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Upcoming Narnia Solo Games ™:
Leap of the Lion (June1988)
The Lost Crowns of Cair Paravel (August1988)

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NARNIA Solo Games™

RETURN TO DEATHWATER

by Curtis Norris

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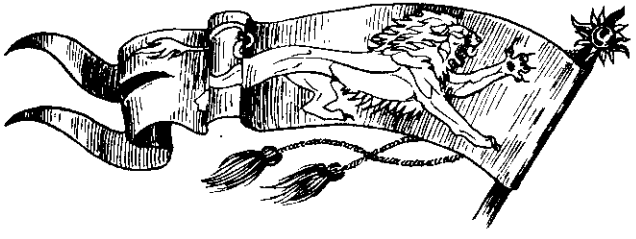
BERKLEY BOOKS, NEW YORK

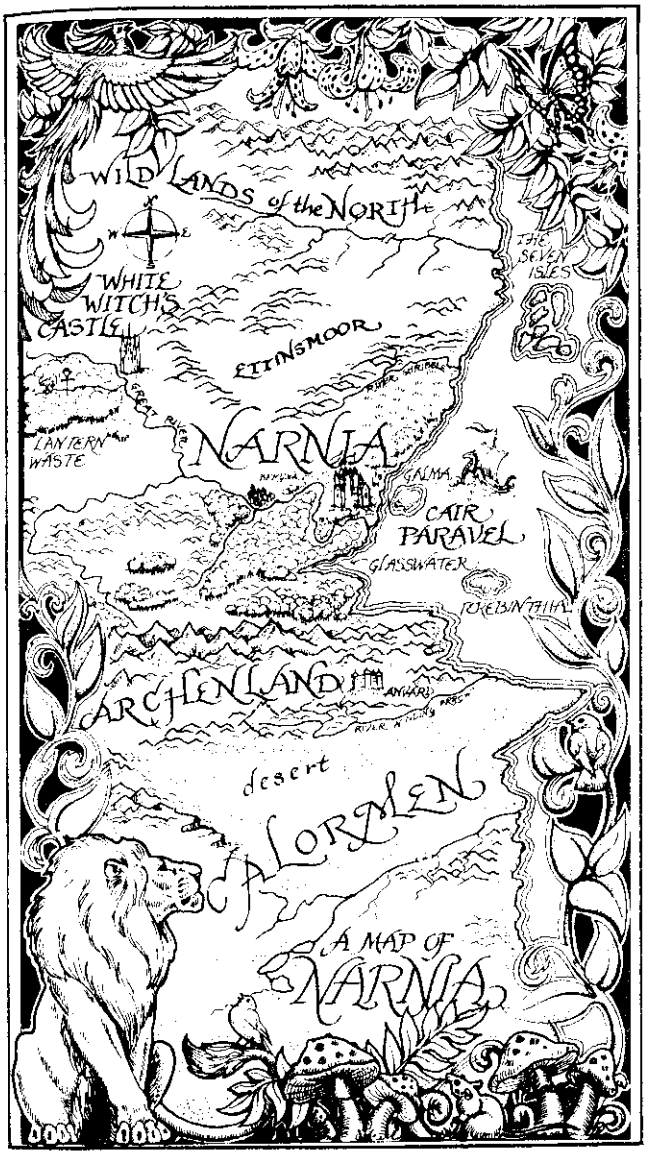
An Introduction to the Land of Narnia

Based on the works of one of the greatest fantasy writers of all time, ***Narnia Solo Games***™ invite the reader into the magical realm of daring children, talking animals, evil witches, Aslan the Lion, and noble kings and queens. The enchanted land of Narnia, rich in conflict and wonder, provides the perfect background for solo games. Welcome to the fantasy and excitement of C.S. Lewis' Narnia!



The Founding of Narnia

Near the very beginning (but not quite exactly at it), the Lion named Aslan opened his mouth and blew a long, warm breath over the creatures who stood in a wide circle around him. There were rabbits and moles and badgers. There were dogs and leopards and horses. There was even a pair of elephants! The beasts swayed as though pushed by a strong wind, and clear, silvery voices from beyond the sky (it was the stars) sang in chorus. A quick flash like lightning (that burnt nobody) made every drop of blood in the animals' bodies tingle. Then Aslan spoke in a deep, wild voice.



"Narnia, Narnia, Narnia, awake. Love. Think. Speak. Be walking trees. Be talking beasts. Be divine waters." Wild people stepped out from the trees, gods and goddesses of the wood holding the hands of Fauns and Dwarfs and Satyrs. The river god and his Naiad daughters rose from the watery depths of the river. All these and all the beasts answered the Lion in their different voices, low or high, thick or clear. "Hail, Aslan. We hear and obey. We are awake. We love. We think. We speak. We know."

Thus Narnia became the land of the Talking Animals, waking trees, and living waters. It was not a country of men (as Trufflehunter the Badger later told Prince Caspian), but it was a country for a man to be King of. At the Lion's order, the Dwarfs forged two crowns from a tree of true gold; they set the one with rubies and the other with emeralds. When the crowns had been cooled in the river, Aslan placed them on the heads of King Frank and Queen Helen in solemn ritual.

"Rise up King and Queen of Narnia, father and mother of many Kings that shall be in Narnia and the Isles and Archenland. Be just and merciful and brave. The blessing is upon you."

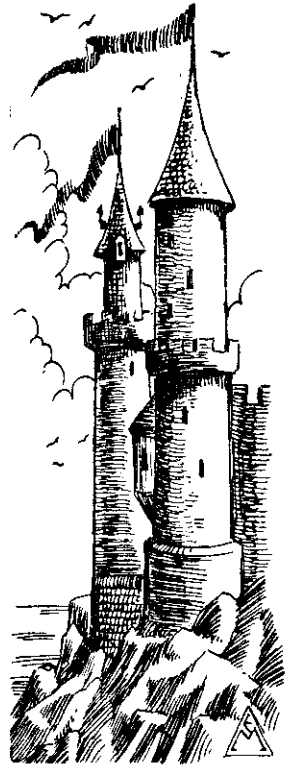
The royal pair and their children lived happily in that pleasant land. The boys married nymphs and the girls married wood-gods and river-gods. The second son became King of Archenland, and his descendants were always great friends to their cousins in Narnia. And their subjects prospered in joy and peace.

Many hundreds of years later, evil came to Narnia. A wicked Witch brought the snow and ice of everlasting winter: a winter that would last one hundred years without Christmas or Spring. Four children (named Peter, Susan, Edmund, and Lucy) brought an end to her rule and took the four thrones in Cair Paravel at Aslan's command.

ADVENTURE IN NARNIA

Now, Aslan will challenge you to show honor, courage, and courtesy during your own adventures in Narnia. But fear not — if you fail to do the Lion's bidding, just play again! And keep in mind Prince Rilian's words to Jill, Eustace, and Puddleglum the Marshwiggle:

"Friends, when once a man is launched on such an adventure as this, he must bid farewell to hopes and fears, otherwise death or deliverance will both come too late to save his honor and reason."



Go now, and seek the adventure that Aslan sends!

Character Record

Name:

Skill	Bonus
Fighting	_____
Trickery	_____
Action	_____
Talking	_____
Perception	_____
Inner Strength	_____

Treasures & Equipment:

_____
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NOTES:

Key Sheet

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Character Record

Name:

Skill	Bonus
Fighting	_____
Trickery	_____
Action	_____
Talking	_____
Perception	_____
Inner Strength	_____

Treasures & Equipment:

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NOTES:

Key Sheet

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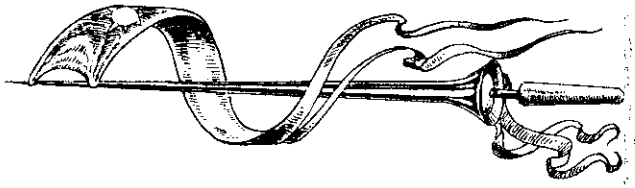
USING THE GAMEBOOK

This gamebook describes hazards, situations, and locations that may be encountered during your adventures. As you read the text sections, you will be given choices as to what actions you may take. What section you read will depend on the directions and whether the actions you attempt succeed or fail.



THE GAMEBOOK

Text sections are labeled with three-digit numbers (e.g.,"123"). Read each section only when told to do so. Often text sections will direct your "movement" in areas described by the text. In these cases, it can be very useful for you to keep track of what you encounter and where you go (i.e., you should record and map your path of travel).

KEYS

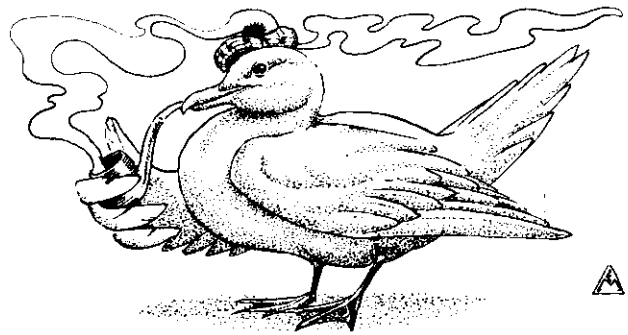
In this gamebook, you may gain information and take actions that may be important later on. So the text will sometimes instruct you to: **Check Key xx** ("xx" is a number). When this occurs, check the appropriate box on the "Key Sheet" found at the beginning of the book. You should also record the information gained and note the text section number on the line next to the box. You may copy or photocopy these sheets for your own use.

PICKING A NUMBER

Many times during your adventures you will need to ***pick a number*** (between 2 and 12). There are several ways for you to do this:

1) If you have two six-sided dice, roll them. The result is the number which you have picked. (You can also roll one six-sided die twice and add the results.) **or**
2) Flip to a random page in the book and look at the small boxed number in the inside, bottom corner of the page. This number is the number which you have picked. **or**
3) Turn to the Random Number Table at the end of this gamebook, use a pencil (or finger or pen or similar object), close your eyes, and touch the Random Number Table with the pencil. The number touched is the number which you have *picked*. If your pencil falls on a line, try again.

Whenever you are instructed to ***pick a number and add a "bonus"***, treat results of more than 12 as "12" and treat results of less than 2 as "2".



Your Character

Choosing a Character

There are two ways to choose a character:

1) You can use the completely created character provided on the opposite page. If you choose this option, read the "Background" section just before the "Prologue". **or**
2) You can create your own character using the blank *Character Record* and the simple character development system included in the next section of this book.

Treasures and Equipment

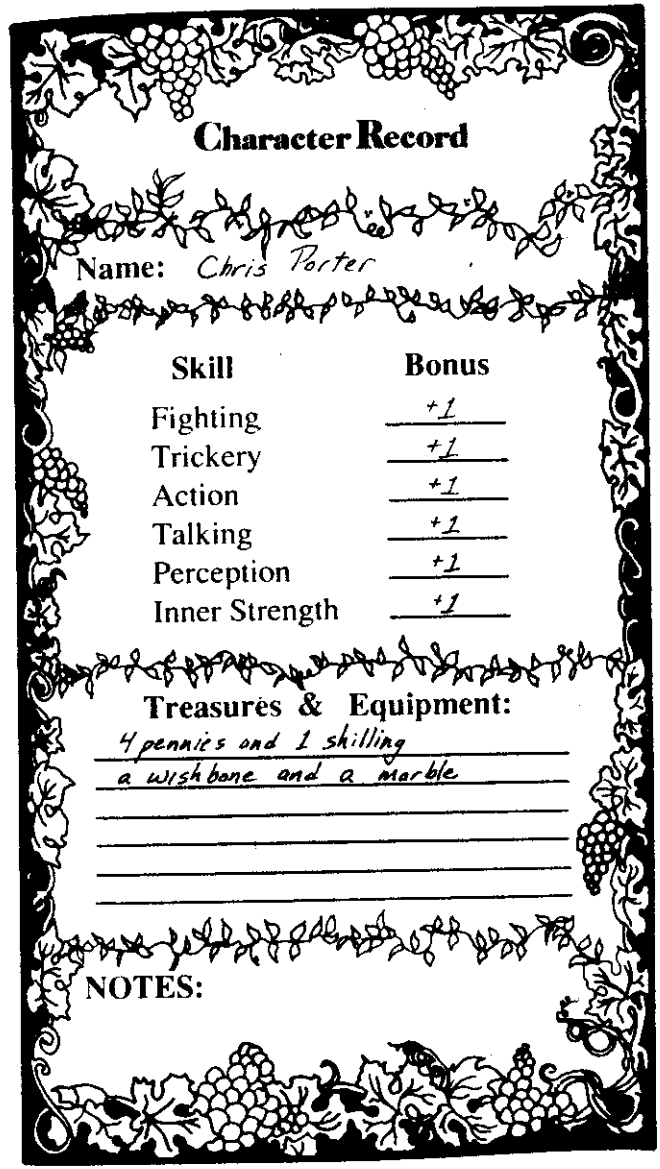
Whenever you acquire treasures and equipment, record them on your *Character Record* in the provided spaces. Certain equipment may affect your abilities; the text will show you how.

Skill Bonuses

For each skill on your *Character Record*, you have a Bonus that is used when you attempt certain actions. When the text instructs you to *"add your bonus"*, it is referring to these *Skill Bonuses*. For an explaination of these skills refer to the Creating Your Own Character section.

Starting to Play

After reading the rules above, begin your adventures by reading the Prologue found after the rules section. From this point on, read sections as indicated by the text.



Character Record

Name: Chris Porter

Skill	Bonus
Fighting	+1
Trickery	+1
Action	+1
Talking	+1
Perception	+1
Inner Strength	+1

Treasures & Equipment:

4 pennies and 1 shilling
a wishbone and a marble

NOTES:

Creating Your Own Character

If you do not want to create your own character, use the pre-created character found in the front of this book. If you decide to create your own character, follow the directions given in this section. Keep track of your character on the blank *Character Record* found in the front of this book. It is advisable to enter information in pencil so that it can be erased and updated. If necessary, you may copy or photocopy this *Character Record* for your own use.

As you go through this character creation process, refer to the pre-created character on the preceding page as an example.

Skills

The following "Skill Areas" affect your chance of undertaking a successful action during your adventures.

1) **Fighting Skill:** This skill reflects your ability to fight.
2) **Trickery Skill:** Use this skill when trying to move without being seen or heard (i.e., sneaking), trying to steal or take something, picking a lock, escaping from bonds, etc.
3) **Action Skill:** Use this skill when directed to perform certain physical activities by the text, including: Running away, Swimming, Climbing, Tracking, Hunting, and Riding.

4) **Talking Skill:** This skill reflects your ability to talk with and gain information from intelligent beings.
5) **Perception Skill:** This skill reflects how much information you gather through observation and exploration.
6) **Inner Strength:** Not really a skill, it is a representation of your goodness and your resistance to the forces of evil. During an adventure it may change due to your actions and reactions.

Skill Bonuses

For each of these skills, you will have a Skill Bonus that is used when you attempt certain actions. When the text instructs you to "*add your bonus*," it is referring to these Skill Bonuses. Keep in mind that these "bonuses" can be negative as well as positive.

When you start your character, you have six "+1 bonuses" to assign to your skills.

You may assign more than one "+1 bonus" to a given skill, but no more than three to any one skill. Thus, two "+1 bonuses" assigned to a skill will be a "+2 bonus", and three "+1 bonuses" will be a "+3 bonus". Each of these bonuses should be recorded in the space next to the appropriate skill on your Character Record.

If you do not assign any "+1 bonuses" to a skill, you must record a "-2 bonus" in that space.

During play you may acquire equipment or injuries that may affect your bonuses. Record these modifications in the "Bonus" spaces.

Background

(Read this section if you are using the Pre-created Character.)

Your name is Chris Porter (is that short for Christopher or Christina?) and your cousins tease you all the time about it. They call you Swiss Kris Kringle, because your mother is at a sanitarium in Switzerland. She's very ill, and it's not very nice of them to plague you with it. Father had to go to Switzerland to be with Mother, and the sanitarium isn't a place for children (that's what your uncle said). That's why you're staying with Uncle Jonathan and Aunt Elizabeth.

Your cousins are a jolly lot, but there are six of them and they're so noisy! Harold is the eldest, and he likes nothing so well as cricket. He's always trying to get his brothers and sisters (and you) to play a game. Sophia, Alice, Robin, and Bertram are the next in age, and they like Tig and Blindman's Bluff and Find the Slipper. Even Aubrey, the baby, coos and giggles and screeches.

They just don't understand that sometimes you want to curl up in the windowseat of the playroom and read quietly by yourself. Or stare out at the garden, thinking of the times when Mother was well.

The worst of staying with the Traverstocks (that's Uncle Jon's surname) is that it's term time. You've been put in your cousins' school because your own is too far away. All of your classmates are strangers who ignore you or tease you. At least you've made one friend – a decent chap who goes by the name Eustace. The meanest of the bullies are afraid of him, so they leave you alone. Except for Albert, who always steals your lunch.

Return To Deathwater

by
Curtis Norris

Prologue

You have always found the city's natural history museum a delightful place, full of masks, weapons, and other fascinating objects from faraway lands and even more distant times. But, oh! How slow and sleepy a class visit to one can become, especially when the tingling spring air calls for you outdoors, and the cool woods beckon. Fortunately, you have the company of your friend, Eustace Clarence Scrubb (a friendly sort of fellow, for all the misfortune of his name). At the tail end of a shuffling group of classmates, he is trying to keep you entertained with another of his stories about the other-worldly land of Narnia.

The tale is a rousing one, but you are glad that it is only a story, for you would hate making such difficult decisions yourself (which, as you know, is required of every true adventurer). When the class arrives at a display of pinned moths, Eustace moves to the front of the group to have a closer look. Not being the least bit interested in moths, you are left, for the moment, alone to seek your own diversion.

Looking about the echoing hall (its high, arching ceiling makes you feel small and unimportant), you note a large alcove that you cannot remember ever having seen in the museum before. Curious, you separate from the group to see what is on exhibit there. You are not disappointed. A large, stuffed lion lies among some ferns on a low platform; a lion larger and more beautiful than any you have ever seen or

imagined. The attention to detail is marvelous. Why, it almost looks as if the beast were alive! Delighted, you look about to see what else the alcove might have to offer. Sadly, there is nothing more within the tiny niche, but a heavy curtain covers the back wall with a sign that says "KEEP OUT!" in bold, black letters.

Something very special must be behind that curtain, you think to yourself, even more special than the extraordinary lion. Perhaps a little peek wouldn't hurt; but, oh dear, your class is already moving on!

- *If you return to your class,* ***turn to 142.***
- *If you go behind the curtain,* ***turn to 328.***

100

You stand by the natural dam of the azure lake where the eastern stream takes its first leap through a narrow opening in the rock wall. The lake is surrounded on the other three sides by low cliffs topped with coarse grass. Four black caves are lined against the farthest cliff face, hinting at dark, underground adventures. A ledge leads past these caves to a natural staircase that climbs to the top of the cliffs.

The water of the small lake is deep and crystal clear. Blue stones cover its bottom, but that's not all. Something else lies on the stony floor near the center. As you stare into the water, the sun comes out from behind a cloud, and the object takes on a lusterous glow. It's the statue of a man lying on his face with his arms stretched out in front of him, and he's made out of solid gold!

- *If you dive into the water,* ***turn to 295.***
- *If you want to explore the caves,* ***turn to 163.***
- *If you climb to the top of the cliffs,* ***turn to 117.***
- *If you want to leave the area,* ***turn to 341.***

101

"What's in the gourds?" you ask the two men.

"Healing waters from the western stream, O inquisitive master" says one. "Take them with the blessings of all my fathers. They're yours to use or discard as you wish."

"Well, they might come in handy sometime. Thank you." So saying, you pack up the gourds and head out of the tiny hut. *Check Key 11.* ***Turn to 303.***

102

Violence will only make matters worse. Perhaps you will be able to sneak back inside later, but for now it's best to comply with the Dwarf's demands. In response to your pliant manner, the Dwarfs blindfold you, but do not bind your hands or feet. With a Dwarf at each arm, you are led back into the fresh air outside and down the mountainside. Eventually, you can hear the crash of the ocean and feel the rocky beach under your feet. ***Turn to 412.***

103

The Zephyr Reginalis anchors in the quiet bay on the south side of the island, and you and Cheekimeek are lowered gently to the water in a small rowboat. You pull the oars while the Mouse spys the land ahead.

"Hmm," mummbles Cheekimeek, "Two streams, one coming from the east and the other from the west, empty into this bay. Seems we have three choices," he continues, stroking his whiskers thoughtfully. "We can either row up the east stream, row up the west stream, or land on the bay's beach in the middle. Which will it be then, child?"

