in passing, ‘Never, I mean never go to sea without paying your respects to the twin gods – unless ye want to sail through a world of storms’

Become an initiate turn to 343
Renounce their worship turn to 68
Seek a blessing turn to 275
Leave the temple turn to 100

155
One of the Trading Post sailors rows you out to your ship anchored in the bay. ‘Welcome aboard, Cap’n,’ says the mate. The sky is clear and the smell of the sea fills your heart with wanderlust.

Set sail into the Sea of Whispers turn to 136
Return to the Trading Post turn to 195

156
The priest looks you over. ‘I’m afraid we have no one skilled enough to cure you. However, I believe the Temple of Maka in Yellowport might be able to help. And the holy waters at Blessed Springs are known to be efficacious in this kind of case.’

Turn to 100.

157
You try to prove your loyalty to the new regime, but they don’t believe a word of it. They beat you into unconsciousness, and leave you lying in the gutter. They rob you of all the money you had, but leave your possessions untouched. You come round with only 3 Stamina points. Turn to 10.

158
The Three Rings Tavern is a comfortable inn near the city centre. The tavern costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.

Pay 3 more Shards and buy some drinks turn to 147
Leave the tavern turn to 100

159
Your mind falls into a waking dream, and you walk lazily into the waters. The mer-folk, laughing and singing, take you down to their undersea home of living coral, where they stop you from drowning with their faery magic. They keep you for several weeks, until you are no longer an amusement to them.

You wake up, as is from a long sleep, with only a shadowy memory of your ordeal, to find yourself washed up in the harbour of Yellowport. You have lost all the possessions you were carrying (erase them from your Adventure Sheet) but you still have your money. Turn to 10.

160
If there is a tick in the box, turn to 461 immediately. If not, put a tick there now, and read on.

You learned the password ‘Rebirth’ in the library of Dweomer.

‘My aren’t we the wise one,’ carps the door sarcastically. ‘Still, a job’s a job, eh?’ it mutters.

The door lifts straight up, and you step into the shadows of the Tomb of the Wizard King. It is lit by still-burning torches that give off an eerie eldritch glow. In the middle of the large round chamber, a sarcophagus lies, surrounded by a pentacle drawn in blood. You notice the blood still seems fresh!

Make a Magic roll at Difficulty 10.

Successful Magic roll turn to 674
Failed Magic roll turn to 309

161
The governor is a seasoned veteran of many battles, a hardy man. He is quick to react, and calls his guards before you can kill him. You are subdued by sheer numbers.

‘Take this dirty rebel assassin to the dungeons!’ sneers Marloes Marlock.

The guards take all your money and possession. Cross them off and turn to 454.

162
With the golems out of the way, you can get on with business. You reach forward to strip the armour off the idol of Tyrnai.

Make a Thievery roll at Difficulty 12.

Successful Thievery roll turn to 509
Failed Thievery roll turn to 228

163 You hold up the pirate captain's head. The guildmaster looks up expectantly, but his face quickly darkens.

'This is not Amcha! Everyone knows he has only one eye - this poor fellow is probably some beggar you killed in an alley somewhere. You think you can swindle the guild with this pathetic ruse? Out! Get out! And don't come back until you bring me the head of Amcha One-Eye!' The guildmaster has you removed by his guards, and you are dumped into the street. Turn to 100.

164 The dank tunnels, running with rivulets of foul water, take you deeper into the unknown. You mark the twisting passages with chalk so that you can find your way back.

Shortly, you come out into a large, rough-hewn cavern, wreathed into shadows that dance and flicker in the light you have brought.

A sound makes you start in surprise. Make a Scouting or a Thievery roll against Difficulty 11.

Successful Scouting/Thievery roll turn to 247
Failed Scouting/Thievery roll turn to 42

165 A Sokaran war galley hails you and draws up alongside. 'We're coming aboard for an inspection!' yells the captain of the galley. His men attempt to grapple your ship.

Let them turn to 552
Try to escape turn to 444

166 You are on the road between Marlock City and the Shadar Tor. Along most of the length of the road, a thin sliver of a shanty town has grown up. Tents and lean-to's line the way. You find the twisting passages with chalk so that you can find your way back.

Score 1 or 2 A pick-pocket! You lose 10 Shards
Score 2 or 3 Nothing happens
Score 5 or 6 You find a lantern by the side of the road
When you are finished, you can:
Go to Marlock City turn to 100
Head for the Shadar Tor turn to 35

167 You lose your pursuers in the treacherous rocky passes of the mountains. Eventually, you reach the safety of the foothills. Turn to 474.

168 As you stretch out your hand, you lose your footing, and plummet to the ground, right between the two golems! They turn their heads with a grating rumble, and open their mouths to speak. The sound that comes out is a bell-like gonging that alerts the temple. You pick yourself up and fall back on the last resort of a rogue - running for your life! Warrior priests swarm out of the temple in pursuit.

Roll one die, and subtract one from the total. If the result is less than or equal to your Rank, turn to 395, otherwise turn to 551.

169 If there is a tick in the box, turn to 443 immediately. If not, put a tick there now, and read on.

You see a couple of Sokaran warships, pursuing two other ships. Your first mate says, 'See the Red Pennants on them thar ships? They be pirates, running from the Sokarans!' Help the Sokarans turn to 286
Help the pirates turn to 394
Ignore the battle turn to 443

170 Becoming an initiate of Lacuna gives you the benefit of paying less for blessings and other services the temple can offer. It costs 60 Shards to become an initiate. You cannot do this if you are already an initiate of another temple. If you choose to become an initiate, write Lacuna in the God box on your Adventure Sheet - and remember to cross off the 60 Shards. Once you have finished here, turn to 613.

171 You have soon laid the figures out like three logs on the village green. They are badly hurt, but still alive. Now that you can get a better look at them, you see that they are dusted all over with flour, giving them a spectral appearance.

You summon the other villagers. At first they are loath to venture out and inspect the three strangers, but the fact that you survived convinces them there are no ghosts to worry about.

'W hy, it's Old Meggan!' cries a man as he claps eyes on one of the three. 'And here's Bradok the miller, and Lame Pootman! W hy are they all covered in flour? Where're the ghosts?' You shake your head and sigh at the stupidity of the yokels. 'There weren't any ghosts,' you explain, 'It was these three all along.' Turn to 671.

172 'Thank you, thank you,' coughs the scholar. He gives you a vial of yellow dust as a reward. Note it on your Adventure Sheet.

'I found this at an ancient archaeological site I have been studying,' he says. 'I believe it needs to be thrown into the holy waters at the village of Blessed Springs, although quite what happens then, I have no idea.'

He thanks you again and takes his leave. Turn to 100.

173 You find yourself washed up on a rocky shore, battered and cold, but lucky to be alive. You haul yourself up the beach on to land. Fortunately for you, you find the village of Blessed Springs. Turn to 510.

174 You advance, weapon at the ready. As you draw closer, something rushes out of the cave with a shrieking cry. It is the gorlock, a beast with legs like a bird, a body like a reptile, with two short forelimbs and a beaked, lizard-like head. Its two legs do indeed have backward-pointing feet. You'll have to fight.

Gorlock, Combat 4, Defence 6, Stamina 7
If you win, turn to 315. If you lose, your bones will join the others at the entrance of the cave, unless you have a resurrection deal.

175  
If there is a tick in the box, turn to 673 immediately. If not, put a tick there now, and read on.

You are trekking across the aptly named Curstmoor. A great rolling expanse of blasted heath stretches before you. Grey clouds hang over a mournful, dirty-water coloured plain, studded with rocky outcrops and low hills. A raven flutters to the ground nearby, eyeing you curiously. His brothers caw loudly into the echoing sky. Dusk falls, and in the dim twilight, a herd of horses comes streaking out of the night, straight at you. As they near, it seems to you that their hooves are not touching the ground, and from their manes trail wispy clouds of sparks, like tiny stars.

Get out of their way turn to 390
Mount one of them turn to 66

176  
The crew are very nervous about your orders. They drop anchor in a bay, and will row you to shore, but they absolutely refuse to come with you. In fact, they won’t even wait for you to come back.

If you insist on going ashore, your crew will sail for Yellowport and meet you there. ‘If you ever make it back,’ adds the first mate ominously.

If you want to go ashore note on your Adventure Sheet that your ship is now docked in Yellowport, and turn to 32. Otherwise, turn to 85 and choose again.

177  
You can leave possessions and money here to save having to carry them around with you. You can also rest here safely, and recover any Stamina points you have lost. Record in the box anything you wish to leave. Each time you return, roll two dice:

Score 2-9 Your possessions are safe
Score 10-11 A break-in. Any money left here has gone
Score 12 Raiding nomads take all your possessions
Turn to 400.

Items at townhouse

178  
A pale woman in black leather brushes past you in the street, casting you an enigmatic look. Make a THIEVERY roll at a Difficulty of 10.

Successful THIEVERY roll turn to 635
Failed THIEVERY roll turn to 198

179  
You claim that you have come to swear allegiance to Nergan, the rightful king of Sokara. Captain Vorkung is not convinced. He narrows his eyes suspiciously.

‘You’d better leave – now. Before I decide you are a spy, and have you shot!’

One of the archers looses a shaft, and an arrow thuds into the ground at your feet, quivering menacingly.

You realize it is time to leave, and climb down the mountain. Turn to 474.

180  
You step through the archway. Immediately the symbols on the stone begin to glow with red-hot energy; your hair stands on end and your body tingles. A crackling nimbus of blue-white force engulfs you, the sky darkens and thunder and lightning crash and leap across the heavens. Suddenly, your vision fades and everything goes black.

When your sight returns, you find yourself outside the gates of a huge, fortified city. A guard starts in surprise at the sight of you. Then he shakes his head as if to clear it, sure he must have imagined what he just saw!

The gates open, and a troop of heavy cavalry canter past.

‘Make way for the Marlock City militia’, says the guard.

When they have passed, you walk into the city. Turn to 100.

181  
The Green Man Inn costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score. When you are ready, turn to 195.

182  
Your ship, crew and cargo are lost to the deep, dark sea. Cross them off your Adventure Sheet. Your only thought now is to save yourself. Roll two dice. If the score is greater than your Rank, you are drowned – turn to 680. If the score is less than or equal to your Rank, you manage to find some driftwood, and make it back to shore. Lose Stamina points equal to the score of one dice roll and, if you can survive that, turn to 591.

183  
You find a shadowy natural alcove in the rocky wall of a tunnel. Desperately, you squeeze yourself into it, using all your skill to hide in the darkness.

Several ratmen run past, but others sniff you out with their highly developed sense of smell. You are overwhelmed by sheer numbers. Turn to 308.

184  
The Blue Griffin Tavern is frequented by soldiers and mercenaries. The tavern costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.

If you have the codeword Axe or if you have a **black dragon shield**, and want to find Yanryt the Son, turn to 451.

If not, but you want to spend a further 3 Shards buying drinks all round at the bar, and listen for rumours, turn to 341. Or you can return to the town centre – turn to 400.
185

You tell him you are, and that General Grieve Marlock's brother, the Governor of Yellowport, is your personal friend. His eyes widen as recognition dawns on his fat, greedy face.

'Ah, er... my lord!' he cries. 'I was merely jesting! Umm.... We were, I mean to say, perhaps you need an escort?'

'I think we require a levy in order to carry out the important mission the governor has entrusted to me,' you say. 'Sixty Shards ought to do it, Captain!'

The Sokaran captain hands over the 60 Shards (add it to your Adventure Sheet) and leads his men off your ship.

You sail on. Turn to 439.

186

You pass the leash over to the man in the palanquin, who leans out and hands you over 75 Shards. You leave the slave market.

Turn to 400.

187

You tell the high priest that you wish to renounce the worship of Nagil. He brings out a small wax dummy, and carves your name into it. Then he sets fire to it. The wax melts into a puddle on the floor and the priest steps into it, leaving the imprint of his foot.

'Such is the fate of those who would deny Nagil, the Lord of Death,' he says.

When you ask if you must pay compensation to the temple, he shakes his head, saying, 'It is you who loses, not we.'

Do you want to reconsider? If you are determined to renounce your faith, delete Nagil from the God box on your Adventure Sheet. You must lose any outstanding resurrection arrangements. When you have finished here, turn to 100.

188

You are thrown into a stinking prison cell.

'Well, well, we meet again, my old friend,' says a half-dead old man with white hair.

You recognize the poor old man whom you met the last time you were thrown into the dungeons! He launches into the same old story about the gorlock, the creature with the backward-pointing feet. By the end of it, you are looking forward to being sold into slavery and sent to work in the tin mines of Caran Baru. Turn to 118.

189

There is nothing in your limited knowledge of undersea wildlife to help you.

Swim back to the Shadar Tor turn to 35
Fight your way to the golden net turn to 121
Try magic turn to 592

190

You are sailing along the coast off Blessed Springs and Fort Brilon. Gulls cluster around the ship, looking for food. Their cries echo across the vast seas. Roll two dice:

Score 2-4 Storm turn to 38
Score 5-9 An uneventful voyage turn to 209
Score 10-12 A shipwreck turn to 504

191

The provost marshal is a rich and powerful man, cunning and capable.

'I have need of someone like you,' he says. 'A group of rebels, loyal to the old king, are hiding out in the Coldbleak Mountains. Their leader, Nergan Corin, is dangerous to us, as he is heir to the old throne and a rallying point for the rebels. Penetrate their stronghold and slay Nergan Corin, and you will be richly rewarded. I can promise you 500 Shards and a title if you succeed.'

If you take the mission, gain the codeword Artery.

If you have the codeword Ambuscade, turn to 375. Otherwise, the provost marshal dismisses you. Turn to 10.

192

During your short trip upward, the old man regales you with tales of your destiny and fate, continuously arguing with himself as he does so.

You reach a hill covered with a circle of large obsidian standing stones. Despite the bitter wind that blow across these hills the stones are unweathered and seem almost newly lain.

'Here are the Gates of the World,' says the mad old man.

The stones are laid in such a way that they form three archways, each carved with mystic symbols and runes of power.

'Each gate will take you to a part of the world of Harkuna, though I know not where,' explains the old man. Abruptly, he turns around and sets off down the hill, babbling to himself. His voice fades as he descends the hill, leaving you alone with the brooding stones and the howling wind. Turn to 65.

193

You find yourself washed up on a rocky shore, battered and cold, but alive. You head inland until you come to a road. Turn to 621.

194

You know what the strange swellings on the dead bodies mean. They have been injected with the eggs of the ker'ilk, hideous lobster-like beings of the deep. Soon the eggs will hatch, and the young will feed on the bodies of the sailors. You also know that the adults never stray far from their eggs, and warn your men that the ker'ilk are nearby.

Your warning is timely - several horrific-looking creatures, like giant lobsters, all spines and pincers, surge out of the waters. Your men, however, are ready. A battle ensues - you must fight one of the creatures.

Ker'ilk, COMBAT 4, Defence 9, Stamina 8

If you win, turn to 519. If you lose, you'll end up as food for ker'ilk young, unless you have a resurrection deal.

195

Gain the codeword Arsen if you do not already have it.

The Trading Post is a small village, set up here by enterprising settlers from the mainland. Its main export appears to be furs from the forest.

The Mayor, a fat genial fellow, who greets you personally, insists that one day the Trading Post will be a thriving town. There is not a lot here yet, however: a small market, a quay, the settler's houses, and a shrine to Lacuna the Huntress, goddess of nature.
196

If you were wounded by the ghoul you have been infected with a disease (Ghoulbite). Note that, until you can find a cure, you must subtract one from your SANCTITY, COMBAT and CHARISMA abilities (no ability can drop below one). If you were already suffering from Ghoulbite, there are no further effects. In any case, you hack off the hideous head and leave. Note you have a ghoul’s head and turn to 100.

197

The blessing of Sig costs 10 Shards if you are an initiate, 30 Shards otherwise. If you buy the blessing, cross off the money.

The blessing of Sig works by allowing you to reroll any failed THIEVERY attempt once. When you use the blessing, cross it off your Adventure Sheet. You can then make a second try at the roll. You can have only one blessing for each ability at any one time. Once your THIEVERY blessing is used up, you can return to any branch of the temple of Sig to buy a new one. When you are finished here, turn back to 235.

198

Musing to yourself about the strange woman, you pause at the end of an alleyway to buy roast chestnuts as you watch her striding off into the evening smog enveloping the city.

‘That’ll be a Shard,’ grunts the chestnut vendor. You reach for your money pouch. Then your hands fumble in panic. The pouch has gone! After a moment the truth dawns on you. You stare grimly in the direction that the black-garbed woman went, but there is no sign of her now.

‘I’ll have them chestnuts back then!’ growls the vendor when he sees you can’t pay.

Lose all the money you were carrying and turn to 10.

199

If there is a tick in the box, turn to 634 immediately. If not, put a tick there now, and read on.

A strange, vaguely humanoid shape, flickering with energy, soars down to attack you. You must fight.

Storm Demon, COMBAT 3, Defence 6, Stamina 8

If you win, it fades away, leaving a clear blue jewel, worth 200 Shards. Note the money on your sheet directly.

If you lose, it’s the end of you, unless you have a resurrection deal. If you still live, there’s nothing else up here, so you climb down again. Turn to 658.

200

You have acquired an old map of the Forest of the Forsaken in Golnir (in Cities of Gold and Goly), showing a safe path that leads to the Tower of Despair. It seems to conflict with the location of the Tower on your own map of Golnir from Cities of Gold and Goly. Which is correct?

This map is the fourth map included in the Map Pack document. As long as you retain this treasure map, you may peruse it at will. Should you lose or sell the treasure map, however, you should then no longer consult the map of the Forest of the Forsaken.

To return to the Yellowport market, turn to 30.

201

The road between the Citadel and Caran Baru is chock-a-block with troops and carts. It looks like there is a war in the north.

Head for the citadel turn to 271

Go south to Caran Baru turn to 400

Head west turn to 276

Head east turn to 60

202

Gingerly, you open the door. It leads to a curtained alcove, through which you observe the room beyond. It is a long, low hall – clearly an ancient Uttakin temple, from a time when the Masked Lords of Uttaku ruled all of Harkuna, but now part of the sewers of Yellowport.

A cheap wooden chair has been placed on the altar to act as a throne. On it sits a large and extremely ugly ratman. He has a tacky amulet around his neck, and a rusty iron hoop for a crown. About four ratmen are kneeling before him, engaged in conversation.

‘But, Skabb...’ one of the ratmen is saying. ‘That’s Great King Skabb to you, dung-breath!’ bellows the rat on the throne.

Charge in to the attack turn to 428

Sneak in to assassinate the king turn to 595

Use sorcery to get close to Skabb turn to 24

Bluff your way in turn to 336

203

You can hire a fishing boat for 15 Shards a day. It comes with a fishing net.

Pay 15 Shards and go fishing turn to 267

Don’t go fishing turn to 135

204

There are simply too many of them, and you are beaten into submission. Your end is grisly indeed – killed, boiled with herb and garlic, and eaten by the cannibal cultists of Badogor the Unspoken! Your adventures end here – unless you have a resurrection deal.

205

The runes are written in Old Shadar, an ancient language from thousands of years ago. You realize that the runes form a spell that will give you the power to breathe underwater for a few hours.

Use the spell and swim out to sea turn to 493

Go down to the beach turn to 97

Take the road to Trefoille turn to 602

Take the road to Marlock City turn to 166

206

The crew absolutely refuses to sail into the Unbounded Ocean. ‘There’s no land out there, and the seas are infested with Demons of the Deep – if we go to far, we’ll fall of the edge of the world!’ says the first mate.
You have no choice but to reconsider your destination. Turn back to 507 and choose again.

207

If there is a tick in the box, turn to 137 immediately. If not, put a tick there now, and read on.

The look-out cries, 'Ship on the starboard bow!' You spot a crippled merchant ship, limping towards Marlock City. It looks like a trading vessel from the Feathered Lands.

Assist turn to 293
Attack turn to 464

208

Using your sorcerous powers you breathe a cloud of greenish vapour over the ratmen. Coughing and gasping, they sink into an enchanted slumber – all but King Skabb. Standing on the altar, he is able to keep his head above the vapours. Turn to 145.

209

Y ou are sailing in the coastal waters off Fort Brilon, and Blessed Springs.

Sail north along the coast of Nerech turn to 249
Sail south to Scorpion Bay turn to 430
Sail east into the Sea of Whispers turn to 136

210

They fall back for a moment, but your invocation fails to take hold, and they close in. You must fight them one at a time.

1st Storm Demon, COMBAT 4, Defence 7, Stamina 8
2nd Storm Demon, COMBAT 4, Defence 7, Stamina 8
3rd Storm Demon, COMBAT 4, Defence 7, Stamina 8

If you win, turn to 54. If you lose, you are tossed off the peak, and end up as a messy paste on the ground below. That's the end of you, unless you have a resurrection deal.

211

When he emerges, you are waiting for him. Make a THIEVERY roll at Difficulty 11.

Successful THIEVERY roll turn to 58
Failed THIEVERY roll turn to 304

212

You are dissolved in the acid, until all that is left of you is a pile of yellow dust. Vayss scoops you up and puts you into a bottle on his shelf. Cross off all the possessions and money you were carrying, and turn to 31.

213

Each creature bursts open in death, spilling a black empty cloud into the water. The sac in which this ink is kept falls free from its body. You can take the ink sacs if you wish – note up to three of them on your Adventure Sheet. You also find coral jewellery worth about 45 Shards that you can take as cash. You swim down and take the golden net (note it on your Adventure Sheet) and swim for the Shadar Tor as fast as you can.

Take the road to Trefoilie turn to 602
Take the road to Marlock City turn to 166

214

You try to stop the panic, but your men are too far gone. They are already diving over the side, trying to swim back to your ship. Unfortunately, they are even more vulnerable in the sea, and the ker’ilk take them at will. Soon you are all overwhelmed, and you are taken alive to be injected with eggs – a most horrible end.

Your adventures are over, unless you have resurrection deal with a temple.

215

Caran Baru market consists of several covered arcades – much of its stock is for miners and soldiers, and it is run with business-like efficiency by the Sokaran military. Items with no purchase price are not available locally.

<table>
<thead>
<tr>
<th>Armour</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leather (Defence +1)</td>
<td>50 Shards</td>
<td>45 Shards</td>
</tr>
<tr>
<td>Chain mail (Defence +3)</td>
<td>200 Shards</td>
<td>180 Shards</td>
</tr>
<tr>
<td>Plate armour (Defence +5)</td>
<td>800 Shards</td>
<td>720 Shards</td>
</tr>
<tr>
<td>Heavy plate (Defence +6)</td>
<td>-</td>
<td>1440 Shards</td>
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</table>

<table>
<thead>
<tr>
<th>Weapons (sword, axe, etc)</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>No COMBAT bonus</td>
<td>50 Shards</td>
<td>40 Shards</td>
</tr>
<tr>
<td>COMBAT bonus +1</td>
<td>250 Shards</td>
<td>200 Shards</td>
</tr>
<tr>
<td>COMBAT bonus +2</td>
<td>500 Shards</td>
<td>400 Shards</td>
</tr>
<tr>
<td>COMBAT bonus +3</td>
<td>-</td>
<td>800 Shards</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Magical equipment</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amber wand (MAGIC +1)</td>
<td>500 Shards</td>
<td>400 Shards</td>
</tr>
<tr>
<td>Ebony wand (MAGIC +2)</td>
<td>-</td>
<td>800 Shards</td>
</tr>
<tr>
<td>Cobalt wand (MAGIC +3)</td>
<td>-</td>
<td>1600 Shards</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Other items</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mandolin (CHARISMA +1)</td>
<td>300 Shards</td>
<td>270 Shards</td>
</tr>
<tr>
<td>Lockpicks (THIEVERY +1)</td>
<td>-</td>
<td>270 Shards</td>
</tr>
<tr>
<td>Holy symbol (SANCTITY +1)</td>
<td>-</td>
<td>100 Shards</td>
</tr>
<tr>
<td>Compass (SCOUTING +1)</td>
<td>500 Shards</td>
<td>400 Shards</td>
</tr>
<tr>
<td>Rope</td>
<td>50 Shards</td>
<td>45 Shards</td>
</tr>
<tr>
<td>Lantern</td>
<td>100 Shards</td>
<td>90 Shards</td>
</tr>
<tr>
<td>Climbing gear</td>
<td>100 Shards</td>
<td>90 Shards</td>
</tr>
<tr>
<td>Bag of pearls</td>
<td>-</td>
<td>100 Shards</td>
</tr>
<tr>
<td>Rat poison</td>
<td>60 Shards</td>
<td>50 Shards</td>
</tr>
<tr>
<td>Silver nugget</td>
<td>-</td>
<td>150 Shards</td>
</tr>
</tbody>
</table>

When you have finished, turn back to 400.

216

The cry goes up throughout the palace, 'Murder! Assassin!' and the hunt is on – for you. You will need all your skill to get out of the palace alive. Roll one die, subtracting one if you are a Rogue, Troubadour, or a Wayfarer. If you score less than or equal to your Rank, turn to 407. Otherwise, turn to 566.

217

You come across a forest glade. Birds twitter in the trees, and woodland animals frolic playfully about. In the middle of the glade stands a mighty willow, ancient beyond reckoning. The
trunk is hollow, and a wooden door has been set in the entrance. You step into the glade.

Make a Sanctity roll at Difficulty 9.

- Successful Sanctity roll turn to 356
- Failed Sanctity roll turn to 646

218

The militia take you alive. You lose all your money and possessions. Cross them off your Adventure Sheet. Then you are thrown into the dungeons of Yellowport.

Turn to 454.

219

Your ship is sailing in the coastal waters near Marlock City. Roll one die. If you score less than or equal to your Rank, you manage to find some driftwood, and make it back to shore. Lose Stamina points equal to the score of one die roll and, if you can survive that, turn to 436.

220

The temple of Alvir and Valmir is built like an upside-down galleon. Alvir and Valmir are brother and sister, King and Queen of the Land beneath the Waves, masters of the sea. Their servants and soldiers are the souls of the drowned, and when seas are rough and storm-tossed, sailors say that Alvir and Valmir are arguing again.