- *If you row up the east stream,* ***turn to 167.***
- *If you row up the west stream,* ***turn to 387.***
- *If you land on the beach,* ***turn to 300.***

104

Nearing the right-hand door, you note that it is slightly ajar. You also discover something very out of place in the cold, stone surroundings: the smell of something delicious baking!. The heavy aroma (rather like gingerbread, only better) caresses your nose lovingly and beckons you to come nearer. You've stumbled onto the kitchen, no doubt, but are any answers to be had there? Does it make any difference?

- *If you enter,* ***turn to 171.***
- *If you check the other door,* ***turn to 195.***
- *If you pass farther down the passageway,* ***turn to 306.***

105

Taking a candle along for light, you and Cheekimeek walk slowly into the cave beyond. When you reach the main chamber, you find not one, but three large dogs lying on piles of clean straw.

"Have you brought us something to eat?" one of the dogs asks, opening a sleepy eye. Apparently he was expecting someone else, for when he sees you, he leaps to his feet, growling, the hairs on his back standing briskly at attention. The other two dogs (one brown, the other gray) join in at their brother's side. They seem to be in no mood for explanations and eye you hungrily. You swallow hard, as Cheekimeek stifles a little squeak.

- *If you have Volmar's flute (checked Key 5) and play it,* ***turn to 152.***
- *If you fight the dogs,* ***turn to 198.***
- *If you have some food (checked Key 21), and want to feed the dogs,* ***turn to 147.***

106

A bath would be just the thing! Removing your shoes, you leap into the water and send a splash of the cold liquid onto the Mouse. "Loons and ladles!" sputters Cheekimeek, upset. "Doesn't the name Deathwater mean anything to you? You could have killed us both!"

You realize that the Mouse is right, and that you acted foolishly, but are too refreshed by the water to let it upset you much. "But look," you say. "It hasn't harmed me a bit. In fact I feel wonderful! This isn't Deathwater at all!"

- *If you have a gold finger (checked Key 20),* ***turn to129.***
- *Otherwise,* ***turn to 132.***

107

The water flies swiftly from the wide mouth of the golden pipe to splash into the channel in the floor. Could this be the source of one of the streams outside? If so, which one? In any case, it certainly does look fresh and cool, and you do have such a thirst...

- *If you drink the water,* ***turn to 114.***
- *If you test the water,* ***turn to 115.***
- *If you leave it alone,* ***turn to 285.***

108

With the eastern shore to your backs, you and Cheekimeek ponder where to go next.

- *If you head inland,* ***turn to 242.***
- *If you follow the rocky shore north,* ***turn to 283.***
- *If you wander south down the beach, check Key 9 and* ***turn to 225.***

109

The Dwarfs gently tie blindfolds about your heads, but do not tie your hands or feet. You are led a long way through many caves, caves you might have explored if things had not come to this. Then it's outside and another long walk over the island. At last, you hear the rushing of the ocean waves and feel the rocky beach beneath your feet. Sadly, you feel your adventure coming to an end. ***Turn to 412.***

110

You dip your finger into the water to see if it is too cold to drink. Indeed, it must be very cold, for your finger goes numb immediately. Removing it, you are shocked to see that it has turned into gold! *Check Key 20.*

- *If you know of a cure (checked Key 10),* ***turn to 165.***
- *Otherwise,* ***turn to 285.***

111

"I think we're going to make it," you whisper to the Mouse. Just then, you step on a brittle twig that snaps with a resounding crack! Instantly, the dog leaps to his feet and looks directly at you.

"Aha!" he snarls. "Trying to sneak by, were you? Come here, and state your business."

Nervously, you and Cheekimeek enter the clearing.

- *If you fight the dog,* ***turn to 317.***
- *If you talk to the dog,* ***turn to 401.***
- *If you have Volmar's flute (checked Key 5) and use it,* ***turn to 236.***

112

Walking around to the door on the western (or so you guess) side of the tower, you witness an even more beautiful sight than the golden edifice itself. Carved into the door (which itself is black as night) is the delicate image of a woman more fair than any you know from your own world. She is tall and slender, with hair that seems to float above her shoulders. The portrait sheds an unearthly, heavenly light, making her beauty even more extraordinary.

For a long while, you and Cheekimeek stand riveted before the image, unable to speak a word for fear of disturbing the woman. Then the Mouse suggests quietly, "Perhaps, we should see if it opens."

Slowly and respectfully, you approach the door. Finding no handle anywhere, you give it a gentle push. The smooth, black material does not budge, even though you try harder a second time. Cheekimeek puts his shoulder to the door, and together you try a third time, but you cannot move it. Defeated, you rest from your efforts while the image of the woman smiles enigmatically down upon you.

Suddenly a thought pops into your head. "A password!" you say. "A door like this would definitely have a very special password. If we can say it, then it will probably open."

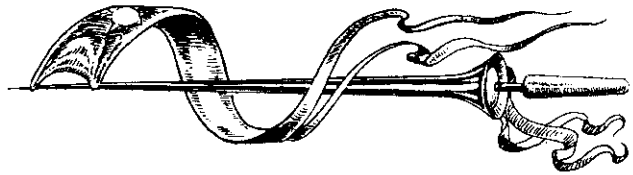
"You might be right there, child," declares the Mouse. "But what could it be? I must admit I'm not very good at guessing."

Desperately, you try to recall every story you've ever read where the hero faced a magic door. After a few moments, you have to give up. You put your head against the rough stone of the cave wall and close your eyes to shut out your failure. If only Aslan were here to help you! The Lion's loving image fills your mind's eye. Your lips shape a soundless request for his help. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-3,* ***turn to 441.***
- *If 4-12,* ***turn to 442.***

113

Using a candle from the wall, you stick one end into the falling water. It turns immediately into gold! Aghast, you drop it into the water, where it sinks to the bottom as a solid piece of metal. "Deathwater," mutters the Mouse quietly. ***Turn to 285.***



114

The water washes refreshingly down your throat, making you feel light on your feet again, as though you had just awakened from a good night's rest.

- *If you have a gold finger (checked Key 20),* ***turn to170.***
- *Otherwise,* ***turn to 285.***

115

Holding your breath with expectation, you insert the end of a candle into the falling stream. To your horror, the rush of water takes a hold of the candle and pulls your hand into the current. You give a terrible cry as if in pain, but discover immediately that it was unnecessary. Nothing has happened. Or has it?

- *If you have a gold finger (checked Key 20),* ***turn to170.***
- *Otherwise,* ***turn to 285.***

116

The climb demands every ounce of your strength, but you finally reach the top. Cheekimeek pulls you onto the cave floor, where you lie still for a moment, scraped and badly shaken. Eventually you are ready to leave. ***Turn to 149.***

117

Climbing to the grassy tops of the cliffs, you get a clearer view of the curious statue lying at the bottom of the lake. As you turn to Cheekimeek, the Mouse shouts, "Ouch!" He grabs his right foot in pain, and then starts to fish about in the grass.

"What is it?" you ask. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 382.***
- *If 6-12,* ***turn to 222.***

118

As the tension of the moment ebbs, you decide that killing the Dwarfs would accomplish nothing and tell Cheekimeek to put away his weapon. The Dwarfs sigh with relief, but wait nervously to find out what you plan to do next.

- *If you decide to talk to them,* ***turn to 166.***
- *If you just want to leave,* ***turn to 127.***

119

Though you search as hard as anyone could be expected, and then search the whole area again (just in case), you simply cannot spot the herbs the magician needs. "I'm sorry, Volmar. I can't find them anywhere," you say, giving up at last.

"Not to worry, child," says the old man, shaking his head at the cluttered table. "These things usually turn up when they're needed most. In the meantime, I'll make do with something else. Now then, you had better get some sleep, and I had better get back to work. Pigeons and potions, but I'm busy!"

Bidding Volmar a good night, you return to your room. ***Turn to 286.***

120

As you put the last knot in the bonds of your pirate, you spot two gourds filled with water in the corner.

- *If you take the gourds and leave,* ***turn to 101.***
- *If you leave the gourds behind,* ***turn to 303.***

121

Should you read this? After all, you wouldn't very much like it if a couple of strangers got into your journal. On the other hand, if you knew they meant to help you, then you might not mind. If the journal can shed some light on the mysteries of the island, that might justify the small invasion of privacy, mightn't it? Convinced, you open the cover and begin to read the magician's neat handwriting.

Most of the passages are of no interest to you or your mission, but the last few pages do provide some interesting clues:

> *"...tonight as I watched her shining in the night sky, I was surprised to see her suddenly plunge toward the earth. What caused her to do this I could not guess, but I knew that I must go to her. Therefore, I have worked out the particulars of her descent, and determined that she has landed on an island in the eastern seas. Tomorrow, I will hire a ship, and go in search of her."*

> *"..After many days sailing, my good captain and I have at last reached the island. I have discovered a lake surrounded by cliffs on the eastern side. Since I have found no sign of her above ground I shall venture into the bowels of the mountain to continue my search. May Aslan protect me."*

The journal stops there, and so do you, feeling suddenly guilty for having read this stranger's private thoughts. Still, you wonder who "she" is, and if Razmon ever found her. It's rather sad that he should have given up his astronomical investigations and the woman of his search for the shallow satisfaction of gold. With a sigh, you put the book into your pocket, thinking that if you ever meet Razmon, he might like to read it and remember what his days were like before he felt the lure of the precious metal. *Check Key 6.*

- *If you check the bed,* ***turn to 124.***
- *If you look in the chest,* ***turn to 217,***
- *If you leave the cabin,* ***turn to 304.***

122

At your signal, you and Cheekimeek raise your weapons to finish off your helpless captives. Suddenly, a ferocious wind knocks you to the ground while a thunderous roar deafens your ears.

It's Aslan! As large as an elephant and as fierce as a tigress, he glares at you. You can barely meet his gaze, so terrible are his eyes!

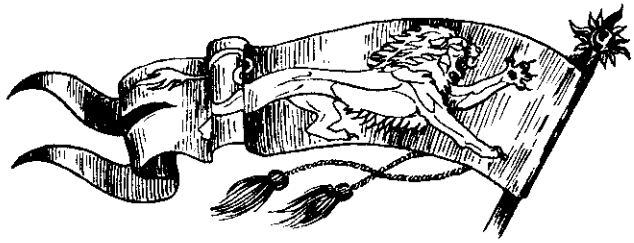
"Human child," he says with a stern voice, "you were about to commit the worst of all sins, the needless taking of another's life. If you are so blind to compassion, then you shall be as lost as the blind on this island!" *Choose a letter:*

- *If "A",* ***turn to 169.***
- *If "B",* ***turn to 251.***
- *If "C",* ***turn to 293.***
- *If "D",* ***turn to 339.***

123

The Calormene leader draws his scimitar, and in a brilliant flash of steel, Cheekimeek draws his rapier to meet the attack. The other pirates, seeing that you are as unarmed as they, rise to their feet and approach menacingly. ***Pick a number*** *and add your Fighting bonus:*

- *If 2-7,* ***turn to 307.***
- *If 8-12,* ***turn to 354.***



124

You peer beneath the tiny cot, and remove its pillow and blankets neatly, but discover nothing. "What now?" asks Cheekimeek, sneezing at the dust that has risen into the air.

- *If you look in the chest,* ***turn to 217.***
- *If you examine the desk,* ***turn to 240.***
- *If you leave the cabin,* ***turn to 304.***

125

Quietly, you approach to within a yard of the nearest courtiers, and at the first opportunity give a timid cough. ***Turn to 259.***

126

Removing a candle from the wall, you dip its lower end carefully into the water. "Something's pulling on it!" you say to the Mouse, who yanks your hand away from the water. To your amazement, the candle comes with it. To your even greater amazement, you discover that the bottom half has turned to gold.

"That's why you thought something was pulling on it," says Cheekimeek. "It just suddenly got heavier, that's all."

Your amazement turns to horror, however, when you think of what might have happened if you had tried to enter the water yourself! "Let's get away from here!" you exclaim.

- *If you take the exit from the cave,* ***turn to 369.***
- *If go back to the 4-way corridor,* ***turn to 291.***

127

"Somebody will find them and set them free, won't they, Cheek?" you ask the Mouse.

"I think so. They don't work for themselves on this island," he replies.

"Good, then let's go."

- *If you hike to the north side of the island,* ***turn to 283.***
- *If you follow the cliffs south,* ***turn to 245.***

128

You stand in the middle of a wide, smooth corridor. "This looks man-made," you remark to the Mouse, who corrects you by saying that Dwarfs have obviously been working here. There are two doors, one to the left and one to the right. The corridor continues to run into the distance, curving downward at the extent of your vision.

- *If you continue along the corridor,* ***turn to 306.***
- *If you go to the door on your left,* ***turn to 195.***
- *If you go to the door on your right,* ***turn to 104.***

129

Suddenly, you notice something else. Your finger has returned to normal! The water has reversed the curse. Elated, you dry off and leave the cave, advancing further into the complex. *Add +1 to your Fighting bonus and erase your check on Key 20.* ***Turn to 321.***

130

You look absolutely everywhere for something sharp enough to cut your bonds, but find nothing. Together, you and Cheekimeek sit glumly in the darkness, haunted by your private thoughts. What will happen next?

At last, the Dwarfs return saying, "The master won't see anybody. We have his orders to send you back to Narnia."

Before you can protest, the blindfolds are replaced and you are shoved back outside. After another long and roundabout trek over the island, the sound of the sea reaches your ears. ***Turn to 412.***

131

Your strength holds out for a few feet; then your grip loosens on the slippery vines and you tumble back down to the ground. Fortunately for you (and unfortunately for Cheekimeek), you land on the Mouse, who had not yet started climbing.

"I guess we won't be getting in that way," you say, helping the Mouse to his feet and brushing away the dirt.

"Thank Aslan for that!" he says.

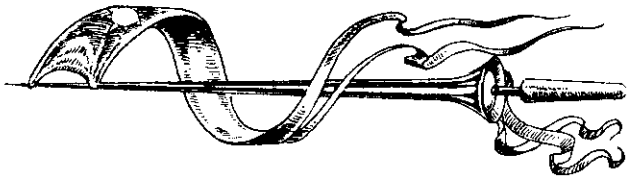
- *If you scramble down to the east,* ***turn to 252.***
- *If you follow the cliffs west,* ***turn to 402.***

132

After you have dried yourself off sufficiently, you leave the cave, advancing further into the complex. ***Turn to 321.***

133

You have a hunch that this water may be able to do more than it seems. Figuring you have nothing to lose, you stick your golden finger into the pool, and watch in amazement as it becomes flesh and blood once more. What a delightful surprise, and an even more important discovery! *Erase your check on Key 20 and add +1 to your Fighting bonus.* ***Turn to 321.***



134

You step into a large, echo-filled cavern with a wide pit near its back wall. The cave has but one entrance, and you are tempted to leave through it immediately, but the mysterious hole in the floor invites you to stay.

- *If you check the pit,* ***turn to 332.***
- *If you leave,* ***turn to 149.***

135

Near the top of the mountain, the path runs into a dead end. A high, ivy covered cliff impedes your progress southward, and the trail turns neither to the right nor the left.

"This is most peculiar," says Cheekimeek. "Why would anyone make a path to a dead end?"

Precisely, you think to yourself, scanning the cliff-face for some clue. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 233.***
- *If 6-12,* ***turn to 398.***

136

Climbing the steep slope of the mountain, you scramble over the rocks edging the stream bank. The water roars hypnotically as it leaps from stone to stone into glittering pools. At last, you reach a misty waterfall. The cliff over which it tumbles blocks your way. As you consider where to go next, something in the bushes bounds away to the west. "Oh, my goodness!" exclaims Cheekimeek, jumping. "What was that?"

- *If you follow the noise west,* ***turn to 351.***
- *If you follow the base of the cliff east,* ***turn to 292.***

137

The Mouse gives an involuntary squeak when you hug him, and his eyebrows leap up around his ears. When you finally let him loose, he gives an annoyed cough, brushes his fur back into place, and leaves with a short nod. It would seem that hugging him was not the proper thing to do.

"I'm afraid Cheekimeek comes from a very proud line of mice," says the King, "but don't worry, he will have forgiven you come morning." *Check Key 1.* ***Turn to 346.***

139

Standing at the edge of the stream, you notice an odd tickling sensation inside the boots you borrowed from Razmon's chest. You tell Cheekimeek about it, and he declares "I'm not surprised. They're full of magic."

Full of magic, he says? I wonder...

- *If you cross,* ***turn to 156.***
- *If you go back to the 4-way intersection,* ***turn to 291.***

140

You are afraid of fighting the Dwarfs, but you are even more frightened of what might happen if you do not. Cheekimeek has read the decision in your face, and places his hand on the hilt of his sword. At his signal, you both try to force your way past the dwarfs. ***Pick a number*** *and add your Fighting bonus:*

- *If 2-5,* ***turn to 173.***
- *If 6-12,* ***turn to 329.***

141

Leaving the Calormene to fend for himself, you find Aslan waiting for you outside. You have never seen him look so horrible! His mane stands on end, his teeth are bared, and his eyes flash with angry lightning.

"How can you leave a proven friend in such distress? Child, you must learn to know me better! My way is not one of guilt and envy and pride! Remember that he who lives by the sword dies by the sword. Child, know your own weakness," the Lion's roar gentles to a growl.

As you hang your head, Aslan lets forth another roar so tremendous that it hurts your ears and knocks you to the ground. Stumbling back to your feet with an apology quivering on your lips, you are heartbroken to find yourself back in the museum. As you shuffle back to your classmates, you vow to make a better person of yourself, so that someday you might return to Narnia and solve the mystery of Deathwater.

It's easy to return to Narnia! Just go to the Prologue and start again!

142

You don't want to leave, but you don't want anybody worrying about where you are either, so you start to head back, hoping that Eustace has finished looking at the moths.

As you walk away, a deep voice says, "Don't go!" When you turn around to see who it was that spoke, all you find is the stuffed lion, and nothing else. Maybe the voice came from behind the curtain. Perhaps it was just your wishful imagination playing tricks on you.

- *If you wish to investigate further,* ***turn to 328.***
- *If you return to your class,* ***turn to 404.***

143

Loridan interrupts your thoughts to say, "Shall we sail round the island once, so that you might get a clearer picture of where you are going?"

"Oh, yes, thank you, captain," you answer, but it is not only because you want to see more of Deathwater; you are also delaying the inevitable start of your adventure.

Loridan orders the ship to take an easterly course around the island. The waters of the easternmost side are filled with sharp crags, and the waterlogged remnants of a shipwreck cling to these teeth. The wood of the wreck is black, and you wonder if it was once a Calormene pirate ship. Also from this side, you can see that the eastern stream pours out of a tiny lake high up on the mountain's side.

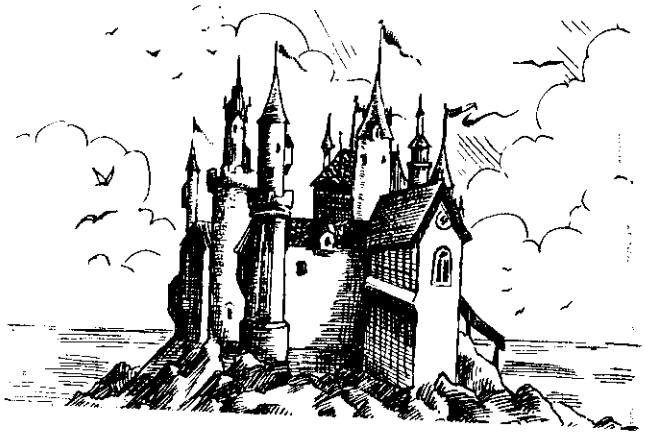
The ship continues on to the north of the island, and you spy the first sign of life just off the shore. A small sailboat lies anchored a few feet from the beach with a crude gangplank connecting the deck to the sand.

Cheekimeek comes to your side, and says, "Now that looks like a good place to start solving a mystery. Shall we land here on the north side, or would you prefer the south?"

- *If you land on the north side,* ***turn to 234.***
- *If you sail back around to the south side and land there,* ***turn to 103.***

144

Loaded with fresh stores, the Zephyr Reginalis is rowed by her crew out to sea. When she is free of the harbor, the majestic mainsail is raised, snapping taut with a friendly wind. The journey continues. ***Turn to 277.***



145

You cannot leave the Calormene here to die, so you quickly undo his ropes. Rubbing his sore wrists, Paksha Tarkaan rises to his feet

Nodding wisely, he says, "I thank you, child, for your greatness of heart, and you, Mouse of valour, for your keen wit. My men (may Tash punish them for an eternity) heard rumors of gold on this island and committed mutiny. The jackals knocked me unconscious and left me here to perish. I seek to bring the faithless ones to justice if I may. Before I return to them in vengence, how may I repay you, my saviors? Paksha Tarkaan has nothing that does not now belong to you. Ask and it shall be yours."

"Can you tell us anything about the island?" you ask, hoping to solve some of the mystery with the kind Calormene's help.

"Alas, my kowledge concerning this isle is poor. The waters of the lake outside and the stream that pours forth from it have the cursed power to turn all things immersed to gold.

"Within this mountain crawls a labyrinthine maze of caverns. Only Tash can say what dwells at the heart of the cursed peak. If you truly wish to explore the shadowy depths, the portal beneath the earth is the second cave from this one. Would that I had more mysteries to reveal to you!'

"Thank you, sir," says Cheekimeek, bowing. "The relationship between our two countries has always been, shall we say, strained? Today has given me new faith in the goodness of people everywhere and new hope for a better future. If you require any assistance in dealing with your men, you will find the Zephyr Reginalis anchored on the south side of the island. Tell the captain you are our friend, and he will lend his aid."

"I, too, have great hopes for the future, wise friends," Paksha says. "Come now. Let us leave our dark prison and return to the golden sunshine beyond."

Together you leave the small cave, passing onto a narrow ledge outside. A small lake spreads before you (very bright after the darkness of the cave) surrounded on three sides by low bluffs. Paksha points to three other cave openings and reminds you that it is the second one from the cave you just left that leads into the underground complex.

"Farewell, kind and gentle friends! May Tash bring us together again very soon," says Paksha, before disappearing beyond the lake.

"Farewell!" you and Cheekimeek call after him. Then you both turn to contemplate the caves. ***Turn to 163.***

146

A deep stream flows through a channel in the floor, and you are determined to find its source. The question is: will it be a source of answers or dangers? Both you and Cheekimeek are determined to find out! ***Turn to 380.***

147

"We've come to feed you," you tell to the dogs, even though it isn't exactly the truth. The dogs stop growling and their tails begin to wag with anticipation. As quickly as you can, you remove the bread and meat from your pockets, and hand it over to the dogs.

"Well, I guess we'll be running along now," says Cheekimeek, tugging at your arm. "Enjoy your meal."

"Good bye," say the dogs, as they smack contentedly at their food. You wander further down the dim corridor. ***Turn to 128.***

148

With ten pirates pulling on the rope, you doubt that you will be able to remove the hook from the railing. Instead, you start chopping at the thick twine with the sharp edge of your saber. Your crewmates do the same at the other ropes. In unison, your blades cut through the ropes, and you toss the wicked hooks into the water. The pirates curse and maneuver with their oars to get in closer.

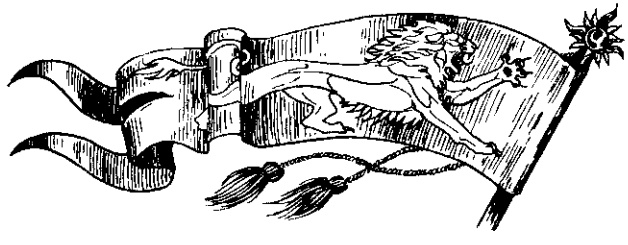
"By Aslan!" exclaims the captain. "Without a wind, those pirates are bound to get the better of us sooner or later. Well, we won't go without a proper fight, will we men?"

As one, the sailors give a resounding cheer. Your heart is not in it, however, and you wonder if you will ever see your own world again. Then, above the uproar, a distant voice murmurs in your ear, "Raise the mainsail!" ***Turn to 161.***

149

From where you now stand, you can see that the passage runs up to the northeast (or so you guess) and down to what must then be the south. There is a heavy door on the western wall of the corridor which feels oddly warm. Loud noises like the clash of weapons reach your ears from the other side. Is a battle raging on the other side? Cheekimeek has his hand at the hilt of his rapier, and seems eager to investigate. You sink under the opposite emotion, and would sooner face a whole ship of Calormene pirates than open that door!

- *If you do open the door,* ***turn to 288.***
- *If you head back down the corridor,* ***turn to 410.***
- *If you forge ahead up the corridor,* ***turn to 134.***



150

"What am I going to do?" you cry, working yourself into a frightful state of panic

"Have no fear, child," replies the Mouse bravely. "Where there's a curse there's a cure, as my mother used to say. And, by the Lion, I'm going to find it for you. Follow me!"

Determined, you and Cheekimeek continue to explore the caves, and exit through the far end of the cavern. (Note: Unfortunately, you've become rather clumsy with your golden finger. Subtract 1 from your Fighting bonus. *Check Key 20.* ***Turn to 221.***

151

Staring at the bank for some clue, you suddenly spot it. On the opposite bank, a clump of long grass bends over the stream. Its feathery tips dip in and out of the water with the breeze. And the tips are made of gold! Amazed and curious, you pick up a twig and dip it into the water. When you pull it out, the end has been turned into the sparkling yellow metal.

"Golly! I could have been turned to gold!" you gasp.

"Now we know why they call this island Deathwater," says Cheekimeek.

"That's right. I guess we've solved that mystery!"

- *If you are on the east bank (checked Key 9),* ***turn to 421.***
- *If you are on the west bank (checked Key 8),* ***turn to 289.***

152

As you run your fingers along the holes in the flute, you get the feeling that you are playing it with more than just your breath. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-4,* ***turn to 337.***
- *If 5-12,* ***turn to 175.***

153

"Oh, dear," says Cheekimeek. "I'm afraid we might be too late if we go outside. Who knows, maybe the effect spreads!" Then he reconsiders and says, "Sorry. I didn't mean to make you any more worried than you already are. If Deathwater flows through these caves, perhaps the western stream does as well. Come on then. Let's keep looking, and do be careful!"

(Note: Unfortunately, you've become rather clumsy with your golden finger. Subtract 1 from your Fighting bonus. Check Key 20.) ***Turn to 221.***

154

Your knuckles rap gently enough on the heavy crimson door, but you seem to have startled the person on the other side. The sound of thin glass breaking is followed by an irritated yell. Then shuffling footsteps approach the door which swings open to expose the magician, Volmar, blinking out into the corridor. After a long moment, he looks down and his face brightens with recognition.

"Oh, the child! Is it morning already? But, no, it couldn't be; it's just a little past midnight! No matter. Come in! Come in! But mind the glass. I'll clean it up as soon as I find the time. You must realize I am so busy these days. I could really use a full time assistant. In fact, as long as you're here, you could help me look for some herbs I seem to have misplaced. They're called hexa-, uh, hixa-, uh, huxa-, oh, the name's not important; they have star shaped leaves and yellow berries. They're on this table somewhere...I think."

Climbing on a stool, you search the table's scattered collection of books, crucibles, and other arcane bric-a-brac for the lost herbs. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 119.***
- *If 6-12,* ***turn to 249.***

155

You remove one of the thin, white candles from the wall, and place the lower half into the water. Pulling it back out and giving it a thorough examination, you can find nothing wrong with it at all. "This certainly doesn't seem to be Deathwater," says the Mouse. "I wonder if it does anything at all?"

- *If you have a gold finger (checked Key 20),* ***turn to133.***
- *Otherwise,* ***turn to 321.***

156

Gingerly, you put a foot out over the water. "Good heavens child! What are you doing?" squeaks the Mouse, but you pay him no mind and step directly into the stream. No, not into the stream, but rather onto it. Your hunch was correct: the boots allow you to walk on water! Somehow you can feel the water coursing beneath your feet, but you are not swept along with it. You may go where you please, bouncing on the springy surface of the stream.

Laughing, you gather up the Mouse in your arms and carry him once around in a big circle on the stream. *Check Key 18.*

- *If you cross and continue on,* ***turn to 360.***
- *If you head back to the 4-way corridor,* ***turn to 291.***

157

One of the Dwarfs stands nearby, examining a large piece of paper covered with lines and figures. He seems to be in charge. Cheekimeek thinks that he is the one to talk to, so you go over and introduce yourselves. As it turns out, the Dwarf (whose name happens to be Layabrik) is the chief architect for the whole complex, and a very friendly sort of chap. When you explain to him what you are doing on the island, he seems very eager to help and tells you all he knows.

"Of course, the rumors about the island being cursed are correct," he says, offering you and the Mouse chairs. "The water of the eastern stream turns things into gold, but that's not too bad when you consider that the western stream can turn them back again. Of course, I don't want to think about what might happen if a greedy heart should ever find out about the gold. No good would come of that I'm sure."

"But, of course, you are working for someone," Cheekimeek reminds the Dwarf.

"Oh, yes, Razmon. He is my friend, but you needn't worry about greed troubling his heart. No, his burden is far heavier than that, I fear. If only he would confide in me, perhaps I could help him. But he justs sits in his tower all day, or works himself ragged in the laboratory. If only I knew..." a sorrowful look comes over the Dwarf as he speaks. It seems the more terrible because you know it is not a selfish emotion, but that felt for another.

You decide that it is time to change the subject and ask the Dwarf what he and his Dwarfs are working on.

"Oh, I think you'll like this. Come, I'll show you." Your idea has worked! The Dwarf's mood brightens as he leads you over to the stone chair in the middle of the large cavern. In a loud voice, he asks the other Dwarfs to stop their work for a moment and extinguish their lights. They all do so at the same time, and you find yourself standing in an immense darkness. Layabrik tells you to sit down on the chair, and guides you gently onto the stone seat.

What happens next is hard to explain. All of a sudden, it is no longer like you were inside a cave, but outside. Only now it's nighttime, and all the stars are out much brighter than at home (Narnian stars are closer to the earth). All those gems in the ceiling are shining to create the illusion.

Now that you know what to look for, you can see the dark patches in the northern portion of the "sky" where the Dwarfs have yet to finish. Sooner than you could ever wish, the lanterns are relit and the impossible sky disappears.

"That was marvellous! I've never seen anything like it," you exclaim, for not even the planetarium at home could match what you saw.

"Thank you," replies the Dwarf proudly. "Razmon contributed a little magic, of course. When it's finished, he says he's going to make a gift of it to someone, but he never tells who. Now then, we both have work we must return to. If you want to find Razmon, look for him in the golden tower. I doubt you can get in, but I wish you luck just the same."

You ask for specific directions on how to get to the tower, and the Dwarf obliges. Shaking his hand, you pass down a set of stairs and follow the twists and turns of the corridors, just as Layabrik instructed. *Check Key 10 and* ***turn to 380.***

158

A small boat lies anchored a few feet off the shore with a gangplank allowing access to its deck. Smoke rises from a chimney on the ship's tiny cabin.

"An island full of mysteries," mutters Cheekimeek to himself. *Check Key 22.*

- *If you hail the boat,* ***turn to 349.***
- *If you would rather avoid it,* ***turn to 283.***

159

You are nearly moved to pity the man, but he is a Calormene, and you have neither seen nor heard anything good about them. Best to leave him tied up in the cave, you think to yourself and leave.

Outside, Aslan is waiting with look of disappointment on his face. "You have forsaken another being in his hour of need. Child, you must learn to know me better! My way is not one of guilt and envy and pride! Remember that he who lives by the sword dies by the sword. Child, know your own weakness," the Lion's roar gentles to a growl.

You hang your head in shame. "Oh, Aslan, how could I be so blind!" you cry. "I promise I'll do better next time!"

"Indeed, you shall, dear heart," comforts the Lion. "Now, be valiant and true, child! Continue with your quest, and I will attend to the Calormene myself."

You watch Aslan enter the cave, and then turn to examine your surroundings. A small lake spreads out before the ledge on which you stand, emptying on the far side to create the eastern stream. Peering into its waters you see a curious statue of a man. Looking closer, it appears to be made of gold! Low cliffs surround the lake on three sides, casting cold shadows over the surface of the water. The stoney ledge leads past the cave you just came out of to three other caves. Since Aslan has commanded you to finish your quest, these caves impress you as the best places to investigate next. ***Turn to 163.***

160

"Paddle for your life!" you shout to Cheekimeek, for at the moment it does seem as though your life depends on it.

Fighting to move the heavy paddles through the water, you push the boat slowly forward. The water is turning its planks rapidly into gold, however; the gunwales are but an inch above the surface. At last, the boat becomes too heavy for the water to support it. With an awful sucking noise, the craft is pulled under, you and Cheekimeek along with it.

There is no time for dismay or even surprise; there is no time for anything, for the magic of the water takes effect immediately. You and the valiant Cheekimeek are turned to gold, sinking quickly to join the mysteries of Deathwater.

This adventure has ended. Turn to the Prologue to begin the next one!

161

"Raise the mainsail," you say over and over again, echoing the voice inside your head. Your hands tug at the ropes.

Obeying the commands of their captain, several other sailors come to your aid, so that the vast expanse of sailcloth bearing Aslan's image fairly flies up the mainmast. Once the sail is set, everyone stands in silent expectation. Even some of the pirates have halted, confused by the raising of the sail on such a windless day. At first there is nothing, then the sailcloth begins to ripple, giving life to Aslan's face on the forward side. You can almost see the lion's cheeks puff up with air as the sail pulls away from the mast, then snaps full. Slowly, the ship begins to move, then faster, and yet faster. Behind you the angry pirates have hoisted their own sails, but no wind deigns to touch their dirty canvas. Before long, the pirate ship is but an unpleasant memory on the distant horizon. ***Turn to 384.***

162

"Good heavens, child!" gasps the Mouse. "Whatever do you want to go back in there for?"

"I was in such a hurry to get out before, that I didn't look to see if it went anywhere else," you explain.

"Evidently I saw more than you did," Cheekimeek replies. "It goes nowhere. You are either in or out of that cave, and now that I am out, I plan to keep it that way!"

Even if Cheekimeek were not a very brave and honest Mouse (and he is), you would be willing to take his word that the cave led nowhere. With that dead end out of the way, you consider the other openings one more time.

- *If you enter the cave with the giant step,* ***turn to 310.***
- *If you wish to explore the cave with the "stoop,"* ***turn to 403.***
- *If you investigate the cave with the moss,* ***turn to 302.***

163

Now that you stand before them, the caves bear a definite resemblance to great gaping mouths. If you had your way, you would not enter any of them. Yet that was your decision, and you think that you should stick by it.

- *If you would like to enter one of the caves,* ***turn to 172.***
- *If you climb to the top of the cliffs,* ***turn to 117.***
- *If you leave the area,* ***turn to 341.***

164

Surely, Favian would appreciate the gold. And by the looks of it, there will be enough to make you a King as well! You open your mouth to accept the pirate's offer when something makes you stop. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-4,* ***turn to 241.***
- *If 5-12,* ***turn to 363.***

165

"Quick, Cheekimeek. I need some water from the western stream!"

"Well, if this water flows into the eastern stream, then..." Without finishing his sentence, Cheekimeek grabs you by the arm and pulls you around to the other side of the tower where the pipe spews forth its water. To your extreme horror, you watch as the Mouse takes your finger and forces it into the stream. It is relief you feel, however, when he pulls it back out to reveal a healthy, pink finger once again.

"Sorry to put you through that," says the Mouse, wiping his brow, "but I had to act fast, and my hunch was right. We've discovered the source of the two streams outside. This pipe here flows into the western stream, and the other one, well, you know what that one does." *Erase your check on Key 20, and add +1 to your Fighting bonus.*

Still sighing with relief, you thank the Mouse. ***Turn to 285.***

166

You don't want to slay the Dwarfs, but you do plan to get some information before you leave. "Tell us what you know about the island," you demand, surprising yourself with your confidence (even if they are tied up, the Dwarfs appear dangerous).

"We don't know much," says the leader. "We just guard the place for our master, Razmon. If you're after his gold, I suggest you turn back now. He keeps a terrible dragon inside the mountain. But if you insist on going in, then look for the entrance on the southern side of the island, about halfway up the mountain between the two streams. That's all we know, honest." ***Pick a number*** *and add your Perception bonus:*

- *If 2-7,* ***turn to 435.***
- *If 8-12,* ***turn to 437.***

167

The eastern stream leaps down from the mountain in flashing cascades and rushing whitewater. Even the water at the mouth, which is calmer, is barely wide or deep enough for your tiny rowboat. Panting, you paddle against the current just the same.

"I must be getting old," Cheekimeek says. "This oar of mine weighs a ton!"

You notice that your own paddle has become exceptionally heavy as well. Raising the oar out of the water, you can hardly believe what you see. The lower half of the oar, the half you had in the water, has turned into pure gold!

"Cheekimeek!" you cry out. "The water has turned our oars into gold! If it will do this to everything, that may be why this place is called Deathwater!"

"No doubt you are right," says the Mouse nervously. "And if it turns everything it touches to gold, then the bottom of this boat must be undergoing the same change."

As Cheekimeek squeeks, the boat starts to sink rapidly.

- *If you jump onto the western bank,* ***turn to 407.***
- *If you jump onto the eastern bank,* ***turn to 193.***
- *If you think you can save yourself by paddling onward,* ***turn to 160.***

168

This cave proves even narrower than the others. Soon, you can go no further and feel rather like an apple forced to dress up in the peel of a grape. "Oh, bother!" you say to Cheekimeek. "Let's go back. There's nothing here for us!" ***Turn to 302.***

169

The Lion's breath rushes over you hot and fast, sweeping you off of your feet and spinning you about dizzily in the middle of a tornado. Following a confusion of wind and tilting sky, the spinning slows and stops. At last, you return to the ground, sick and thoroughly lost. ***Turn to 416.***

170

Something else comes to your attention: your finger has returned to normal. "Cheekimeek, look!" you cry, wiggling your finger at him. "The water has washed away the gold!"

"I see, child, I see!" replies the Mouse, backing away from your dangerous digit. "There is also hope on Deathwater." *Erase your check on Key 20 and add +1 to your Fighting bonus.* ***Turn to 285.***

171

Your growling stomach has made the decision for you. Without fear (for what is there to fear from gingerbread?), you open the door wider and cross the threshold. It is, indeed, a kitchen on the other side, but one that seems to be made for children. The table in the center is low, with tiny stools all around it. Even the stove is small. Then the cook comes out from behind a cupboard, and everything is clear to you. He is a Dwarf!

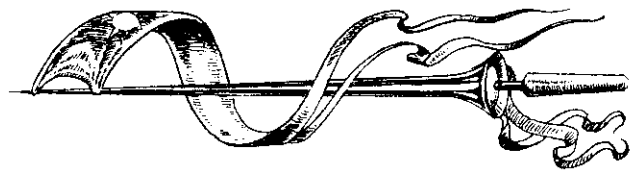
The red haired little man carries a bag of flour over his shoulder and whistles a merry tune. He does not seem alarmed to find you in his kitchen, but tips his high, leather hat to you in greeting and sings out, "Hello! Are you lost, or have you come for lunch?"

You are delighted to find such a friendly person in these cold caves, and tell the Dwarf freely of your mission.

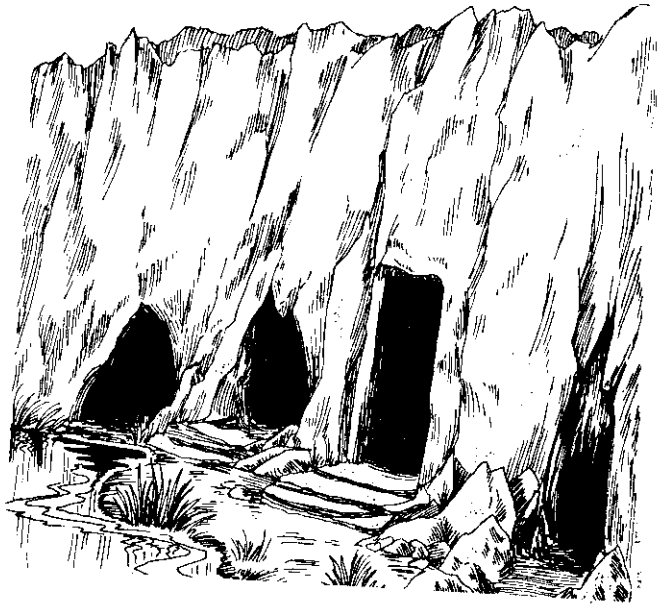
"Mysteries?" questions the Dwarf. "I didn't know there were any mysteries on the island, other than the master himself. He keeps himself locked away in that tower all day. Of course, I thought everybody knew about the water: how the eastern stream turns things to gold and the western one turns them back again. Not really worth coming all this way just to find that out! Would you like something to eat?"

Without hesitation, you accept a large bowl of thick stew (Cheekimeek's is somewhat smaller). The meal is deliciously satisfying, but your mind is filled with questions.