If you have the codeword Anchor, turn to 531.
Otherwise, you notice a sign on the temple door, which says: ‘Wanted: brave adventurer – apply to the high priest.’

- Become an initiate turn to 294
- Renounce worship turn to 624
- Seek a blessing turn to 448
- Talk to the high priest turn to 411
- Leave the temple turn to 10

221

One of the militiamen recognizes you and shouts, ‘That’s the one who assassinated Marloes Marlock! Get him!’

You turn tail and flee with fifteen militiamen on your heels. Roll one die. If you score less than or equal to your Rank, turn to 57. Otherwise, turn to 252.

222

Your ship is sailing in the coastal waters near Marlock City. Roll two dice.

- Score 2-4 Storm turn to 124
- Score 5-9 An uneventful voyage turn to 420
- Score 10-12 Sea battle turn to 169

223

The ghoul staggers back, howling at the night sky, and gnashing its teeth. Suddenly, brownish ichor spills from its eyes and the flesh begins to shrivel on its bones. It collapses in on itself, leaving only a mound of putrescent matter, atop of which rests its head, now lifeless, empty eye-sockets staring at the moon. You grab the head, and set off. Note you have a ghoul’s head and turn to 100.

224

Using your wilderness-honed sense of direction you dart through the maze of tunnels. Soon the sounds of pursuit fade, until they are but a dim echo. Heaving a sigh of relief, you press on. Turn to 580.

225

You find a cave, with piles of human bones outside it. However, it is quite empty without signs of habitation – the beast that lived here is dead or departed. You make your way back down to Blessed Springs. Turn to 510.

226

You take a stroll through the streets - Marlock City has a busy night life.

- Explore the barracks area turn to 15
- Go to the Street of Entertainers turn to 129
- Search the residential quarter turn to 619

227

Cross off 5 Shards. The mad beggar takes the money and swallows the lot in one gulp. ‘A gourmet meal!’ he babbles.

If you want to bless him, turn to 632. If not, he wanders off ranting and you head back to the city centre, turn to 10.

228

A stone slab at the base of the idol shifts ominously as you put your foot on it. A wickedly barbed spear springs out of the ground, straight into your leg. Lose 5 Stamina points.

If you still live, you remove the chain mail and sling it over your shoulder. Note the gold chain mail of Tyrnai on your Adventure Sheet. Because it is made of gold, it is useless if worn as armour.

As you glance at the jaguar-headed idol, its eyes seem to turn to look at you. Make a Sanctity roll at Difficulty 8.

- Successful Sanctity roll turn to 625
- Failed Sanctity roll turn to 279

229

The guildmaster welcomes you warmly. He has no further missions for you, though he treats you with respect because you brought Amcha to justice. If you are completely broke, without a Shard in your pocket or in the bank, he will give you 200 Shards. If you have any money at all, he will not help. Turn to 100.

230

You are caught in a narrow defile, and seized by many men. You are hauled before Captain Vorkung, who sentences you to be hanged. Sentence is carried out immediately. Your adventures are over, unless you have a resurrection deal.

If you do have a resurrection deal, turn to the paragraph you have noted. Also, through a quirk of magical fate, somehow the royal ring has travelled with you through the lands of the dead. Retain it on your Adventure Sheet.

231

You notice that the figures have left footprints on the damp grass and cannot, therefore, be ghosts.

- Step out and confront the figures turn to 23
- Stay hidden and follow when they leave turn to 541
232 If there is a tick in the box, turn to 151 immediately. If not, put a tick there now, and read on.

The interior of the cave is cool and refreshing, a paradise compared with the savage heat of your gruelling climb. You find a man, floating cross-legged in the middle of the air! He is dressed only in a loincloth, and is painfully thin. His face is shrouded in a great luxuriant growth of glossy black hair, a beard like no other you have ever seen.

At the sight of you, he gives an exasperated sigh, and says, ‘I am Damor the Hermit, A HERMIT. That means I like to live alone – got that? Alone! So go away!’

‘I nearly died getting here, old man!’ you reply testily.

‘Yes, you’d have to be pretty tough to get through the curse I put on the path, I suppose,’ he says somewhat apologetically. ‘If you have the codeword Anthem, turn to 285. Otherwise, turn to 480.

233 If there is a tick in the box, turn to 412. If not, put a tick there now, and read on.

You are on the cobbled road between Yellowport and Trefoille. It is well-kept by the Sokaran military.

You spot a man up ahead, striding towards you. Suddenly, five or six bandits appear from the wayside to assault him. The lone figure executes a series of movements, almost faster than the eye can see, and you see his sword flashing in the sun. Moments later, the bandits are all lying dead or dying around him.

You stop to compliment him on his swordsmanship. The man, a grizzled veteran of many campaigns, regards you like no other you have ever seen.

Impressed by his skill and demeanour, you venture to ask him to teach you some of these arts. He looks you up and down with a critical eye.

If you are a Warrior, turn to 146. Otherwise turn to 567.

234 The ship’s captain says, ‘I’ll take you to Dweomer, on the Sorcerer’s Isle but it’s a dangerous place. You’d better be sure you can handle it – if you’re not at least a Master of your profession, I’d advise against it. It’s up to you though.’

You must have O ver the Blood-dark Sea to travel to Sorcerer’s Isle. If you want to go, cross off the 30 Shards and turn to 26. Otherwise, if you are in Marlock City, turn back to 142; if you are in Yellowport, return to 555.

235 The temple of Sig the Cunning, patron of vagabonds, troubadours, lovers, thieves and rogues, is a ramshackle warehouse in the poor quarter. Inside, however, there is so much wealth it makes you gasp – the idol of Sig, a satirnme two-faced young human of indeterminate sex, is covered in gems.

‘As you can see, we have been made rich by generous, er, donations!’ says a black-robed priest.

Seek an audience with the high priest

Become an initiate

Renounce worship

Seek a blessing

You find Fourze inside, desperately trying to get out of his suit and run off. At the sight of a hardened adventurer, rather than a timid villager, he surrenders and confesses all. He terrified people with the monster disguise to keep them away from the farm. He and his men were kidnapping villagers, chaining them in the cellar below and selling them to a slaver from Caran Baru, for work in the slave mines. You find Haylie and several other villagers down below in the cellar.

‘Don’t hurt me,’ begs Fourze, ‘I’m only trying to make a few Shards.

‘What! By selling your own people into slavery,’ says one of the villagers, giving him a good kick.

You lead them back to Venefax. Turn to 414.

236 You explain what a tree-lover you are, and that your heart has always been at home in forests. You portray yourself as the greenest adventurer ever.

Make a CHARISMA roll at Difficulty 10. Add the 3 to the dice roll is you are a Wayfarer, and add 1 if you are an initiate of Lacuna.

Successful CHARISMA roll

Failed CHARISMA roll

You sail into the teeming harbour of Marlock City. Sokaran warships escort you in.

‘Troubled times,’ comments a sailor.

Turn to 100.

237 To renounce the worship of Elnir, you must pay 40 Shards to the priesthood by way of compensation. The high priest says nothing – he merely regards you with a mild contempt, as if he expected you to fail in the worship of Elnir. Do you want to change your mind?

If you are determined to renounce your faith, pay the 40 Shards and delete Elnir from the God box on your Adventure Sheet. When you have finished here, turn to 100.

238 The vile-looking creature shoots towards you with a terrifying predatory speed. You have no choice but to fight it.

Repulsive One, COMBAT 5, Defence 10, Stamina 10

You must subtract 2 from your dice rolls for this fight, as you are unused to underwater combat. If you win turn to 53. If you lose, your adventuring days are over, unless you have a resurrection deal.

239 The climb is long and hard, but at last you heave yourself up on to the top of Devil’s Peak – a flat expanse of weathered black rock. If you have the codeword Altitude, turn to 126. Otherwise, turn to 199.

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‘Troubled times,’ comments a sailor.

Turn to 100.

242 To renounce the worship of Elnir, you must pay 40 Shards to the priesthood by way of compensation. The high priest says nothing – he merely regards you with a mild contempt, as if he expected you to fail in the worship of Elnir. Do you want to change your mind?

If you are determined to renounce your faith, pay the 40 Shards and delete Elnir from the God box on your Adventure Sheet. When you have finished here, turn to 100.
You and your crew are too tired to pursue, and the Sokarans pull away.

‘I’ll get you next time!’ yells the captain.

You sail on. Turn to 439.

243

You cannot find any hidden panels – Lauria did say that the real treasure was upstairs. You call to her, but she doesn’t reply.

Go upstairs turn to 386
Wait downstairs turn to 534

244

You have come to the foothills of the Spine of Harkun. The great mountains rise up majestically before you, their snow-capped peaks wreathed in clouds. You find a clear, cold stream, where you drink your fill and replenish your water supply.

Climb upwards turn to 536
Head south turn to 518
Head east to Disaster Bay turn to 495
West to the citadel turn to 271

245

The footprints cross a stream, and there you lose them. After an hour’s fruitless searching by moonlight, you are forced to give up and go back to the village. There you are admonished for being reckless.

‘What if the ghosts had taken you with them back to their graves?’ says one man grumpily.

The next day you are ready to resume your journey.

Follow the river north turn to 576
Follow the river south turn to 82
East into the countryside turn to 278
West to the main road turn to 558

246

If you have already successfully stolen the gold chain mail of Tyrnai for the Temple of Sig, turn to 467. If not, read on.

The Temple of Tyrnai, the God of Battle, Chaos and Strife, is built like a small fortress in one corner of the city, near the barracks. Its heavy wooden gates are flanked by iron statues of bull-headed men wielding clubs. The workmanship is uncannily life-like. Inside, the god is represented by a stone idol of a jaguar-headed warrior. A beautiful suit of gold chain mail adorns the idol.

Become an initiate turn to 636
Renounce worship turn to 514
Seek a blessing turn to 107
Make resurrection arrangements turn to 33
Try to steal the chain mail turn to 305
Leave the temple turn to 400

247

The sound was the click of a secret door sliding open in the wall of the caverns. With a swift motion, you step up beside it, back to the wall. A figure emerges but you are able to ambush the ambusher – deft blow to the back of the head sends the dark figure crashing to the ground.

Another steps forth, however, shouting in a guttural voice. You realize that the figures are ratmen – manlike creatures that stand on two legs, but which have the tail and hairy features of a gigantic rat.

You must fight the ratman. If you have some rat poison, you can apply it to the blade of your weapon and add 3 to your dice rolls, for this fight only. If you use the rat poison, cross it off your Adventure Sheet.

Ratman, COMBAT 3, Defence 6, Stamina 6

If you win, turn to 423. If you lose, turn to 308.

248

If you have a willow staff, turn to 319 immediately. If not, read on.

The Oak Druid, who asked for you to take the oak staff to the Willow Druid, has nothing more to say to you.

You return to the Trading Post. Turn to 195.

249

‘Nerech’s a dangerous place – even its coastal waters, Cap’n,’ says the first mate. ‘The men probably won’t follow you there if they don’t think you’re good enough to lead them!’

If your Rank is 4 or more, turn to paragraph 50 in The Plains of Howling Darkness.

If your Rank is less than 4, the first mate advises you against making the ocean journey. If you take his advice, turn back to 209.

If you insist on making the trip, you need to make a Charisma roll at Difficulty 11 to convince the crew to follow you.

Successful Charisma roll The Plains of Howling Darkness 50
Failed Charisma roll turn to 209

250

The city of Trefoille is a terrifying vision of apocalyptic destruction. It had once been a thriving crossroads town, but now it is a burnt-out hulk. It was almost razed to the ground when it declared for the late king, during the recent civil war, and tried to hold out against the army of Grieve Marlock, the current Protector-General of Sokara. It was then sacked by the general’s mercenaries, and General Marlock is now trying to rebuild it – craftsmen are hard at work everywhere.

If you have the codeword Amands, and want to visit Oliphard the Wizardly, turn to 656. Otherwise there is nothing here but ashes and rubble.

Take the road to the Shadar Tor turn to 602
Take the road to Marlock City turn to 377
Head into the Curstmoor turn to 175
Take the road north turn to 558
Take the road to Yellowport turn to 233

251

If you have the codeword Avenge, turn to 622 immediately. If not, read on.

The last time you were here, you had only a few minutes to grab some loot. This time, the sea dragon returns almost straight away, and you are forced to climb out of the hole in the roof without getting anything except a pouch of 50 Shards. You crawl out on to the island in the middle of the lake and hitch a boat ride back to Cadmium. Turn to 135.

252

You lead them a merry chase through the backstreets of Yellowport but unfortunately for you, you ran smack dab into
another patrol. You are captured and thrown into the dungeons to await your fate but not before the militiamen take all your money and possessions. Turn to 454.

253
To renounce the worship of Lacuna, you must pass an ordeal of judgment. This entails the high priestess throwing several silver daggers at you, while you remain motionless.

If Lacuna sees it in her heart to forgive you, the daggers will all miss,' she claims.

Submit to the ordeal turn to 313
R remain an initiate after all turn to 615

254
You ask for a kiss. 'Oh no!' cry the mer-folk, 'A kiss is not so easily won! Tell us a tale to stir our hearts - then we may reward you.'

Make a **CHARISMA** roll at Difficulty 9.
Successful **CHARISMA** roll turn to 256
Failed **CHARISMA** roll turn to 281

255
The provost marshal takes you to an empty side chamber, away from prying ears. O ver a glass of fine wine you tell him of your adventures in the Coldbleak Mountains. When you give him the **royal ring** of the House of Corin, he knows that N ergan is dead. Cross the **royal ring** off your Adventure Sheet.

M arloes M arlock is pleased indeed. He pays you 500 Shards and awards you the title Protector of Sokara. Note it in your Titles and Honours box. The title will give you instant respect and command obedience in Sokara.

Also, after completing such a difficult test, you find the experience has taught you much - gain 1 R ank and roll one die. The result is the number of Stamina points you gain permanently. Note the increase on your Adventure Sheet. Also, don't forget to increase your Defence by 1 as a result of your gain in R ank.

Return to 10 and choose again.

256
The king is overjoyed with the news. 'Excellent! At this rate I will be able to take my rightful place in the throne room of Old Sokar.'

He rewards you with the title King's Champion. Note this in the Titles and Honours box on your Adventure Sheet. The title comes with a cash gift of 500 Shards as well.

You also go up one R ank. R oll one die - the result is the number of Stamina points you gain permanently. Note the increase on your Adventure Sheet. Also, don't forget to increase your Defence by 1 as a result of your gain in R ank.

The king has another mission for you. He explains that an army of steppe Nomads, Trau, M annekyn people, and Sokaran troops still loyal to N ergan, have gathered on the steppes, and are moving to siege the Citadel of Velis Corin, which guards the Pass of Eagles through the Spine of Harkun. N ergan tells you that an alliance of northern nations has declared war on the new Sokaran regime. A certain General Beladai leads the Northern Alliance, and King N ergan has joined forces with him. He asks you to travel to the Steppes and talk to General Beladai.

An adventurer like yourself might be able to steal into the citadel, and bring about its downfall from within, or some such. If the citadel falls we will have Sokara at our mercy.'

If you want to take up this mission for the King, record the codeword A ssault. When you are ready, you are led back down to the foothills of the mountains. T urn to 474.

257
The trees are closely packed, leaning together as if in conference, whispering quietly among themselves. Birds twitter in the distance, and slivers of sunlight lance down through the musty gloom.

As you proceed along a forest track, you think you hear a rustling in the bushes. Later, you spot a shadowy figure darting through the trees - or was it your imagination? An animal snuffling sound right behind you makes you spin round, but there is nothing there.

Make a **SCOUTING** roll at Difficulty 10.
Successful **SCOUTING** roll turn to 630
Failed **SCOUTING** roll turn to 36

258
Becoming an initiate of the Three Fortunes gives you the benefit of paying less for blessings and other services the temple can offer. It costs 75 Shards to become an initiate. Y ou cannot do this if you are already an initiate of another temple. If you choose to become an initiate, write T he Three Fortunes in the God box on your Adventure Sheet - and cross off the 75 Shards. Once you have finished here, turn to 86.

259
Fort Brilon, named after a Sokaran King of the first dynasty, is the southernmost castle on the fortified wall that keeps out the rabid, savage manbeasts. W hat the soldiers fear most is what they call 'Death Duty' - going out on patrols beyond the wall, into N erch itself. R oll one die.

Score 1 or 2 T hief steals one item from you (your choice)
Score 3 or 4 N othing happens
Score 5 or 6 F ind a **manbeast's helmet**

When you are ready, you can head:

> East into N erch
> T he Plains of Howling
> D arkness 365

> N orth west to Fort E stgard turn to 472
> W est into the farmlands turn to 454
> S outh to Blessed Springs turn to 466

You are shocked to find that you cannot damage the tomb guardian at all! Y ou have no choice but to run for the door. R oll one die - if the result is less than or equal to your R ank, you make it back out into the Forest - turn to 47. O therwise, the whirlwind guardian catches you, and buffs you against the stone walls until you are dead - your adventures are over unless you have a resurrection deal.

260
To renounce the worship of M aka, you must pay 15 Shards to the priesthood by way of compensation.

A man, lying on a pallet, groans, 'I renounced the goddess, and look at me now...' He is ravaged by disease.
Do you want to change your mind? If you are determined to renounce your faith, pay the 15 Shards and delete Maka from the God box on your Adventure Sheet. When you have finished here, turn to \( 141 \).

262
You charge into the burning building in search of the child’s mother. You see her lying unconscious at the bottom of the stairs. Desperately, you try to get to her but a burning beam has fallen across your way and the smoke is making you choke.

Roll a die and subtract one from the result. If you score less than or equal to your Rank, turn to \( 546 \). Otherwise, turn to \( 133 \).

263
You are passing through a wooded glade when you here a horrendous trumpeting noise. Suddenly, a massive bear-like form about the size of a large bull appears in front of you. It looks rather like a huge hairy toad, with a gaping, toothy mouth.

The creature breathes a billowing cloud of noxious, sulphurous gas at you. You feel your head swim as you start to fall asleep.

Roll one die, and subtract one from the total. If the total is greater than your Rank, turn to \( 491 \). Otherwise, turn to \( 72 \).

264
If there is a tick in the box, turn to \( 131 \). If not, put a tick there now, and read on.

A large island made of reeds and plants, which grow out of a massive floating bed of kelp, drifts aimlessly across the waters. As you draw near, you see that a number of people have made their home there. The inhabitants hail you, and invite you ashore.

Turn to \( 537 \).

265
If you have the title Unspeakable Cultist, turn to \( 404 \). If not, read on.

You hear a muffled cry of distress from a dark alley.

Investigate   turn to \( 361 \)
Walk on   turn to \( 10 \)

266
‘You rebel swine,’ slurs one of them.

‘Not showing proper respect to the army,’ says another.

‘That can’t go unpunished!’

They wade into you, intent on beating you into submission.

Make a \textbf{COMBAT roll} at Difficulty 12.

\textbf{Successful COMBAT roll} turn to \( 76 \)
\textbf{Failed COMBAT roll} turn to \( 498 \)

267
You row out into the lake, spread the net, and wait to see what happens.

After an hour or so, a great bubbling and frothing of the lake disturbs your solitude. A massive scaly head, the size of your boat, erupts out of the ochre-coloured water on the end of a long, sinuous neck. Great luminous green eyes look down at you. The creature is covered in brown scales, with a bright red crest running from the head down its thick, rropy neck.

‘I am Vays the Sea Dragon,’ it says in a rich, creamy voice, tinged with evil greed. ‘To fish in my lake, you have to pay tribute – to wit, one silver nugget. Pay now, or face my wrath.’

Hand over a \textbf{silver nugget} turn to \( 505 \)
Unable or refuse to pay turn to \( 582 \)

268
The goblin-folk swarm over you. You try to put up a fight, but there are too many of them. Everything goes black...

You wake up, spluttering, face down on a beach! A wave has just soaked you.

‘Going for a swim, are we?’ asks an old woman who is gathering shells on the beach. You learn from her that a month has passed since your adventure in the faery mound, and you can remember none if it.

If you were wounded, you are now back to full Stamina.

You arrive at the Pass of Eagles, a thin chasm sliced right through the Spine of Harkun, as if Tyrnai himself had split the mountains with his sword.

A vast citadel has been built right across the southern end of the pass, bottling it up, so that none can travel into Sokoara without passing through the castle. Its white walls and flag-topped towers shine brightly in the sunlight.

Enter the citadel

\begin{itemize}
\item \textbf{The Plains of Howling} \textbf{Darkness 400}
\item Go to the western foothills   turn to \( 3 \)
\item The eastern foothills   turn to \( 244 \)
\item South on the road to Caran Baru   turn to \( 201 \)
\item Take the road to Fort Mereth   turn to \( 518 \)
\end{itemize}

269
You find a natural alcove in the wall of a tunnel. Desperately, you squeeze yourself into it, and fade into the shadows. The ratmen come bundling past, whooping and yelling. N one of them spot you, and once they have gone you step out, smiling to yourself. Turn to \( 580 \).

270
You make a swift inspection of the casements, walls and furnishings, searching for secret panels where treasure might be concealed.

Make a \textbf{THIEVERY roll} at a Difficulty of 12.

\textbf{Successful THIEVERY roll} turn to \( 59 \)
\textbf{Failed THIEVERY roll} turn to \( 243 \)

271
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\item Take the road to Fort Mereth   turn to \( 518 \)
\end{itemize}

272
If you have the codeword Aloft, turn to \( 649 \) immediately. If not, read on.

The chief administrator is not happy to see you.

‘What are you doing here?’ he demands. ‘You should be at Devil’s Peak, north of here! The storm demons still threaten our city. Come back when you have succeeded.’

Turn to \( 100 \).
273
You find the city is in turmoil. A rebel group, loyal to the old king, led an uprising against the army. Vicious fighting ensued and the streets ran with blood before the rebellion was brutally put down. Unfortunately, much damage was done during the battle. If you own a town house in Yellowport it has been looted – any possessions you may have cached there have gone. Make a note of this paragraph number, turn to 300, cross off anything you had stored there, and return here to read on.

If you have the codeword Arefat and the Book of the Seven Sages, turn to 40. If not, turn back to 10 and choose from the options listed there.

274
Desperately, you try to sneak behind a pile of coins but the dragon spots you.

'A sneaky little thief, eh! Can't have that, oh no, not at all!' hisses the dragon, and it breathes a cloud of billowing acidic gas all over you. You watch in horror as the coins in front of you begin to melt, and then the cloud engulfs you.

If you have an amulet of protection, turn to 298. Otherwise, turn to 212.

275
If you are an initiate it costs only 5 Shards to propitiate the twin gods of the sea. A non-initiate must pay 20 Shards. Cross off the money and mark Safety from Storms in the Blessings box on your Adventure Sheet. The blessing works by allowing you to ignore any one storm at sea. When you use the blessing, cross it off your Adventure Sheet. You can only have one Safety from Storms blessing at any one time. Once it is used up, you can return to any branch of the temple of Alvir and Valmir to buy a new one.

Turn to 154.

276
You are wandering across the wilderness of north-western Sokara. There is a magnificent castle nearby, with many different pennants flying from its towers.

Visit the castle turn to 611
Head west to the River Grimm turn to 123
Travel north to the mountains turn to 3
Head north-east turn to 201
Head east into the Bronze Hills turn to 110
Go south into the Forest of Larun turn to 47

A patrol of militiamen – mercenaries in the pay of the dictator, General Grieve Marlock – stop you in the street.

If you have the codeword Assassin, turn to 221 immediately. If not, but you are a Protector of Sokara, they greet you politely and salute. You return to the city centre without incident – turn to 10.

Otherwise, they decide you will be arrested unless you pay 15 Shards as ‘taxes’. If you refuse, or don’t have 15 Shards, turn to 538. If you hand over the money, cross it off and the militiamen leave you alone – turn back to 10.

278
You are crossing an open expanse of flinty ground. A few herds of sheep roam the low hills. Roll a die.

Score 1 or 2 You get lost. Turn to 82.
Score 3 or 4 Nothing happens.
Score 5 or 6 A shepherd gives you a wolf pelt.

When you are ready, you can go:

To Venefax turn to 427
West to the Stinking River turn to 310
North to the lake turn to 135
East turn to 87

279
What you have just done is probably a sacrilege, desecrating the Temple of Tyrnai, but you don’t care. You sneak out of the temple unseen, and head back to town with your prize. Who else could have stolen something from right under the noses of the warrior priests of Tyrnai? Turn to 400.

280
There are too many wolves to contend with. You withdraw before they get angry. Turn to 3.

281
Your tale of valour and derring-do falls on an unappreciative audience. The mer-folk slip beneath the waves with snorts of derision, leaving you alone on the desolate beach.

If you have the codeword Armour, turn to 246 immediately. If not, read on.

The Temple of Tyrnai, the God of Battle, Chaos and Strife, is built like a small fortress in one corner of the city, near the barracks. Its heavy wooden gates are flanked by iron statues of bull-headed men wielding clubs. The workmanship is uncannily life-like. Inside, the god is represented by a stone idol of a jaguar-headed warrior. A beautiful suit of gold chain mail adorns the idol.

Become an initiate turn to 636
Renounce worship turn to 514
Seek a blessing turn to 107
Make resurrection arrangements turn to 33
Leave the temple turn to 400

283
'What goes on here?' you ask. 'Why do you behave so oddly?'

The villagers seem quite frightened of you, but one old fellow has nerve enough to reply.

'This banquet is for the ghosts of three travellers who lost their way in a storm, fell into our millpond and were drowned.'

'When was this?' you ask.

'Seven years since. They come every year on this night, and if we didn’t placate them with victuals and treasure, there’d be a mess of trouble.'

'How do you know that?'

'Old Megan told us,' he says. 'She knows much about such things.'

Stay out at night and watch for the ghosts turn to 590
Follow the river north turn to 576
Follow the river south turn to 82
Head east into the country side turn to 278
Go west to the main road  turn to 558

284

You find an open window and squeeze through into a long hall. Your foot, however, snags on a thin wire stretched across the floor. The wire triggers a loud bell-like gonging that alerts the temple. You have little choice but to run for your life – warrior priests swarm out of the temple and the iron statues at its gates come to life to join in the case. Roll a die, and subtract one from the total. If the result is less than or equal to your Rank, turn to 395. Otherwise, turn to 551.