Who is this Razmon? Why does he stay locked up in a tower all day? Is he responsible for the magic water? Is he just a greedy old man living on a mountain of gold? You try to get some answers from the cook, but he seems more interested in how you like his stew and gives you no further clues.



At last, you take your leave, thanking the Dwarf heartily for all he has given you. You stalk down the corridor, suspecting it might lead the way to Razmon's tower (if such a thing can be called a tower underground). *Check Key 10 If you haven't already.* ***Turn to 306.***



172

While Cheekimeek fashions a simple torch from a nearby bayberry bush, you examine the peculiar characteristics of the four dark openings.

The one furthest to the left squats nearly level with the surface of the lake, while the second one rises above its neighbor with a natural stone step of at least a foot. The third one is interesting, for you can almost imagine a door being placed in its high, regular shape. Indeed, the way the ledge juts out in front might almost be a very proper front stoop. The fourth one is not so nice as the others, being more of a crack than an opening and having dry, brown moss hanging from its roof.

"Which cave shall we explore first?" Cheekimeek asks, inspecting his torch with satisfaction.

- *If you wish to explore the squat cave (the left-most one),* ***turn to 347.***
- *If you enter the one with the giant step,* ***turn to 310.***
- *If you explore the cave with the "stoop,"* ***turn to 403.***
- *If the ugly one on the end (the one with the moss) interests you,* ***turn to 302.***

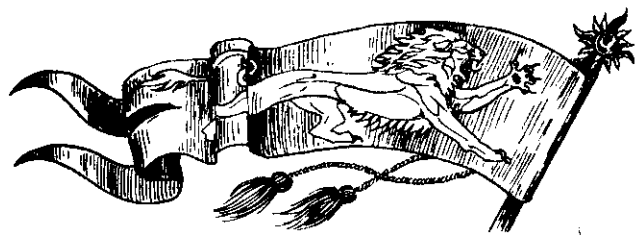
173

You fight bravely, but the Dwarfs outnumber you. Before you know what is happening, one of them knocks you boldly on the back of the head, and you fall to the ground unconscious. ***Turn to 409.***

174

You are surprised by your skill as you and Cheekimeek manage to subdue the dwarfs. It takes all your energy, however, and leaves you thoroughly exhausted. The dog (who did nothing more than growl during the whole melee) easily chases you out of the clearing when the fight is over.

- *If you run toward the western stream,* ***turn to 245.***
- *If you flee toward the eastern stream, check Key 8 and* ***turn to 225.***
- *If you escape up the slope of the mountain,* ***turn to 341.***
- *If you go toward the shore,* ***turn to 300.***



175

You doubt that you have ever played more beautifully in your life. Clear, sweet music floats over the dogs, and they fall slowly into a peaceful slumber to dream of chasing across the downs and rolling in the heather. When you reach the end of the tune, you wake Cheekimeek, who was also overcome by the magic of the flute, and leave the cave quietly.

- *If you wish to examine the door on the other side of the corridor,* ***turn to 370.***
- *If you wish to walk farther down the corridor,* ***turn to 128.***

176

The wind dies altogether, the sea flattens, and it seems as if the Zephyr Reginalis is nailed to the spot. Changeless minutes go by, and you become bored with your post. Then there is a movement, so tiny and far off you are not sure that you have seen it at all. Straining your eyes, you peer out toward the distant horizon. There it is again. This time you are sure you saw something: a black ship approaching. Have you heard of such ships before?

- *If you have (checked Key 4),* ***turn to 191.***
- *Otherwise,* ***turn to 280.***

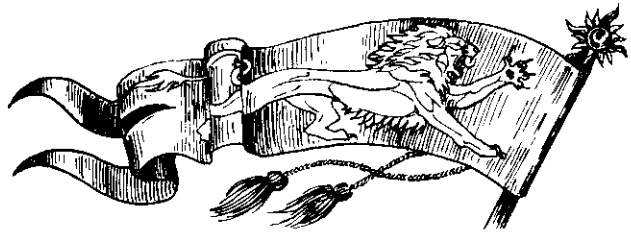
177

It is almost uncomfortable not to feel the ship rockin as you lie in bed, but the wind has died altogether and the ship gives only the slightest hint of movement. Staring up at the ceiling you wish that something, anything, would happen to relieve the monotony. Then something does happen, and you vow to be more careful with your wishes in the future.

"Pirates!" someone is shouting above. You rush on deck to find all hands hurrying to the starboard side. In the distance you can see a long, black ship approaching. ***Turn to 367.***

178

The battle was fast and furious, and in the end you lost. I dare not say more than that! ***Turn to 409.***



179

"Perhaps we'll find out what they're up to if we listen to what they are saying," you observe. You lean closer and cup a hand to your ear. Fortunately, none of the pirates knows how to talk below the level of a shout and their words reach you clearly.

"O, lice of a thousand camels, hasten thy sluggish limbs!" bellows the one with the sword (the one doing no work at all himself). "O, rats of a thousand fleets of warships, before Tash the terrible and divine puts out the sun this evening, thee shalt complete this raft of labor or forfeit even one beetle's share of gold."

"The poets, whose minds are far sharper than your sword, say let not the lion's share go to the one who roars the loudest. The gold belongs to all of us," protests another, rising to his feet. "Were we not in accord that none should order another, but all have authority alike?"

"I, O foolhardy cousin, possessed the only mind of sufficient sharpness to remember that a weaponless man is a slave. And slaves possess the authority of an ass. My sword is not soft, useless gold, but wicked steel. I command here!" snarls the first man, drawing his blade threateningly.

A few are frightened by this vulgar display; the others grow angrier and rise to their feet. A fight may break out at any moment, and you don't know if you want to be around to witness it. Yet you are intrigued by their talk of gold. Certainly, this is one of the mysteries you were sent here to solve!

- *If you approach the men,* ***turn to 223.***
- *If you sneak to the beach and travel north,* ***turn to 283.***
- *If you head inland (west) through the trees,* ***turn to 252.***
- *If you sneak to the beach and walk toward the southern bay, check Key 9 and* ***turn to 225.***

180

Something's bothering you, isn't it, child? ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-4,* ***turn to 141.***
- *If 5-12,* ***turn to 378.***

181

Even the captain feels sympathy (in his way) for your plight, but there is neither relief nor cure on board for what you are experiencing. Cheekimeek suggests that you go below where the ship's motion will not be so apparent. Too sick to do anything but agree, you retire shakily to your berth where the next few days pass with intolerable slowness and considerable discomfort.

By the time you have acquired sea legs, the Zephyr Reginalis has already visited Narrowhaven. The ship's supplies were replenished while you groaned in your bunkbed without ever gazing upon the town's white roofs. ***Turn to 277.***

182

Dipping a hand into the water, you feel a sudden, heavy numbness in one of your fingers. Could it be the cold? Removing it immediately from the water, you are shocked to find that your finger has turned to pure gold!

"Cheekimeek, help!" you shout. "Look what's happened to me."

"Don't panic," says the Mouse, rushing to your side. "There must be a cure somewhere. Oh, me! I can see why they call this place Deathwater. Imagine if one of us had fallen in!"

- *If you know the cure (checked Key 10),* ***turn to 205.***

183

By Jove, you've won! Cheekimeek subdued two himself, but you made a good showing of yourself with the third. It's really too bad it had to happen at all, though, for you shall leave this cave no smarter than when you entered.

- *If you wish to examine the door on the other side of the corridor,* ***turn to 370.***
- *If you wish to continue down the corridor,* ***turn to 128.***

184

Cheekimeek is very brave, but also very small, and the dog leaps right over him to get at you. Never before have you been so frightened, and you freeze, not knowing what else to do. The beast jumps on you with a snarl, and you fall to the ground, hitting your head on a rock. As you drift off into unconsciousness, you see the dog raise his head to give a triumphant howl. ***Turn to 409.***

185

That same evening, the ship is caught in a fierce storm. Without a captain to command them, the pirates make a terrible mess of sailing the reeling ship. Amid the uproar, you prowl around looking for a lifeboat. What's that? A loose yard-arm swinging in the wind knocks you overboard as you move toward the boat.

For what seems like hours, you fight the waves to stay above the water. At last, all your brave strength has been used up. With a gasp you fall into an exhausted sleep and the arms of chance or mercy.

When you awake, there is daylight and the wonderful solidity of ground beneath you. Sitting up, you find that you are on a small island with a single large mountain rising at its center. Looking to your right, you give a gasp of surprise and delight. Cheekimeek stands at your side!

"Cheek!" you cry, giving the Mouse a hug (he doesn't seem to mind a bit, and returns the embrace warmly). "Where am I? How did you get here?"

The Mouse explains that the Zephyr Reginalis was blown off course by the magical wind. "We missed you immediately, child. Honor and duty bade that we return for you, but Aslan's wind drove us to Deathwater Island. I chose to continue your quest, in memory of your courage."

"Courage!" you cry in surprise. "How can you call me brave when I was almost too afraid to sail from from Cair Paravel at all?"

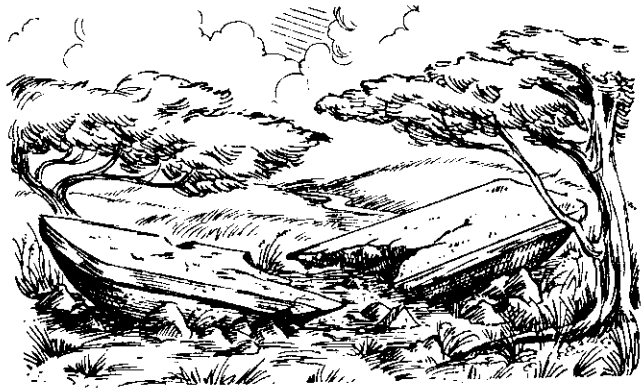
"You embarked on your quest despite fear, child," replies the Mouse. "Therein lies your courage."

You tell the Mouse all of your adventures aboard the Calormene ship and in the storm-tossed waves when you were knocked into the sea. "Obviously, Aslan has seen to your safety," says Cheekimeek. "Well, rest up a bit. Then we can carry on with our mission." ***Turn to 300.***

186

What a wet place Deathwater is! You walk into a small cave that seems to be filled with the dancing reflections of a small pool in its center. A merrily bubbling stream flows in from a passage opposite you to feed the pool. Its clear water seems to invite you to wash away all the dust of your adventure and be refreshed.

- *If you dive into the pool,* ***turn to 106.***
- *If you test the water,* ***turn to 155.***
- *If you leave by the opposite passage,* ***turn to 321.***



187

No, killing the pirates would solve nothing. They have suffered enough, being shipwrecked on this island. The gold might be sufficient payment for what they did...

- *If you take the gold and leave the island,* ***turn to 164.***
- *If you simply leave the area,* ***turn to 108.***

188

They might have appeared clumsy when you first saw them, but the Dwarfs prove to be able fighters. In a flash, you are mercifully (if rather painfully) subdued. ***Turn to 173.***

189

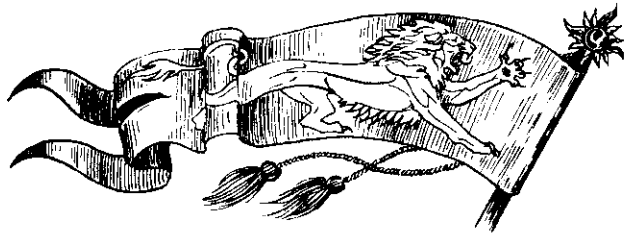
You had begun to develop a rather bad impression of Razmon, what with the curse and the gold and all. But seeing him has changed all that. There is something sad, yet tender about the man standing at the well. You listen quietly to what he is saying.

"Let me tell you again, my radiance," he murmurs softly into the water, "about the day when I shall free you from your watery cell, and you will rise to shine brightly once more. How all the curses will come to an end, and how happily together we shall live out our remaining days in this paradise that was once our prison."

What peculiar talk! Could it be that the magician is a bit crackers? You are almost convinced of this, when something makes you stop cold. A voice rises up from the well: a voice so far away and mournful that it nearly wrenches your heart right out of your body to hear it.

"Oh, Razmon," the silvery voice sings, "every day you come to me and speak of my release; every day for years and years. But do you do it? Do I, at this moment, walk freely where I will, as is my due? Or do I sit here yet, waiting for the day that will never come? Oh, Razmon, do you not think me beautiful, more beautiful than any of Aslan's creations? You have said you do. Well, then, forget this talk of curses and dreams for the future. What good are they to me? Forget the ache in your back and your tired eyes. Work, Razmon, work for my release! Can the world go on without me?"

A harsh mistress, indeed, you think to yourself. At this pause in the curious conversation, you decide that it is time to let your presence be known. ***Turn to 194.***



190

Oh, no! You've slipped! "Cheeeeeeeeeeek!" you cry as you slide faster and faster away from your friend. You fall for what seems like hours, always waiting to finally hit bottom, but you never do.

Eventually, the wall begins to curve under you, slowing your descent until you are sliding along a nearly horizontal surface (like you do on your dining room floor at home). You wonder when this trip is going to end, and if you are ever going to see daylight again, when something heavy brushes across your face like a curtain.

On the other side there is light. You have returned to the museum, spinning to a halt before the display of the stuffed Lion. Of course, now you know it is Aslan. He says, "Fate has returned you to your own world before you could finish your adventure. Do not worry. Someday you will return to complete it. Until then, fulfill my quest here! Learn to know me by my other name! Farewell, dear heart!"

Giving the lion one last hug, you head back to your classmates, eager to tell Eustace of your adventures and to wait for the day when you will return.

It's easy to return to Narnia! Just turn to the Prologue and begin again!

191

It's one of the pirate ships Loridan told you about, and it's approaching fast! "Pirates to aft starboard!" you shout down to the captain. All hands rush to that side of the ship to see if it is true. Seeing the black, low-slung vessel, they begin to murmur nervously amongst themselves. A sailor comes to relieve you of your post, while you climb back down to find what will happen next. *(NOTE: Your eyesight has obviously become sharper here in Narnia! Add 1 to your Perception bonus.)* ***Turn to 367.***

192

You decide that it would be wrong to kill the unarmed men, and begin to tie them with the hope that their friends will find them later. "Mind you," says Cheekimeek, "if we meet on the sea again, I shan't be so kind!" ***Turn to 120.***

193

"This is ghastly!" you exclaim. "Why, can you imagine if we had dipped a hand or a paw into the water, or dabbled a toe or a tail?"

"Ugh!" agrees Cheekimeek. "Deathwater is an approriate name for this island. My ancestor, Reepicheep, named it well. Come, we must find out what is the cause behind this awful curse, and see what can be done to remove it."

"I am with you, Cheekimeek." Your fear of danger has not grown less, but you shudder at the thought of anyone accidentally stumbling into these waters.

"We dare not risk crossing over the water now," declares the Mouse. "Shall we follow the beach or head inland from here?"

- *If you head inland,* ***turn to 242.***
- *If you follow the beach around to the eastern side of the island,* ***turn to 314.***

194

"Excuse me, sir," you say in a clearing-your-throat fashion.

Razmon jumps at the sound, doing a fine impression of a dancing marionette. For all the surprise on his features, you would think a winged elephant had suddenly popped into the room, rather than a Mouse and a child.

"Great glowing heavens!" he cries, grasping the edge of the well for support. "Who are you?"

"I've come from Narnia to investigate the mystery of Deathwater," you reply, though you have grown rather tired of explaining yourself all the time.

"Mystery?" says the magician with a poorly fashioned look of innocence on his face. He repeats the word several times (to let you know he has no idea what you could be talking about) and positions himself between you and the well to hide it.

"Yes, mystery," you continue. "Our search has uncovered many questions, and they have led us here to you. Now, we don't want to pry, but we have reason to believe that you and your island pose a threat to people and animals everywhere."

"Threat?" says Razmon with a worried look. "Oh, no, no, no! Not that! I mean, that's not exactly right."

"Besides," you add, "it looks as though your are badly in need of a friend."

"Ah, you're right there, child," he mutters, looking mournfully at the floor. "Yes, I've kept my secret too long, and it has become heavy. Come, then. If it is answers you want, you shall have them. But if you are looking for solutions, I'm afraid I can be of little help."

Razmon's words are not terribly encouraging, but at last you feel as though you are getting somewhere. The magician steps around to the other side of the well, and motions for you to come over. "I want you to meet my greatest secret, and even greater love...Abadin."

Obeying his gestures, you peer into the well. It is perfectly round, and goes down for at least a hundred feet. The water is so clear that you hardly notice it at all, and seem to be gazing down a long tunnel filled with a shimmering blue light. All this is nothing, however, to what you find at the very bottom.

It is a woman just like the one on the door, but more beautiful because she is living. She, too, seems quite aware of her beauty, and assumes several dainty poses to please her two new admirers at the top of her well.

You are just wondering how it is that she can be alive down there, and what that light is that seems to radiate from her body, when Cheekimeek says, "My whiskers, that's a star!"

"Indeed," says Razmon, beaming with pride. "A star not seen in the night sky for many a year." He anticipates your questions and continues, "She fell to earth ages ago, long before either of you were born, and was swallowed up by this dead volcano of an island. The underground lake in which she landed bubbled forth to form the two streams. Obviously, strong magic was involved, for many curses followed. The eastern stream turns everything it touches to gold, and though the western stream has the power to restore these unfortunates, there are few who know about it."

"What's the other curse?" you ask.

"Ah, that, my child, is the worst of all. Abadin is trapped forever at the bottom of the well. The most beautiful star in all the heavens, condemned to spend eternity underground! I have tried to free her. All these years I have tried, but the magic is more powerful than even I feared, and the solution beyond me. You seem a clever sort, child; at least you were clever enough to find me. Do you think you could free Abadin from her watery prison?"

"Think, child, think!" cries the woman's voice from deep beneath the water. "My beauty fades with every moment that I pass at the bottom of this horrid well! Surely, you can see that a loveliness such as mine was not meant to be locked away, but free to roam at will and be admired by all that bear witness to it!"

Proud words to say the least! Still, you do want to help. Little hope flutters in your heart or in the eyes of the magician. Almost, you are about to tell the magician that you are sorry, but you can think of nothing. Yet suddenly, you do think of something, and a very important something at that.

The dream poem that King Favian recited back at Cair Paravel rushes back into your mind with perfect clarity. It has proven to be of little use , but now perhaps it will give you an answer! Ignoring everything else, you concentrate on the poem, trying to eke out some solution from its mysterious rhyme.

Here is the poem for you to read again:

Coursing darkly through the night,
Onward in her jealous flight,
Makes herself a prison tight,
Prison far from sky and light.
Argent water, golden curse.
Seeks the peace, but makes things worse,
Seeks the peace in Self immersed,
Immersed like clues within the verse.
Only look and you shall see,
Nothing else can set her free.

- *If you think you understand the poem's solution,* ***turn to 204.***
- *If you are stumped,* ***turn to 207.***

195

There is nothing fancy about the wooden door on the left wall; well made, but nothing more. Nearing it, you can hear low voices on the other side. The worst thing about doors is that anything can be behind them, absolutely anything...

- *If you enter,* ***turn to 316.***
- *If you listen at the door,* ***turn to 250.***
- *If you go to the other door,* ***turn to 104.***
- *If you go farther down the corridor,* ***turn to 306.***

196

Cheekimeek tries to talk you out of the dangerous descent, but you are insistent. While he holds a candle, you descend into the pit. The first few feet go well; the sides are cold and wet, but your hands and feet find secure holds. Farther down, however, the moisture begins to increase.

When you have reached the limits of the candlelight, your hands encounter a slippery coating of moss in the shadows. Suddenly, you are no longer interested in what is at the bottom of this horrible pit. You attempt to move upward, but it proves to be much more difficult than you thought it could be! ***Pick a number*** *and add your Action bonus:*

- *If 2-5,* ***turn to 190.***
- *If 6-12,* ***turn to 116.***

197

You start to open the journal, but an uncomfortable feeling makes you stop and think a moment. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-6,* ***turn to 121.***
- *If 7-12,* ***turn to 323.***

198

Foam flies from the dogs' powerful jaws as they lunge at you and Cheekimeek. The air becomes filled with shouts and growls, and you find yourself feeling quite sick with fear and anger. Moments later, you are struggling on your back in the straw, a snarling dog standing on your chest. ***Pick a number*** *and add your Fighting bonus:*

- *If 2-6,* ***turn to 178.***
- *If 7-12,* ***turn to 183.***

199

"Water from the western stream! I must have some to cure my finger," you say.

- *If you have the gourds (checked Key 11)* ***turn to 274.***
- *Otherwise,* ***turn to 153.***

200

Studying the stream reveals nothing that should disturb you, and the nagging feeling goes away. Confidently, you wade into the current. As you do, though, your legs grow numb and very heavy. When you stand in water up to your waist, you find that you cannot move them at all. Looking down, you are shocked to find that every inch of your body below the surface of the water has turned to gold!

"Cheekimeek, help!" you cry, turning your head. Staring into the horrified eyes of the Mouse, you lose your balance and fall. As a golden statue, you sink to the bottom of the stream to become another of Deathwater's sparkling mysteries.

Alas, this adventure ends here. Turn to the Prologue to begin the next one!

201

You could reach him with your hand, but it occurs to you that the tall captain would be too heavy to lift all by yourself, so you decide to lower him a rope. Braving the slippery deck without the aid of the guideline, you slide over to the coil of rope, and, attaching it securely to one of the wooden pins that hold the ropes of the sail, lower it down to the waiting captain. Just as he gets a firm grasp on it, a tremendous wave claps down on top and takes him under. You look on with unbelieving horror, thinking him lost to the tempest, but are relieved in a few moments when he emerges from the foam-flecked water, climbing the rope with surprising agility.

For the first time since you have met him, the captain smiles (a very handsome smile), and claps you on the shoulder warmly. A quick thank you is all he can afford, however, as he is compelled to reassume the command of his tempest-tossed vessel. I do not care to detail the horrible hours that followed, but am glad to say that the storm was ridden out with not a man lost and only one bone broken. *Check Key 3.* ***Turn to 244.***

202

As you get nearer to the edge of the pool, you feel a curious tickling inside the boots you borrowed from Razmon's chest. You tell Cheekimeek about the feeling, and he says, "Doesn't surprise me a bit. They're probably full of magic. I'd be careful with them, if I were you."

Magic, he says? I wonder...

- *If you enter the pool,* ***turn to 266.***
- *If you leave by the exit,* ***turn to 369.***
- *If you return to the 4-way corridor,* ***turn to 291.***

203

Climbing the stairs, you enter a vast cavern brilliantly lit with bright lanterns. Dwarfs fill the dome, cutting gems and scaling ladders. In the center of the chamber sits a simple stone chair, like a throne. You cannot possibly imagine the purpose of such a place, nor what the Dwarfs are doing there. There is only one way to find out.

- *If you talk to a Dwarf,* ***turn to 157.***
- *If you go back down the stairs,* ***turn to 445.***

204

After several frustrating moments spent coming up with nothing, everything seems to fall neatly into place. You are pretty certain you have an answer (doesn't it always seem to happen that way?). It almost makes you want to laugh, it is so simple. ***Turn to 449.***

205

"The water from the western stream!" you cry. "Only that can cure me. Oh, Cheekimeek, please, hurry!"

- *If you have the gourds with you (checked Key 11),* ***turn to 261.***
- *Otherwise,* ***turn to 415.***

206

Entering the cave cautiously, you are startled by the unexpected sight of a man sprawled on the floor. You turn to flee, but see that he is bound and wears a pained expression on his face. When you do not run away, but approach him, his mood changes from one of pain to one of hope. With great courtesy, he says, "If Tash has sent you for my destruction then, pray, be swift! If you are my salvation, then be no less quick to cut these cruel ropes that bind me!"

Cheekimeek leans toward you and whispers warningly, "He's a Calormene."

Calormene! Like those pirates who attacked your ship? "What is your name?" you ask.

"Paksha Tarkaan, seventh son of Rashta Tarkaan and Chief Explorer to the Tisroc (may he live forever). O stranger who comes in the dark, let us leave the formalities for later. For now, hearken to the mercy I know stirs within your hearts, and cut these ropes!"

- *If you untie Paksha,* ***turn to 145.***
- *If you want to leave him,* ***turn to 406.***

207

You can remember the poem, but the solution remains elusive. Suddenly, you have a good idea. Noticing a pencil in the sleeve of Razmon's robe, you ask to borrow it for a moment, and quickly write down the poem on the floor. There, that's got it fixed! Now you are able to study it at your leisure. ***Pick a number*** *and add your Perception bonus:*

- *If 2-4,* ***turn to 209.***
- *If 6-12,* ***turn to 224.***

208

Playing the flute causes the pirates to stop a moment in wonder, but they soon return to their savage temper. Then you remember that Volmar said the flute worked upon animals (not simply brutes). All hope of escape has vanished, and you must fight for your life! ***Pick a number*** *and add your Fighting bonus:*

- *If 2-7,* ***turn to 307.***
- *If 8-12,* ***turn to 354.***

209

"Oh, it's no use!" you say, stamping a foot in frustration. "I can't work out a solution at all."

"Don't be too hard on yourself, child," says the magician. "If I couldn't undo the curse after all these years, what chance have you got? But go now. I want to be alone with my problems."

As you return to the ship, Cheekimeek does his best to cheer you up, but it does no good. With a heart full of disappointment, you sail back to Narnia. ***Turn to 226.***

210

Ever wary, you creep into a large cave dimly lit with candles every ten paces. Three smaller caves hunch darkly along the northern wall. The air is fresh in here, and there is no evidence of bats. Yet there is something unpleasant about the room that makes you want to leave.

- *If you want to explore the smaller caves,* ***turn to 440.***
- *Otherwise, you must return to the 4-way corridor you just left.* ***Turn to 291.***

211

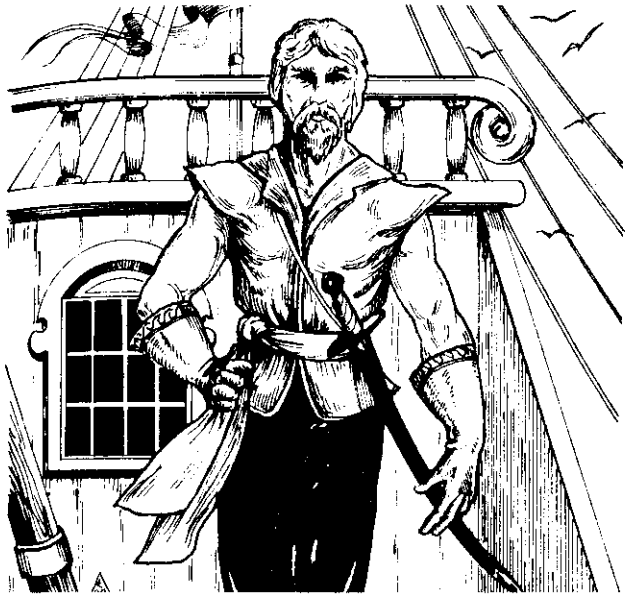
You notice a shadow on the sand. It shows in outline a man holding a stick over his head as if he were about to strike someone. You have a good idea of who that someone is! Grabbing Cheekimeek by his belt, you roll from the log. At that moment, the shadow swings its stick just as its real twin splinters onto the log where you had been sitting.

Scrambling to your feet, you find yourself nearly surrounded by advancing pirates. Their leader has drawn his scimitar, and smiles evilly.

- *If you stand and fight,* ***turn to 123.***
- *If you attempt to flee,* ***turn to 318.***
- *If you have Volmar's flute (checked Key 5) and use it,* ***turn to 208.***

212

When you get to the table, breakfast has already been set out, and everyone is helping himself to thinly sliced ham, omelettes, scones, cheese, and warm cakes with mulberries and cream. Cheekimeek (who does have some cheese on his plate, though no more than any of the others) motions for you to sit next to him. Throughout the meal he entertains you with stories of his many past adventures both in Narnia and abroad, and asks many questions about life in your own world.



While the morning repast is underway, a sun-bronzed gentleman with high boots enters the hall, and bows before the King.

Favian greets him and turns to you, saying, "This is Loridan, Captain of the Zephyr Reginalis, the ship you will be taking to Deathwater."

You bid a meek good morning to the imposing figure, who gives you a thorough looking over from his great height. You get the distinct impression that this man has no love for landbound persons, especially those who come from worlds outside of Narnia. At last, the captain breaks the tension by barking this question at you: "On which side of the ship is port?"

- *If you say the right side,* ***turn to 334.***
- *If you say the left side,* ***turn to 345.***

213

Should you stay above and help your friends through the storm? No, you decide. This a job for men who know what they are doing. You would just get in the way. Besides, you are terrified by the howling wind, and are eager to return to the relative safety of your bed below. ***Turn to 269.***

214

You are just about to consent to leaving, when it suddenly dawns on you why Abadin still seems sad. "Oh, Razmon," you say, grasping the old man's hand in yours.

"What's wrong, child?" asks the magician with a concerned look on his face.

"Oh, it's too terrible," you cry, wishing you had left after all. "Don't you see? Abadin can't stay here with you, though I daresay she would. But she's a star! She belongs in the sky, not underground."

You cannot bear to gaze at Razmon, so sad and deflated he looks. Abadin says nothing, but smiles sadly at her friend. After several painful moments, the magician gives a soulful sigh, and says, "Ah, I suppose you're right. She's not a treasure to be locked away. Go then, my radiance. Return to the sky where everyone can appreciate your beauty. I shall look for you every night, and rue the clouds that keep us apart."

"And I shall shine just for you, Razmon, the truest of all friends," replies the star, who already shines brighter than before.

"Hurry, friends," Cheekimeek says, wiping away a tear. "Dawn is approaching outside. We just have time for Abadin to return to the sky."

Without wasting another moment, you all leave the golden tower (which, by the way, has turned to normal stone), and hurry to the southern beach. All of the Dwarfs, dogs, and MacTwitter the gull, join your procession to the shore when you tell them the good news. They marvel at the star whose radiance illuminates the entire party.

"Thank you, my little friend," Abadin sings, giving you a kiss on the cheek. Then the star bids you all a final farewell, and launches into the night sky. Like a white hot spear, she flies into the heavens to take her postion just above the eastern horizon, the brightest star in the heavens.

Razmon stands at your side, weeping quietly (in fact, many eyes are shedding tears, though most don't know exactly why). He murmurs, "Goodness! Whatever am I to do with myself now?"

"Why, return with us to Narnia, of course," you say cheerily. "There's all sorts of work for you to do there, isn't there Cheek?"

"Indeed, yes," answers the Mouse. "Volmar, at the very least, needs an assistant!"

"Well, then," declares the magician, smiling. "It seems everything is going to turn out all right after all!"

As if they could hear you, the entire crew of the Zephyr Reginalis lets out a magnificent cheer that flies to you across the water. The dogs begin to bark merrily, and the Dwarfs burst into joyous song.

Before the sun has quite risen, everyone has boarded the Zephyr Reginalis. The ship sets sail for Narnia with a beautiful silver star at her back. ***Turn to 226.***

215

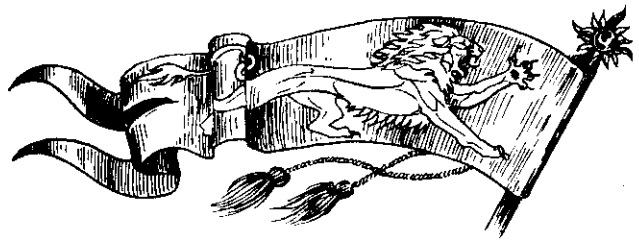
In three quick jumps you are over the railing of the pirate ship. For a moment, it seems as though you hang in the still, warm air, and then you land with a splash in the sea and all becomes a wet world of green water and swirling bubbles. When you have surfaced, you strike out after the vanishing Zephyr Reginalis. Oh, but she is much too far away for you to catch her! With teary eyes, you swim on, wishing that you were back in the museum and hoping that it all will be over soon.

Just then, you hear something moving through the water behind you. A shark, you think at first, then realize that whatever it is, there is far too much noise for it to be a shark. Suddenly, an arm grabs you about the waist, and you look into the wet face of one of the Calormene sailors.

"Leave me alone, you nasty pirate!" you shout at the man. You do not want to drown, but less still do you want to return to the black ship.

"Be still, little one," says the Calormene. "My name is Paksha Tarkaan. I am no pirate, but the captain of the ship you see there. The men on board have committed mutiny, and are cutting a pirate's course for the legendary island of gold. I wish to take them back to justice, but must bide my time until the opportunity presents itself. Until then, you will be safe with me, and might be able to escape when we reach the island."

Together, you return to the ship, where you are granted limited freedom below decks. *Check Key 14.* ***Turn to 185.***



216

Moving closer, you strain your ears to find out what all the mumbling is about.

"Crows and crucibles!" mutters someone. "Where did I put those herbs? If I weren't so busy, this place would never get into such a state. Oh, and now the dandelion elixir is bubbling over! Oh, me!"

Whoever it is, he sounds very busy. You should probably leave him alone. But perhaps you could help?

- *If you go back to your room,* ***turn to 286.***
- *If you knock on the door,* ***turn to 154.***

217

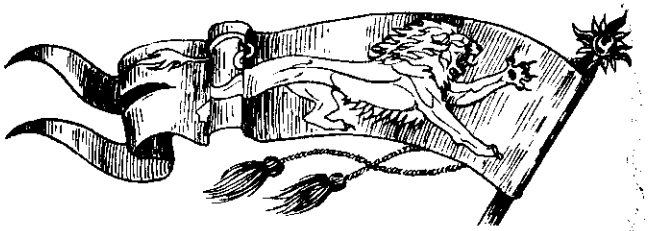
Brushing a thick layer of dust off the chest, you find it to be beautifully carved with the images of stars. "Twas said he used to dabble in astrology," MacTwitter declares (but he means astronomy). "Before he got interested in gold!"

Opening the chest, you discover it to be filled with clothing. Digging underneath to see if anything has been hidden, you find a pair of boots at the bottom. They seem to be made of an odd material, like rubber, but slipperier and very light.

"Well," says Cheekimeek, "nothing useful there."

"I wonder..." you murmur, looking at the curious boots.

- *If you take the boots,* ***turn to 301.***
- *If you check the desk,* ***turn to 240.***
- *If you investigate the bed,* ***turn to 124.***
- *If you leave the cabin,* ***turn to 304.***



218

Listening at the door reveals nothing. If there is anyone on the other side, they are very quiet. Knocking does no good either, so you are left with no choice but to open it. You turn the cool, gray door knob and push, but the door refuses to open. Frustrated, you jiggle the knob repeatedly with no success.

"It's locked," says Cheekimeek, pointing to a small keyhole beneath the knob.

- *If you have a key (checked Key 19),* ***turn to 228.***
- *Otherwise, continue with your exploration and* ***turn to 380.***

219

Moving quietly through the trees, you signal for Cheekimeek to sneak along behind you. Half-naked men with baggy pants and turbans are working in the shade on a large raft. One of the men has a curved scimitar at his side, and barks harsh orders to his fellows.

"Calormenes," Cheekimeek whispers. "Pirates, no doubt. I wonder what they are doing here?"

- *If you checked Key 23,* ***turn to 390.***
- *Otherwise:*
  - *If you want to listen,* ***turn to 179.***
  - *If you approach the Calormenes,* ***turn to 223.***
  - *If you sneak to the shore and travel south along the water's edge, check Key 9 and* ***turn to 225.***
  - *If you sneak to the shore and travel north along the water's edge,* ***turn to 283.***
  - *If you head inland (to the west),* ***turn to 252.***

220

Now that you are leaving, the Calormenes show no gratitude for your mercy and their spared lives. Indeed, as you step past a willow, they rain uncouth curses upon you (which I have no intention of repeating here). ***Turn to 108.***

221

You arrive at a point where three passageways intersect. Through a channel in the floor, a swift flowing stream flows from the left passage to turn down the passage from which you just came. A door breaks the left hand wall of the corridor which stretches away directly ahead of you. While you consider which way to go, the noise of the stream fills your ears with what sounds like laughter, but you do not feel like joining in.

- *If you go down the left corridor,* ***turn to 146.***
- *If you go straight ahead,* ***turn to 254.***

222

The wind is strong and gusty up on the cliff, bending the long grass to and fro with its playfulness. As you watch the blades part, something shiny catches your eye. Reaching down, you find that the reflection was caused by a gold coin.

"Look here, Cheek," you say, showing the Mouse your treasure.

"A coin," he says, studying the golden disk. "Narnian, too. I wonder what else is hidden down here?"

In a flash, you are both on your hands and knees, raking the tall grass with your fingers. In a few moments you have uncovered several more coins, the remnants of some chain mail, and an old sword hilt.

"This is Narnian, as well," says the Mouse holding the hilt. "I wonder if these belonged to Restimar."

"Restimar?" you say, trying to place the name.

"Yes. You know, the lost Lord. Remember? We are supposed to find out what happend to him."

"I nearly forgot," you reply, putting the pieces together. "Oh! Now I see! You think that..."

You do not finish the sentence, but the Mouse knows what you mean. He thinks, as you do now, that the lost Lord got undressed on top of the cliff, then dove into the water where he was turned into solid gold. Restimar is the statue at the bottom of the lake! Deathwater, indeed! With fresh resolve, you set off with Cheekimeek to put an end to the island's baffling curse. *Check Key 15.*

Arriving safely at the bottom of the cliff, it becomes clear that the time has come to investigate the four mysterious caves. ***Turn to 163.***

223

When you walk into the clearing, the men ball their hands into fists in angry surprise and the leader puts his hand to his sword hilt. Then he sees Cheekimeek's rapier and his manner suffers a quick turnabout.

"Greetings, O wayward strangers!" he declares. A broad grin displays his crooked teeth. "Has Tash the terrible and magnificent shipwrecked you upon this miserable isle as he has stranded us, his devoted servitors?"

"No," you answer shortly. You are not certain why, but you do not trust this man. He motions for you and Cheekimeek to come into the camp, where your unbelieving eyes spot for the first time a large pile of gold rocks, branches, and scimitars. Where did that come from? You open your mouth to ask, but the Calormene leader is talking again.

"If Tash, in his infinite wisdom, has not washed you onto these barren shores, may this humble warrior ask the purpose of your visit here?"

Cheekimeek clears his throat warningly.

- *If you tell the truth,* ***turn to 396.***
- *If you make up a story,* ***turn to 257.***

224

Cheekimeek distracts you for a second by sneezing, and when you look back, there it is: the answer! Now that you have spotted it, you cannot imagine how you had ever missed it in the first place: the first letter of each line, when put together, spells the word "COMPASSION."

Aha! ***Turn to 449.***

225

As you push through the heather, the thorns of a gorse bush snag your shirt sleeve. With some help from Cheek, you pull free of the briars to stand on the bank of the eastern stream. The water is clear and inviting as it gurgles over sand and pebbles on its way to the harbor. In the heat of the sun, its cool wetness seems very appealing, and your throat suddenly feels very dry.

- *If you take a drink,* ***turn to 253.***
- *If you cross the stream,* ***turn to 393.***
- *If you test the water,* ***turn to 405.***
- *If you head upstream,* ***turn to 341.***

226

Back at Cair Paravel, there is a lot of cheering and hugging and general celebration to get through before King Favian takes you and Cheekimeek aside to discuss your adventure. At last, you sit down together around a small table in the King's private chambers. A platter of grapes and apples rests on the polished tabletop between you.

Favian begins the conversation by saying, "I've asked you here alone so that you may speak freely without embarrassment about the success or failure of your adventure. Now tell me, for starters, did you discover what became of Restimar on Deathwater?"

- *If you know (checked Key 15),* ***turn to 309.***
- *Otherwise,* ***turn to 311.***

227

Though you would much prefer to shut out the storm with your pillow and blanket, you know that your friends will need your help (no matter how little you may think it is) and decide to go to their aid above. ***Turn to 299.***

228

As you hoped, the little golden key turns the lock, and you push the door inward. Inside lies a rather plain bedroom, whose only furniture is a tiny cot in the corner. One other item rivets your attention. A large piece of paper attached to the back wall shows a fine ink drawing of a beautiful woman. She is tall and slender, and her hair seems to fairly float off of her shoulders. Suddenly, you are aware that this is a private place and leave quietly, not wanting to disturb the gentle lady on the wall. ***Turn to 380.***

229

Timidly, you approach the nearest Dwarf and tap him lightly on the shoulder. He seems surprised to see you, but is too practical to let it get in the way of business. "What can I do for you?" he asks, seeming eager to return to his work. As briefly as you can, you explain your mission to him and ask to see the master of the island.

"You've come to see Razmon?" he asks in surprise. "I don't think you can get in to see him, but you can try. Just go out the door, turn right, and keep going down the corridor."

"Thanks," you say for both you and the Mouse as you return to the passageway.

- *If you turn left up the passageway,* ***turn to 134.***
- *If you turn right down the passageway,* ***turn to 445.***

230

"Golly!" you say to the captain. "I'd like that."