285

You remember a bard in a tavern told you about Damor the Hermit, and that he knew the secret of the Greatest Story Ever Told so you ask him about it.

‘Ahh,’ says Damor. ‘I have waited for one such as you.’ He tells you the secret of the Greatest Story. ‘Well, my young adventurer, destiny beckons, for it is fated that your life will be the Greatest Story Ever Told.’

As you consider this, you feel a sense of momentary enlightenment. Gain one Rank and roll one die. The result is the number of Stamina points you gain permanently. Also, don’t forget to increase your Defence by 1 as a result of your gain in Rank.

‘Right, that’s that;’ says Damor. ‘Now, go away and don’t come back!’

For a few hours, he lifts the curse that soured your water so you can make it down again safely. Turn to 244.

286

When you and your crew join the fray, the battle is short-lived. The pirates are overpowered, though they fight to the last man, preferring death to enslavement or execution. The Sokaran leader, an admiral in the navy, thanks you gravely for your help. He rewards you with a share of the pirates’ booty – you get 400 Shards and 1 Cargo Unit of spices, if you have room for it in your ship’s hold. You sail on. Turn to 420.

287

You wait for an hour. At dusk, something emerges. It is the gorlok, a beast with legs like a bird, a body like a reptile, with two short forelimbs and a beaked, lizard-like head. You see that its two legs do have backward pointing feet. The beast heads off into the hills, and you creep forwards. Turn to 315.

288

You end dead in an alleyway with your throat cut. Your adventures are over, unless you have a resurrection deal.

289

There is a pause, as if you are both waiting for something to happen. You realize the gods have not heard your prayer, as does your enemy. It snarls triumphantly, and slashes you across the chest. Lose 2 Stamina. If you still live, you have no choice but to fight it. Turn to 617.

290

If you have the codeword Cutlass, turn to 403 immediately. If not, but you have the codeword Amma, turn to 512. Otherwise, read on.

The guildmaster, a tall gaunt man, welcomes you.

‘The guild, in Golnir and Sokara, is plagued by privateers on the high seas. Amcha One-eye is the worst of these lawless dogs – he has cost us thousands of Shards! Bring me the head of Amcha One-eye, and I will reward you! He and his cut-throat crew operate from the Unnumbered Isles – now called the Kingdom of the Reavers because of the pirates who have made their base there. The isles lie to the south.’

If you want to take up the quest, note the codeword Amma. When you are ready, turn to 100.

291

Becoming an initiate of Elnir gives you the benefit of paying less for blessings and other services the temple can offer. It costs 60 Shards to become an initiate. You cannot become an initiate of Elnir if you are already an initiate of another temple. If you choose to become an initiate, write Elnir in the God box on your Adventure Sheet – and remember to cross off the 60 Shards.

Once you have finished here, turn to 316.

292

The local market is very small – only two commodities are available for trade.

<table>
<thead>
<tr>
<th>Item</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Smoulder fish</td>
<td>60 Shards</td>
<td>55 Shards</td>
</tr>
<tr>
<td>Silver nugget</td>
<td>165 Shards</td>
<td>150 Shards</td>
</tr>
</tbody>
</table>

When you are finished, turn back to 135.

293

The merchantman has suffered a lot of damage, and the remaining crewmen are half dead with thirst. You give them water, and help to repair the ship. The captain, a woman dressed in multi-coloured feather robes, and an ornate head-dress, is most grateful. She tells you her name is Moon of Evening and that she comes from Smogmaw, the city at the Misty Estuary, in far-off Ankon-Konu. She tells you to visit her, if you are ever in Smogmaw, so that she can repay the debt.

Note the codeword Aid. You sail on. Turn to 559.

294

Becoming an initiate of Alvir and Valmir gives you the benefit of paying less for blessings and other services the temple can offer. It costs 40 Shards to become an initiate. You cannot do this if you are already an initiate of another temple. If you choose to become an initiate, write Alvir and Valmir in the God box on your Adventure Sheet – and remember to cross off the 40 Shards. Once you have finished here, turn to 220.

295

The scorpion men cannot keep up with you, and you leg it all the way back to the road. Maybe you can come back and try again later. Turn to 492.
Make a MAGIC roll at Difficulty 9.
Successful MAGIC roll turn to 494
Failed MAGIC roll turn to 352

Decide which armour and weapon you will use in the fight. They will be the ones you are betting with.
Roll a die, and check the table below. The result is the knight you must fight.
Score 1 or 2 Blue Dragon Knight
  COMBAT 3, Defence 8, Stamina 6
Score 3 or 4 Green Dragon Knight
  COMBAT 4, Defence 8, Stamina 8
Score 5 or 6 Red Dragon Knight
  COMBAT 5, Defence 8, Stamina 10
Because it is not a duel to the death, your weapons are padded, so any Stamina you lose is not permanent – it is recovered after the fight.
If you win, turn to 19. If you are reduced to 0 Stamina, you pass out, turn to 370.

The amulet of protection dissolves in a flash of smoke – cross it off your Adventure Sheet.
It does protect you, however, and you are obscured by the smoke long enough to get into hiding. The amulet leaves a residue of yellow powder, which the dragon thinks is all that is left of you. He scoops it up and puts it into a bottle, beside the others on his rocky shelf.
Turn to 16.

Fort Mereth, named after an ancient hero, is the northernmost of the forts that guard Sokara from the ravening manbeasts of Nerech. A fortified wall stretches right across the peninsula. Roll a die.
Score 1 or 2 Get in a fight with a drunken soldier.
  Soldier, COMBAT 4, Defence 6, Stamina 7
  If you win, you can take his axe.
Score 3 or 4 Nothing happens
Score 5 or 6 Opportunity to buy a mandolin (CHARISMA +1) for 100 Shards.

When you are ready, you can travel:
East into Nerech turn to 20
The Plains of Howling
South east to Fort Estgard turn to 472
South into the farmlands turn to 548
West on the road to Caran Baru turn to 458
West on the road to the citadel turn to 518

You can leave possessions and money here to save having to carry them around with you. You can also rest here safely, and recover any Stamina points you have lost. Record in the box anything you wish to leave. Each time you return, roll two dice:
Score 2-9 Your possessions are safe
Score 10-11 A thief. All the money left here has gone
Score 12 Burglars! Lose all the possessions you have left here
Turn to 10.

A barque, heading for the Isle of Druids to buy furs, is prepared to take you. Cross off 15 Shards. The journey, across the Sea of Whispers, is uneventful, and you dock at the Trading Post on the island a week or so later. Turn to 195.

You can explore:
The poor quarter turn to 93
The harbour area turn to 587
The area around the palace turn to 277

Cross the salt and iron filings from your Adventure Sheet. As fast as you can, you lay out a line of powder in front of you. The ghoul gives a moaning wail and shrinks back, unable to cross the line of salt and iron filings. Quickly you run around the ghoul, encircling it with the powder. The creature lunges for you but it cannot cross the line – you keep it at bay at every turn. Soon it is completely trapped. Casually, you sit on a tombstone and wait for sunrise. When it comes, the ghoul is burnt to a crisp. You take the rotting, charred head and make your way back into town.
Note you have a ghoul’s head and turn to 100.

He spots you before you can get the jump on him. ‘Stinking assassin!’ he yells, drawing his sword. You must fight him.
Man with eyepatch, COMBAT 5, Defence 8, Stamina 12
If you win, turn to 92. If you lose, he kills you, and your adventuring days are over, unless you have a resurrection deal.

If there is a tick in the box, turn to 367 immediately. If not, put a tick there now, and read on.
Make a MAGIC roll at Difficulty 11.
Successful MAGIC roll turn to 609
Failed MAGIC roll turn to 528

Something doesn’t feel right about the pearls. You realize a minor enchantment has been put on them – they are in fact tiny pebbles, made to look like pearls. You squeeze them in the palm of your hand, and they revert to their natural state.
‘By the twin gods!’ exclaims the young man. ‘Look at that! They were pebbles all along!’
You stare at him for a long while, fingering your weapon. The Sea Gypsy shifts uneasily from foot to foot, coughing nervously and hands you another bag of pearls. This time you are sure they are real. Note the bag of pearls on your Adventure Sheet.
You take your leave, and resume your journey. Turn to 85.
307

It feels like you are playing the flute for an eternity. But at last they tire of your music...

You wake up with a scream. You realize you are not aboard your ship! You find out that you are in the temple of Alvir and Valmir in Yellowport. A priest tells you that your crew brought you here three months ago because they could not wake you from your sleep.

Your ship and crew are long gone now - note that you no longer own a ship. The priests, however, have been looking after all your possessions. Among them is a silver flute (CHARISMA +2). While you have the flute, it adds 2 to your CHARISMA. Note that it is worth 500 Shards, and that you can sell it at any market, if you like.

You leave the temple. Turn to 10.

308

The ratmen beat you into unconsciousness, and then toss you down an underground sewer outlet. You are washed up on the beaches outside Yellowport, where you come to. You have 1 Stamina point left, and the ratmen have taken all the items and money that you were carrying. Cross them off your Adventure Sheet. Groggily, you make your way back into the city. Turn to 10.

309

As you move closer to the sarcophagus, your foot crosses the edge of the pentacle by a few millimetres - it is enough. The lid of the sarcophagus explodes into the air with a deafening crash, and a pillar of black smoke erupts from the stone coffin! The smoke hurtles towards you, like a miniature tornado.

You must fight the tomb guardian. If you have a weapon with a +1 COMBAT bonus or greater, turn to 400. Otherwise, turn to 614 immediately. If not, read on.

The Stinking River has cut its way through the high ground here. On the edge of the chasm that overlooks the river lies the village of High Therys.

The locals are behaving very oddly. You watch the villagers lay out a fine feast on the village green. A pig is set roasting on a spit, loaves of freshly baked bread are piled beside bowls overflowing with fruits, butter and cheese. Lady, the richest merchants of the village bring coffers full of silver which they set beside the table. To your amazement, instead of sitting down to dine, the villagers then scurry home and start closing the shutters on their windows. Turn to 283.

310

If there is a tick in the box, turn to 614 immediately. If not, read on.

The Stinking River has cut its way through the high ground here. On the edge of the chasm that overlooks the river lies the village of High Therys.

The locals are behaving very oddly. You watch the villagers lay out a fine feast on the village green. A pig is set roasting on a spit, loaves of freshly baked bread are piled beside bowls overflowing with fruits, butter and cheese. Lady, the richest merchants of the village bring coffers full of silver which they set beside the table. To your amazement, instead of sitting down to dine, the villagers then scurry home and start closing the shutters on their windows. Turn to 283.

311

He narrows his eyes angrily at your refusal. If your ship is a galleon and you have a good or excellent crew, turn to 335 immediately. If not, read on.

'That's none of my business. You have no choice but to seize your ship!' More of his men swarm on to your ship, and a battle ensues.

Roll three dice if you are a Warrior, or two dice if you belong to any other profession. Add your Rank to this roll. If the crew is poor quality, subtract 2 from the total. If the crew is good, add 2; if it is excellent, add 3.

Score 0-4 Calamity. You are killed turn to 680
Score 5-9 Crushing defeat.
Score 10-13 A draw turn to 242
Score 14+ Overtight victory turn to 62

312

'Nerech's a dangerous place - even its coastal waters, Cap'n,' says the first mate. The crew won't follow you there if they don't think you're good enough to lead them!

If your Rank is 4 or more, turn to paragraph 50 in The Plains of Howling Darkness.

If your Rank is less than 4, the first mate advises you against making the ocean journey. If you take his advice, turn to 507.

If you insist on making the trip, you need to make a CHARISMA roll at Difficulty 11 to convince the crew to follow you.

Successful CHARISMA roll The Plains of Howling Darkness 50
Failed CHARISMA roll turn to 507

313

You stand against the wall as the high priestess draws back her arm, and hurls a stream of daggers at you. Roll two dice. If the total is higher than your Defence, a dagger hits you and you lose 1-6 Stamina points (roll a die to see how many). If the two dice score less than or equal to your Defence, the daggers all miss. Either way, if you survive then you are free to leave. Delete Lacuna from the God box on your Adventure Sheet and turn to 400.

314

The runes mean nothing to you.

Go down to the beach turn to 97
Take the road to Trefoille turn to 602
Take the road to Marlock City turn to 166

315

With the gorlock out of the way, you are free to investigate its lair. Inside the cave, you find 500 Shards, a mace and a silver nugget. Turn to 510.

316

The temple of Elnir is an imposing edifice of grey stone, inlaid with yellow marbling. Elnir is the god of the sky and of kingship. He is the ruler of the gods.

'His dreams are the clouds before a storm,' says a passing priest.

Become an initiate of Elnir turn to 291
Renounce his worship turn to 143
Seek a blessing turn to 388
Leave the temple turn to 10

317

It is the same craft you got the magic spear from, with the silver-skinned demon inside - still dead you presume. You examine it again, but there is nothing else of interest on board. The figure still lies there unmoving. You sail on. Turn to 85.
A scorpion man scuttles out of the brush to confront you. It resembles a huge scorpion, but with a human head and torso. It holds a sword and shield in its human arms. The creature's eyes blaze with an unearthly yellow light, and it scurries towards you with frightening speed, whipping its sting up and around at you. You must fight it.

Scorpion Man, COMBAT 3, Defence 6, Stamina 8

If you win, turn to 657. If you lose, you are finished, unless you have a resurrection deal.

You give the willow staff to the Oak Druid of the City of Trees. Cross the willow staff off your Adventure Sheet.

‘Ah, thank you,’ the druid intones, going on, ‘a willow staff, eh? I see.’

As a reward, the druid lets you train with the City of Trees' best hunters and trackers. Gain 1 Rank, and roll one die. The result is the number of Stamina points you gain permanently. Also, don’t forget to increase your Defence by 1 as a result of your gain in Rank.

When you are ready, you leave the City of Trees and return to the Trading Post. Turn to 195.

You learn from their conversations that they are from the jungles of distant Ankon-Konu, the Feathered Lands, and that they have come here to find new sacrifices for their god, and new members for their cult. The chef pronounces the cauldron ready, and they remove the net that holds you.

Fight turn to 204
Shout ‘Badogor!’ repeatedly turn to 101
Join their cult turn to 61

The Black Dragon Knight comes out to meet you. His armour is of black steel, and you think you can see glowing red eyes through the slits in his full-face helm. You must fight him.

Black Dragon Knight, COMBAT 5, Defence 9, Stamina 11

If you win, turn to 417. If you lose, you are dead, unless you have a resurrection deal.

The repulsive one recognizes you from your last undersea trip! Turn to 238.

A few locals are discussing recent events – it seems some hideous beast has made its lair in a cave on the hill that overlooks the village.

‘It’s a gorlock,’ says a farmer. ‘And it’s amassed quite a bit of treasure by all accounts - lifted from its victims. A brave adventurer like yourself could get rich if you killed it. You’d be doing us a favour as well.’

You ask what a gorlock looks like, but no one knows. ‘Nobody’s come back to tell the tale!’ says the innkeeper.

You leave the tavern. Turn to 510.

Heavy black clouds race towards you across the sky, whipping the waves into a frenzy. The crew mutter among themselves fearfully. If you have the blessing of Alvir and Valmir, which confers Safety from Storms, you can ignore the storm. Cross off the blessing and turn to 559. Otherwise the storm hits with full fury. Roll one die if your ship is a barque, two dice if it is a brigantine, or three dice if a galleon. Add 1 to the roll if you have a good crew; add 2 if you have an excellent crew.

Score 1-3 Ship sinks turn to 607
Score 4-5 The mast splits turn to 83
Score 6-20 You weather the storm turn to 559

Your ship, crew and cargo are lost to the deep, dark sea. Cross them off your Adventure Sheet. Your only thought now is to save yourself. Roll two dice. If the score is greater than your R ank, you are drowned - turn to 680. If the score is less than or equal to your R ank, you manage to find some driftwood, and make it back to shore. Lose Stamina points equal to the score of one die and, if you can survive that, turn to 173.

You follow the footprints to the mill, where you see an old lady and two men brushing flour off their clothes.

‘Another successful year’s haunting!’ laughs the woman.

Quietly you creep back and tell the villagers what you have discovered. Brimming with outrage, they go straight to the mill and seize the three miscreants.

‘Old Megan!’ cries one of the villagers when he sees who is the ringleader of the three. ‘So, you’ve been masquerading as a ghost for these seven years, eh? Well, tomorrow we’ll take you to the gallows and then you can play the part for real.’

Turn to 671.

You have already cleaned the ratmen out of the tunnels below the city but the old well will make a good cache for equipment and money that you don’t want to carry with you. It has an advantage over a town house – there is no risk of burglary or fire. You may also rest here as long as you like, restoring any lost advantages over a town house – there is no risk of burglary or fire. You may also rest here as long as you like, restoring any lost Stamina points. Note ‘Secret cache, Yellowport – oak well’ on your Adventure Sheet so that you can come here whenever you are in Yelloport.

To go back to the city above, turn to 10.

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Items in cache

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You are not sure where to start looking for the ghoul, so you wander around, looking for stories, strange murders – anything that might put you on its trail.

Make a SCOUTING roll at Difficulty 12.

Successful SCOUTING roll turn to 419
Failed SCOUTING roll turn to 360
You follow him, but he is nowhere to be seen. Turn to 400.

You must have Cities of Gold and Glory before you can travel to Wishport. Turn back to 192 and choose again if you do not have this book. Otherwise, read on.

You step through the archway. Immediately the symbols on the stone begin to glow with red-hot energy; your hair stands on end and your body tingles. A crackling nimbus of blue-white force engulfs you, the sky darkens and rumbles, thunder and lightning crash and leap across the heavens. Suddenly, your vision fades, and everything goes black.

When your sight returns, moments later, you find yourself at the gates of Wishport. You join the throng of merchants and peasants making their way into the city. Turn to 217 in Cities of Gold and Glory.

If there is a tick in the box, turn to 627 immediately. If not, put a tick there now and read on.

You fall into conversation with Pyletes, a kindly old scholar-priest of Molhern, the God of Knowledge.

"Many years ago, the Book of the Seven Sages was stolen from us," he croaks. "News suggests that the scorpion men are in possession of it. I need a young adventurer like yourself to travel to Scorpion Bight and return the book to me. In return I can show you how to improve the skill of your choice."

If you take up the quest, gain the codeword Artefact. Now turn back to 10.

The quayside at the Trading Post is a simple affair, without the harbour facilities or the shipwrights of the larger ports. There are no ships available to buy here, but if you already own a ship, you can buy and sell cargo.

<table>
<thead>
<tr>
<th>Cargo</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Furs</td>
<td>135 Shards</td>
<td>130 Shards</td>
</tr>
<tr>
<td>Grain</td>
<td>220 Shards</td>
<td>210 Shards</td>
</tr>
<tr>
<td>Metals</td>
<td>600 Shards</td>
<td>570 Shards</td>
</tr>
<tr>
<td>Minerals</td>
<td>400 Shards</td>
<td>310 Shards</td>
</tr>
<tr>
<td>Spices</td>
<td>900 Shards</td>
<td>820 Shards</td>
</tr>
<tr>
<td>Textiles</td>
<td>325 Shards</td>
<td>285 Shards</td>
</tr>
<tr>
<td>Timber</td>
<td>120 Shards</td>
<td>100 Shards</td>
</tr>
</tbody>
</table>

Prices are for single Cargo Units. Fill in your current cargo on the Ship’s Manifest.

You can buy a one-way passage to Yellowport from here at a cost of 15 Shards – turn to 74.

If you own a ship and wish to set sail, turn to 155. If not, turn to 195.

You are on the east bank of the River Grimm. Roll one die.

Score 1 or 2 A water sprite curses you – lose a Blessing, if you have one.

Score 3 or 4 Nothing happens
Score 5 or 6 Catch a smoulder fish while fishing

When you are ready, you can:

Cross to the west bank Cities of Gold and Glory 99
Head east into the Forest of Larun turn to 47
Follow the river north turn to 123
Follow the river south turn to 99

To renounce the worship of Lacuna, you must pay 40 Shards in compensation to the shrine.

‘If you forsake the love of the goddess, you will never survive the rigours of the wilderness,’ warns the priestess.

If you still want to renounce the worship of Lacuna, cross of the 40 Shards and delete Lacuna from the God box on your Adventure Sheet.

When you are finished, turn to 195.

The captain eyes your crew, and your marines. They are a tough-looking lot, seasoned sailors and veterans of quite a few battles at sea.

‘Bah!’ he exclaims, ‘It’s not worth the trouble. I’ll let it pass this time.’

With that, he returns to his ship, and departs. Turn to 439.

You step in, saying, ‘I have a message for King Skabb...’

The ratmen stare at you in amazement.

‘A human! Get it!’ screams Skabb.

The four ratmen charge toward you with a roar, wielding swords before you can say anything more. Soon they have been joined by many others and you have little choice but to turn and flee for your life! Desperately, you race down the sewer tunnels, with an army of ratmen in hot pursuit.

Lose them in the tunnels turn to 79
Try some magic turn to 296
Hide turn to 127

If there is a tick in the box, turn to 37 immediately. If not, put a tick there now and read on.

The crew have been using a net to catch fish. This time they have caught a sea centaur, a strange-looking creature, with a top half like a man, and a bottom half like a sea horse. It struggles feebly, clutching at the net with webbed fingers, trying to saw it apart with a long, serrated dagger made of some sea shell.

‘We’ll have to kill it, Cap’n – they’re terrible bad luck to have on board,’ says the first mate.

One of the sailors is already readying his cutlass.

Give the order to kill it turn to 522
Spare it turn to 604

You climb down the ladder into a house with herbs and plants hanging on the walls, and shelves lined with pots, pans and bottles of all sorts. The healer, an old woman, can cure you of poison but is unable to cure disease, lift curses or heal wounds. It will cost you 25 Shards to get cured, if you are poisoned. If you pay, you can restore all of your affected abilities to normal. When you are ready, turn back to 427.
339
You find a burned-out house in the poor quarter where a trader has set up a stall, selling ash and debris. The merchant, a weasely-looking old woman, is screeching, ‘Ashes, ashes from the house of a sorceress! Fifteen Shards a packet!’

If you want to buy some, cross off 15 Shards and note the ashes on your Adventure Sheet. When you are ready, you head back to the centre of the town. Turn to 100.

340
Make a Scouting or Thievery roll at Difficulty 10.

- Successful Scouting or Thievery roll: turn to 239
- Failed Scouting or Thievery roll: turn to 34

341
You hear an interesting story about one of Baroness Ravayne’s knights, in Goinir. Apparently he is plotting against her! ‘Intrigue and treachery in the court of the baronesse…’ mutters a man before his voice fades to a whisper.

You leave the tavern. Turn to 400.

342
The alchemist’s shop is lined with potions, jars of exotic substances, herbs, and so on. Alembics and beakers bubble and boil, full of strangely-coloured liquids. The alchemist, a tall, gangly fellow with a beak of a nose, sells potions. You can buy substances, herbs, and so on. Alembics and beakers bubble and boil, full of strangely-coloured liquids. The alchemist, a tall, gangly fellow with a beak of a nose, sells potions. You can buy as many as you can afford – each one costs 50 Shards.

- Potion of strength (Combat +1)
- Potion of comeliness (Charisma +1)
- Potion of intellect (Magic +1)
- Potion of godliness (Sanctity +1)
- Potion of stealth (Thievery +1)
- Potion of nature (Scouting +1)

A potion can be used just before an ability roll or a fight to add 1 to the relevant ability for that one roll or fight only. Each potion can be used only once. The alchemist can make a special potion for 250 Shards, but he needs an ink sac. If you pay the money, and have an ink sac (cross it off your Adventure Sheet) he will make you a potion of restoration. It can be used only once to heal all lost Stamina points, cure poison and disease. Turn to 510.

343
Becoming an initiate of Alvir and Valmir gives you the benefit of paying less for blessings and other services the temple can offer. It costs 40 Shards to become an initiate. You cannot become an initiate of Alvir and Valmir if you are an initiate of another temple. If you choose to become an initiate, write Alvir and Valmir in the God box on your Adventure Sheet and cross off the 40 Shards. Turn to 154.

344
You must make either a Combat or a Magic roll at Difficulty 14 to slay him. If you fail the roll, turn to 161. Immediately. If you are successful, read on.

- You cut him down, or enchant him so that he obeys your every command and falls on his own sword. Note the codeword A ssasin.
  - Hurriedly, you flee the palace. Turn to 216.

345
A ship, impaled on some rocks, is breaking up. Nothing remains save for rotten timbers. However, a little bottle is bobbing in the waves. Inside, a message reads, ‘Never sail at night through rocky waters.’ You sail on. Turn to 209.

346
Your ship, crew and cargo are lost to the deep, dark sea. Cross them off your Adventure Sheet. Your only thought now is to save yourself. Roll two dice. If the score is greater than your Rank, you are drowned – turn to 680. If the score is less than or equal to your Rank, you manage to find some driftwood, and make it back to shore. Lose Stamina points equal to the score of one die roll and, if you can survive that, turn to 453.

347
The road is nearly blocked by wagons and supply convoys. A troop of soldiers forces its way through the throng – the men bang heads indiscriminately to clear people out of the way. Roll a die.

- Score 1 or 2 Banged on the head! Lose 1 Stamina
- Score 3 or 4 Nothing happens
- Score 5 or 6 Mistaken for a beggar – receive 10 Shards from a passing priest

- When you are ready, you can go:
  - North to Caran Baru turn to 400
  - East into the Coldbleak Mountains turn to 474
  - South along the road turn to 387
  - West into the Forest of Larun turn to 47

348
You remember what the fishermen say – the root of a certain seaweed, when crushed, gives off a cloud of toxic fluid. This sap is harmless to humans but is known to paralyse marine creatures for a short while. Fortunately, the seaweed grows in abundance here. You swim down with a handful of the roots, squeezing its sap into the waters. The hideous creatures shoot towards you, but are paralysed the instant they enter the cloud of reddish fluid that billows around you.