Loridan laughs good naturedly (his spirits seem to have brightened since his brush with death) and orders two crewmen to help you up the thick rope webbing that serves as a ladder to the ship's towering crow's nest. You seem to be on top of the world, as you sway to and fro at this great height. Peering toward the horizon in all directions, you keep a sharp look-out for the sight of land. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 356.***
- *If 6-12,* ***turn to 176.***

231

"Thank you, captain," you say, "but if it's all right with you, I think that I'll rest in my cabin until we arrive at Deathwater."

"As you wish," says Loridan, and you go below. ***Turn to 177.***

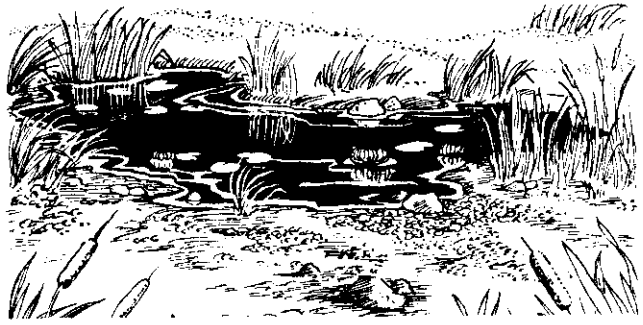
232

Like a cowboy on some watery ranch, you swing the rope high above your head and let it fly toward its target, the captain. With unbelieving eyes, you watch it land no more than a foot in front of Loridan, who hesitates not a moment to grab it. Hand over hand, he pulls himself through the looming waves. Back on board, he gives you a rare smile and claps you on the shoulder, saying, "You have saved my life, child. I will never forget it." There is no time for more thanks than that; several more hours of storm are left to be weathered. In the end, the wind dies and the waters calm, with no one lost to the temper of the sea. *Check Key 3.* ***Turn to 244.***

233

After careful inspection, the cliff reveals nothing unusual. Cheekimeek seems relieved (he was rather afraid that you were going to ask him to climb the ivy), and asks cheerily which direction you will try next.

- *If you scramble down through the briars to the east,* ***turn to 252.***
- *If you follow the cliffs to the west,* ***turn to 402.***



234

You and Cheekimeek are lowered to the water in a small rowboat. Loridan tells you that the Zephyr Reginalis will be anchored in the bay on the south side. Cries of good luck reach your ears as you work the oars, and the two vessels part slowly like good friends. Within a few minutes you have pulled the row boat behind some bayberry bushes clumped along the shore, the Zephyr Reginalis is gone from view.

"Well, child," Cheekimeek says with a light in his eyes, "our adventure begins."

You find yourself filled with fear and delight at the Mouse's words. ***Turn to 386.***

235

Cheekimeek stands by for your command. You are so angry with the Dwarfs that you want to kill them, but something inside causes you to pause and reconsider the matter. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-5,* ***turn to 122.***
- *If 6-12,* ***turn to 118.***

236

You begin to play a simple tune on the flute, and the dog perks up his ears at the sound. As you play, however, you get the queer feeling that the music comes from within your heart, and that you are playing with more than just your breath and fingers. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-4,* ***turn to 408.***
- *If 5-12,* ***turn to 298.***

237

You forge a short distance into the broken land, but soon can go no farther. "Oh, Cheek," you say, removing some thorny branches from your clothing, "I think we'll have to turn back."

The Mouse, who is having an easier time moving through the undergrowth, answers, "It's just a matter of choosing your path carefully. Give it another go, and if things don't get better, then we can always turn back later. All right?"

- *If you decide to continue onward,* ***turn to 238.***
- *If you want to turn back,* ***turn to 283.***

238

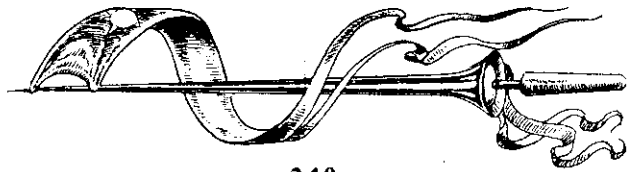
"All right. I'll try," you answer, but there is little hope in your voice. Following the Mouse's advice, you scan the overgrown terrain for a friendlier route. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 239.***
- *If 6-12,* ***turn to 243.***

239

A few routes appear to be more traversable than the others, but each one you try gets you so tangled in a web of brambles and branches, that you can go no further. "I'm sorry, Cheek. It looks like we'll have to turn around."

"Don't worry, child. We couldn't all have had the good fortune to be born as mice." ***Turn to 283.***



240

Poking about the desk, you find the usual things: paper, ink, and some pens. In the drawer, along with some diagrams of the night sky, rests a small, leather-bound book (which proves to be a journal of some sort when you flip through it). Its cover bears the image of a very beautiful star. You show the contents of the drawer to MacTwitter, who says, "Aye. Twas said the master was passin' fond of stargazin'. I don't s'pose he has much time for that anymore, though, what with strikin' it rich and all."

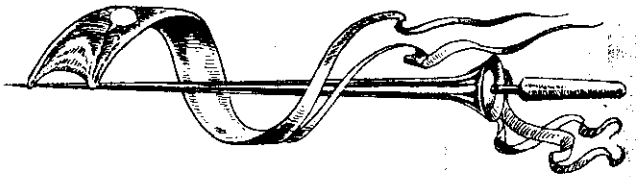
Poor man, you think to yourself, locked away in some old mountain, leaving all his dreams behind for the cold pleasures of gold.

"Well," says Cheekimeek, "let's have a look inside that journal. Maybe we can learn something that will help us solve this mystery."

- *If you want to read the journal,* ***turn to 197.***
- *Otherwise:*
  - *If you check the bed,* ***turn to 124.***
  - *If you investigate the chest,* ***turn to 217.***
  - *If you leave the cabin,* ***turn to 304.***

241

Cheekimeek tries to persuade you not to take the gold. (Could it be he wants it all for himself?) You turn your back on him and rush to the pile of treasure in the shade. As you stuff your pockets with chunks of the precious metal, you suddenly feel very alone.



Turning around, you find you are alone. All the others have gone. No, not quite alone. As you wonder, Aslan paces toward you along the beach. His eyes are sad and his terrible, heavy paws move slowly.

"Child, how will mere gold solve the mysteries of Deathwater? How will a metal fulfill the hopes and needs of your friends back at Cair Paravel? How will glitter restore a cursed stream to life?" the Lion's voice deepens with each question.

"I don't know," you whisper. "How?"

"Dear heart, gold cannot replace the warmth and wonder of love and trust. You know the value of friendship and loyalty in your deepest soul. But, young one, you forget so easily! Strive to remember me better!" Aslan's gentle tone rises to a roar. You are sad, ashamed, and suddenly very dizzy. Aslan's face swims before you, and then all is black. You awaken on the floor of the museum, surrounded by your classmates.

If you are ready to return to Narnia, go to the Prologue and begin again!

242

Walking through the shimmering shade of the woods, you arrive at an area where several trees have been cleared away quite recently. Their stumps are freshly cut, and a wide path of crushed grass leads away to the east.

"What's been going on here?" you ask the Mouse.

"I do not rightly know, child," he says, "but the answer most likely lies along that path."

- *If you walk down the path toward the beach,* ***turn to 308.***
- *If you climb the slope of the mountain,* ***turn to 341.***
- *If you wander north,* ***turn to 252.***
- *If you go south, check Key 9 and* ***turn to 225.***

243

Peeking through some leaves, you are surprised to find a narrow path running more or less due south. You fight your way through the intervening briars, and walk along the smooth ground for a few yards. The brambles seem to open up before you, and you travel with ease. "You were right, Cheek! I looked, and here's a path."

"Yes," says the Mouse, walking thoughtful beside you, "but the question is: who could have made this path in the first place?"

You had not thought of that before, and now that you have, you are filled with dread. What sort of animals might live on this island? Do they have anything to do with the mystery of Deathwater? Just then, there is a loud commotion in the briars to the right of you. Something has been startled, and is running away to the west.

Cheekimeek draws his rapier in a flash and asks, "Do we give chase?"

- *If you follow the noise,* ***turn to 351.***
- *If you continue along the path,* ***turn to 135.***
- *If you head east,* ***turn to 252.***

244

The storm gives way to fair weather, and the next few days are excellent sailing.

- *If you saved Loridan's life (checked Key 3),* ***turn to 248.***
- *Otherwise,* ***turn to 177.***

245

You stand looking up at where the western stream tumbles down a misty waterfall, to land noisily in a pool at the foot of the cliff face. Watching, you are freed for the moment from the dangerous responsibilities of your mission, and remember that beauty abounds in the world. You are rudely shaken out of your dream, however, when something in the bushes bounds noisily away to the west.

"Good heavens! What was that?" asks Cheekimeek, peering into the brush.

Another of the island's mysteries, you think to yourself.

- *If you follow the noise west,* ***turn to 351.***
- *If you head east along the base of the cliff,* ***turn to 292.***
- *If you go downstream (south),* ***turn to 391.***

246

The attack which the Calormene pirates made on the Zephyr Reginalis is still fresh in your mind. You feel that they should pay for what they did, but a stirring inside of you makes you stay your hand for a moment. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-4,* ***turn to 389.***
- *If 5-12,* ***turn to 187.***

247

Look out! As you look at the map, you feel a sharp pain at the back of your head, and the daytime sky is suddenly full of flickering lights. The next moment, you fall unconscious to the ground. ***Turn to 307.***

248

The brisk wind becomes a playful breeze several days later, and the crew breaks out the oars. Loridan approaches you and says, "Well, mate, we'll be approaching Deathwater soon. How would you like to take a watch in the crows nest?"

You gaze up at the tiny perch on top of the main mast, and think that it might be fun, but are daunted somewhat by the height and the responsibility belonging to the literally lofty position.

- *If you want to take the watch,* ***turn to 230.***
- *If you turn down the offer,* ***turn to 231.***

249

"Here they are!" you call out triumphantly, as you pull the dry weeds out from under a heavy book.

"So they are," Volmar says, smiling. "If it weren't for you, my child, I would have been looking until winter; and because you have been such a help to me, I would like to return the favor."

You wonder what the old man might mean, as he walks over to a cluttered shelf, and starts to sort noisily through its contents. "Aha! Here it is. I knew I had put it somewhere!" he says, returning with a small, wooden flute in his hand. "This is for you. Its music has the power to tame the hearts of ferocious animals. Well, usually it does; it all depends upon the person playing it, of course. Please, take it along with you on your adventure. Maybe it will come in handy, and if it doesn't, its music is always a joy to listen to in its own right. Now then, you had best be getting to bed, and I to my work. Oh, me. I am so busy!" *Check Key 5.*

Thanking the magician several times, you leave his room unwillingly, and return to your quarters. ***Turn to 286.***

250

You place your ear against the cool wood of the door and listen to the voices on the other side.

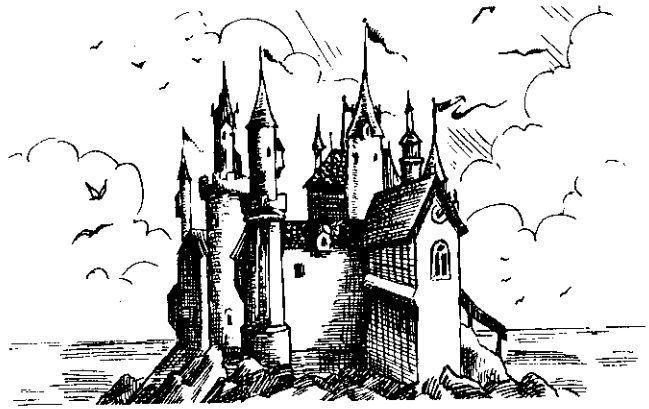
"Did you feed the dogs yet?" says one deep voice.

"No, I haven't even fed myself!" answers another. "Why don't we get them, and take a walk over to the kitchen? We don't have another patrol until dusk."

"Fine," says the first. "Just let me get my things put away."

Things become quiet, and you remove your head from the door.

- *If you enter the room,* ***turn to 316.***
- *If you avoid these guards by running farther down the corridor,* ***turn to 306.***



251

The Lion's breath rushes over you hot and fast, sweeping you off of your feet and spinning you about dizzily in the middle of a tornado. Following a confusion of wind and tilting sky, the spinning slows and stops. At last, you return to the ground, sick and thoroughly lost. ***Turn to 420.***

252

You step into a small clearing among the alders where a crude hut woven of heather branches slumps to one side. Voices mumble within. What a busy place, you think to yourself.

- *If you want to listen,* ***turn to 315.***
- *If you enter the hut,* ***turn to 343.***
- *If you wish to avoid it altogether,* ***turn to 303.***

253

Bending at the water's edge to take a drink, you stop suddenly. Something isn't right. ***Pick a number*** *and add your Perception bonus:*

- *If 2-4,* ***turn to 182.***
- *If 5-12,* ***turn to 151.***

254

You stand in front of the door you saw from the intersection. Even though it looks plain and unthreatening, you are not eager to find out what waits beyond it. Yet, you must do something!

- *If you want to check the door,* ***turn to 423.***
- *If you want to continue along the passage,* ***turn to 296.***

255

Inching quietly along, you notice that the sides of the corridor have been worked with a chisel. I suppose if you lived in a cave, you might want to take off some of the rough edges, wouldn't you? No time to answer, for you've come to an intersection of sorts. The passage you are in now continues on, but a narrower one also goes to the right. You hear muffled voices coming from the right hand way.

- *If you go to the right,* ***turn to 425.***
- *If you go straight ahead,* ***turn to 291.***
- *If you leave the cave altogether,* ***turn to 163.***

256

Walking through the heavy iron door, you enter an unorganized laboratory. A heavy cauldron sits at one end, bubbling dangerously over a low fire. The table is littered with beakers, bottles, and books. Looking over the items there, you find one book with the name "Razmon" stamped on the front cover in large, black lettering. Most of the papers strewn about the tabletop bear meaningless figures and notations, but one grabs your attention: Written under a five pointed star is the word "Abadin."

"That is odd," agrees the Mouse. "But it doesn't seem to help us much. Let's keep looking, and maybe something useful will turn up." ***Pick a number*** *and add your Perception bonus:*

- *If 2-4,* ***turn to 273.***
- *If 5-12,* ***turn to 264.***

257

You are busily concocting a story to tell to the Calormenes, when an odd sort of tickling strikes you within. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-6,* ***turn to 422.***
- *If 7-12,* ***turn to 324.***

258

Wiping your mouth on your sleeve, you say, "Thank you, that was delicious!"

"Really? What an angel!" says the big, brown bear enfolding you against her soft belly. "Have all you want. There's plenty enough to fill you up and feed the court tomorrow. But wait! There's something I know you'll like even more." Releasing you from the bear hug, she bustles over to a large cupboard and removes a great round jar. "I just baked these yesterday," she says removing four golden cookies from the jar. She wraps them in a clean cloth and pushes the bundle into your hands. "Here. You can eat these on the ship. They're just the thing for a long sea voyage. Well then, you should be getting on to bed. We both have a lot of work to do tomorrow. Now scoot, and don't be eating those cookies in bed!"

In a flurry of good nights, you thank the bear again, and leave through the swinging door. *Check Key 2.* ***Turn to 286.***

259

A cheerful looking man in a blue tunic turns around to see who made the peculiar noise. Spotting you, his bright eyes widen, and he says, "Oh, ho! Who have we here? A little visitor, it seems. Volmar, come see! By Aslan, it looks as though your spell worked after all!"

A great commotion rises up in the hall as every head turns to catch a glimpse of you. Before you can say anything, you are passed from hand to hand until you stand in the center of the circle in front of the old man, who looks at you with pleased astonishment. After a moment of mutual inspection, the old man speaks.

"Welcome to Narnia!" he says. "My name is Volmar, Magician to the court of King Favian. You have been summoned here to help us with a problem that the oracles assure us only you can solve. The King himself can tell you more about the great adventure that awaits you. Make way for King Favian!"

The crowd parts, and you see a boy about your age step down from a throne. He is dressed in a doublet of purple velvet, and bears a crown upon his head; but for this, he might have been a classmate from your own world. Of course, you have heard of boy kings before, but seeing one is another matter. "Welcome to Cair Paravel," he says. "I am Favian, and I mean to tell you all that I know about the mysterious matters at hand. But come, let us make you comfortable."

Along with the others, you follow the King into a long dining room where you all sit at a wooden table; merry servants fill your cup with a refreshing peach nectar, and a light repast of cheese and grapes is served from engraved silver platters. When all has settled, Favian resumes his talk.

"One of my ancestors was King Caspian, who sailed east on the Dawn Treader in search of the seven lost Lords exiled by the tyrant Miraz. His adventures were thoroughly chronicled — with the exception of an Island named Deathwater. Little is known of this island save that it is very dangerous, and that one of the seven Lords was found there. Narnians have avoided the place ever since, but the mystery continues to plague us. A fortnight ago, however, as I tossed and turned in restless sleep, I had a most peculiar dream. In this dream, Aslan told me to find the fruit of Adam and Eve that would rid Deathwater of its curse. Then he recited this poem, which I daresay I shall never forget, even if I never do quite understand it:

Coursing darkly through the night,
Onward in her jealous flight,
Makes herself a prison tight,
Prison far from sky and light.
Argent water, golden curse.
Seeks the peace, but makes things worse,
Seeks the peace in Self immersed,
Immersed like clues within the verse.
Only look and you shall see.
Nothing else can set her free.

"I went to the oracles to find out what all this meant, and they told me to send for you from the lands where High King Peter dwelt before his reign. You are the one to solve this riddle and make Deathwater a happy place again," concludes Favian.

"What is it you want me to do?" you ask, feeling a bit overwhelmed by the responsibility being discussed.

"Discover how Deathwater earned its name, how the seventh Lord died, if possible, and uncover the other mysteries which the poem seems to hint at so maddeningly. I don't know what sort of dangers await you there, but you won't be entirely alone. Cheekimeek! Come forward, please."

The sound of a chair being pushed back is heard, then a large Mouse (he is at least two feet high) with a rapier at his side and a medal on his baldric approaches your chair.

"This is Cheekimeek," says the King. "He is a valiant fighter and a loyal friend. As an honored member of the Order of the Coracle, he bears the right to accompany you in this adventure."

The Mouse gives you a graceful bow and says that he is honored. He is at once so proud and yet cuddly that you are not sure how to react. In fact, he puts you rather in mind (just a bit) of the teddy bear you used to hug at bedtime when you were little.

- *If you hug the Mouse,* ***turn to 137.***
- *If you just bow to him,* ***turn to 432.***

260

You introduce yourself and the Mouse, saying, "We have come on the Zephyr Reginalis to explore the island under the orders of Favian, King of Narnia."

The dog bows at the mention of the King of Narnia. Obviously, he is doing a job that he thinks might be a trifle improper, since a guilty look shadows his eyes as he says, "Narnia! Oh, well then, pass without fear. But be careful! There are others besides myself guarding the secrets of this island."

"Thank you, Dog," you say, turning to go.

- *If you go toward the eastern stream, check Key 8 and* ***turn to 225.***
- *If you skirt the mountain and travel west,* ***turn to 245.***
- *If you hike up this side of the mountain,* ***turn to 341.***
- *If you wander down to the beach,* ***turn to 300.***

261

"Calm down, child," says Cheekimeek. "There's no need to hurry. We have the gourds with the western water, remember? Now, hold still, while I pour!"

Relieved, you calm down long enough for the Mouse to pour some of the water from the gourd over your outstretched hands. For a moment there is no change, and you are afraid it hasn't worked. Then you begin to feel some sensations in your fingers. They are terribly heavy and numb, but they are definitely becoming fingers again. Slowly the gold color fades from your hands, and a few moments later there is no trace of metal left on them.

"Well," says Cheekimeek, smiling again, "we've beat that test! Let's go find out what else this island has to challenge us with!"

You do not share the Mouse's enthusiasm, but get to your feet with more confidence than before.

- *If you are on the west bank of the stream (checked Key 8),* ***turn to 289.***
- *If you are on the east bank of the stream (checked Key 9),* ***turn to 421.***

262

After a few day's sailing, the Zephyr Reginalis sails into the harbor of one of the islands and docks at the town called Narrowhaven. The white roofs of the buildings are tinged with pink from the rising sun, and all seems quite safe and peaceful. Captain Loridan approaches and says, "We are just stopping to replenish our supplies. Please, stay on board." ***Turn to 144.***

263

You search everywhere for something, anything, sharp enough to cut your ropes, and find nothing. Overcome with dispair, you turn to Cheekimeek to tell him of your failure. But, wait a minute! Cheekimeek is a Mouse! He could chew through the ropes. You congratulate yourself heartily for being so clever, but hesitate to ask the proud Mouse to use his teeth on your bonds.