- You take the golden net (note it on your Adventure Sheet) and swim back to the Shadar Tor as fast as you can.
  - Take the road to Trefoille turn to 602
  - Take the road to Marlock City turn to 166

349
You are too fast to get caught, and run off into the shadowy backstreets of Caran Baru. Cursing your luck, you consider your next move. Turn to 400.

350
You are restored to life at the Temple of Nagil in Marlock City. Your Stamina is back to normal score. The possessions and cash you were carrying at the time of your death are lost – cross them off your Adventure Sheet. Also remember to delete the entry in the Resurrection box now it has been used.

‘Nagil has taken you from the barge of souls that sails to the lands of the dead, and returned you to us,’ declares the high priest.

You leave the temple. Turn to 100.
351

One day, a new slave is brought in to work beside you. Much to your astonishment, it is Lauria, the thief who left you in the lurch when you burgled a wizard's house in Yellowport.

'Sorry about the last time,' she says. 'Business - you know. Now's my chance to make it up to you.'

She explains that she has discovered an escape route. This time, she promises to set up a diversion while you make for a tunnel where a cave-in has left an opening to the outside. Lauria says she will meet you later.

Go along with her plan   turn to 662
Escape on your own   turn to 565

352

You mutter an enchantment that is intended to give you the appearance of a ratman but you get some of the intricate syllables wrong, and take on the appearance of a particularly wealthy merchant! At the sight of you, the ratmen redouble their efforts, and you are overwhelmed by sheer numbers. Turn to 308.

353

The guard recognizes you, and shouts at the top of his lungs, 'It's the stinking traitor who killed Nergan. Get him!'

Several archers pop up from behind the rocks overhead, and start shooting at you. An arrow embeds itself in your shoulder. Lose 3 Stamina points. If you still live, you realize you made a bad mistake in coming back here, and you run for your life. As you climb down, you are shot at again. Roll a die.

Score 1 or 2   You are hit twice, lose 6 Stamina
Score 3 or 4   Hit once, lose 3 Stamina
Score 5 or 6   Missed completely, no wounds

After that, if you are still alive, you make it back to the foothills of the mountains. Turn to 474.

354

You throw, muttering a prayer for forgiveness to the gods. The weapon soars through the air. It turns, and catches the sunlight, sparkling like a flashing star, before sinking beneath the water with barely a splash. No ripples appear. You feel uplifted, sparkling like a flashing star, before sinking beneath the water with barely a splash. No ripples appear.

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

Score 2-4   Lose entire sum invested
Score 5-6   Loss of 50%
Score 7-8   Loss of 10%
Score 9-10   Investment remains unchanged
Score 11-12   Profit of 10%
Score 13-14   Profit of 50%
Score 15-16   Double initial investment
Score 17+   Triple initial investment

Now turn to 46, where you can withdraw or leave the sum written in the box there after adjusting it according to the result rolled.

356

You are pious enough to be allowed to enter the sacred grove. You step in and knock on the door.

A kindly old druid opens the door and greets you.

You hand him the oak staff (cross it from your Adventure Sheet).

'Thank you!' says the druid, 'An oak staff, eh! That's an interesting message, to be sure.'

He hands you 50 Shards as payment and a willow staff, saying, 'Please take this staff to the Oak Druid in the City of Trees, on the Isle of Druids - I'm sure he'll reward you, too. Good day, and thanks again!'

With that he shuts the door.

You head back into the forest. Turn to 47.

357

The moon begins to rise, making the ghosts seem to glow. They sit hunched over their feast like vultures, occasionally stirring their hands in the pile of silver coins and tittering eerily.

Confront them   turn to 23
Stay hidden and follow when they leave   turn to 541

358

'Welcome to the City of the Trees,' says a passing woman, dressed in the garb of a druid.

The city has been built amid the branches of several mighty oaks. Ladders run up and down the trees to houses that perch like nests in the branches. You are not allowed into any houses, but the druids allow you to barter at the market.

Items with no purchase price are not available locally.

A mour   To buy   To sell
Leather (Defence +1)   50 Shards   45 Shards
Ring mail (Defence +2)   -   90 Shards
W eapons (sword, axe, etc)   To buy   To sell
No COMBAT bonus   50 Shards   40 Shards
COMBAT bonus +1   250 Shards   200 Shards
M agical E quipment   To buy   To sell
Amber wand (MAGIC +1)   500 Shards   300 Shards
Ebony wand (MAGIC +2)   1000 Shards   800 Shards
Cobalt wand (MAGIC +3)   -   1600 Shards
O ther i tems   To buy   To sell
Mandolin (CHARISMA +1)   -   270 Shards
Silver holy symbol   -   800 Shards   750 Shards
Gold compass (SCOUTING +2)   900 Shards   800 Shards
Rope   50 Shards   45 Shards
Lantern   100 Shards   90 Shards
Silver nugget   -   150 Shards

When you are finished, if you are a Wayfarer by profession, turn to 645. Otherwise you leave the City of Trees. Turn to 678.

359

A wandering tinker accosts you, selling lanterns for 50 Shards each. You can buy no more than three. Turn to 10.
360

You have no luck in tracking down the ghoul. The next day, you hear a rumour doing the rounds in the taverns. A ghoul was found and destroyed by an adventuring priestess of Tyrnai – apparently, the temple of Nagil rewarded her handsomely. Looks like you were pipped at the post. Turn to 100.

361

If there is a tick in the box, turn to 55 immediately. If not, put a tick there now, and read on.

You find a huddled, moaning figure on the ground. As you approach, a net is thrown over you from behind. You glimpse a face painted with white bone dust and big red circles around the eyes just before a terrific blow on the back of your head slams you into unconsciousness. Turn to 506.

362

The sea dragon dives deep to the bottom of the lake. You are pulled along at a terrific rate through the murky waters. You think your lungs are about to burst when at last the creature surges upwards, breaking the surface.

You find yourself in a cave inside a rocky island, somewhere on the surface of the lake. A hole in the roof lets in a shaft of bright sunlight, that reflects off the water, casting dappled yellow light all over the walls.

Part of the cave is dry ground, heaped with the dragon’s treasure hoard - sparkling coins, swords, armour, and the like. You notice a rocky ledge, lined with a number of bottles, full of yellow dust.

The dragon pulls itself on top of its hoard – you have a few seconds to try to hide. Make a THIEVERY roll at a Difficulty of 10.

- Successful THIEVERY roll turn to 16
- Failed THIEVERY roll turn to 274

363

You collapse a rotting beam, just inside the cabin. The roof falls in, and a cloud of debris fills the water, obscuring you completely. You grab the gems, but it is not long before the magic of the sea centaurs takes you over. You live on for a hundred years, as a sea centaur. Your adventure ends here.

You can, however, start afresh with a new character. First make sure to erase all ticks, codewords, and Adventure Sheet details in all your Fabled Lands books. You can begin at 1 in any of the books of the series.

364

‘The Violet Ocean’s a dangerous place, Cap’n’, says the first mate. ‘The crew probably won’t follow you there if they don’t think you’re good enough!’

- If your Rank is 4 or more, turn to paragraph 66 in Over the Blood-Dark Sea.
- If your Rank is less than 4, the first mate advises you against the ocean journey. If you take his advice, turn to 439.

- If you insist on making the trip, you need to make a CHARISMA roll at Difficulty 11 to convince the crew to follow you.

- Successful CHARISMA roll 0ver the Blood-Dark Sea 66
- Failed CHARISMA roll turn to 439

365

Sul Veneris wakes up the moment you remove the stake. He rips the other stakes out of the ground, and soars into the air, with a shout like a clap of thunder. He swings his hammer around his head, and bolts of lightning leap forth to strike the storm demons.

As he rises into the clouds in pursuit of the demons, a bolt of lightning streaks from his hand and strikes you full force! You are thrown backwards but to your amazement you are unhurt. In fact, you feel empowered by the blast. Gain 3 points of Stamina permanently.

You have freed Sul Veneris, the Lord of Thunder. Record the codeword A loft before climbing down to the bottom. Turn to 658.

366

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- Successful CHARISMA roll 0ver the Blood-Dark Sea 66
- Failed CHARISMA roll turn to 439

367

You have attempted to steal the chain mail before. This time, security has been doubled with warrior priests of Tyrnai in abundance. Inside the temple, there are two more of the bullheaded iron golem guards, and you realize there is no way you can succeed.

You head back to the city centre. Turn to 400.

368

Becoming an initiate of Maka gives you the benefit of paying less for blessings and other services the temple can offer. It costs 50 Shards to become an initiate. You cannot become an initiate of Maka if you are already an initiate of another temple. If you choose to become an initiate, write Maka in the God box on your Adventure Sheet – and remember to cross off the 50 Shards. Once you have finished here, turn to 141.

369

If you have a boar’s tusk, turn to 612. If not, read on.

- The priestess, dressed in ceremonial leather armour, and carrying a silver bow, recognizes you, and welcomes you. She offers you the usual services.

  - Become an initiate of Lacuna turn to 618
  - Renounce the worship of Lacuna turn to 334
  - Seek a blessing turn to 52
  - Leave the temple turn to 195

You come round, back to your Stamina score before the fight started. You lose the weapon and armour you were using - cross them off your Adventure Sheet. The Dragon Knights compliment you on your bravery.
'Until the next time!' says your recent opponent. You take your leave, somewhat bruised. Turn to 276.

371

With a war cry, you leap to the attack. Your first blow rips away a great chunk of its body!

Suddenly, a voice pipes up from inside the Gob-gobbler. 'Help, help, lads, this one's a real fighter!' You realize the Gob-gobbler is a man disguised as a monster. But then two thugs - bandits, by the look of them - run out of the woods to attack you. You must fight them one at a time.

First bandit, COMBAT 3, Defence 4, Stamina 6
Second bandit, COMBAT 2, Defence 3, Stamina 7

If you win, turn to 422. If you lose, you are dead, unless you have a resurrection deal.

372

Cross off the 10 Shards. A sleek yacht takes you on a trouble-free journey to Yellowport. Turn to 10.

373

If you are an initiate it costs only 10 Shards to purchase Tyrnai’s blessing. A non-initiate must pay 25 Shards. Cross off the money and mark COMBAT in the Blessings box on your Adventure Sheet. The blessing works by allowing you to try again when you make a failed COMBAT roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can have only one COMBAT blessing at any one time. Once it is used up, you can return to any branch of the temple of Tyrnai to buy a new one.

When you are finished, turn to 526.

374

You sense that sorcery is afoot. You make a few magical divinations which tell you that the path is cursed: it will sour the water supply of anyone that travels upon it. However, you can tell that the curse affects only the path. There is just enough room to squeeze your way up beside it, hugging the rock face.

Eventually, the path leads to a bubbling well of springwater in the rocks, just at the opening of a cave. You refill your canteen, then explore the cave. You find your water returns to a state that is drinkable.

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When you are finished, turn to 526.

375

You tell the provost you have important news, best heard by him alone. He takes you to a side chamber without his guards.

If you want to attempt to slay the provost marshal, turn to 344. Otherwise, you tell him some old news and he throws you out - turn to 10.

376

You manage to slip out of your chains, and sneak off into the tunnels. You make it to the outside, but a troop of guards and a pack of dogs finally track you down. The fate of all escaped slaves is death - you are executed. Your adventuring days are over, unless you have a resurrection deal.

377

The road between Marlock City and Trefoille is well maintained with regular guard posts. The Sokarans are nothing if not efficient. Roll a die.

Score 1 or 2 Bad omen - lose one Blessing
Score 3 or 4 Uneventful journey
Score 5 or 6 Find a sword (ordinary weapon)

When you are ready, you can go:
To Trefoille turn to 250
To Marlock City turn to 100
North into the Curstmoor turn to 175

378

You find a wide pool of bubbling, electric blue water. It gives off a strong invigorating scent, like crushed pine leaves.

If you have the codeword Appease, turn to 593 immediately. If not, but you have a vial of yellow dust, turn to 556. Otherwise, you can bathe in the waters, turn to 598, or leave, turn to 510.

379

The scholar is in no condition to resist now that your work has been done for you by the ruffians. You take his purse. Inside you find 100 Shards. Happy with a good bit of banditry, you decide to call it a night. Turn to 100.

380

'By the Larcenous One!' exclaims the high priest joyfully. 'You are indeed an accomplished rogue.' Erase the golden chain mail of Tyrnai from your Adventure Sheet. The high priest teaches you secret knowledge of Sig, the God of Deception. You get a 300 Shard reward and you go up 1 Rank. Roll one die - the result is the number of Stamina points you gain permanently. Also, don't forget to increase your Defence by 1 as a result of your gain in R ank.

If you are under Tyrnai's curse, turn to 564. Otherwise, turn to 100.

381

You dart down a side tunnel but are horrified to meet several ratmen coming to meet you while your pursuers close in behind. You are caught in a vice and, though you fight with desperate bravery, you are overcome. Turn to 308.

382

'Fishing?' you ask, 'Surely nothing can live in these poisonous waters.' The fisherman shows you a bright yellow fish with grey stripes, saying, 'Only the smoulder fish has adapted to the sulphur - it feeds on the local seaweed. Mind you the smoulder fish is totally inedible.'

'Why hunt it then?'

'Well, each fish is worth quite a bit to sorcerers and the like. Why hunt it then?'

We have a standing quota to fill each month for the magical colleges at Dweomer. The sulphur-laden organs burn in a particular way - a very useful ingredient in certain magics, I am told.'

'And where does all this sulphur come from?'

'Scholars say there is an underground volcanic vent. Others believe it is the breath of the sea dragon. Personally, I always drop a silver nugget into the waters once a month to appease the dragon, for his favourite metal is silver.'

Turn to 135.
383
After a while Fourze circles around, heading across country. Make a SCOUTING roll at Difficulty 9.  
Successful SCOUTING roll  turn to 585  
Failed SCOUTING roll  turn to 263

384
Guildmaster Vernon is pleased to see you. You hand him the copper amulet and he exclaims joyfully, 'The amulet of King Skabb! Well done, indeed!'  
Cross the copper amulet off your Adventure Sheet. You are given 450 Shards as a reward.  
Note the codeword Add and turn to 10.

385
The king is taken totally by surprise, and you cut him down. He falls dead at your feet.  
'Long live General Marlock,' you mutter under your breath.  
You take the king's royal ring as proof of your act. Note it on your Adventure Sheet and get the codeword Ark.  
Although you manage to talk your way out of the stockade, the body is discovered as you are heading down the mountain path. Vengeful soldiers set off in pursuit.  
Make a SCOUTING or a THIEVERY roll (your choice) at Difficulty 9.  
Successful SCOUTING or THIEVERY roll  turn to 167  
Failed SCOUTING or THIEVERY roll  turn to 230

386
There is no sign of Lauria, but you do find an open trunk and a window with a knotted rope dangling from it. So, she found the treasure and then made her escape, leaving you behind to face the music. You allow yourself a tight-lipped smile as you hear her voice echoing leadenly from far off in the fog: 'There's a thief at Master Talanexor’s house! Quick!'  
You’ll settle the score with Lauria at a future date. For now, you just have time to escape before a patrol arrives. Gain the codeword A shen and turn to 10.

387
You are on a road between Caran Baru and Trefoille. You come to the Weary Pilgrim Tavern, a waystation between the cities. The tavern costs you 1 Shard a day. Each day you spend here you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.  
If you want to spend 3 Shards buying drinks all round so you can glean some rumours, turn to 666. To leave, you can go:  
South  turn to 558  
North  turn to 347  
West into the Forest of Larun  turn to 47  
East to the lake  turn to 135

388
If you are an initiate it costs only 10 Shards to purchase Elnir’s blessing. A non-initiate must pay 25 Shards. Cross off the money and mark CHARISMA in the Blessings box on your Adventure Sheet. The blessing works by allowing you to try again when you make a failed CHARISMA roll. It is good for only one reroll. When you use the blessing, cross it off your Adventure Sheet. You can have only one CHARISMA blessing at any one time.  
Once it is used up, you can return to any branch of the temple of Elnir to buy a new one.  
Turn to 316.

389
Driving one of the creatures back with your sword, you leap on to the forecastle shouting, 'To me, men! They rally around you, organizing themselves into a fighting unit and a battle ensues. You must fight one ker'ilk.  
Ker'ilk, COMBAT 4, Defence 9, Stamina 8  
If you win, turn to 519. If you lose, you end up as food for ker’ilk young – unless you have a resurrection deal.

390
The horses rush past you. They seem to galloping through the air, whinnying and neighing, belowing at the twilight sky. Soon they disappear from your sight. You make camp, and the next day continue your journey.  
Go north across country  turn to 560  
Head east to the road  turn to 558  
Go to Trefoille  turn to 250  
Go to M arlock City  turn to 100  
Head west towards the River Grimm  turn to 99

391
Get the codeword Apple.  
'U mm, well, I suppose I could let one such as you through,' says the tree thoughtfully. Then it uprights itself with a great tearing sound, and shuffles out of the way. 'There you go!' says the tree, 'You may pass.'  
You walk through the thorn bush gate. Beyond, you find several huge oak trees whose branches are so big that they are able to support the homes of many people. Turn to 358.

392
You pass your hands over the mad beggar, mumbling a prayer to the gods.  
The beggar cries out, 'A cloud has been lifted from my mind! The curse is dispelled! I remember all!'  
His name, he tells you, is Akradai, the Azure Prince of the Horde of the Thundering Skies, nomads of the steppes. 'I was cursed with madness by Shazir of the Ruby Citadel but now you have cured me!' he says. 'I am forever in your debt!'  
He leaves, with a parting cry, 'Seek me on the steppes and I shall reward you.'  
Gain the codeword Azure. Turn to 10.

393
You hear a sound behind you. You spin around just as another man, a beefy, disreputable-looking thug, comes for you with a long dagger. 'Get him!' yells the man with the eyepatch. You must fight.  
Thug, COMBAT 3, Defence 6, Stamina 13  
If you lose, you are dead, unless you have a resurrection deal. If you win, turn to 476.

394
When you and your crew join the fray, the battle is short-lived. The Sokarans are overpowered, and taken as slaves by the pirates.
The pirate captain, Verin Crookback, is a short, bull-chested man. He walks like a hunchback, because of a crippling wound he took to the shoulder blade, many years ago. He thanks you for your help and rewards you with a share of the loot of the Sokaran war ships – only 50 Shards. He also hands you a silver medallion.

'If you ever go to the Kingdom o’ the Reavers,’ he says, ‘flash this about – one of the lads’ll recognize it. Villains, the lot of them, but they’ll honour one who carries the medallion. Someone will bring you to me – I’ll help you, if you need it.’

The pirates take their leave, and you sail on. Turn to 420.

395

You make it out of the temple with your pursuers close behind. However, you manage to lose them amid the alleys of Caran Baru, hiding inside a barrel of rotting food – garbage from the army barracks. You emerge stinking, but safe. Turn to 400.

396

The market square in Marlock City is huge. Armed guards stand around the edge to enforce General Marlock’s will. Merchants and traders from all over Harkuna hawk their goods in a dozen languages.

Items with no purchase price listed are not available locally. The general has imposed a sales tax on all trade; the tax has been around the edge to enforce General Marlock’s will. Merchants and traders from all over Harkuna hawk their goods in a dozen languages.

To return to the city centre, turn to 100.

Your ship is thrown about like flotsam and jetsam. When the storm subsides, you take stock. Much has been swept overboard – you lose 1 Cargo Unit, if you had any, of your choice. Also, the ship has been swept way off course and the mate has no idea where you are. ‘We’re lost at sea, Cap’n!’ he moans.

Turn to 90.

398

If there is a tick in the box, turn to 225 immediately. If not, put a tick there now, and read on.

You make your way up the hill. After a while, you spot a cave set into the hillside, a little further up. Judging by the human bones dumped near the entrance, this is the lair of a dangerous beast. Fresh tracks, of some large, two-legged, three-toed creature, lead from the cave into some nearby trees. It seems it is not home, at the moment.

If you have the codeword Aapache, turn to 463 immediately. If not, make a MAGIC or SCOUTING roll (your choice) at Difficulty 11.

Successful SCOUTING or MAGIC roll turn to 577
Failed SCOUTING or MAGIC roll turn to 486

399

You were asked by the Governor of Yellowport to assassinate Nergan Corin. It is a good time to make the attempt. If you want to have a go, make a COMBAT or a THIEVERY roll at Difficulty 12. If you succeed, turn to 385. If you fail, turn to 581.

If you would rather join the rebels and kill the governor instead, record the codeword Aapache. If you join the rebels, when you are ready, the king wishes you well, and you are led out of the stockade and back down to the foothills of the Coldbleak Mountains. Turn to 474.

400

Caran Baru is a medium-sized town, that acts as a way-station between the citadel to the north, and the rich towns of the south. It is a garrison town; many supplies, arms, and soldiers move through Caran Baru on the north-south trail. Shops, temples, traders, and the like have sprung up here to serve the needs of the military. There is also a sizeable mining community, for the mines of Sokara lie in the Bronze Hills, just outside town, and a slave market where poor unfortunates, sold into slavery, are bought for work in the mines.

You can buy a town house in Caran Baru for 200 Shards. Owning a town house gives you a place to rest, and to store equipment. If you buy one, tick the box by the town house option.

If you have the codeword Bamade, turn to 418 immediately. Otherwise, pick from the following options:

Visit the marketplace turn to 215
Visit the merchants’ guild turn to 112
Visit the slave market turn to 473
Visit the temple of Tyrnai turn to 282
Visit the temple of Lacuna turn to 615
Visit the temple of the Three Fortunes turn to 86
Visit your town house if (box ticked) turn to 177
Visit the Blue Griffin Tavern turn to 184
Follow the road north to the citadel turn to 201
Go west into the Bronze Hills turn to 110
Travel north east into the country turn to 60
Take the east road to Fort Mereth turn to 458
Head south east into the mountains turn to 474
Take the south road turn to 347

401
Cross off the 60 Shards. The captain gives you a satisfied smile. 'Harbour duties all paid up. You may proceed,' he says mockingly.
He and his men leave the ship. Several of your crew curse or spit in disgust.
You sail on. Turn to 439.

402
Your ship draws away, leaving the Sokarans behind. Your crew jeer at them, and you spot the captain shaking his fist at you in rage, before they disappear from sight. Turn to 439.

403
If there is a tick in the box, turn to 229 immediately. If not, put a tick there now and read on.
You dump the head of Amcha One-Eye on the guildmaster's desk. He stares at it in horror for a moment and then a look of joy crosses his features. 'At last! We are rid of that scourge of commerce! Well done, well done indeed!'
Cross off Amcha's head off your Adventure Sheet. The guildmaster pays for you to have special training. You can choose which area you would like to improve – you gain one point for one ability of your choice (for example, +1 COMBAT). You decline. They look at you inscrutably, and then sink beneath the waves with the body of their companion. Turn to 100.

404
One of the cultists of Badogor the Unspoken is feigning distress in the hope of luring a sacrificial victim for dinner. He sits up when he recognizes you as a member of the cult, and says, rather disconsolately, 'Ah, hallo friend. We were hoping for a big banquet tonight.'
Two more cultists step from the shadows, holding a net. 'Oh well, perhaps another will come along,' one of them says optimistically.
They treat you as one of their own – even giving you a share of the cult's recent income. You get 20 Shards.
'May you never speak his name,' they intone in parting.
You return to the city centre. Turn to 10.

405
The merchants' guild of Yellowport is a large building of granite, plushly decorated inside to show off its wealth. Here you can bank your money for safe-keeping – or invest it in guild enterprises in the hope of making a profit. You hear that the guildmaster is looking for adventurers.
Visit the guildmaster turn to 122
Make an investment turn to 46
Check on investments turn to 355
Deposit or withdraw money (note that you are in Yellowport) turn to 605
Return to the town centre turn to 10

406
You know that the Book of the Seven Sages that Pyletes wanted you to get lies within the mound. If you don't want to go for it now, you can leave by turning to 492. Otherwise, you wait until nightfall, then creep towards the mound.
Make a THIEVERY roll at Difficulty 9. Successful THIEVERY roll turn to 449
Failed THIEVERY roll turn to 139

407
You hide in the kitchen pantry, and then, disguised as a kitchen scullion, sneak out unnoticed. The skill and daring of your exploit will be forever remembered! Long live the rightful king! Turn to 10.

408
You decline. They look at you inscrutably, and then sink beneath the waves with the body of their companion. Turn to 507.

409
Becoming an initiate of Nagil gives you the benefit of paying less for services the temple can offer. You cannot do this if you are already an initiate of another temple. To become an initiate you have to pass a priestly exam.
If you want to take the exam, make a SANCTITY roll at Difficulty 10 unless there is a tick in the above box, in which case it is at Difficulty 15.
If you succeed, you become an initiate – write Nagil in the God box on your Adventure Sheet and turn to 71.
If you fail, put a tick in the box (unless one is already there) and turn to 100.

410
'O, what a load of rotten leaves!' exclaims the tree. 'Anyone can see you're as bad as the next human. In fact, I'd say you're probably a... a lumberjack! Now, get lost!'
Leave the forest turn to 678
Attack the tree turn to 570

411
The high priest tells you that the golden net of the twin gods has been stolen. The repulsive ones have taken it to their palace beneath the sea in the Sunken City of Ziusudra. The repulsive ones worship the fish-god Oannes, who struggles with Alvir and Valmir for control of the sea.
'We must have that golden net, or the repulsive ones will use it against us. If you return it to us, we will reward you,' says the high priest. 'The Sunken City lies under the coastal waters off the Shadar Tor.'
If you take the mission, gain the codeword Anchor. When you are finished, turn to 220.

412
You are on the cobbled road between Yellowport and Trefoille. You meet a few merchants and pilgrims, but all in all it is an uneventful journey.
Head for Yellowport turn to 10
Head for Trefoille turn to 250
413
You are so devout that the king’s spell cannot affect you for more than a few seconds. The queen, recognizing your faith in the gods, thanks you for entertaining them.

You wake up in the cabin aboard your ship. You are musing about the strange nature of your dream when you realize that you have something in your hand. It is a silver flute (Charisma +2). While you have the flute, it adds 2 to your Charisma. Note that it is worth 500 Shards, and you can sell it at any market if you like. Turn to 507.