"Uh, Cheekimeek. Do you think you could...? I mean, you are a Mouse...do you think that you? Uh, with your teeth, that is..." you give up with embarrassment.

"Chew through the ropes!" says Cheekimeek, getting the idea. "Yes, of course! Why didn't I think of it? Come over here near me, and watch your hands."

Relieved at Cheekimeek's response, you scoot across the cave floor to where the Mouse is sitting. In a short time, your hands are free, and you quickly return the favor (with your hands, not your teeth). Getting to your feet, you tiptoe out through the only exit from the cave with Cheekimeek at your heels. The tunnel is short, ending abruptly in another passageway. To your left, a brilliant splash of sunlight marks the portal to the outside world. To the right, the passage grows dim and shadowy. A sputtering torch throws sparks into the gloom.

"Well, Cheek," you whisper, "I never liked the dark all that much, but the clues all point to these caves as the place where the mysteries of Deathwater will be solved. Let's go!"

The Mouse nods as you walk toward the shadows around the sputtering torch. ***Turn to 438.***

264

Cheekimeek was right! Under a bowl full of orange liquid, you find a little golden key. Certainly, it should be of use somewhere, shouldn't it? You are eager to find out, and leave the room with the Mouse, while resolving to return the key at your earliest opportunity. ***Turn to 447.***

265

Putting all of your strength into the effort, you struggle to pull the savage hook out of the wood of the railing. Try as you might, however, the pull of the pirates on the other end is greater, and the hook stays securely imbedded. As the black ship pulls ever nearer, its deck bristling with hostile sabers, defeat looks certain.

"Fight bravely, Men and Talking Animals of Narnia! A happy life awaits us in Aslan's Land!" says the captain, as the first clash of swords is heard between the two ships.

Several of the pirates lean across the narrow gap between the two ships, slashing at you with their sabers. As you duck, a distant voice reaches your ears. It says, "Raise the mainsail!"

- *If you go to raise the mainsail,* ***turn to 161.***
- *If you stay to fight,* ***turn to 313.***

266

"Maybe these boots help you walk through water," you tell Cheekimeek, staring at your feet. "It would make sense for Razmon to take them on a long sea voyage."

"I brought along a broad brimmed hat, but I wouldn't trust my life on the water with it," says Cheekimeek somewhat hotly. He doesn't quite have your imagination, but he does care for your safety.

"Still, I'm going to try," you declare, bracing yourself for the first step. You expect to sink straight to the bottom. Yet you float as though you were actually walking on nothing more liquid than a very springy mattress.

"By the Lion, it works!" Cheekimeek shouts, astonishment lighting up his eyes. Laughing, you scoop up the Mouse, and dance with him over the bouncing surface of the water.

"We can go anywhere!" you sing.

"Yes, well, do go somewhere!" insists the Mouse. *Check Key 18.*

- *If you take the exit out of the cavern,* ***turn to 369.***
- *If you go back to the 4-way corridor,* ***turn to 291.***

267

With your consent, the Dwarfs bind your wrists behind your backs and place heavy blindfolds over your eyes. Led by the hand, you walk and walk and walk. (You feel you must have traveled miles and even crossed continents!) A final steep climb (which you suspect is near the top of the island) brings you to level ground where the liquid sounds of a lake or a pool lap musically against rocky banks. Next you enter into a cave (you can tell by the smell, and the sound your feet make in the closed quarters). At last, you sit down on a rough floor and your blindfolds are removed.

The leader of the Dwarfs stands over you, saying, "Now stay here. We'll go ask the master if he wants to see you."

As they leave, one Dwarf laughs and whispers to his friend, "Well, that was easy. Took them without a fight! Won't have any problem getting rid of them either."

Left alone, you look for a means of escape. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 130.***
- *If 6-12,* ***turn to 263.***

268

Though Cheekimeek is very brave, he is also very small, and the dog leaps right over him to get at you. You cannot remember when you have been more frightened, and have no idea what to do.

Then it occurs to you that the beast is actually just a big dog, and you decide to treat him like one. Trying to ignore his sharp teeth, you smack him as hard as you can upon the nose. Surprised, the dog stops a moment to rub a paw across his stinging nose. Cheekimeek spins about and slaps the other end of the dog with the flat of his rapier. Not used to such painful insults, the dog runs into the woods, yelping.

Much relieved, you and the Mouse shake hands and congratulate each other on a successful encounter with the forces of Deathwater.

- *If you skirt the mountain and travel east, check Key 8 and* ***turn to 225.***
- *If you wander towards the western stream,* ***turn to 245.***
- *If you hike up the mountain,* ***turn to 341.***
- *If you turn your back on the mountain and go south,* ***turn to 300.***

269

Everybody else has gone above to help out during the crisis. Surely they don't need you! What do you know about sailing? Leaving it in the sailors' capable hands, you hide beneath your covers to weather out the storm. Inside the safety of your dark tent, a deep voice says, "Only those who are too sick to get out of bed should stay in it when their friends are in need of their help." Suddenly, your stomach feels very queasy. While those above fight the storm, you fight your own battle with seasickness. The bad weather passes within a few hours, but it is two days before you are able to go on deck again. ***Turn to 244.***

270

"Come on Cheekimeek," you say, grabbing onto the thick vines. "I think we can reach that cave up there. Maybe it will lead us to some answers."

"Or to a very nasty fall," replies the Mouse, looking up doubtfully. "Those vines don't look any too secure to me."

Pick a number *and add your Action bonus:*

- *If 2-4,* ***turn to 131.***
- *If 5-12,* ***turn to 336.***

271

In your haste to leave the hall, you walk directly into a brass planter at your feet. The clanging of the metal echoes throughout the chamber and your heart beats faster with the fear of being caught. ***Turn to 259.***

272

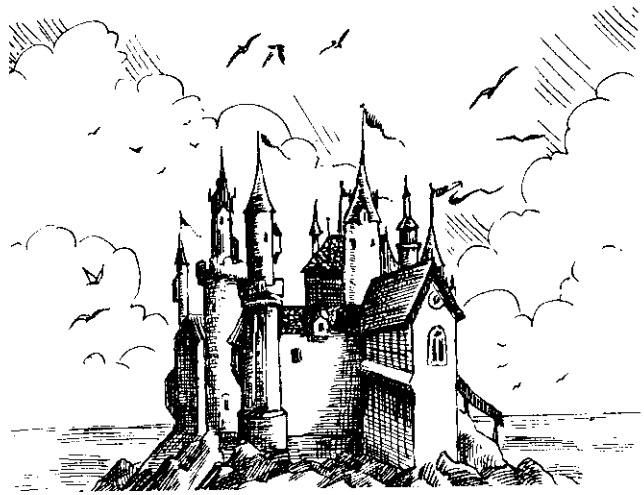
After some minutes the dwarf returns, shaking his head slowly. "I'm afraid Razmon doesn't want to see anyone today," he says. "We're going to have to send you back to Narnia. I don't know what you've seen already, but we're going to have to put these blindfolds on you. I'm sorry."

Cheekimeek stiffens at what he considers the rude mention of blindfolds, and you, too, find yourself becoming angry. Imagine, after all you've been through, to be shipped off the island!

- *If you resist the dwarfs,* ***turn to 335.***
- *If you go along with them,* ***turn to 102.***

273

There might be something useful in this room, but it would take you a year of working with three dozen shovels to find it. After a few minutes of fruitless searching, you and Cheekimeek leave the room empty-handed. ***Turn to 447.***



274

"Wait!" Cheekimeek says, brightening. "The gourds still have some water from the western stream in them. Here, give me your finger."

Offering the Mouse your golden digit, he pours some of the gourd's water over it. At first you feel nothing, and fear the water has failed. Then the gold starts to fade, and within a few moments, it is as good as new. (And probably much more grateful to be a finger now that it has been gold for a while!)

"Well," says Cheekimeek, smiling, "that's better. Shall we continue?"

"Of course!" you declare. "Let's go!" ***Turn to 221.***

275

"Now, where do you two think you're going?" asks one of the Dwarfs, his eyebrow cocked questioningly.

Smiling meekly, you sit back down to wait for the return of the other Dwarf. ***Turn to 272.***

276

At the sound of your footsteps, the bound man raises his head and with a look of hope on his face says, "My name is Paksha Tarkaan of Calormen. Will you, worthy saviors, untie me?"

- *If you untie the Calormene,* ***turn to 145.***
- *If you think it wiser to leave him,* ***turn to 406.***

277

Lying in bed one night, you awake to find the ship lurching and tossing violently. Above your berth, the footsteps of the sailors rush across the deck, and the captain shouts loud commands. The roar of thunder and the crashing of waves against the side of the ship is deafening. Apparently a terrible storm has the Zephyr Reginalis in its clutches! By the sounds of the chaos above, things are becoming desperate. What do you do now?

- *If you stay in bed,* ***pick a number*** *and add your Inner Strength bonus:*
  - *If 2-5,* ***turn to 269.***
  - *If 6-12,* ***turn to 227.***
- *If you go above,* ***turn to 299.***

278

You grow angry at the thought that the Dwarfs might end your adventure and decide not to cooperate. Picking up a boot from off of the floor, you throw it at the nearest Dwarf, hitting him squarely on the nose. Cheekimeek follows your lead and begins to throw things as well. The Dwarfs become infuriated (can you blame them?) and, since you give them no choice, they knock you unconscious to the floor. ***Turn to 409.***

279

The days pass by uneventfully below decks, and the exciting fear of adventure tarnishes into boredom. ***Turn to 262.***

280

"A ship to starboard, captain!" you call down to Loridan. You watch the captain peer over the railing, then hear him shout, "All hands to their posts! Calormene pirates approaching!"

Pirates! Oh, how quickly the stuff of adventure turns to the stuff of nightmare! A sailor climbs up to the crow's nest to relieve you of the post, which you give up gladly to return to the relative security of the crowded deck below. ***Turn to 367.***

281

You stand on the ledge near the top of the high cliff. Through the curtain of ivy that hangs in front of the cave opening, you see the sea lapping the northern shore of the island. Considering the effort you and Cheekimeek just spent getting up, you do not feel like climbing back down any time soon. The cave is actually a long, wide passage, lit with candles at short intervals. Cheek encourages you to follow it, and see where it leads. ***Turn to 358.***

282

I shouldn't have left those pirates untied if I were you! While you left their camp, they snuck through the bushes to lay an ambush. Just as you are congratulating yourself on your handling of the adventure thus far, they leap out of the brush as though from thin air. "Arrr!" they cry, as their clumsy weapons pummel you into dreamless sleep. ***Turn to 307.***

283

You stand among the bayberry bushes fringing the shore on the north side of the island. To the south, the mountain rises gradually, covered with heather and prickly gorse. The rocky coast stretches beyond sight to the east. To the west, crags and cliffs make the way impassable.

- *If you have not checked Key 22,* ***turn to 158.***
- *Otherwise:*
  - *If you hike inland up the mountain (to the south),* ***turn to 237.***
  - *If you go east along the shore,* ***turn to 314.***

284

Removing a candle from the wall, you dip the bottom end into the water, half expecting some eight-legged monster to tear it from your hand. Nothing of the sort happens, of course. Yet, when you remove the candle, you are surprised nonetheless. With eyes wide, you see that the lower half has turned to pure gold! Suddenly you throw the candle down as if it were a snake that was about to bite you.

"Deathwater!" you exclaim in a trembling voice. "Just think if we had crossed!"

Shakily, you return the way you came. ***Turn to 291.***

285

You pause a moment with Cheekimeek to regard the awesome splendor of this most mysterious and marvelous chamber. Then, with a sigh, you continue your investigation.

- *If you examine the north spigot,* ***turn to 322.***
- *If you examine the south spigot,* ***turn to 107.***
- *If you examine the door of the tower,* ***turn to 112.***

286

Eventually, you become tired and you burrow deeply underneath the heavy silk quilts. As you sleep you dream of the unbelievable events of the day. When the rays of the morning sun finally pry open your lids, you are surprised to find that your dreams are reality: you are still in Narnia! Mixed with the delight, however, is the dread of the serious and dangerous adventure that still awaits. In the privacy of your bedroom, old doubts begin to creep into your heart. Are you brave enough? Can you do this? Should you try? There is little time to answer these questions. Already, a bell calls you to breakfast.

- *If you go out to breakfast,* ***turn to 212.***
- *If you sneak out your window,* ***turn to 434.***

287

You come to a swinging door, with light shining through underneath. Someone is humming on the other side. Peeking into the chamber, you see a small bear rolling dough on a broad wooden table. This must be the kitchen! That a bear does the cooking comes as no shock in a day already full of surprises.

"Goodness me!" says the bear, noticing your head at the door. "If it isn't the human cub. Come in! Come in! I was just putting things in order for the morning's baking. Always a lot to do here in the kitchen, you know. Have to keep on top of things. So many mouths to feed, and now a little adventurer! Here, have a taste!"

The bear's jolly attitude and ready tongue draw you to her side. Reaching a great paw into the mound of dough on the table, she pulls off a great dollop and hands it to you. You put the sticky morsel into your mouth, and chew happily on cinnamon and raisins. The bear awaits your opinion eagerly, and you think to compliment her, but then realize that she might never let you leave the kitchen if you are too appreciative. Perhaps you should just excuse yourself and return to your bedroom.

- *If you excuse yourself and return to your room,* ***turn to 286.***
- *If you risk a compliment,* ***turn to 258.***

288

The iron door is huge (much larger than any you have at home), but you are able to move it easily with one hand. A blast of hot air drives you backward. Could there be a dragon inside? Peering in fearfully, everything is explained at a glance (well, almost everything).

The chamber beyond appears to be one large smithy. At one end, a gigantic fireplace flames with a roaring blaze inside. Over the fire, a massive cauldron is hung on heavy chains, its bottom glowing red from the heat. The rest of the room is filled with smaller forges manned by Red Dwarfs, naked to the waist, with sweat pouring from their brows.

Everyone is busy. Most of the Dwarfs stand at their stations clanging away at anvils with heavy hammers. Well, that explains all the noise! But what keeps them all so busy? Just then, the great cauldron is swung by several Dwarfs away from the fire. Pulling on another chain, they tip the cauldron slowly onto its side. A stream of what looks like liquid sunlight pours out of the cauldron across a large iron table with forms carved into it. Never before have you seen anything like it in your life!

"Gold!" gasps Cheekimeek. "Why, they play with the fortune of a hundred kingdoms! What do you make of that?"

The heat and the spectacle begin to overwhelm you. If only someone could give you some answers!

- *If you talk to the Dwarfs,* ***turn to 229.***
- *If you shut the door and go back down the passageway,* ***turn to 445.***
- *If you go up the passageway,* ***turn to 134.***

289

"Not so fast, child," says Cheekimeek. "We still don't know what caused this curse, or what became of the lost Lord. I would say this mystery is far from solved."

"You're right," you reply. "I guess we had better stay and look around some more."

- *If you head away from the stream,* ***turn to 300.***
- *If you follow the stream up the mountainside,* ***turn to 341.***

290

"Oh, couldn't I stay and talk for just a little while?" you plead. "I'm not the least bit sleepy."

"Well," says Cheekimeek, "I suppose it would do no harm. Not for a little while, anyhow. What would you like to talk about?"

"Tell me about Deathwater."

The Mouse places both of his forepaws behind his back, rocks thoughtfully on his heels, and begins: "It is a small island, they say, with a single mountain rising in its center, an extinct volcano I suspect. Other than that, all we know is that there are two streams that flow down the south-east and south-west sides of the mountain into a small bay. Like the King said, it is a very mysterious place."

"Do you suppose the streams have anything to do with the island's name?" you ask.

"That's what we're going to find out, child. Now, it's time you were off to bed. Good night." ***Turn to 286.***

291

You arrive at a rather irregular four-way intersection. The candlelight wavers at the openings of all four misaligned passageways. You can hear the faint sound of running water to your left and further ahead. Your back is to the exit of the cavern complex.

- *If you go left,* ***turn to 399.***
- *If you go right,* ***turn to 210.***
- *If you go straight,* ***turn to 340.***
- *If you leave the way you came,* ***turn to 163.***

292

Walking through the shade of the willows and alders that grow between the two streams on the south side of the island, you wander into a secluded clearing. A huge boulder rests in a patch of sunlight. A soft breeze rustles the trees' leaves. Noting a large dog whose coat shines like copper, you pause before strolling into the clearing.

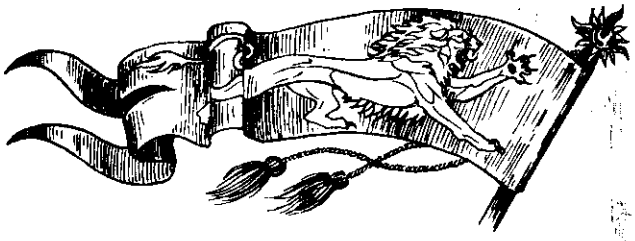
Cheekimeek pulls you behind a tree, motioning for you to be quiet. "A beautiful creature, but dangerous," he whispers.

Peeking around the trunk of the tree, you watch the dog sniff the air. He has not noticed you yet. What should you do?

- *If you fight the dog,* ***turn to 317.***
- *If you try to sneak by,* ***turn to 352.***
- *If you talk to the dog,* ***turn to 401.***
- *If you have Volmar's flute (checked Key 5) and use it,* ***turn to 236.***

293

The Lion's breath rushes over you hot and fast, sweeping you off of your feet and spinning you about dizzily in the middle of a tornado. Following a confusion of wind and tilting sky, the spinning slows and stops. At last, you return to the ground, sick and thoroughly lost. ***Turn to 283.***



294

"Don't go," you say to the gull, as he is turning to leave. "We would like to talk to you, if we may. We're here to solve the mystery of Deathwater, and if you know who rules the island then you could help us out a lot. Please, may we come aboard?"

"Investigatin' the mystery of the island, ye say?" replies the gull, puffing at his pipe more thoughtfully.

"Under the auspices of Favian, King of Narnia," adds Cheekimeek pointedly.

Like most gulls, this one loves gossip (and other bits of refuse), and your story has intrigued him. "Name's MacTwitter," he says. "Come aboard if ye've a mind to. I was just puttin' on tea."

You and Cheekimeek follow the odd bird into the ship's main cabin, where a pot of tea is boiling on the stove. After you have both been served, and found a place to sit down, the gull begins to tell you what he knows.

"Mind ye, this is all s'posed to be a secret," he says, "but seein' as how ye comes from the King, I'm thinkin' it be right to tell ye a wee bit o' the strange goin' ons around here. To begin with, the man who rules this island is a magician goin' by the name o' Razmon. He came to the island many, many years ago on this vera boat. Though it had a different cap'n way back then. I can't rightly say why he came in the first place. As the story goes the magician returned to the ship weighed doon under five tons o' gold. He gave it all to the cap'n and told him to return to the mainland to get food, tools...and hire dwarfs. Above all, he told the cap'n to keep the island a secret. Well, eventually that cap'n died and the job passed on to others, until it finally fell to me."

"What do you think he's doing here?" you ask.

"It's as plain as me beak!" sputters MacTwitter. "He's got them dwarfs minin' for gold! If yer plannin' on goin' in after some yerself, ye'd best be ready for a fight, too. Watchdogs and dwarfs guard the place. If yer smart, ye'll leave him to his secrets."

You begin to think that this is good advice, when Cheekimeek says, "You say this is the original boat, the magician used to get here?"

"Aye," answers the gull. "Keeps it up with magic, he does. It's the original one, all right. In fact, that's the cabin he rode over in. Hasn't been opened since the first day he landed."

Cheekimeek raises his eyebrows, and looks at you questioningly. *Check Key 7.*

- *If you are ready to leave the boat,* ***turn to 283.***
- *If you want to inspect Razmon's cabin,* ***turn to 419.***

295

"I must have a closer look at that statue," you tell the Mouse as you remove your shoes. Cheekimeek looks worried and tells you to be careful. You grin at the Mouse and dive into the lake.

The grin freezes on your face. Though you cannot know it, you have been turned into a golden statue by the magical waters of the lake. Quickly, you sink to the bottom, becoming another of the island's watery mysteries.

This adventure has ended. Turn to the Prologue to begin the next one!

296

Another intersection! Do these corridors go on forever? With a sigh, you pick a direction and carry on.

- *If you go left,* ***turn to 445.***
- *If you go right,* ***turn to 149.***

297

Tiptoeing down the echo-filled grand corridor, you approach a crimson door that stands slightly ajar. As you draw nearer, strange noises reach your ears. You pause in the hall to hear various bubbles, hisses, and abrupt whistles. It puts you rather in the mind of an asthmatic calliope. Indeed, you hear a couple of coughs thrown in, followed by some distracted mumbling.