414
Haylie runs into her mother’s arms for a tearful reunion. Lynn, the mother, gives you a suit of chain mail (Defence +3) and a sword (an ordinary weapon).

‘These have been in the family for generations – it’s all I have to give,’ she says.

Fourze is hauled off to the local magistrate for judgment – he will probably be sold into slavery.

Gain the codeword Attar and turn to 427.

415
You cannot continue. You sink to your knees, gasping for water and pass out. Death is not long in coming. It is all over, unless you have a resurrection deal.

416
‘The Violet Ocean’s a dangerous place, Cap’n’, says the first mate. ‘The crew probably won’t follow you there if they don’t think you’re good enough!’

If your Rank is 4 or more, you can take the ship south west, turn to paragraph 77 in Over the Blood-Dark Sea. Or you can head south east, turn to paragraph 66 in Over the Blood-Dark Sea.

If your Rank is less than 4, the first mate advises you against the ocean journey. If you take his advice, turn back to 559.

If you insist on making the trip, you need to make a Charisma roll at Difficulty 12 to convince the crew to follow you. If you succeed, you can take the ship south west, turn to paragraph 77 in Over the Blood-Dark Sea, or south east – turn to 66 in Over the Blood-Dark Sea. If you fail, turn back to 559.

417
The other knights are amazed by your skill, and they seem quite pleased that the Black Dragon Knight is dead.

‘He was an evil man,’ says the Green Dragon Knight.

You take the black dragon shield – note it on your Adventure Sheet. As you watch, the rest of your opponent’s body dissolves into a foul-smelling smoke, armour and all.

Lose the codeword Axe.

You leave the castle. Turn to 276.

418
You have heard that the man with the velvet eyepatch should be in Caran Baru. If you want to search for him now, turn to 117. If not, turn to 400 and choose from the options there.

419
The trail of gruesome murders, and tales of terror leads you to an old cemetery in a near-deserted part of the old quarter. It is early morning, a few hours before dawn, so you haven’t much time before the ghoul goes into hiding.

At the gates of the cemetary, you find a small girl, hunched over, sobbing. When she sees you, she backs away, terrified.

Make a Charisma roll at Difficulty 10.

Successful Charisma roll turn to 553

Failed Charisma roll turn to 45

420
Your ship is sailing in the coastal waters beside Marlock City. You notice an unusual number of Sokaran warships patrolling the area.

‘The pirates are getting bolder and bolder – that’s why the navy’s out in force,’ says the first mate.

Sail west turn to Cities of Gold and Glory 119

Sail into Marlock City turn to 142

Sail east along the coast turn to 120

Sail south into the Violet Ocean turn to 502

421
The storm demons shrink back with a wailing, mournful cry, like wind in the trees. The power of your faith is enough to repel them. You work free one of the stakes holding down Sul Veneris. Turn to 365.

422
The bandits are dead. The man in the suit surrenders. It is Fourze, the master of the market. He terrified people with the monster disguise, and used a large pair of bellows full of gas to put his victims to sleep. Then he sold them to a slaver from Caran Baru, for work in the slave mines. You find Haylie, and several other villagers in the cellars of an old farm nearby.

‘Don’t hurt me,’ begs Fourze, ‘I’m only trying to make a few Shards!’

‘What! By selling your own people into slavery!’ says the villagers, giving him a good kick.

You lead them back to Venefax. Turn to 414.

423
The ratmen lie defeated at your feet. You find 15 Shards on the bodies, and a note which says: ‘Parti! Kitchuns. Tonite. Rank?’

You leave the ratmen in their tunnels and head towards Arl. Turn to 572.

424
The ship’s captain says, ‘I’ll take you but you should be warned – it’s a dangerous place we’re travelling to. You’d better be sure you can handle it – if you’re not at least a master of your profession, I’d advise against it. It’s up to you, though.’
You must have Over the Blood-Dark Sea to travel to Copper Island. If you still want to go, cross off the 30 Shards and turn to 99 in that book. If you decide not to go, turn back to 142 if you are in Marlock City or 555 if you are in Yellowport.

425
The woman tells you her name is Lauria. She leads you stealthily through winding cobblestoned streets to a town house standing at the back of a small tree-lined square.

A yellowish fog is descending with the coming of night. Lauria waits until it is thick enough to shroud your activities from any stray passerby, then jemmies a downstairs window. Within seconds the two of you are inside.

‘You’ve got the easy job,’ she says. ‘Stay down here and keep watch. The stuff we’re after is upstairs.’
She bounds silently up to the next floor.
Stay on watch turn to 534
Search the ground floor turn to 270

426
‘Ah, I see that you are a student of the arcane arts,’ says Oliphard. ‘Ah, you have the key, I see!’ says Oliphard. ‘Please, be my guest – use the door.’

R ecord the codeword A ttar. Note it on your Adventure Sheet. Now turn to 378.

427
If you have the codeword A ttar, turn to 578 immediately. If not, read on.

Venefax is a strange-looking village. It looks like a single gigantic building. All the houses are joined together to form a jumbled mass, and none of the houses have doors – the only way in is through holes in the rooftop. Ladders lead up to the roof, which in effect forms a network of streets that the inhabitants travel across to get to certain buildings.

‘We had to build it that way, for defence,’ says a passing farmer. ‘You see, the scorpion men from the south cannot climb, so they can’t get inside the town!’
Visit the market turn to 152
Visit the Scorpion’s Sting Tavern turn to 497
Visit the village healer turn to 338
Chat to villagers on the rooftop turn to 63
Go south into Scorpion Bight turn to 492
Take the road north to Blessed Springs turn to 87
South west on the road to Yellowport turn to 621
North into open countryside turn to 278

428
With a martial cry you draw your weapon and charge. You manage to cut down two of the ratmen before they can react.

The remaining two officers draw their swords while King Skabb ducks down behind his throne. You must fight them, both at once, as if they were one opponent. If you have some rat poison, you can smear it on your weapon blade to add 3 to your dice rolls. Cross the rat poison off your Adventure Sheet after use.

T wo ratmen, C ombat 8, Defence 11, Stamina 12
If you win, turn to 145. If you lose, turn to 308.

429
The gloomy wreck is filled with coral-encrusted skeletons of its drowned crew. You find the captain’s cabin. Inside, a figure still sits in a chair, a chest of gems at its feet. With a thrill of horror, you realize it is a ghost, an undead remnant of a pirate captain, steeped in evil, its nacreous, fish-gnawed flesh still pulsing with a kind of half-life.

Swim straight in and grab the chest turn to 89
Try to steal it without being seen turn to 363

430
You are sailing in the waters around Scorpion Bight.

‘I wouldn’t want to put into land in these parts,’ says your navigator. ‘The scorpion men’ll take all we’ve got, and our lives too, given half a chance!’

R oll two dice:
Score 2-4 Storm turn to 586
Score 5-7 An uneventful voyage turn to 85
Score 8-9 A ship of bizarre design turn to 56
Score 10-12 A floating island turn to 264

431
You notice that Oliphard has erected his pavilion over a verdigris trapdoor set into the floor.

‘Ah, you have the key, I see!’ says Oliphard. ‘Please, be my guest – use the door.’

You open it up and climb some short stairs into a square chamber with three doors.

‘They are doors of teleportation – step through and you will be taken to whatever land is displayed!’ says Oliphard.

The first door leads to a teeming city of merchants – Metriciens in Golnir. T urn to paragraph 48 in C ities of G old and G lory if you enter this door.

The second door leads to a huge mountain – Sky Mountain in the Great Steppes, far to the north. T urn to paragraph 185 in T he Plains of H ovaling D arkness if you enter this door.

The third door leads to Dwemer, the City of Sorcerers, on Sorcerers’ Isle. T urn to paragraph 100 in O ver the Blood-Dark Sea if you open this door.

If you don’t want to step through any of the doors, turn to 656 and choose again.

432
The militiamen are down. The tall gentleman watches you like a snake with its eyes on a mongoose. You have no time to bother with him now.

‘We’ll meet again, perhaps,’ he says in a voice like slobbering murder. R emember my name: Talanexor the R eaver. ’

‘R emember my name,’ you call back as you lope off, ‘Lauria the Housebreaker.’

Let the conniving vixen get into trouble. She nearly played you for her patsy, after all. T urn to 10.
You rush in, taking the ruffians by surprise. A couple of good buffets around the head, and they run off. The scholar lies groaning on the ground.

Help him up turn to 172
Rob him turn to 379

You can leave possessions and money here to save having to carry them around with you. You can also rest here safely, and recover any Stamina points you have lost. Record in the box anything you wish to leave. Each time you return, roll two dice:
Score 2-10 Your possessions are safe
Score 11 A thief. All the money you left here has gone
Score 12 Earthquake! Lose all possessions you left here and the town house (erase the tick at 100)

When you are ready, turn to 100.

Items in town house

Becoming an initiate of Tyrnai gives you the benefit of paying less for blessings and other services the temple can offer. To qualify as an initiate you must have a COMBAT score of at least 6. You cannot become an initiate of Tyrnai if you are already an initiate of another temple.

If you choose to become an initiate (and meet the qualification) write Tyrnai in the God box on your Adventure Sheet.
Turn to 526.

You find yourself washed up on a rocky shore, battered and cold, but lucky to be alive. You haul yourself up the beach on to land. Fortunately to you, you are near the Trading Post on the Isle of Druids. Turn to 195.

Becoming an initiate of Sig gives you the benefit of paying less for blessings and other services. Also, you can add 1 to your THIEVERY score, as Sig will watch over your pilfering activities and keep you safe from the law. It costs 50 Shards to become and initiate. You cannot become an initiate of Elnir if you are already an initiate of another temple.

If you choose to become an initiate, write Elnir in the God box on your Adventure Sheet – and then cross 60 shards off your Adventure Sheet.
Turn to 568.

You clamber up on to the battlements of the Temple of Tyrnai with relative ease and manoeuvre yourself into a position overlooking the golem guards at the gate. Now you have to reach down without being noticed.

Make a THIEVERY roll at Difficulty 11.
Successful THIEVERY roll turn to 22
Failed THIEVERY roll turn to 168

You set out to explore the city of Yellowport at night, unwholesome though it is with its reeking air and dusty ochre streets.
Head for the rough part of the town turn to 21
Go to the wealthy area turn to 178
Explore the merchants’ storehouses turn to 265

You are witness to a major sea battle, involving at least 40 warships, between the Sokaran navy, and a pirate fleet. Arrows fill the air, and smoking fireballs are launched from catapults mounted on some of the ships. The shrieks of the dying carry across the waves. You decide it would be better not to get involved in such a conflict. Turn to 420.

You try to make a run for it. Roll two dice and add your Rank. Subtract 1 from the total if you have a poor crew. Add 1 if you have a good crew or add 2 if you have an excellent crew.
Score 1-7 The galley overtakes you turn to 51
Score 8+ You outrun them turn to 402

You climb up, and squeeze through an open window into a long hall. Thin wires are stretched across the room, but you are an able enough rogue to crawl through without touching any of them and setting off possible traps or alarms.

Inside the temple, it is cool and dark, filled with an unearthly stillness. Suddenly, the temple doors are flung open, and two figures lumber into the room. You realize with a thrill of horror
The War-Torn Kingdom

that the bull-headed iron statues outside the gates have come to life. They are golems, set here to guard the temple.

Run for your life turn to 349
Fight them turn to 569

□

If there is a tick in this box, turn to 226 immediately. If not, put a tick there now and read on.

You set out that night, on your quest. Make a MAGIC roll at Difficulty 10.

Successful MAGIC roll turn to 511
Failed MAGIC roll turn to 328

You find yourself washed up on a rocky shore, beneath towering cliffs. You are battered and cold, but lucky to be alive. Eventually, you find a path up the cliff. You climb up, to find yourself at the Shadar Tor. Turn to 35.

If you are an initiate it costs only 5 Shards to propitiate the twin gods of the sea. A non-initiate must pay 20 Shards. Cross off the money and mark Safety from Storms in the Blessings box on your Adventure Sheet. The blessing works by allowing you to ignore any one storm at sea. When you use the blessing, cross it off your Adventure Sheet. You can have only one Safety from Storms blessing at any one time. Once it is used up, you can return to any branch of the temple of Alvir and Valmir to buy a new one.

Turn to 220.

You creep past a scorpion man guard, which is dozing at the entrance to one of the burrows. The stench inside the mound is foul – a kind of acrid, rotting vegetable smell. You head for the centre of the mound, past tunnels, rooms and egg chambers, avoiding the inhabitants by skulking in the shadows.

Finally, you come to a room which is more like the laboratory of a sorcerer than a scorpion den – jars, alembics and scrolls lie all over the place. A scorpion man is at work at a desk. Unlike others of his kind, he wears rudimentary clothing.

Suddenly, what you took for a stuffed animal's head, mounted on the wall, says, 'There is an intruder, master.'

The scorpion man wheels around and charges straight at you!

Make a MAGIC roll at Difficulty 9.

Successful MAGIC roll turn to 503
Failed MAGIC roll turn to 105

A wooden stockade encloses the springs. At the gate, two militiamen stand on guard, and a priest, dressed in blue robes, sits behind a desk.

'Thirty-five Shards to enjoy the divine spa,' says the priest.
Pay 35 Shards and enter turn to 378
Cannot or will not pay turn to 510

You ask the innkeeper about Yanryt the Son. He looks at you oddly, clearly unsettled by your question.

'Some say he is the son of a mortal woman, and the god Tyrnai. But he has not been here for some time…' Suddenly he stops, and stares in amazement at the corner of the tavern.

You turn to look, and there, hunched over a stoop of ale, is Yanryt the Son. He greets you.

If you have a black dragon shield, turn to 575. If not, turn to 329.

The Trading Post has a small market place in the village square, where half a dozen stalls sell a few goods. Items with no purchase price are not available locally.

<table>
<thead>
<tr>
<th>Item</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leather (Defence +1)</td>
<td>50 Shards</td>
<td>45 Shards</td>
</tr>
<tr>
<td>Ring mail (Defence +2)</td>
<td>-</td>
<td>90 Shards</td>
</tr>
<tr>
<td>Chain mail (Defence +3)</td>
<td>-</td>
<td>180 Shards</td>
</tr>
<tr>
<td>Weapons (sword, axe, etc)</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>No COMBAT bonus</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>COMBAT bonus +1</td>
<td>50 Shards</td>
<td>40 Shards</td>
</tr>
<tr>
<td>Magical Equipment</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Amber wand (MAGIC +1)</td>
<td>-</td>
<td>400 Shards</td>
</tr>
<tr>
<td>Other items</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Mandolin (CHARISMA +1)</td>
<td>300 Shards</td>
<td>270 Shards</td>
</tr>
<tr>
<td>Lockpicks (THEIEVRY +1)</td>
<td>-</td>
<td>270 Shards</td>
</tr>
<tr>
<td>Holy symbol (SANCTITY +1)</td>
<td>-</td>
<td>100 Shards</td>
</tr>
<tr>
<td>Compass (SCOUTING +1)</td>
<td>500 Shards</td>
<td>450 Shards</td>
</tr>
<tr>
<td>Rope</td>
<td>50 Shards</td>
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<tr>
<td>Lantern</td>
<td>100 Shards</td>
<td>90 Shards</td>
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<tr>
<td>Climbing gear</td>
<td>-</td>
<td>90 Shards</td>
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<tr>
<td>Bag of pearls</td>
<td>-</td>
<td>100 Shards</td>
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<tr>
<td>Rat poison</td>
<td>-</td>
<td>50 Shards</td>
</tr>
<tr>
<td>Pickaxe</td>
<td>-</td>
<td>90 Shards</td>
</tr>
<tr>
<td>Silver nugget</td>
<td>-</td>
<td>150 Shards</td>
</tr>
</tbody>
</table>

When you are finished, turn to 195.

You find yourself washed up on a long, sandy beach, battered and cold, but lucky to be alive. You head inland until you realize you have arrived at the rivermouth delta of the River Grimm. Turn to 579.

If there is a tick in the box, turn to 188. If not, put a tick there now and read on.

You are thrown into a stinking prison cell. Your cell-mate, a half-dead old man with long white hair tells you his tale: 'The lair of the gorlock! A hideous beast that has backward-pointing feet – Krine and I, fleeing with our stolen treasure sought refuge in the cave near Blessed Springs. The tracks led us to believe it had just left its cave, but we didn't know about its feet – in fact it was at home. It took Krine but I managed to escape with my life, only to be taken by the militia. I will never live to see the treasure but you, forewarned, may defeat the gorlock and take the riches it guards…'

Gain the codeword Apache.
A few days later, you learn your own fate. You are to be sold into slavery, and taken to Caran Baru to work in the tin mines. Turn to 118.

455

A merchant ship, sailing for Wishport, will take you for 15 Shards. You must have Cities of Gold and Glory before you can travel to Wishport. If you do not want to make the trip, turn back to 142. Otherwise, pay the 15 Shards and read on.

You have an uneventful journey and arrive in Wishport safely. Turn to Cities of Gold and Glory 217.

456

`Ah, welcome, welcome,' says Marloes Marlock.

If you have the codeword Ambuscade, turn to 375. If not, but you have the codeword Ark and the royal ring, turn to 255.

Otherwise, you tell him you have not yet completed your mission. You are thrown out immediately before you have time to say more.

`Come back when you have better news, you worthless dog,' screams the provost marshal.

Turn to 10 and chose again.

457

They are unimpressed with your musical ability. The king waves his hand irritably. Suddenly, you wake up in your cabin, puzzled by your peculiar dream. If you have a blessing of Safety from Storms it is now gone – delete it from your blessings box. There are no other effects.

Turn to 507.

458

The road between Caran Baru and Fort Mereth is another military highway for transporting troops and supplies.

North into the country turn to 60
South to the farmlands turn to 548
South west to Caran Baru turn to 400
North east to Fort Mereth turn to 299

459

Cross off 50 Shards. The little Mannekyn creature is handed over to you on a leash. Its wings have been tied to stop it flying away.

`Who are you, then?' it pipes in a squeaky voice.

Just then, a palanquin, carried by four bearers, arrives. A man leans out and hails you, `You there! I've come to buy that flying monkey but I see I am too late. Nevertheless, I will give you 75 Shards for it.'

`Don't sell me to that popinjay – free me instead,' chitters the Mannekyn.

Free it turn to 659
Sell it turn to 186

460

You climb down an old disused well in the poor quarter of Yellowport.

If you have the codeword Ark or a copper amulet, turn to 327 immediately. If not, read on.

It is dank, dark and smelly down below. If you do not have a light source, such as a lantern, you will have to return to the city – turn to 10. If you are a Mage you can use sorcery to create light. If you have a light source, read on.

You follow a tunnel into the darkness. Turn to 164.

461

You say the password `R ebirth' to the door.

`Sorry,' says the Demon Door. `The password changes once it has been used.' says the door smugly. `I can't open for you.'

You will just have to leave.

North to the Bronze Hills turn to 110
West to the River Grimm turn to 333
South to the country turn to 560
East to the road turn to 387

462

What service do you seek at the temple of the Twin Gods of the Sea?

Become an initiate turn to 294
Renounce worship of Alvir and Valmir turn to 624
Seek a blessing turn to 448
Leave the temple turn to 10

463

You remember the words of the old man you shared a prison cell with. This must be the lair of the gorlock that is said to have backward-pointing feet, so that the tracks it leaves will always show the opposite direction of travel! You realize that this means the gorlock is inside the cave.

Challenge the beast to combat turn to 174
Wait for it to leave the cave and sneak in turn to 287

464

The ship, already crippled by a storm, and with only half its crew, is easy meat for your hardy men. The strangely dressed foreigners surrender without much of a fight. You get 100 Shards as booty, and 1 Cargo Unit of spices, if you have the room to take it. Now turn to 559.

465

Several hideous creatures, which resemble giant lobsters, surge out of the water to attack you! You and your crew are taken by surprise, and things look bleak – some of your men are quickly killed, their bodies torn in two by powerful mandibles. The others begin to panic.

Make a Charisma roll at Difficulty 10.

Successful Charisma roll turn to 389
Failed Charisma roll turn to 214

466

The road between Blessed Springs and Fort Brilon is patrolled by troopers of the Sokaran army. The fort is well-supplied from Blessed Springs, and traffic abounds.

Visit Fort Brilon turn to 259
Head for Blessed Springs turn to 510
Set off north into the farmlands turn to 548

467

The heavy wooden gates of the temple of Tyrnai are guarded by couple of veteran warriors – the old iron bullmen are gone. Inside, the god is represented by a stone idol of a jaguar-headed warrior. He appears to be naked.
Suddenly, a priest shouts, ‘It's the thief! The blasphemous devil has had the nerve to return here!’

A score of warrior priests of Tyrnai boil out of the back rooms of the temple. You had better run for your life!

Roll a die. If the score is less than or equal to your Rank, turn to 395. Otherwise, turn to 551.

---

You are walking down a side alley when a figure steps out of a doorway to block your path - it is a man with a velvet eyepatch.

His one good eye glitters with evil humour from a face ravaged with the scars of many a fight.

‘I hear you are looking for me,’ he says in a silky voice.

Make a Thievery roll at Difficulty 11.

Successful Thievery roll turn to 393

Failed Thievery roll turn to 14

---

He tells you of his life-long quest to find the ‘Greatest Story Ever Told’. It is said that the god, Sig, in his aspect as the Divine Bard, passed this knowledge to a mystic called Damor the Hermit. He lives alone in a lost cave, awaiting the day when he can pass on the story to the one who finds him.

‘I am too old now to pursue the quest - so I pass it on to you. I believe he can be found in the foothills of the Spine of Harkun, the mountains to the north. If you find Damor you will become a great Troubadour!’

Acquire the codeword Anthem. Turn to 100.

---

You grab the woman’s wrist and give it a painful twist. You are not being cruel for the sake of it - she was about to steal your money!

‘Oh, let me go,’ she pleads, showing you the little infant son she’s carrying in her other arm. ‘I need the money for my starving children and my poor crippled husband.’

Yellowport is full of wretched like this. With a snarl, you push her away, tossing a coin after her for good measure (cross 1 Shard off your Aventure Sheet).

Later, strolling down by the canal, you find a small bundle lying on the slick cobblestones. It is a doll wrapped in swaddling clothes to make it look like a baby. Turn to 10.

---

If you have the codeword Animal, turn to 369. If not, read on.

The priestess, dressed in silken robes, and wearing a wreath of oak leaves, says, ‘I have need of an adventurer like yourself. For arcane reasons involving the secret mysteries of Lacuna, I need the tusk of a boar. A were-boar, in fact. I believe they can be found in the Forest of the Forsaken, in northern Golnir. Hunt down a were-boar, and bring me a boar’s tusk. In return I will teach you how to be a better scout.’

If you accept the mission, acquire the codeword Animal.

Turn to 544.

---

If you have the codeword Dotage, turn to 667 immediately. If not, read on.

Fort Estgard is one of three forts along the wall that runs right along the border. Their purpose is to defend Sokara against the ravening manbeasts of Nerech, which are constantly trying to break through to raid the interior. The commander of the fort desperately wants to see you.

‘My daughter, Alissia, has been kidnapped by the manbeasts!’ he says. ‘They are asking that I let one of their raiding parties through, to attack the farmlands. I’m delaying my response as long as possible, but if I don’t do something soon, they will kill her! Please, I need a brave adventurer to rescue her!’

If you take up the quest, record the codeword Alissia.

Head east to Nerech  The Plains of Howling Darkness

North west to Fort Mereth
South east to Fort Brilon
West into the farmlands

---

The slave market is a large, canvas-covered square. The poor unfortunate slaves, people from all over Harkuna - from the Feathered Lands, Golnir, criminals of Sokara, nomads from the steppes, are paraded in chains on a dais. Merchants and nobles bid for the slaves they want. If there is a tick in the above box, turn to 610 immediately. If not, read on.

An unusual sale has come up - a little, furry, bat-winged humanoid. It is one of the Mannekyen People from Sky Mountain in the north and it is going for 50 Shards.

If you want to buy it, turn to 459. If not, you head back into town. Turn to 400.

---

The Coldbleak Mountains look as inhospitable and forbidding as their name implies, their frozen flanks climbing high into the icy clouds.

Climb into the mountains turn to 5
Enter Caran Baru turn to 400
Go west to the road turn to 347
Head into the farmlands turn to 548
Go south to the Lake of the Sea Dragon turn to 135

---

You slip on the rotting scraps of King Skabb’s last meal and fall over with a crash. The ratmen turn to stare at you.


The four ratmen charge toward you with a roar. Soon they have been joined by others and you have little choice but to turn and flee for your life! You race down the sewer tunnels, with an army of ratmen in hot pursuit.

Lose them in the tunnels turn to 79
Try some magic turn to 296
Hide turn to 127

---

‘Not bad,’ says the man with the eye patch. ‘But now I’ll finish you!’ He draws his sword, and you must fight.

Man with eyepatch, Combat 4, Defence 6, Stamina 12

If you win, turn to 92. If you lose you are dead unless you have a resurrection deal.

---

You cannot get away fast enough. With one gulp Vayss the Sea Dragon gobbles you up. Your adventuring days are over, unless you have a resurrection deal.
478

Resurrection costs 200 Shards if you are an initiate, 600 Shards if not. It is the last word in insurance. Once you have arranged for resurrection you need not fear death, as you will be magically restored to life here at the temple.

To arrange resurrection, pay the fee and write ‘Temple of Nagil (The War-Torn Kingdom 350)’ in the Resurrection box on your Adventure Sheet. If you are later killed, turn to 350 in this book. You can have only one resurrection arranged at any one time. If you arrange resurrection later at a different temple, the original one is cancelled – cross it off your Adventure Sheet. You will not get a refund!

Turn to 71.

479

They seem quite alarmed to see you charge forward undaunted. As your first blow lands solidly and you hear a satisfying grunt of pain, you know for a fact that these are no ghosts that you are facing, but people of flesh and blood. Fight them one at a time:

- First Trickster, COMBAT 2, Defence 3, Stamina 2
- Second Trickster, COMBAT 2, Defence 3, Stamina 2
- Third Trickster, COMBAT 2, Defence 3, Stamina 2

If you win, turn to 171. If you lose, you are dead, unless you have a resurrection deal.

480

“Well, tell you what – I’ll teach you a few tricks, and then you can go away. What do you say?”

“Y’ou’ve got nothing to lose so you accept. Damor was once a Troubadour, and he instructs you in its arts. Gain 1 CHARISMA point permanently. Afterwards, for a few hours, he lifts the curse that soured your water so you can make it down the mountain path safely. Turn to 244.

481

If you are an initiate it costs only 10 Shards to purchase Maka’s blessing. A non-initiate must pay 20 Shards. Cross off the money and mark Immunity to Disease and Poison in the Blessings box on your Adventure Sheet.

The blessing works by allowing you to ignore any one occasion when you would normally suffer from disease or poison – for instance, the venomous bite of a snake. When you use the blessing, cross it off your Adventure Sheet. You can have only one Immunity to Disease and Poison blessing at any one time. Once it is used up, you can return to any branch of the temple of Maka to buy a new one.

Turn to 141.

482

If you are an initiate it costs only 10 Shards to purchase Lacuna’s blessing. A non-initiate must pay 25 Shards. Cross off the money and mark SCOUTING in the Blessings box on your Adventure Sheet.

The blessing works by allowing you to try again when you make a failed SCOUTING roll. It is only good for one reroll. When you use the blessing, cross it off your Adventure Sheet. You can have only one SCOUTING blessing at any one time. Once it is used up, you can return to any branch of the temple of Lacuna to buy a new one.

When you are finished here, turn to 615.

483

The tavern costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.

If you want to spend 3 Shards buying drinks all round at the bar, and listen for rumours, turn to 323. Otherwise, turn to 510.

484

You sail for days without sight of land. Soon you have run out of water, and the crew start dying of thirst. You lose 1-6 Stamina (the roll of one die) and several of your men. Reduce your crew to poor quality (unless it is already poor, in which case nothing happens).

Eventually, you find a familiar stretch of coast. Roll one die.

- Score 5 or 6 turn to 120
- Score 3 or 4 turn to 430
- Score 1 or 2 turn to 136

485

Your ship, crew and cargo are lost to the deep, dark sea. Your only thought now is to save yourself. Roll two dice. If the score is greater than your Rank, you are drowned – turn to 680. If the score is less than or equal to your Rank, you manage to find some driftwood, and make it back to shore. Lose Stamina points equal to the score of one die roll and, if you can survive that, turn to 193.

486

Everything indicated the cave is empty so you approach carefully, on the look out for attack from behind. Suddenly, something rushes out of the cave, taking you by surprise! It is a gorlock, a beast with legs like a bird, a body like a reptile, with two short forelimbs and a beaked, lizard-like head. You see that its two legs end in backward-pointing feet – the tracks it leaves will always show the wrong direction of travel!

It bites at you savagely, and you lose 4 Stamina points. If you still live, you will have to fight.

Gorlock, COMBAT 4, Defence 6, Stamina 7

If you win, turn to 315. If you lose, your bones will join the others at the entrance of the cave – turn to 680.

487

Make a SCOUTING roll at Difficulty 11.

Successful SCOUTING roll turn to 348

Failed SCOUTING roll turn to 189

488

You collapse, dying. A priest of Tyrnai, however, heals you so that you come round with 1 Stamina point left. It is not out of kindness that he has done this. The priests take all your money and possessions (cross them off your Adventure Sheet) and sell you into slavery. You are set to work in the tin mines outside the city. Turn to 118.

489

Later, in your cabin, you examine the pearls more closely. To your horror, they lose their pearly sheen and return to their natural state – tiny pebbles. Some enchantment had been laid upon them to make them look like pearls. Cursing the young Sea Gypsy, you vow to be more careful next time. Turn to 85.
When you hit the guardian, you tear away great wispy chunks of its smoky essence. Eventually, it dissolves into nothingness.

Inside the sarcophagus you find the mouldering bones of a long-dead wizard. In his skeletal hands you find the Book of Excellence. As you scan the pages, you learn all sorts of new tricks – add one to the ability of your choice (such as SCOUTING or COMBAT) permanently. Once you have read it, the book disappears with a flash.

You thread your way out of the Tomb of the Wizard King, back into the Forest of Larun. Turn to 47.

You succumb to the insidious breath of the beast. Death has claimed you. Your adventuring days are over, unless you have a resurrection deal.

You are on a rough track that runs between Venefax and the territories of the scorpion men, slogging your way through hot, dry scrubland. A hawk circles overhead, cawing harshly.

If you have the codeword Anchor, turn to 116. Otherwise, turn to 238.

You dodge down a side tunnel, and mutter an enchantment intended to give you the appearance of a ratman. Your pursuers come bundling around a corner – one of them stops to shout at you, 'Where'd the human go?'

Nonchalantly, you point down the tunnel, and the ratmen go haring off down it, whooping and yelling. You turn and walk the other way, a smile on your face. Turn to 580.

You arrive at Disaster Bay, where you find a community of fishermen. Judging by their wealth, they also make a living by other means – you suspect by looting the ships that get wrecked in the stormy waters of the bay.

A man offers to take you by boat, safely through the bay, and north to the port of Yarimura, on the Great Steppes. It will cost 50 Shards. Pay 50 Shards to go to Yarimura. If there is a tick in the box, turn to 317 immediately. If not, put a tick there now, and read on.

You manoeuvre your ship as close as possible, and then take a rowboat over to the craft. Climbing inside, you find yourself in a small cabin which is lit by wining red and green lights set into the walls. A figure lies sprawled beside an ornate couch. The figure, although manlike, appears to have silver skin, and a great big round head, with one black, glittering eye that seems to fill its whole face. Whatever it is appears to be dead.

Quickly you search the craft, and find a kind of spear that fires steel balls from one end. It counts as a magic spear (COMBAT +2).

Worried that you may be meddling with a ship of demons, you head back quickly, and sail on. Turn to 85.

The tavern costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.

If you want to spend 3 Shards buying drinks for the locals, and ask them about the scorpion men, turn to 525. Otherwise, turn to 427.

There are too many of them, and they give you a good hiding. 'M'aybe that'll teach you some respect,' one of them says, as they swagger off, leaving you groaning in the gutter. You are reduced to only 1 Stamina point. You decide to call it a night. Turn to 100.

You board your ship, which is docked in the harbour. The crew give a drunken cheer as you come on board.

'Where are we bound, Cap'n?' asks the first mate.

R eturn to shore  turn to 555
S et sail  turn to 29

You are restored to life at the war-god's temple in Yellowport. Your Stamina is back to its normal score. The possessions and cash you were carrying at the time of your death are lost – cross them off your Adventure Sheet. Also remember to delete the entry in the Resurrection box now it has been used.

The high priest, pale and wan after the effort of interceding with the god to bring you back to life says, 'You have returned from beyond the dark mirror of death. Tyrna has granted you another chance – strive to seek battle in his name!'

T urn to 526.

If you didn't have enough money in the bank to cover the ransom demand, turn to 288. Otherwise, your captors take the money and run. You are released into Yellowport, turn to 10.

'The Violet Ocean's a dangerous place, Cap'n,' says the first mate. 'The crew probably won't follow you there if they don't think you're good enough.'

If your Rank is 4 or more, turn to paragraph 77 in Orders of the Blood-Dark Sea.
If your Rank is less than 4, the first mate advises you against the ocean journey. If you take his advice, turn back to 420.

If you insist on making the trip, you need to make a **CHARISMA** roll at Difficulty 12 to convince the crew to follow you.

- **Successful CHARISMA roll**
  - Over the Blood-Dark Sea 77
  - Dock at the Isle of Druids turn to 195
  - Sail west towards Scorpion Bight turn to 430
  - Sail north west into coastal waters turn to 190
  - Sail north into coastal waters turn to 312
  - Sail south into the Violet Ocean turn to 13
  - Sail east into the Unbounded Ocean turn to 206

- **Failed CHARISMA roll**
  - Sail north into coastal waters turn to 190
  - Sail south into the Violet Ocean turn to 13
  - Sail east into the Unbounded Ocean turn to 206

503

Your magical awareness tells you that something is wrong. You realize that the scorpion man is an illusion – a magically created disguise! The illusion falls away under your keen magical sight, and a rather fat little fellow is standing before you, dressed in a dirty, food-stained tunic.

‘Ah...’ he says, realizing his subterfuge has been uncovered. He drops to his knees, pleading, ‘Please don’t kill me! Please don’t kill me!’

You manage to calm him down enough to find out his story. His name is Kaimren the Portly, a minor sorcerer. He came here in the guise of a scorpion man, and swiftly rose to power using his magical skills. He had planned to use the scorpion men as an army.

Fearfully, he hands you the **Book of the Seven Sages**, which he stole to further his campaign of conquest. Note it on your Adventure Sheet.

Then Kaimren leads you through a secret tunnel, out of the mound, and back to the village of Venefax, where you hand him over to the Venefax authorities for trial.

Record the codeword A fraud and turn to 427.

504

If there is a tick in the box, turn to 345 immediately. If not, put a tick there now, and read on.

The lookout spots a ship, its back broken on some rocks near the shore. The vessel will not last long before it is washed away.

Ignore it turn to 209

Explore the wreck turn to 39

505

Cross the silver nugget off your Adventure Sheet.

‘Excellent,’ says the dragon, catching the nugget in one of its clawed forelimbs.

With that, it rolls over, and dives down into the lake. At the last second, its tail whips up out of the water, inches from your shoulder.

You could reach out and grab it, if you wanted to.

- Catch the tail turn to 362
- Leave it well alone turn to 561

506

The Gold Dust Tavern is a plush inn besides the city gates. The tavern costs you 1 Shard a day. Each day you spend here, you can recover 1 Stamina point if injured, up to the limit of your normal unwounded Stamina score.

If you want to spend a further 3 Shards buying drinks all round at the bar, and listen for rumours, turn to 331. Otherwise, turn to 10.

507

You are sailing across the Sea of Whispers with a clear, blue sky and a salty wind to help you on your way.
they pallid undead flesh. Also, they cannot abide a powder of
salt and iron filings mixed together.
You can purchase these ingredients for 15 Shards at many a
market stall. If you make the purchase, note you have salt and
iron filings on your Adventure Sheet.
When you are ready, you set off to search the cemeteries of
Marlock City. Make a SCOUTING roll at Difficulty 9.
Successful SCOUTING roll
Failed SCOUTING roll

If you have a pirate captain’s head and want to give it to the
guildmaster, turn to 163. If not, read on.
‘Do you have the head of Amcha the Pirate? asks the
guildmaster. ‘No! The what are you doing here? He is plying his
evil trade in the seas to the south, and his base lies to the east of
the Sorcerers’ Isle. Now go!’
T urn to 100.

One of them gives you a conch shell full of a greenish liquid.
You drink it, and dive into the sea. Miraculously, you can
breathe underwater! You follow the sea centaurs down into the
depths until you arrive at a sunken ship, which is encrusted in
barnacles and seaweed.
Suddenly, the sea centaurs swim away, leaving you alone.
You notice that you are giving off a glow like the sea centaurs.
Looking down, you see that the lower half of your body has
turned into that of a sea centaur! You have been taken and
transformed to replace their lost companion.

To renounce the worship of Tyrnai, you must pay 50 Shards to
the warrior priests, and suffer the ‘Wrathful Blow’. A priest will
strike you once – it is better to be struck by a priest than by
Tyrnai himself!
If you are determined to renounce your initiate status, pay
the 50 Shards and delete Tyrnai from the God box on your
Adventure Sheet. The high priest smashes you across the jaw,
saying ‘I’m doing you a favour – believe me!’ Lose 1 Stamina
point. If you earlier arranged a resurrection here, it is cancelled
with no refund.
When you have finished, T urn to 282.

Make a MAGIC roll at Difficulty 11.
Successful MAGIC roll
Failed MAGIC roll

You pull the wolf pelt over you, and drop to all fours. 
Gingerly, you crawl in. In the dark, you now look and smell like
a wolf. At the back of the cave, you find a hole in the roof and
an iron ladder leading up to it.
Climb the ladder 
Leave the cave

If you have a ghoul’s head, turn to 597. If not, a priest asks
which service you require.
Become an initiate
Renounce worship
Make resurrection arrangements
Leave the temple

You are on the road between the Citadel of Velis Corin and
Fort Mereth. This is quite rarely travelled - the military

You crew have driven off the other ker’ilk, which dive into the
sea. The ship was carrying 1 Cargo Unit of furs, which you can
take if your ship has room. You clean up the dead sailors, and
give them a proper burial at sea. There is nothing else of interest,
so you sail on. T urn to 209.

You hold up your arms and utter the mightiest prayer that you
know. It has no effect.

The three white figures pelt you with a barrage of plates and
knives. Something heavy hits you on the side of the head and
you fall with a groan. The ghosts take advantage of this to snatch
knives. Something heavy hits you on the side of the head and
you fall with a groan. The ghosts take advantage of this to snatch

Try to track them down
Follow the river north
Follow the river south
Head east into the countryside
West to the main road

You are looking for the Black Dragon Knight on a quest that
was set for you by Yanryt the Son. You ask the knights if he is
here.
‘The Black Dragon Knight? Yes, he is,’ replies one of them.
‘But he fights only to the death – there is no wager save the

Fight the Black Dragon Knight
Don’t fight and leave instead

That night several sea centaurs emerge from the waters, their
spiny skins glittering with phosphorescent flashes of light.
One of them speaks in a burbling voice. ‘Where is our
brother, whom you caught in your cruel nets, this day?’
‘He is dead, I’m afraid,’ you reply, readying yourself for a fight.

The sea centaurs remain silent for a few moments, then the leader says, ‘His destiny was always bleak. We would be grateful if you were to return his body to us.’

You cannot think of a reason not to, so you pass the body down to them.

‘We thank you,’ burbles the sea centaur. ‘If you wish, we will give you the power to breathe the waters, so that you may swim down to the wreck that lies below, and take its treasures, those things that the surface-dwellers hold dear.’

**Accept the offer** turn to 513

**Refuse the offer** turn to 408

---

523

If you have the codeword Assassin, turn to 27 immediately.

If not, if you have the title Protector of Sokara, you are sent in to see the provost marshal immediately - turn to 95.

Otherwise, you have to wait several hours to be seen by one of the provost marshal’s aides, a certain Captain Royzer.

If you have the codeword Aytey, Royzer sends you in to see Marloes Marlock immediately - turn to 456.

Otherwise, you will have to convince the captain it is worth his while to let you see the provost marshal. If you are a Warrior, Rogue or Troubadour, Royzer will let you in for the modest bribe of 5 Shards - turn to 191.

If you are a Wayfarer, Priest or Mage, you will have to convince the captain of your loyalty to Sokara first. Make a Charisma roll at Difficulty 9. If you are successful, you can then bribe him—pay 5 Shards and turn to 191.

If you fail your Charisma roll or do not wish to pay the bribe, Captain Royzer dismisses you rudely. Turn to 10.

---

524

You struggle on. Only your iron will and hardiness keep you alive. Eventually, the path leads to a bubbling well of springwater in the rocks, just at the opening of a cave. You drink your fill, and soon you feel much better. Turn to 232.

---

525

‘They’re vicious, evil devils,’ says an old peasant. ‘Like huge scorpions they are, save they have the head and shoulders of a man – intelligent too, forever seeking to pillage our town, but they can’t climb up the ladders’!

A soldier in the local militia speaks up, ‘They hate fire, too. All we have to do is sit atop the town, and pepper them with flaming arrows. They can’t stand that for long. Mind you, things are getting bad – they’ve got a sorcerer now!’

A young man, blind in one eye and paralysed down one side, says, ‘They got a terrible sting as well – their venom did this to me,’ pointing at his eye and side.

There’s not much else to hear, so you leave. Turn to 427.

---

526

The temple of Tyrnai, the God of War, is built in the shape of a spear with a long, pillared nave, and an altar at the far end. Two massive stone warriors guard its gates.

Tyrnai is depicted here as the insensate spirit of war – a blood-drenched warrior with the head of a maddened jaguar.

**Become an initiate** turn to 435

**Renounce his worship** turn to 69

---

527

You run off, leaving the terrible Gob-gobbler behind. The villagers of Venefax greet you with shouts of derision and contempt, and the young boy, Mikail, looks away, disappointed. It would be prudent to leave Venefax for a while.

**South into Scorpion Bight** turn to 492

**North east towards Blessed Springs** turn to 87

**South west on the road to Yellowport** turn to 621

**North into open countryside** turn to 278

---

528

You attempt to sneak in through the back of the temple that night. Make a Thievery roll at Difficulty 11.

**Successful Thievery roll** turn to 445

**Failed Thievery roll** turn to 284

---

529

You lose your footing, and fall. Fortunately, some bushes break your fall, and you lose only 4 Stamina points. If you still live, turn back to 474.

---

530

You ship is thrown about like flotsam and jetsam. When the storm subsides, you take stock. Much has been swept overboard – you lose 1 Cargo Unit, if you had any, of your choice. Also, the ship has been swept way off course and the mate has no idea where you are. ‘We’re lost at sea, Cap’n!’ he moans.

Turn to 90.

---

531

If you have a golden net, turn to 4. If you do not have one, turn to 462.

---

532

The scorpion men’s shaman falls dead with an uncannily human cry. If you were wounded in that fight, you have been poisoned by the scorpion man’s venom. Subtract 1 from your Combat, Thievery and Scouting abilities, as you are severely weakened (though no ability can drop to zero). Note that you are poisoned – you can restore your ratings to normal if you get cured. If you have some scorpion antidote, it will cure the poison immediately (cross off the antidote).

A quick search reveals what you were looking for – the Book of the Seven Sages. Note it on your Adventure Sheet.

You steal out of the mound unnoticed and make it safely back to the village of Venefax, to the north. Turn to 427.

---

533

The man takes the money, bites a coin and spits. Satisfied he has done his duty, he tells you of a secret, hushed-place where you will find the Witch’s Cauldron. Turn to 589

As you try to leave, a man runs in to challenge you – turn to 211
A long time passes. After a while, you risk calling up to Lauria in a whisper. Your voice sounds thick, rasping – choked with growing fear. Lauria does not reply. Each second you remain in the house increases the risk of discovery.

- Wait a little longer turn to 119
- Go upstairs to find Lauria turn to 386
- Leave at once turn to 10

The House of Priests is an impressive building, a roundhouse of multi-coloured bricks. The myriad colours give it a bizarre and garish look, calculated to unsettle the visitor. Inside, a hundred offices team with the administration of the polytheistic religion of Sokara and Golnir.

If you are a Priest, turn to 9. If not, there is little for you here, turn back to 100.

If you have some climbing gear, turn to 628. If not, make a SCOUTING roll at Difficulty 12.

- Successful SCOUTING roll turn to 562
- Failed SCOUTING roll turn to 438

You find out that they call themselves the Gypsies of the Sea, wandering nomads of the waves, who find their islands naturally occurring in the Sea of Weeds. They make their homes upon them, and live a life of aimless drifting.

A tanned young man, full of wit and charm, explains that he makes his living from pearl diving, and selling what he finds to people like yourself. He offers you a bag of pearls for 25 Shards.

- Buy the pearls turn to 106
- Leave and resume your journey turn to 85

‘Refusing to pay your taxes, eh!’ says their leader. That’s a crime for sure!

They close in around you. You’ll have to think fast. Make a CHARISMA roll at Difficulty 11.

- Successful CHARISMA roll turn to 18
- Failed CHARISMA roll turn to 157

You roll across the eaves of the gate and reach down to pull the plug on the other golem in one deft movement. It ceases to function before it can give the alarm. It is an easy matter to get into the temple from the roof.

Inside, it is cool and dark, filled with an unearthly stillness. You reach forward to strip the armour off the idol of Tyrnai.

- Make a THIEVERY roll at Difficulty 12.
  - Successful THIEVERY roll turn to 509
  - Failed THIEVERY roll turn to 228

Sure enough, when the scholar leaves, purse bulging with Shards, the two ruffians also leave. You follow at a slight distance. As you suspected, the ruffians wait for a suitable moment and then set about the scholar.

‘Help, help! Thieves!’ cries the scholar in a thin, reedy voice.

- Return to the city centre turn to 100
- Chase the muggers off turn to 433

Burdened by the heavy chest full of coins, the three figures have left deep footprints in the grass.

- Make a SCOUTING roll at a Difficulty of 10.
  - Successful SCOUTING roll turn to 326
  - Failed SCOUTING roll turn to 245

If there is a tick in the box, turn to 620 immediately. If not, put a tick there now, and read on.

‘By Tyrnai! It’s the one who killed that pretender to the throne, Nergan Corin!’ says one of them. They line up and give you a drunken salute, and then fall to slapping you on the back, and offering to buy you beers all night.

They also give you a present – a potion of strength (COMBAT +1). Note it on your Adventure Sheet. When used it will add 1 to your COMBAT rating, for one COMBAT roll, or one fight only, after which it will wear off.

Turn to 100.

Guildmaster Vernon is too busy to see you. It seems he doesn’t want to know you, now that he doesn’t need you anymore. Such is life. Turn to 405 and choose again.

The shrine is set in a wooded grove. Birds twitter in the trees, and a deer darts away into the forest at you approach. A priestess is tending a low altar, where food and drink has been laid out in honour of Lacuna, the Goddess of the Wilderness. She is the patron of hunters, trappers, woodsmen, and all those who seek oneness with nature.

- Become an initiate of Lacuna turn to 618
- Renounce the worship of Lacuna turn to 334
- Seek a blessing turn to 52
- Talk to the priestess turn to 471
- Leave the temple turn to 195

You are given the cage. The trau speaks to you so quickly that you can barely distinguish the syllables.

- Free it turn to 642
- Sell it to the mines in the Bronze Hills turn to 651

With a heroic effort, you manage to get to the woman. Gathering her up, you run for the door, and stagger out into the cool night air, smoke and flame licking at your heels. The townsfolk give you a rousing cheer and the girl thanks you effusively for saving her mother.

Later, it transpires that the woman is actually a powerful sorceress whose experiments in fire magic went slightly wrong. Her name is Elissia the Traveller and she gives you a gift – a pale moonstone. Note moonstone of teleportation – The War-Torn Kingdom, 650 on your Adventure Sheet.
Elissia tells you that you can use the moonstone by rubbing it, and you will be instantly teleported to the vicinity of the sunstone – which she carries on a necklace.

'I will be here in Marlock City. Whenever you are desperate, at the end of your tether, or just want to get here fast, use the moonstone and you will appear beside me. I will do everything in my power to aid you, and then my debt to you will be repaid.'

Whenever you want to use the moonstone, turn to 650 in this book. Now turn to 100.

547
You instinct was correct. The sea bed suddenly drops away, to reveal the ruins of the Sunken City of Ziusudra. Crumbling towers climb out of the hazy green depths, and shoals of flashing silverfish dart through the abandoned windows and doors of coral-encrusted buildings.

The creature you are following arrows down towards a large dome-like structure covered in waving tendrils of seaweed. It disappears through a hole in the roof of the dome.

Carefully, you swim down to the hole and look through, into the palace of the repulsive ones.

Turn to 41.

548
You are crossing an area of fertile farmland, where much of the food is grown to feed the army. Little farmsteads dot the landscape, and the ploughed fields have the appearance of a patchwork quilt. Roll one die.

Score 1 or 2 Mistaken for a murderer! Forced to flee into the mountains – turn to 474
Score 3 or 4 Nothing happens
Score 5 or 6 Find some leather armour (Defence +1)

When you are ready, you can go:
- East to Fort Estgard turn to 472
- North to the road turn to 458
- South to Blessed Springs turn to 510
- To the Coldbleak Mountains turn to 474
- To the Lake of the Sea Dragon turn to 135

549
The priestess, dressed in a cloak made entirely of the leaves of trees, with her face smeared with moss, greets you. 'A tusk!' she exclaims. 'But I have no need of another.'

You ask if she might need it for the next time. 'N next time? M mm, maybe you have a point.'

She offers you 15 Shards. If you accept, cross off the boar’s tusk. Either way, when you leave, turn to 195.

550
If you have the gold chain mail of Tyrnai, turn to 380. If not, turn to 134.

551
You cannot escape – there are too many of them and all of them are seasoned warriors of Tyrnai. You are overpowered and given a savage beating – you are reduced to only 1 Stamina point. They take all your money and possessions. Cross them off your Adventure Sheet. The priests do not have you sacrificed to Tyrnai – instead you are sold into slavery and set to work in the tin mines outside the city. Turn to 118.

552
A swaggering Sokaran captain marches on board with a complement of marines.

‘I don’t think you’ve paid your harbour duties,’ he says.

‘Harbour duties! We’re in the middle of the sea!’ you exclaim angrily.

The captain smiles smugly at you. ‘You’d better cough up 50 Shards, or I’ll impound your ship and its cargo.’

‘But that’s no better than common piracy!’ says your first mate, outraged.

‘The duty will be 60 Shards now, for calling a captain in the Sokaran Imperial Navy a pirate!’ he sneers.

Several of his men burst into laughter.

If you have the title Protector of Sokara, turn to 185.

Otherwise, you can:
- Hand over the money (if you have it!) turn to 401
- Refuse outright turn to 311

553
You convince her that you mean no harm. The little girl tells you that she was placing flowers at the grave of her father, when a horrible monster came for her. Fortunately, she was able to run away. She points to a large tomb behind which the thing was hiding.

You tell the girl to go home and then you set out warily for the tomb. Suddenly, a foul stench fills your nostrils, and a figure rises up out of the shadows! Yellow eyes glow with feral blood-lust, and the creature’s talons, encrusted with dried blood, reach for you hungrily. You’ve found the ghoul!

Fight it turn to 617
Invoke the power of the gods turn to 144
Use some salt and iron filings turn to 303

554
King Skabb’s rusty iron crown shattered when he fell, so you take the copper amulet from around his neck. Note it on your Adventure Sheet. You also find a chest in the corner of the room but it is clearly booby-trapped. You can open it using magic, or your skills as a thief. To pick the lock, make a THIEVERY roll at Difficulty 9. To use sorcery, make a MAGIC roll at Difficulty 9.

Successful roll turn to 6
Failed roll turn to 64
Leave the chest and return to the surface turn to 10

555
All shipping in and out of Yellowport must come through the offices of the harbourmaster. Here you can buy passage to far lands, or even a ship of your own, to fill with cargo and crew.

You can buy one-way passage on a ship to the following destinations:
- Marlock City, cost 10 Shards turn to 150
- Isle of the Druids, cost 15 Shards turn to 301
- Sorcerer’s Isle, cost 30 Shards turn to 234
- Copper Island, cost 30 Shards turn to 424

If you buy a ship, you are the captain and can take it where you wish, exploring or trading. Three types of ship are available.
Barque 250 Shards 1 Cargo Unit
Brigantine 450 Shards 2 Cargo Units
Galleon 900 Shards 3 Cargo Units

If you buy a ship, add it to the Ship's Manifest, and name it as you wish. The quality of the ship's crew is poor, unless you upgrade it. If you already own a ship you can sell it back to the harbormaster at half the above prices.

It costs 50 Shards to upgrade a poor crew to average, and 100 Shards to upgrade an average crew to good. Excellent quality is not available in Yellowport.

If you own a ship, you can buy as many Cargo Units as it has room for. You may also sell cargo, if you have any. Prices are for single Cargo Units.

<table>
<thead>
<tr>
<th>Cargo</th>
<th>To buy</th>
<th>To sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Furs</td>
<td>190 Shards</td>
<td>170 Shards</td>
</tr>
<tr>
<td>Grain</td>
<td>200 Shards</td>
<td>180 Shards</td>
</tr>
<tr>
<td>Metals</td>
<td>600 Shards</td>
<td>500 Shards</td>
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<tr>
<td>Minerals</td>
<td>350 Shards</td>
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<tr>
<td>Spices</td>
<td>900 Shards</td>
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<tr>
<td>Textiles</td>
<td>350 Shards</td>
<td>300 Shards</td>
</tr>
<tr>
<td>Timber</td>
<td>180 Shards</td>
<td>160 Shards</td>
</tr>
</tbody>
</table>

Fill in your current cargo on the Ship's Manifest.

If you own a ship and wish to set sail, turn to 499. If not you can go to the city centre. Turn to 10.

Gain the codeword Amends.

You scatter the powder on the surface of the waters. Cross the vial of yellow dust off your Adventure Sheet.

There is a flash, and a cloud of yellow smoke billows up out of the pond. When it clears, you find yourself face to face with a white-bearded bespectacled old man, floating a few feet off the water! He is dressed in long, flowing ornate robes.

He blinks at you for a moment before saying, 'Thank you, thank you. That worthless apprentice of mine! Can you imagine - I told him to throw the dust into the holy waters but the idiot couldn't even be trusted to do that!'

The old man's name is Oliphard the Wizardly. As a reward, he casts a spell that enhances your skill – add one to the ability of your choice, permanently.

If you are a Mage, turn to 426. If not, he thanks you and says, 'If you ever need some help, look for me in Trefoille.' Then he leaves – turn to 378.

'Who is the rightful ruler of Sokara - General Grieve Marlock, or the son of the old king, Nergan Corin?' asks the soldier.

Grieve Marlock turn to 631
Nergan Corin turn to 664

You join the much-travelled road that connects Trefoille and Caran Baru. The traffic mostly consists of convoys of troops and supplies.

Go to Trefoille turn to 250
Follow the road north turn to 387
Go north into the Curstmoor turn to 175
Go east to the river turn to 310

You ship is sailing in the coastal waters off Shadar Tor.
Sail north west towards Marlock City turn to 222
Sail north east towards Yellowport turn to 29
Sail south into the Violet Ocean turn to 416

You are crossing the western wilderness, an expanse of wild, sparsely-populated countryside. A few trappers and woodsmen make a living from the natural resources of the area.

A tall spire of rock, a towering anomaly of geology, rises up into the clouds, dominating the horizon. A local hunter tells you it is known as Devil's Peak and that the summit is infested with demons.

Climb the peak turn to 658
Head west to the river turn to 99
Head north into the Forest of Larun turn to 47
Go south to the Curstmoor turn to 175
Travel east to the road turn to 558

You are left alone, free to trawl for smoulder fish. Roll one die – the result is the number of smoulder fish you catch. When you are ready, you return to shore and give the boat back. Turn to 135.

After a gruelling climb of some hours, you are halfway up the side of a mountain, when you discover a thin, precarious path, leading up. You take a swig of water from your canteen and proceed up the path.

After a while you have to stop to take more water. To your horror, your water supply has turned sour and undrinkable! Make a MAGIC roll at Difficulty 10.

Successful MAGIC roll turn to 374
Failed MAGIC roll turn to 643

To renounce the worship of Sig, you must pay 50 Shards in compensation to the priesthood.

'Sig will no longer watch over you!' says a priest.
If you are certain you want to renounce Sig's worship, cross off the 50 Shards, erase Sig from the God box on your Adventure Sheet, and lose 1 point of THIEVERY.

'The dungeons are full of would-be rogues who renounced the faith!' yells a priest as you leave. Turn to 100.

You tell the high priest about the Curse of Tyrnai.

'Ah, I see. Well, you have to appease the god. You need a weapon (COMBAT +1), which you can buy in most markets, or acquire by some other means. Throw the weapon into the holy waters at the village of Blessed Springs, and ask for his forgiveness.'

Acquire the codeword Appear and turn to 100.

Make a THIEVERY roll at Difficulty 10.
Successful THIEVERY roll turn to 654
54 The War-Torn Kingdom

Failed THIEVERY roll turn to 376

566
You are discovered hiding in the kitchen pantry. You are hauled off and thrown into the dungeons to await judgement – lose all your money and possessions and turn to 454.

567
‘You are not worthy,’ he says gruffly, and walks on without a backward glance.
You sense it would not be wise to press him further. Turn to 412.

568
The temple of Elnir is a single spire reaching skywards. Eagles roost in its lofty belfry – they are sacred to the priests of the Skylord. Elnir is the Divine Ruler of the Heavens, patron of statesmen and kings, and his sons are the stormlords.

‘Thunder is the sound of the Sons of Elnir smiting the cloud demons,’ says a passing peasant.
Become an initiate turn to 440
Renounce worship turn to 241
Seek a blessing turn to 73
Leave the temple turn to 100

569
You will have to fight them one at a time. They are tough opponents because their skin is made of iron.
First Golem, COMBAT 5, Defence 11, Stamina 10
Second Golem, COMBAT 5, Defence 11, Stamina 10
If you win, turn to 162. If you lose, turn to 488.

570
‘Aargh, you fiendish human!’ roars the tree, flailing its branches at you. You must fight.
Tree Guard, COMBAT 3, Defence 7, Stamina 10
If you reduce the tree to 5 or less Stamina points, turn to 148. If you lose, you are battered into unconsciousness and wake up in the Trading Post on 1 Stamina with all your money gone – turn to 195.

571
The merchants' guild of Marlock City is a large, many-storeyed building of marble. Inside, many clerks and scribes are at work.
Here you can bank your money for safekeeping, or invest it in guild enterprises in the hope of making a profit. A sign on the guildmaster's door reads 'Help wanted.'
Visit the guildmaster turn to 290
Make an investment turn to 104
Check on investments turn to 88
Deposit or withdraw money turn to 605
Return to the town centre turn to 100

572
You open the door on to a large dining hall and kitchen. About thirty ratmen are standing around, eating and drinking. Everything goes quiet as they turn to stare at you with their black beady eyes.
‘Er, I do have an invitation,’ you stutter, holding up the note.
‘And we'd love to have you for dinner,’ one of them snarls.

Yelling noisily, they charge toward you. You have little choice but to turn and flee for your life! You race down the sewer tunnels, with the ratmen in hot pursuit.
Lose them in the tunnels turn to 79
Try some magic turn to 296
Hide turn to 127

573
To renounce the worship of the Three Fortunes, you will have to undergo a ritual.
‘We must determine what the Three Fortunes have to say about the matter,’ says the high priest.
Roll one die. On a 1 or a 2, you are free to go, on a 3 or 4 you must pay 25 Shards in compensation, and on 5 or 6, they demand a sacrifice of some of your blood – lose 1 Stamina point.
Do you want to reconsider? If you are determined to renounce your faith, pay whatever price the die dictates, and delete The Three Fortunes from the God box on your Adventure Sheet.
When you have finished here, turn to 86.

574
‘Ah, the saviour of the citadel. What can I do for you?’ asks the general.
He can arrange for you to be healed of all your wounds, cured of poison and disease (but his court sorcerer cannot lift a curse).
If you have no weapons or armour anywhere at all, he will give you an ordinary sword and a suit of chain mail (Defence+1). If you are completely out of money, with no Shards either banked or invested with the merchants' guild, or stored at a town house, he will give you 200 Shards.
‘Any time you are in real need, just come to me,’ he adds.
If you have a coded missive, turn to 677. Otherwise, turn to 100.

575
You hand him the black dragon shield. Cross it off your Adventure Sheet, and lose the codeword Axe.
‘You are indeed worthy,’ he says.
‘And will you teach me your fighting arts?’ you ask.
‘You have already learned all I can teach you,’ he says.
You realise that what he says is true – your defeat of the Black Dragon Knight has taught you much. Gain 1 Rank and roll one die. The score is the number of Stamina points you can add to your unwounded total, permanently. Also, don't forget to increase your Defence by 1 as a result of your gain in Rank.
You look up, but Yanryt the Son has gone.
Turn to 400.

576
You are up the Stinking River, near its source – the Lake of the Sea Dragon. From here, the yellow waters rush down to the sea. The smell of the bubbling, sulphur-laden water is abominable.
Go to the Lake of the Sea Dragon turn to 135
Follow the river south turn to 310
Go west to the road turn to 558
East into the countryside turn to 278
You recognize the tracks as those of the legendary gorlock. You remember that it is said to have backward-pointing feet, so that the tracks it leaves will always show the opposite direction of travel! This means that the gorlock is currently inside the cave.

Challenge the beast to combat turn to 174
Wait for it to leave the cave turn to 287

The villagers welcome you as the one who brought Fourze to justice, and saved their people from slavery. Turn back to 427 and read on.

You are travelling across flatlands. The River Grimm splits into a delta here, spilling its waters into the sea. Long, sandy beaches stretch out to sea. Roll one die.

Score 1 or 2 Bitten by a crab! Lose 1 Stamina
Score 3 or 4 Nothing happens
Score 5 or 6 Find an ink sac washed up on the shore
When you are ready, you can:
Go to Marlock City turn to 174
Follow the river north turn to 99
Travel west into Golnir Cities of Gold and Glory 219

You wait for things to die down, and make your way back to the door marked ‘Thrown Rum’. Ignoring the kitchens, you go through. Turn to 202

You try to cut the king down, but at the last moment, he catches your wrist. His face is a mask of hate and rage. ‘Traitorous viper!’ he hisses, before shouting for the guards. You are forced to flee for your life.

Although you make it out of the stockade, you are hauled before Captain Vorkung, who looks sick and ashen-faced – he let you into the king in the first place.

You are sentenced to be hanged; the sentence is carried out immediately. Your adventures are over, unless you have a resurrection deal.

You wait by the door. As the thugs emerge, you club one to the ground, but you will have to fight the other one.

Bandit, COMBAT 4, Defence 6, Stamina 6
If you win, turn to 236. If you lose, you are dead unless you have a resurrection deal.

Heavy black clouds race towards you across the sky, whipping the waves into a frenzy. The crew mutter among themselves fearfully. If you have the blessing of Alvir and Valmir, you can ignore the storm. Cross off the blessing and turn to 85. Otherwise the storm hits with full fury. Roll one die if your ship is a barque, two dice if it is a brigantine, or three dice if a galleon. Add 1 to the roll if you have a good crew; add 2 if it is an excellent crew.

Score 1-3 Ship sinks turn to 182
Score 4-5 The mast splits turn to 530
Score 6-20 You weather the storm turn to 85

While taking a stroll through the busy harbour area, you overhear a conversation between two merchants and learn the most profitable trading routes between Sokara and Golnir. Record the codeword Almanac.

Turn to 10 and chose again.

You break past the militia, leap over the table and rush out of the door. From behind you can hear muffled curses and then a fiery blast which sizzles wetly in the damp yellow fog, but you don’t look back and you don’t stop running until you are well clear of the house. turn to 10.

Striding purposefully into the tavern, you walk straight up to him and say, ‘I want what you’ve got under that eyepatch.’

His one good eye widens in surprise, and he jumps back, drawing his sword.

‘We’ll see about that, by Sig!’ he cries.

The other people in the tavern draw back to give you room and start taking bets on the outcome of the fight.

Man with eyepatch, COMBAT 5, Defence 8, Stamina 12
If you win, turn to 92. If you lose, the man with the eyepatch kills you – your adventuring days are over, unless you have a resurrection deal.

590

From the cover of a hedge you wait until dusk. By now all the villagers are safely indoors with their shutters tightly barred.

‘As the sky is turning from velvet indigo to the starlit blackness of night, you see three pale figures come loping across the green from the direction of the millpond. They must be the ghosts. Seeing the banquet, they utter gleeful cries and start to devour what has been set out for them.

Make a MAGIC roll at a Difficulty of 11.
Successful MAGIC roll turn to 231
Failed MAGIC roll turn to 357

591

You find yourself washed up on a rocky shore, battered and cold, but lucky to be alive. You are almost certain you have cast away on the beaches of Scorpion Bight. You have no choice but to head inland. Turn to 32

592

Make a MAGIC roll at Difficulty 11.
Successful MAGIC roll turn to 638
Failed MAGIC roll turn to 111

593

You are under a curse. You remember what you were told – to live the curse, you have to throw a weapon (COMBAT +1) into the waters. If you have such a weapon, and want to throw it away, turn to 354. If not, turn to 450.

‘Oh, it’s you again,’ says the tree grumpily. ‘All right, off you go.’ The tree uproots itself and shuffles out of your way, leaving you free to visit the City of Trees once more. Turn to 358.

595

You will have to sneak in around the hall to get behind the king. There are plenty of shadows to hide in but it will not be easy. Make a THIEVERY roll at Difficulty 11.
Successful THIEVERY roll turn to 608
Failed THIEVERY roll turn to 475

596

You thread your way through the ranks of trees. In places, the forest canopy almost blocks out the sunlight completely, and you are wandering in deep shadow, haunted by the cries of the creatures of the forest. If you have an oak staff, turn to 653 immediately. If not, read on.

You hack your way through the undergrowth until you stumble across an old ruin. Creepers, and forest moss have grown over most of it, but you can see mask-like faces set into the walls, glaring down at you as if in angry outrage at your intrusion. You come to a massive stone slab – clearly a door. Set into the middle of it is a round, granite face, the visage of a sleeping demon. Suddenly, an eye pops open, and regards you curiously.

‘By the Tentacles of Tantallon!’ exclaims the face in a gravelly voice. ‘A human! I haven’t seen one of you lot for a hundred years.’ An expression of suspicion forms on its rocky features. ‘What do you want, anyway?’

‘Just passing through,’ you comment airily.

‘Well you can’t pass through me unless you know the password. And that was given to me by Astrallus the Wizard King, umm... let me see, now... a thousand years ago, by Ebrion! This is his tomb, you know.’

If you have the codeword Crag, turn to 160. Otherwise, read on.

‘How do I find the password then?’ you ask.

‘Well,’ says the demon door, ‘Astrallus was a wizard, so why don’t you ask some wizards?’

‘Where would I find some wizards?’ you ask.

‘How would I know?’ replies the door testily. ‘I’ve been stuck here for a thousand years!’

You decide it is time to leave.
North to the Bronze Hills turn to 110
West to the River Grimm turn to 333
South into the country turn to 560
East to the road turn to 387

597

‘You did it!’ exclaims the warden happily, taking the ghoul’s head and placing it in a jar. Cross it off your Adventure Sheet.

You can have a choice of reward: an amber wand (+1 MAGIC), 500 Shards, or a free resurrection deal, if you do not have one already. You can choose only one of these three rewards.

To arrange resurrection, write ‘Temple of Nagil – The War-Torn Kingdom’ll in the Resurrection box on your Adventure Sheet. If you are later killed, turn to 350 in this book.

Finally, if you are suffering from Ghoulbite disease, turn to 156. Otherwise, you return to town: turn to 100.

598

You strip off, and wade into the bubbling waters. The effect is astonishing! You feel a sense of well-being coursing through your body. If you are suffering from disease or poison, you are cured instantly, and can restore your abilities to normal.

When you are ready to leave, turn to 510.

599

Resurrection costs 200 Shards if you are an initiate, and 800 Shards if not. It is the last word in insurance. Once you have arranged for resurrection you need not fear death, as you will be magically restored to life here at the temple.

To arranged resurrection, pay the fee and write ‘Temple of Tyrnai – The War-Torn Kingdom’ll in the Resurrection box on your Adventure Sheet. If you are later killed, turn to 500 in this book. You can have only one resurrection arranged at any one time. If you arranged another resurrection later at a different temple, the original one is cancelled - cross it off your Adventure Sheet, you do not get a refund.

When you are finished here, turn to 526.

600

You wait until Thursday. Lynn tells you that the disappearances happened a little way out of town, near an old farmhouse.
As you leave town, you notice Fourze, the Master of the Market, heading in the opposite direction.

- Follow Fourze: turn to 383
- Head for the old farm: turn to 263

601

The palace, the home of Protector General Grieve Marlock, is an imposing building of astonishing luxury. You get as far as a huge reception area, manned by many guards and staffed by government officials.

If you have the title Protector of Sokara, turn to 669. If not, you are thrown out. Turn to 100.

602

You are travelling the road between the Shadar Tor and Trefoille. You pass a convoy of masons, carpenters and builders heading for Trefoille with an escort of Sokaran soldiers.

- Go to Trefoille: turn to 250
- Head for the Shadar Tor: turn to 35

603

If you are an initiate it costs only 20 Shards to purchase the Three Fortunes' blessing. A non-initiate must pay 80 Shards. Cross off the money and mark Luck in the Blessings box on your Adventure Sheet. The blessing works by allowing you to reroll any dice result once. When you use the blessing, cross it off your Adventure Sheet. You can have only one Luck blessing at any one time. Once it is used up, you can return to any branch of the temple of the Three Fortunes to buy a new one. When you are finished here, turn to 86.

604

The men mutter among themselves at your decision, but you insist. The sea centaur lies barely able to move on the deck. Nor does it speak.

That night, you see a strange glow rising up out of the depths. The sailors back away, muttering superstitiously, as several sea centaurs emerge from the waters, their spiny skins glittering with phosphorescent flashes of light.

One of the sea centaurs asks in a burbling voice, 'Where is our brother, whom you caught in your cruel nets, this day?'

That night, you resolve to try to get on to the roof of the temple. You inch your way slowly around the edge of the old temple.

605

You can bank money with the merchants' guild simply by writing the sum you wish to deposit in the box here. (Remember to cross it off your Adventure Sheet.) If you have banked any money with the guild in another book in the Fabled Land series, add it now to this box and erase it from the other book.

To withdraw money from your account, simply transfer it from the box to your Adventure Sheet. The guild charges 10% on any withdrawals. (So if you withdrew 50 Shards, for example, the guild would deduct 5 Shards as its cut. Round fractions in the guild's favour.)

When you are ready to leave:
- In Yellowport: turn to 10
- In Marlock City: turn to 100
- In Caran Baru: turn to 400
- If paying a ransom: turn to 501

Money banked

606

You thread your way carefully through the maze of magical symbols, until you reach the sarcophagus safely. Inside you find the mouldering bones of a long dead wizard, in whose skeletal hands you find the Book of Excellence.

As you scan the pages, you learn all sorts of new tricks - add one to the ability of your choice (such as Scouting or Combat) permanently. Once you have read it, the book disappears with a flash.

You thread your way out of the Tomb of the Wizard King, back into the Forest of Larun. Turn to 47.

607

Your ship, crew and cargo are lost to the deep, dark sea. Cross them off the Ship's Manifest.

Your only thought now is to save yourself. Roll two dice. If the score is greater than your Rank, you are drowned - turn to 680. If the score is less than or equal to your Rank, you manage to find some driftwood, and make it back to shore. Lose Stamina points equal to the score of one die roll and, if you can survive that, turn to 447.

608

You inch your way slowly around the edge of the old temple. Suddenly, you burst out of the shadows and cut the king down, catching the ratmen by surprise.

At the sight of you standing over their dead king, the four remaining ratmen flee in terror. Without their king, they have no spirit for a fight.

Turn to 554.

609

You recognise the two iron statues of bull-men that guard the temple. They are golems, creatures created by powerful sorcery. They will animate and attempt to kill any intruders that steal into the temple. Golems are almost impossible to defeat in combat, but they have one weakness - a ceramic plug, about the size of an apple, set into the backs of their heads. If the plug can be pulled out, the enchanted liquid that energizes the golem will pour out, and the creature will die.

That night, you resolve to try to get on to the roof of the temple, hang down from the gables above the entrance, and pull the plugs on the golems, before going for the chain mail.
Turn to 441.

610 □
If there is a tick in the box, you find nothing of interest at the market – turn back to 400 immediately. Otherwise, put a tick in the box and read on.

At nightfall, the market is kept open for a special sale. A cage with a steel floor is wheeled out. Inside is a dark, manlike shape. It seems to radiate shadows, for you can barely make it out.

The slaver says, 'A trau, ladies and gentlemen. Excellent miners, though they have to be chained with cold iron at all times.'

The price is 100 Shards. To buy the trau, cross off the money and turn to 545. Otherwise, you leave the market, turn to 400.

611
If you have the codeword Anvil, turn to 130 immediately. If not, read on.

As you draw nearer, you see that the pennants all represent different coloured dragons – the red dragon, black dragon, green dragon and so on. Outside the gates, a jousting list has been set up, and a few warriors are trying their hand against some knights who have dragon symbols on their shields.

A knight, in full plate armour, rides up and says, 'Welcome to the Castle of the Dragon Knights. It is our custom to joust against all who would come here – for a wager, of course.'

He explains that you must bet the weapon and at least leather armour that you will use for the joust. If you lose, you forfeit the weapon and armour. If you win, you get the armour and weapon of the knight you defeat. Most of your potential opponents, you note, would be using a sword and plate armour.

If you have the codeword Axe, turn to 521 immediately. Otherwise, you can leave, turn to 276, or take the wager and joust, turn to 297 – you must have a weapon and at least leather armour.

612 □
If there is a tick in the box, turn to 549 immediately. If not, put a tick there now, and read on.

The priestess, who is wearing the skin of a wolf, and is covered in red paint, welcomes you gleefully.

'At last, the tusk of a were-boar! Now the ceremony can go ahead.'

Cross the boar's tusk off your Adventure Sheet. The priestess rewards you with knowledge. Add 1 to your Scouting rating permanently.

Turn to 195.

613
Heavy black clouds race towards you across the sky, whipping the waves into a frenzy. The crew mutter amongst themselves fearfully. If you have the blessing of Alvir and Valmir, which confers Safety from Storms, you can ignore the storm. Cross off your blessing and turn to 439. Otherwise the storm hits with full fury. Roll one die if you ship is a barque, two dice if it is a brigantine, or three dice if a galleon. Add 1 to the roll if you have a good crew; add 2 if the crew is excellent.

Score 1-3 Ship sinks turn to 485
Score 4-5 The mast splits turn to 70
Score 6-20 You weather the storm turn to 439

614
The Stinking River has cut its way through the high ground here. On the edge of the chasm that overlooks the river lies the village of High Terys. Just outside of town, three bodies hang on a gallows, slowly rotting. Inside, the villagers are having a feast. They welcome you. You can get some rest and recuperation here – restore up to 5 lost Stamina points.

When you are ready, you leave.

Follow the river north turn to 576
Follow the river south turn to 82
Head east into the countryside turn to 278
Go west to the main road turn to 558

615
Lacuna is the Goddess of the Moon, and of the Wilderness. She aids hunters, and woodsmen, and travellers in the lost places of the world. Her temple here is a long hall of oak, covered in vines and plants of all kinds. Inside, flowers fill the air with a pure and clean scent.

Become an initiate turn to 170
Renounce worship turn to 253
Seek a blessing turn to 482
Leave the temple turn to 400

616
You swim up to your ship, and haul yourself on board. The crew is astonished to see you.

'Aye, we'll have to kill this one as well,' says the first mate.

'We don't want any more bad luck,' says a crew member.

'Aye, we'll have to kill this one as well,' says the first mate.

You try to protest, but your words come out as a bubbling, fishy warble. The first mate finishes you with his spear. Your adventuring days are over unless you have a resurrection deal. If you do have a deal, when you come back to life, note that you have lost your ship and crew – as far as they are concerned, you never came back from the depths.

617
A desperate battle ensues.

Ghoul, COMBAT 3, Defence 7, Stamina 15
If you win, turn to 196. If you lose, your adventures are over, unless you have a resurrection deal.

618
Becoming an initiate of Lacuna gives you the benefit of paying less for blessings and other services the temple can offer. It costs 30 Shards to become an initiate. You cannot do this if you are already an initiate of another temple. If you choose to become an initiate, write Lacuna in the God box on your Adventure Sheet – and remember to cross off the 30 Shards. Once you have finished here, turn to 544.

619 □
If there is a tick in the box, turn to 339 immediately. If not, put a tick there now, and read on.

You come across a blazing house in the poorer area of town. A crowd has gathered, watching the flames impassively.

A young girl runs up to you, in tears. 'My mother is inside!' she begs.
The fire is raging hard, and you are not sure whether anyone could be left alive inside.

Attempt a rescue  turn to 262
Walk on  turn to 100

620
Some local militiamen approach you with ill intent, presumably with a view to extorting a few Shards. They recognize you as a favourite of General Marlock, however, and leave you well alone, bowing and scraping to avoid your anger. Nothing else occurs this night. Turn to 100.

621
The coast road between Yellowport and Venefax is well-maintained and you make good time. You pass a few army patrols but they leave you alone.

Travel to Blessed Springs  turn to 510
Head for Venefax  turn to 427
Go north across country  turn to 548
South to Yellowport  turn to 10

622
The last time you were here, you had only a few minutes to grab some loot. Desperately, you search around for the magic chest that Oliphard the Wizardly wanted you to get for him. You find it - note the magic chest on your Adventure Sheet - but the sea dragon returns almost straight away, and you are forced to climb out of the hole in the roof without getting anything more, save for a pouch of 50 Shards.

You crawl out on to the island in the middle of the lake and you stagger inland. The wall behind you shimmers and disappears - you step into the room you first entered.

Delete the codeword A Venge and turn to 135.

623
You clamber down a ladder into a long, low hall, the Venefax Market.

Items with no purchase price listed are not available locally.

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<tr>
<th>Armour</th>
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<tr>
<td>Ring mail (Defence +2)</td>
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<td>40 Shards</td>
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<tr>
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<tr>
<th>Other items</th>
<th>To buy</th>
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<tr>
<td>Lantern</td>
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<td>Climbing gear</td>
<td>100 Shards</td>
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</tr>
<tr>
<td>Scorpion antidote</td>
<td>100 Shards</td>
<td>90 Shards</td>
</tr>
</tbody>
</table>

When you are finished, turn to 427.

624
To renounce the worship of Alvir and Valmir, you must pay 30 Shards in compensation to the priesthood. The priest says nothing, he just points to a mural on the wall. It depicts the story of a woman who left the temple - a storm destroyed her ship and she drowned, to spend eternity as a lost soul, cleaning the barnacles off the thrones of Alvir and Valmir.

Do you want to change your mind? If you are determined to renounce your faith, pay the 30 Shards and delete Alvir and Valmir from the God box on your Adventure Sheet.

When you have finished here, turn to 220.

625
You realize that you have committed an act of sacrilege by stealing from the temple - you know in your heart that Tyrnai has cursed you.

You will never be a great fighter while you suffer the wrath of Tyrnai. Subtract 1 from your Combat ability until you can find a way of lifting the curse. Perhaps the priests of Sig in Marlock City can help you. Note that you are under ‘Tyrnai’s Curse, -1 Combat.’

You sneak out of the temple. Turn to 400.

626
You recite a devotional prayer to the gods, calling on your faith to aid you. The goblin folk are repelled by your piety, and purity of spirit. Even Gobrash finds the strength to get out from under you, and run off, such is your effect on them.

‘Eeaurgh!’ snarls the queen, recoiling. ‘Please, your godliness is harmful to us. Here, take this and leave!’

A jug of faery mead and an enchanted spear (Combat +2) are pushed towards you. Note them on your Adventure Sheet.

The wall behind you shimmers and disappears - you step through, back into the cold, night air of the Curstmoor. You leave the faery mound far behind, and camp for the night. The next day, you resume your travels.

Go north across country  turn to 560
Head east to the road  turn to 558
Go to Trefoille  turn to 250
Go to Marlock City  turn to 100
Head west towards the River Grimm  turn to 99

627
A bard in the tavern recites an epic tale of ancient legend. He speaks of Xinoc the Priest King, the ruler of a mighty nation in the distant steppes, far to the north. A thousand years ago his empire flourished, and his wealth was enormous. He was buried in a great pyramid tomb, along with his riches. It is said the Pyramid of Xinoc lies beyond the Spine of Harkun, and beyond the Great Steppes, in the foothills of the Peaks at the Edge of the World. You question him further, but that is all he knows. You leave the tavern. Turn to 10.

628
After a hard climb, you are half-way up the side of a mountain when you discover a thin, precarious path, leading up. The sun beats down, and you are sweating heavily. You take a swig of water from your canteen and proceed up the path.

After a while you have to stop to take more water. To your horror, your water supply has turned sour and undrinkable!

Make a Magic roll at Difficulty 10.
Successful Magic roll  turn to 374
Failed Magic roll  turn to 643
The soldier recognises you and leads you to see the king, Nergan is pleased to see you. ‘Have you succeeded in ridding us of Marloes?’ he asks eagerly.

If you have the codeword Assassin, turn to 256 immediately.

If not, read on.

You say that you have not completed your mission.

‘What are you doing here, then? There is nothing I can do to help you - you will just have to use your own wits. Now go - fulfill my royal command!’ says the king.

You are escorted to the foothills of the mountains. Turn to 474.

If you lose, you are birdfeed for gryphon chicks – your life.

If not, try to persuade it to let you pass turn to 237

Attack the tree turn to 570

629
The soldier recognises you and leads you to see the king, Nergan is pleased to see you. ‘Have you succeeded in ridding us of Marloes?’ he asks eagerly.

If you have the codeword Assassin, turn to 256 immediately.

If not, read on.

You say that you have not completed your mission.

‘What are you doing here, then? There is nothing I can do to help you - you will just have to use your own wits. Now go - fulfill my royal command!’ says the king.

You are escorted to the foothills of the mountains. Turn to 474.

If you lose, you are birdfeed for gryphon chicks – your life.

If not, try to persuade it to let you pass turn to 237

Attack the tree turn to 570

630
You struggle deeper into the forest until you come to a thick wall of impenetrable thorn bushes. Circling it, you find there is a break in the hedge, but it is filled by a large tree.

To your surprise, a face forms in the trunk, and speaks in a woody voice, ‘N one can pass - begone, human!’

If you have the codeword Apple, turn to 594. If not, you can:

R eturn to the Trading Post turn to 195

A ttack the tree turn to 570

T ry to persuade it to let you pass turn to 237

631
The soldier nods. Suddenly, he shouts something and several assassins pop up from behind rocks and start shooting at you. An arrow embeds itself in your shoulder. Lose 3 Stamina points. If not, read on.

As you climb down, you are shot at again. Roll one die.

Score 1 or 2 Hit twice, lose 6 Stamina
Score 3 or 4 Hit once, lose 3 Stamina
Score 5 or 6 Missed completely, no wounds

After that, if you are still alive, you make it back to the foothills of the mountains. Turn to 474.

632
M ake a SANC TITY roll at Difficulty 12.

S ucce ssful SANC TITY roll turn to 392

F ailed SANC TITY roll turn to 125

633
Y our unerring sense of direction, even at sea, serves you well. It is not long before you find a familiar stretch of coast.

R oll one die.

Score 1 or 2 turn to 120
Score 3 or 4 turn to 430
Score 5 or 6 turn to 136

634
The climb is slightly easier than the last time, and you heave yourself over the lip of the top of Devil’s Peak. A gryphon - a creature that is half lion, half eagle, and at least the same size as you - has made its nest here. It immediately swoops in to the attack, intent on protecting its nest. You must fight.

G ryphon, C O M B AT 4, D efence 5, S tamina 7

If you lose, you are birdfeed for gryphon chicks - your adventures are over.

If you win, you find a bag of pearls and 10 Shards in the nest. There is nothing else up here, so you dog all the way down again. Turn to 658.

635
If the box above is empty, put a tick in it now and turn to 80. If it is already ticked, turn to 470.

636
Becoming an initiate of Tyrnai gives you the benefit of paying less for blessings and other services the temple can offer. To qualify as an initiate you must have a COMBAT score of at least 6. Unlike other temples, there is no entry fee. You cannot become an initiate of Tyrnai if you are already an initiate of another temple. If you choose to become an initiate (and meet the qualification) write Tyrnai in the God box on your Adventure Sheet.

O nce you have finished here, turn to 282.

637
Somehow you manage to evade the creature's jaws, and swim back to shore. Hauling yourself up on to the beach, you are assaulted by an angry villager.

‘Where’s my boat?’ he cries, ‘You’ve sunk it, haven’t you? You city types don’t know a thing! Well, you’ll have to pay me back - fifty Shards at least!’

‘Ha!’ you reply, ‘The cost of hiring it was more than its worth in any case. As far as I’m concerned, that boat was mine to do with as I liked!’

The argument goes on all the way back to the village but eventually the fisherman gives up and storms off.

T urn to 135.

638
You know from ancient texts of arcane lore that the repulsive ones cannot stand bright light. Using all your magical power, you cause the glowing moss to emit a dazzling flash of yellow light. Blinded for a few seconds, the repulsive ones mill about helplessly, and you dart in and seize the golden net (note it on your Adventure Sheet).

You swim for the Shadar Tor as fast as you can. From here, you can:

T ake the road to Trefoille turn to 602
T ake the road to Marlock City turn to 166

639
Heavy black clouds race towards you across the sky, whipping the waves into a frenzy. The crew mutter among themselves fearfully. If you have the blessing of Alvir and Valmir, which confers Safety from Storms, you can ignore the storm. Cross off the waves into a frenzy. The crew mutter among themselves fearfully. If you have the blessing of Alvir and Valmir, which confers Safety from Storms, you can ignore the storm. Cross off your blessing and turn to 607. Otherwise the storm hits with full fury.

R oll one die if your ship is a barque, two dice if it is a brigantine, or three dice if it is a galleon. Add 1 to the roll if you have a good crew; add 2 if you have excellent crew.

Score 1-3 Ship sinks turn to 219
Score 4-5 The mast splits turn to 67
Score 6-20 You weather the storm turn to 507
Y ou are restored to life at the war god’s temple in Caran Baru. Your Stamina is back to its normal score. The possessions and cash you were carrying at the time of your death are lost. Cross them off your Adventure Sheet. Also remember to delete the entry in the resurrection box now it has been used.

The high priest, sweating from the effort of the ceremony of resurrection, says, ‘Tyrril has brought you back - honour him by upholding the code of the warrior and by sending many the souls of those slain in the battle to him.’

Turn to 282.

‘Want to try your luck in the Gambler’s Den?’ asks a short, dark man, dressed as a mercenary bodyguard. ‘Just 5 Shards entrance fee.’

He nods to a door at the top of some rickety stairs.

If you pay the money, cross it off and turn to 91. If not, he shrugs, and hisses at another passerby. You wander off and pass an uneventful evening, turn to 100.

You open the cage door. A wide grin suddenly appears at about head height within the dark shadows that wreath the trau. All you can see is a huge sliver of a grin, topped by two glowing red eyes.

‘Free at last!’ gushes the trau as it leaps out. ‘Now for home, and as much faery mead as I can drink!’

With that, it delves into the ground so fast that it has burrowed out of sight before you can do anything to stop it.

Shrugging your shoulders resignedly, you leave the market.

Turn to 400.

Gamely, you drive yourself on, but your thirst is becoming terrible, and soon you will be unable to continue. If you go on, you might die of thirst before finding a water supply.

Turn back

Press on

Turn to 244

Turn to 78

Using your sorcerous powers you breathe a cloud of greenish vapour over the ratmen. Coughing and gasping, they sink into an enchanted slumber. It is an easy matter to despatch them.

Your mind is blasted into numb confusion by the protective spells that guard the sacred grove. You wander off aimlessly into the forest, and get hopelessly lost for days. You don’t even have the wit to eat and drink - lose 3 Stamina points. If you are still alive, you wander through the forest until you emerge, at last, at the Bronze Hills. Turn to 110.

As you reach for the back of the golem’s head, it turns and grabs your arm, yanking you to the ground. Then it swings its club at your head.

Run away

Fight the golem

Turn to 349

Turn to 81

You remain quiet as a mouse, behind a pile of coins. After a long wait, the sea dragon slithers into the water, and swims out on some errand.

You have some time to loot the hoard. You scraffl about for the chest that Oliphard the Wizardly wanted you to find for him. You find a rune-covered box which is positively glowing with magic. Note the magic chest on your Adventure Sheet.

You can also choose up to three treasures from the following:

- Enchanted sword (COMBAT +3)
- Plate armour (Defence +5)
- Ebony wand (MAGIC +2)
- 500 Shards
- Magic mandolin (CHARISMA +2)
- Gold compass (SCOUTING +2)
- Magic lockpicks (THIEVERY +2)
- Silver holy symbol (SANCTITY +2)

After you have taken the third treasure, you hear the sea dragon returning. Quickly you climb up through the hole in the roof on to an island in the middle of the lake. From there, you manage to get a lift on a passing boat, and make it safely to Cadmium village.

During the journey, you examine the magic chest, but it is guarded by great sorcery and is impossible to open.

Delete the codeword Avenge and turn to 135.

If there is a tick in the box, turn to 114 immediately. If not, put a tick there now, and read on.

The chief administrator is overjoyed to see you. The priests already know you have been successful in freeing Sul Veneris, the Lord of Thunder, because their crystal ball shows them that the storm demons have been driven away.

As a reward you receive the tuition of several high priests. You gain 1 R ank. Roll a single die. The result is the number of Stamina points you gain permanently. Also, don’t forget to increase your Defence by 1 as a result of your gain in R ank.

‘Visit me anytime,’ says the chief administrator when you leave. Turn to 100.

Cross the moonstone off your Adventure Sheet. There is a flash, and suddenly you find yourself in a warm, comfortable room, beside Elissia the Traveller, the sorceress you rescued from her burning house.
Elissia will heal you of all lost Stamina points, if you are wounded, and cure you of any diseases or poisons you may be suffering from.

'My debt to you is now paid,' she says. With that, she passes her hands through the air, and disappears in a cloud of smoke.

You find yourself in an inn at Marlock City. You venture out into town, slightly dazed. Turn to 100.

651
The trau, realizing its fate, sinks into a dark clouding silence. You haul it off to the mines where the overseer, a fat, cruel-looking man, gives you 150 Shards for the trau.

You return to town. Turn to 400.

652
You clamber up until you come to a mountain track. It rises up between a cleft in the rock, ahead of you.

A man steps out in front of you. He is clearly a soldier, but his clothes are rough and ready, as if he had been living in the wild for some time.

If you have the title King's Champion, turn to 2. If not, but you have the codeword Ambusade, turn to 629. If you have neither of the above, but you do have the codeword Ark, turn to 353. Otherwise read on.

The soldier looks you over critically. He signals that he wants to parley with you.

Talk to him turn to 557
Attack him straight away turn to 49

653
You are on a quest to take the oak staff to the Willow Druid who lives in a sacred grove somewhere in the forest. You wander around, looking for unusual tracks, strange creatures, anything that might lead you to a druid's den.

Make a SCOUTING roll at Difficulty 12
Successful SCOUTING roll turn to 217
Failed SCOUTING roll turn to 7

654
You slip out of your chains, and hide inside an ore-laden mining cart. When it is taken out of the mine, you creep out, and run off into the hills. Eventually you reach Caran Baru.

Turn to 400.

655
If there is a tick in the box, turn to 574 immediately. If not, put a tick there now, and read on.

The general greets you with a smile and embraces you, saying, 'You have served me beyond my expectations, my friend!'

A servant drags over a heavy chest, and Grieve Marlock flips the lid with his sword. Inside is 1000 Shards! 'Yours,' he says with a grin. Note the money on your Adventure Sheet.

Remove the lid with his sword. Inside is 1000 Shards! 'Yours,' he says with a grin. Note the money on your Adventure Sheet.

656
You find a large, red pavilion which has been erected over a ruin. Oliphard the Wizardly is inside. He greets you warmly. If you have a magic chest, turn to 672. If not, read on.

If you have a verdigris key, turn to 431. If not, read on.

Oliphard can use his sorcery to teleport you instantly to certain places at a cost of 100 Shards a journey. If you want to be teleported, cross the money and choose from the following destinations:

Marlock City turn to 100
Caran Baru turn to 400
Wishport turn to 217
Dweomer turn to 100
Otherwise you can travel more conventionally.
Take the road to the Shadar Tor turn to 602
Take the road to Marlock City turn to 377
Head into the Curstmoor turn to 175
Take the road north turn to 558
Take the road to Yellowport turn to 233

657
The creature falls dead. You can squeeze a little of its venom from its sting - if you do so, note the scorpion venom on your Adventure Sheet.

If you were wounded in the fight, you have been poisoned by the scorpion man's venom. Subtract 1 from your COMBAT, THIEVERY, and SCOUTING abilities, as you are severely weakened (although no ability can drop to zero). Note that you are poisoned - you can restore your abilities to normal if you get cured. If you have some scorpion antidote, it will cure the poison immediately - cross the antidote off your Adventure Sheet.

You wander on until you come to a ridge. Down below, in a shallow valley, is a great mound of earth. Many burrows have been dug through it, and scorpion men are crawling in and out. This is the mound of the scorpion men - their home.

If you have the codeword Artfad, turn to 406. If not, you realize that it would simply be too dangerous to venture down there. You head back towards Venefax. Turn to 492.

658
You are standing at the bottom of the Devil's Peak. It is a massive tower of black rock, like a stone tree-trunk, bare and branchless, climbing up into the sky. You cannot see the top, for it is shrouded in grey clouds. Thunder and lightning play about the clouded summit.

The sides of the peak are almost sheer, but there are many hand and footholds. It can be climbed, but only if you have some climbing gear. If you have and you want to make the ascent, turn to 340. Otherwise, turn to 560.

659
You untie the little creature from its bonds. It gives a jubilant cry, and soars upwards.

'Thank you, large one!' it chatters, 'My name is Pikalk the Wing-warrior! We never forget - one day I will pay my debt.' With that, he flutters away into the clouds.
'That's 75 Shards you just let fly away,' comments the man in the palanquin wryly, 'Manneky People can't be trusted, believe me.'

You leave the slave market. Acquire the codeword Altruist and turn to 400.

660
You are greeted warmly by the commander of the fort, whose daughter, Alissia, embraces you happily.

You can stay here, in comfortable lodgings, free of charge. You can restore any lost Stamina points, up to your maximum. When you are ready, you can leave.

East into Nerech The Plains of Howling Darkness 225
North west to Fort Mereth turn to 299
South east to Fort Brilon turn to 259
West into the farmlands turn to 548

661
With a thrill of horror, you realize you have missed your footing, crossing the wrong line by millimetres. The lid of the sarcophagus explodes into the air with a deafening crash, and a pillar of black smoke erupts out of the stone coffin! The column of smoke hurtles towards you, like a miniature tornado.

If you have a weapon with a +1 Combat bonus or greater, turn to 43. If you have only an ordinary weapon or no weapon at all, turn to 260.

662
That night, after Lauria has picked the locks on your chains, you head off for the tunnel rendezvous. You find there has been a cave-in, but the overseer and a troop of guards are waiting for you!

Lauria steps out laughing. In return for her betraying you, the overseer has transferred her to work on the surface, from which she will be able to escape more easily. You have been stitched up again!

The overseer has you whipped for trying to escape and you are left with some nasty scars. Lose 1 point of Charisma permanently.

Gain the codeword Anger, and lose the codeword Altruist.

A few days later, you try another escape on your own. Turn to 565.

663
They are too fast. You are caught and overwhelmed. You end up as food for scorpion larvae. Your adventuring days are over, unless you have a resurrection deal.

664
'That is fortunate - for you,' says the soldier. Several archers stand up from their hiding places behind the rocks overhead.

Another soldier, a captain, comes up to you and introduces himself as Captain Vorkung. He is clearly one of the old aristocracy, the nobles loyal to the king and the old regime, before General Marlock and the army seized power, and executed the old king. Vorkung tells you to leave the mountains.

You have found a rebel base - men still loyal to Nergan Corin, the heir to the throne. Nergan went into hiding when General Marlock killed his father and took control of Sokara.

You can attempt to convince Captain Vorkung that you are on his side by making a Charisma roll at Difficulty 9. You can add 1 to your roll if you are a Warrior, Rogue, or Wayfarer. If you succeed, turn to 25. If you fail, turn to 179. Otherwise, you can climb down the mountains, turn to 474.

665
You enter the cave - it is large and dark. Unfortunately, it is the lair of a pack of wolves - a very big pack of wolves.

If you have a wolf pelt, turn to 516. If not, turn to 280.

666
A trader from the far north tells a story about a great wizard, Targdaz the Magnificent, who was tricked by a shaman of the Horde of the Thousand Winds on the Great Steppes.

‘He imprisoned Targdaz inside a giant ruby, and proceeded to loot Targdaz’s tower. But in his stupidity, he opened the great wizard’s Casket of Imponderables, and unleashed a terrible storm that swept across the steppes, scattering many of the tribes far and wide. The shaman was killed, of course, but as far as anyone knows, Targdaz is still trapped in the ruby, waiting patiently for release – perhaps for another hundred years, who knows? One thing’s for certain – it won’t be me trying to get him out!’

When you are ready, you can go:

South turn to 558
North turn to 347
West in the Forest of Larun turn to 47
East to the lake and Cadmium turn to 135

667
If there is a tick in the box, turn to 660 immediately. If not, put a tick there now and read on.

You have rescued Alissia, the commander’s daughter, from the manbeasts! They have a tearful, joyous reunion – all thanks to you!

The commander rewards you with combat training. Add one to your Combat ability permanently.

When you are ready, you can leave.

East into Nerech The Plains of Howling Darkness 225
North west to Fort Mereth turn to 299
South east to Fort Brilon turn to 259
West into the Farmlands turn to 548

668
You are led to a rockface in the mine. You start digging. Roll two dice and consult the table.

Score 2-4 Rockfall! You lose 2 Stamina
Score 5-8 No luck, and your hour is up
Score 9-12 A silver nugget!

When you are finished (if you are still alive), you leave the Bronze Hills.

To Caran Baru turn to 400
South into the Forest of Larun turn to 47
West to the River Grimm turn to 333
North into the Western Wilderness turn to 276

669
You are recognised by an official, and a few moments later, you are summoned to see the general himself! You are taken to the throne room, which has been converted to a military style
headquarters. If you have the codeword Assist, turn to 102 immediately. If not, read on.

Grieve Marlock is a tall, hook-nosed man, with cold, penetrating green eyes.

‘You come highly recommended by my brother, the governor of Yellowport - I was hoping you would turn up,’ he says in a commanding voice. ‘You did me a great service by getting rid of that pompous fool, Nergan.

‘Now there is one more thing I need you for. The Citadel of Velis Corin, which sits astride the Pass of Eagles in the far north, is under imminent attack from an army of the steppes. The attackers are a rag-tag bunch of malcontents - nomads, Mannekyn People, some trau even, and of course, the usual traitorous dogs still loyal to the old king - may his soul burn in the hells, ha, ha, ha!’

‘I need you to go to the citadel, discuss the situation with Commandant Orin Telana, and do all you can to make sure that the citadel doesn’t fall. I’m relying on you!’

Record the codeword Assist.

If you have a coded missive, turn to 677 immediately. If not, you are escorted out. Turn to 100.

670

You feel a wrenching moment of disorientation, and then you suddenly appear with a flash beside a ruined, burnt-out city. A passing builder stares at you in horror, unsure whether you are a human or a demon. Quickly, you hurry away. Turn to 250.

671

Out of gratitude the villagers present you with 80 Shards. You do not wait around to see what fate befalls Old Megan and her acolytes. In theory they should be taken to the assizes in the nearest town, but feelings run so deep in this case that you do not wait around to see what fate befalls Old Megan and her acolytes.

Out of gratitude the villagers present you with 80 Shards. You do not wait around to see what fate befalls Old Megan and her acolytes.

672

‘My chest!’ yells Oliphard joyfully as you hand it over. Cross the magic chest off your Adventure Sheet.

Oliphard thanks you and teaches you how to be a better Mage. Gain 1 Rank and roll a die. The result is the number of Stamina points you gain permanently. Also, don’t forget to increase your Defence by 1 as a result of your gain in Rank.

When you are ready, turn to 656.

673

You are trekking across the aptly named Curstmoor. A great rolling expanse of blasted heath stretches before you. Grey clouds hang over a mournful, dirty-water coloured plain, studded with rocky outcrops and low hills.

Roll one die.

Score 1 or 2 You are attacked by a wolf.

Wolf, Combat 3, Defence 5, Stamina 7

If you win, you get a wolf pelt

Score 3 or 4 Nothing happens

Score 5 or 6 You find 10 Shards on an old skeleton

When you are ready, you can go:

North across the country turn to 560

East to the road turn to 558

To Trefoilie turn to 250

To Marlock City turn to 100

West towards the River Grimm turn to 99

674

You realize from your magical studies that there is a safe path through the pentacle. If you step off the correct symbols, drawn on the ground, there is no telling what sorcerous trap you will set off.

If you decide the whole thing is too dangerous, and leave, turn to 47.

If you want to try the path to the sarcophagus, make a Thievery roll at Difficulty 9.

Successful Thievery roll turn to 606

Failed Thievery roll turn to 661

675

You fall into the yawning blackness with a despairing cry. You plummet like a stone through the air for what seems like an age. You are engulfed in absolute darkness, and all you can hear is the whistling of the wind past your ears.

Suddenly you shoot into bright sunlight, and land with an almighty splash into the sea! Coughing and spluttering, you rise to the surface. You are not far from a forested island, and you swim for shore. A small settlement crowds the shore - it looks like you have arrived at the Trading Post on the Isle of Druids.

Turn to 195.

676

You were given the message to take to the king by some spies in Golnir. The king takes the coded missive. Cross it off your Adventure Sheet. He hands it to one of his counsellors to read.

‘You have done well in bringing this to me. It is important,’ says the king.

Y ou are rewarded with 200 Shards.

If you have the codeword Deliver, turn to 98 immediately. If not, read on.

The king goes on, ‘However, I was hoping you had spoken with General Beladai of the allied army by now - we need that citadel. Now go. That is a royal command!’

You leave, climbing down to the foothills of the mountains. Turn to 474.

677

You were given the missive to take to the general by spies in Golnir. He takes the coded missive and reads it. Cross it off your Adventure Sheet.

‘Interesting. You have done well in bringing this to me,’ he says. ‘I thank you, once more!’

He rewards you with 150 Shards.

When you are ready, you leave the palace. Turn to 100.

678

If you have the codeword Aspen, turn to 195. Otherwise read on.

The journey through the trees proves as difficult as when you first ventured into the Old Forest. Make a Scouting roll at Difficulty 10.

Successful Scouting roll turn to 679
Failed SCOUTING roll  turn to 36

679
The scent of the sea proves strongest in one direction. Following your nose, you eventually break free of the trees and find yourself on the coast. Turn to 128.

680
You are dead. If you have a resurrection deal, turn to the section noted on your Adventure Sheet after first erasing your current possessions, money, and any details on your Ship’s Manifest.

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