- *If you listen some more,* ***turn to 216.***
- *If you knock on the door,* ***turn to 154.***
- *If you decide to go back to your room,* ***turn to 286.***

298

You play more beautifully than you ever have. Cheekimeek puts away his sword and sits back to listen to the floating melody. The dog abandons his aggressive stance. He sits down and his eyelids start to droop. A few notes later, he lies down and slowly falls asleep. Though you hardly want to, you stop playing and try to rouse Cheekimeek, who seems lost in a pleasant daydream. "Come on, Cheek," you say. "We have to get moving before that dog wakes up again."

"That was lovely," says the Mouse, as you pull him through the bayberry bushes.

- *If you go toward the eastern stream, check Key 8 and* ***turn to 225.***
- *If you skirt the mountain and travel west,* ***turn to 245.***
- *If you hike up this side of the mountain,* ***turn to 341.***
- *If you wander down to the beach,* ***turn to 300.***

299

The wind is like the hand of a giant pressing against the hatch as you strive to open it. The deck lies at a terrible angle, so that it is rather more like climbing out onto a wall than anything like a floor. Huge waves wash on board, making the deck slick and dangerous. Men run everywhere shouting directions to each other, and pulling ropes this way and that. You attempt to make your way across the treacherous deck to help some sailors with the sail when the ship drops out from under you. Flying helplessly into the air, you land with a hard crash exactly where you had been standing before. Soaked to the skin and with both legs now badly bruised, you begin to wonder if you shouldn't go back down below where you can stay out of everybody's way. But what's that? Is it a cry for help? You listen more closely, but hear nothing more than the roar of thunder overhead.

- *If you investigate the cry,* ***turn to 446.***
- *If you go below,* ***turn to 411.***

300

You stand on the rocky southern shore of the island's one small bay. In the distance, the Zephyr Reginalis rocks at anchor. The two streams flow into this bay from the east and the west, while the mountain rises away to the north. The riddle of Deathwater surrounds you, offering many choices but no answers. After a bit of shuffling among the searocks, you decide that there is nothing for it but to pick a direction and go.

- *If you head inland,* ***turn to 292.***
- *If you walk toward the eastern stream,* ***turn to 225.***
- *If you follow the beach to the western stream,* ***turn to 391.***

301

The boots come up to your knees and are a little loose, but feel soft and strangely comfortable. An odd energy seems to pulse through your legs, and you wonder if they might not be magical. "I think I'll borrow these until we can find Razmon or we solve the mystery," you tell the Mouse. An uneasy, crawly feeling warns you that what you are doing may not be altogether right. *Subtract 1 from your Inner Strength bonus. Check Key 12.*

- *If you check the bed,* ***turn to 124.***
- *If you explore the desk,* ***turn to 240.***
- *If you leave the cabin,* ***turn to 304.***

302

This cave is very low, forcing you to stoop over like an old man to avoid giving your head a nasty bump. Two more openings at the back huddle together as though they, too, were cramped for space.

- *If you go through the right opening,* ***turn to 168.***
- *If you crawl through the left opening,* ***turn to 305.***
- *If you leave the cave,* ***turn to 163.***

303

From where you stand in the middle of a small grove of trees, every direction seems as good as the other, and not one seems as good as the road home.

- *If you head for the beach (east),* ***turn to 314.***
- *If you hike inland up the mountain (west),* ***turn to 341.***
- *If you go south through the trees,* ***turn to 242.***
- *If walk around to the north side of the island,* ***turn to 283.***

304

"I guess we'll be going now," you say politely to MacTwitter. "Thank you very much for the tea."

"Yer welcome, mates," he says, leading you to the gangplank. "One more thing. If yer lookin' to get in to see Razmon, then go to the lake on the east side of the mount'n. Ye'll find a way in there."

"Thank you, again," you say, waving to the bird as you return to the pebbly shore. ***Turn to 283.***

305

You crawl into another cave that has more space, but less interest. Finding nothing to help you in your mission, you turn around and leave. ***Turn to 302.***

306

Following the slope of the corridor downward, you and Cheekimeek are drawn into a dark maze. Onward through the winding corridors and many stairwells, you pass deeper and deeper into the catacombs (for, indeed, that is what they have become). After a long time, you hear the sound of running water. Moving toward the liquid music, you feel your way cautiously down a side passage. ***Turn to 380.***

307

When you wake up, the first thing you notice is a horrible pain in your head. The next is that you cannot feel the bump there, because both of your hands are tied uncomfortably behind your back. Looking about, you find that you sit in a musty smelling cave. Cheekimeek, who is also tied, crouches a few feet away, while another man is slumped in the shadows, apparently in the same condition.

"Oh, Cheek, where are we?" you ask the Mouse.

"The vile Calormenes dragged us up the side of the mountain. They plan to leave us here forever. From what they said, I gather the man over there is their captain, or used to be. By Aslan, pirates don't even look after their own kind!"

You do not believe that you have ever been in a worse mess than the one in which you find yourself at this very moment. Tears crowd your eyes, demanding to be let out. Yet, you know that if you are ever to get out of this situation, you must think quickly and clearly. As best as you can in the darkness, you examine the cave for a means of escape. *Check Key 16.* ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 448.***
- *If 6-12,* ***turn to 320.***

308

The broad aisle leads you down to the shore, where a loud commotion makes you hide behind some briars. Ahead on the rocky beach, several men in turbans and loose pants argue next to an unfinished raft. So that's what all those cut trees were about, you think to yourself. One of the men (the only one with a sword) seems to make up one side of the argument while the others complain together.

"What do you make of all this?" you ask the Mouse.

"Calormene pirates, no doubt," he replies. "They have probably been shipwrecked and are building a raft to return to civilized lands. What they could be arguing about, I have no idea."

- *If you checked Key 23,* ***turn to 395.***
- *If you want to listen,* ***turn to 179.***
- *If you wish to approach the men,* ***turn to 223.***
- *If you sneak north away from the Calormenes,* ***turn to 283.***
- *If you sneak south away from the Calormenes, check Key 9 and* ***turn to 225.***

309

You tell Favian that you suspect Restimar was turned into a golden statue at the bottom of the lake.

"Sad news, indeed," says the King, lowering his head a moment. "But what of the other mysteries?" ***Turn to 325.***

310

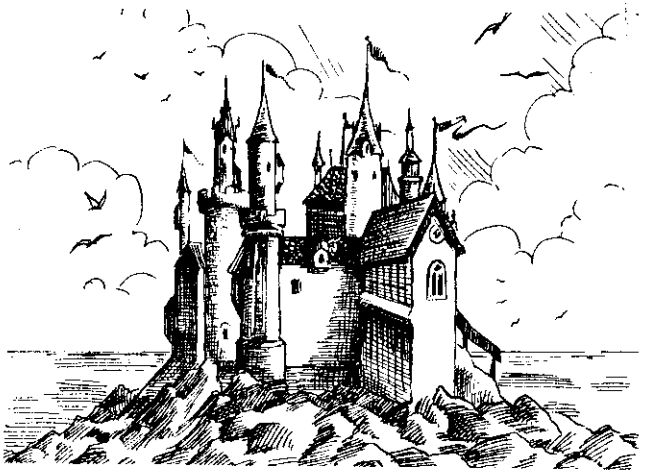
Ghostly shadows dance along the rough walls as you crunch down the gravelly cave passage. Fifty paces later, you come to a branching of the way where two arms curve to the right and left like a giant "Y."

- *If you explore to the right,* ***turn to 430.***
- *If you try the left,* ***turn to 392.***

311

"I'm afraid we never discovered what became of the lost Lord," you admit to Favian, embarrassed.

"Oh, well," says the King. "I sent you to solve greater mysteries than that." ***Turn to 325.***



312

"Who do they think they are, givin' me orders?" the gull grumbles to himself. Then he turns to you and says, "I don't know who ye young uns be, but if ye've a mind to stay on the island I won't stop ye. Take them back to Narnia, indeed!"

- *If you stay to talk,* ***turn to 294.***
- *If you leave the ship,* ***turn to 283.***
- *If you leave Deathwater on board the gull's ship,* ***turn to 381.***

313

"Captain!" you cry over the clash of steel. "Raise the sail!"

Loridan gives you an angry look. After all, he is not accustomed to taking orders on board his own ship. Nor is there a wind to fill the sail. Noticing the look of sincerity in your eyes, however, he orders the mainsail hoisted at double speed. When you see the face Aslan emerging from the folds of sailcloth, you return to the battle, trying your best to keep a dozen pirates from climbing over your section of the railing.

Alas! They are too many! You struggle vainly as three pairs of strong, hairy hands pluck you from the deck. You shout loudly for rescue, but your voice is lost in the confusion. With unbelieving eyes, you watch as the mainsail of the Zephyr Reginalis is raised and somehow filled with wind, though not the slightest breeze touches the sails of the pirate ship.

Slowly at first, then with ever increasing speed your only hope of rescue pulls away into the distance. Yet, perhaps not all is lost. Astounded by the miraculous wind that filled the mainsail of the Zephyr Reginalis, the pirates have forgotten about you for the moment. Could you jump overboard and swim to safety? *Check Key 23.*

- *If you jump overboard,* ***turn to 215.***
- *If you stay on deck,* ***turn to 185.***

314

Walking along the eastern coast of the island, you can see cruel rocks rising out of the water several yards from shore. The remnants of a ship wreck are caught in the jagged teeth. Inland, you can hear muffled noises coming from a copse of alders. "Now what could that be?" Cheekimeek asks. You are not at all sure you want to know.

- *If you investigate,* ***turn to 219.***
- *If you head inland through the alders,* ***turn to 252.***
- *If you avoid the noise by going south along the shore, check Key 9 and* ***turn to 225.***
- *If you avoid the noise by going north along the shore,* ***turn to 283.***

315

With all the foliage surrounding the hut, you find it very easy to approach within listening distance. Straining your ears, you catch a strange conversation taking place between two men.

"O, son of my mother's brother, as the poets said, the metal of sunshine and divinity warms the heart with a cold and rewarding flame. Shall I not amputate? The remaining nine shall gift you with sufficient dexterity, and the gold shall cool thine enemies' hearts!" says one.

"O, son of my father's sister, pour the water of life over this precious wound. As the poet's said, the gifts of one's birth, life and limb, rival all other gifts. Of what good is gold, without health? With heather and gorse and the land itself for alchemical potential, what need have I for a finger of gold?"

You look at Cheekimeek as if to say, whatever could they be talking about? He replies, "I don't know either. They sound like Calormenes. Perhaps we shouldn't get mixed up with them just now."

- *If you leave the area,* ***turn to 303.***
- *If you enter the hut,* ***turn to 343.***

316

Without knocking, you open the door and enter. As you do, five startled Dwarfs leap up from their stools and beds. Apparently, this is where they sleep and relax when not on duty. Once their surprise has worn off, they become embarrassed for having been caught with their shoes off in front of strangers. Hurriedly, they scramble into their boots and tuck their shirts into their trousers.

Cheekimeek tries to pretend he hasn't noticed, but you, who are less acquainted with the delicate art of diplomacy, cannot keep from giggling. When the Dwarfs have reassembled themselves, they assume a haughty attitude and demand to know what you are doing in their room. As seriously as you can, you explain to them the nature of your mission and ask to see their master.

"It can't be done," says the lead Dwarf. "Razmon has given us strict orders to allow no visitors on the island. I'm afraid we're going to have to send you back to the mainland. Please, come with us peacefully."

You cannot believe what you are hearing. Could it be that your adventure has ended here?

- *If you resist the Dwarfs,* ***turn to 278.***
- *If you go along with them,* ***turn to 109.***

317

"Lay on!" cries Cheekimeek, leaping to the attack.

With somewhat less certainty, you advance towards the dog. ***Pick a number*** *and add your Fighting bonus:*

- *If 2-4,* ***turn to 184.***
- *If 5-12,* ***turn to 268.***

318

The pirates are furious, but disorganized. Still, they won't be long in getting themselves in order. If you want to run away, you will have to try it now, and by no means fail! ***Pick a number*** *and add your Action bonus:*

- *If 2-6,* ***turn to 417.***
- *If 7-12,* ***turn to 319.***

319

Fear makes you fleet of foot, and you fly from the pirates, making the barest impression on the soft ground as you go. Once you are certain that they are not following, you stop to catch your breath and to pick a new direction.

- *If you race inland,* ***turn to 242.***
- *If you scramble for the northern shore,* ***turn to 283.***
- *If you flee to the south, check Key 9 and* ***turn to 225.***

320

A close inspection of the cave turns up nothing but a ragged projection of rock rising from the cave floor, which you doubt is sharp enough to cut through your bonds. You are about to give up all hope, when a rather clever idea occurs to you. "Uh, Cheekimeek," you say hesitantly. "I was thinking. Well, you see, where I come from the mice are very smart and...well, you should just see how they can chew through all sorts of things: paper, boxes...ropes."

For what seems like a long time, the Mouse says nothing, his eyebrows raised unbelievably high. You are afraid that you have offended him deeply, when he exclaims," I see! Yes, of course! Why didn't I think of it. Mind you, I am not accustomed to chewing on ropes, but for the sake of Narnia and our own safety, my teeth are always ready to serve. Come nearer, child, where I can reach your bonds."

You scoot over to Cheekimeek, and within moments you are free. Quickly, you loose the Mouse from his bonds (with your hands, not your teeth). With Cheek at your heels, you walk over to examine the limp figure lying in the shadows.

"Looks like a Calormene," says the Mouse, removing thin strands of rope from his teeth. ***Turn to 276.***

321

Walking beside the rushing stream, you enter a cave with an exit at the far end. The stream, of course, flows in from the far passage and out through yours. An arched metal door is situated on the left wall. For the moment you have had your fill of water, and want to leave the stream to its own devices for a while.

- *If you check the door,* ***turn to 256.***
- *If you leave through the far exit,* ***turn to 447.***

322

The water flies swiftly from the wide mouth of the golden pipe to splash into the channel in the floor. Could this be the source of one of the streams outside? If so, which one? In any case, it looks fresh and cool, and you do have such a thirst...

- *If you drink the water,* ***turn to 110.***
- *If you test the water,* ***turn to 113.***
- *If you leave it alone,* ***turn to 285.***

323

Should you read this? After all, you wouldn't very much like it if a couple of strangers got into your journal. No, not at all. You decide to leave the book unopened, but slip it into your pocket. If you should meet Razmon, you can give it to him and perhaps get his mind off gold for a little while. *Check Key 6.*

- *If you check the bed,* ***turn to 124.***
- *If you look in the chest,* ***turn to 217.***
- *If you leave the cabin,* ***turn to 304.***

324

At first thought, it seems dangerous to tell the truth to these men. And so it might be! Yet you would merely be sinking to their level if you were to lie. You decide to tell the truth! ***Turn to 396.***

325

"Tell me now, if you can, why is Deathwater called so?"

- *If you can tell the King,* ***turn to 344.***
- *Otherwise,* ***turn to 353.***

326

"Who do they think they are, givin' me orders?" the gull grumbles to himself. Then he turns to you and says, "'Course, yer welcome to sail back with me if ye've a mind to. But if ye wish to get on with your investigat'n, I won't stop ye. Take them back to Narnia, indeed!"

- *If you leave the ship,* ***turn to 283.***
- *If you leave Deathwater,* ***turn to 381.***

327

Your arms grow tired, and your wrists smart from bad scrapes. At last, you cut through the ropes. In an instant, you scramble to Cheekimeek's side, and soon you are both free.

"Well done, child," says the Mouse. "We had better take a look at that other fellow now."

Cautiously, you approach the figure slumped in the shadows. Cheekimeek takes in a sharp breath and whispers to you warningly, "A Calormene!" ***Turn to 276.***

328

Walking slowly past the lion (was it a trick of the light, or did it wink at you?), you slip behind the curtain. The heavy cloth brushes against your back as you feel blindly along the wall for a door. You edge toward what you imagine must be the middle of the curtain, and still you find nothing. Surely, there must be an opening somewhere, you think to yourself, and continue to inch along the wall. Smooth marble slips past your fingertips; you reach the other end and emerge dusty and bewildered.

Your confusion turns to astonishment, however, when you find that the museum alcove has apparently become the hall of some magnificent castle, and the curtain a rich and lovely tapestry. The hall is long and high, pillared on both sides, and adorned with banners. More magnificent still are the people assembled there. Men, women and children dressed in the fine, yet simple garb of lords and ladies stand at the far end with their backs to you. How wonderfully strange it all seems. But how did you get here? Could it be you slipped through a doorway behind the curtain without knowing it? Suddenly, you feel as though you are intruding on something very solemn and private.

- *If you leave the hall,* ***turn to 355.***
- *If you hide and watch the people,* ***turn to 379.***
- *If you want to approach the people,* ***turn to 125.***

329

They outnumber you, but Cheekimeek nimbly avoids their attacks and disarms them. You bind them securely with their own rope. After it is all through, you stand over your captives, shaking and out of breath. What should you do with them now?

- *If you decide to slay them,* ***turn to 235.***
- *If you want to talk to them,* ***turn to 166.***
- *If you just want to leave,* ***turn to 127.***

330

"Grab my hand, captain!" you shout above the sea.

Loridan begins to reach out, but seeing that it is you, answers, "I'm too heavy for you. Get some rope!" Just then, a mighty wave plucks the captain off of the side of the ship as easily as a grape from the vine.

Keeping a steady eye on his location, you get the coil of rope and attach it securely to the railing. You check the knot quickly and get to your feet. Twirling the rope's loose end above your head, you throw it in the direction of the floundering captain. ***Pick a number*** *and add your Action bonus:*

- *If 2-5,* ***turn to 428.***
- *If 6-12,* ***turn to 232.***

331

Though the thought of food should be the furthest thing from your mind, the friendly bear's cookies suddenly pop into your head. She had said that they were just the thing for a long sea journey. Perhaps they could help. Swallowing your illness, you unwrap the golden wafers, and take a small bite of one. To your surprise, you find that your appetite is returning, and you quickly finish off the rest of the cookies. By the time you have devoured the last crumb, there is no hint of sea sickness left, and the rocking of the ship fills you with nothing more than a pleasurable excitement. ***Turn to 262.***

332

The mystery of the pit overcomes your fears, and you approach the edge. It is very deep, and though you shine a candle down, you cannot see the bottom. The sides of the round hole are knobby, but glisten with moisture. Hazardous handholds indeed! Yet you cannot help but wonder what is at the bottom.

- *If you climb down inside the pit,* ***turn to 196.***
- *If you leave,* ***turn to 149.***

333

When you knock on the door, Cheekimeek gives a little squeak and turns to see who could be outside his door at this hour of the night. Spying you in your nightshirt, he smiles and bids you a good evening (though by now it is well into the very early morning). "Just packing away a few things for the journey," he adds, tying his sea bag neatly closed. "Shouldn't you be asleep by now? It isn't a high tea we'll be traveling to tomorrow, but a full-fledged adventure!"

There is a light that comes into the Mouse's eye at the word adventure, and you think that you might like to hear a tale before returning to bed. Still, it is late...

- *If you decide to go back to your room,* ***turn to 286.***
- *If you want to stay and talk,* ***turn to 290.***

334

"The right side, I believe, sir," you say (exactly what I was thinking), but the captain grimaces and says, "Wrong. Port is to the left side of the ship. You had better stay below if you don't want to fall overboard."

So saying, the gruff captain retires to a seat at the other end of the table and helps himself to some breakfast. You, on the other hand, have suddenly lost your appetite, as well as your desire to go on any adventures. Cheekimeek leans over and whispers, "Don't let the captain fool you. He runs a tight ship, but he's as good-natured a Narnian as any of us."

Little comforted, you thank the Mouse and pick at the food on your plate. ***Turn to 357.***

335

All you said was excuse me! No need for them to go for their clubs. Well, if that is what they want, that is what they shall have! ***Pick a number*** *and add your Fighting bonus:*

- *If 2-6,* ***turn to 188.***
- *If 7-12,* ***turn to 375.***

336

You climb several feet up, finding strong holds for your feet and hands in the thick ivy. "You see, it's easy!" you call down to Cheekimeek who begins to follow. When you are sure that he will make it, you climb the rest of the way up to the cave entrance. The ivy has been drawn like a curtain across the opening and is easily moved to one side. With a grunt, you pull yourself into the cave and help Cheekimeek onto the ledge outside.

Peering into the darkness, you mutter with fearful excitement, "I guess this is where the real adventure begins..." ***Turn to 281.***

337

What are you thinking of? That's not how the melody goes at all, and the meter's all wrong. No, no! It's one, two, three, one, two, three. Keep your fingers over the holes. Don't — oh, well, it's too late now. The dogs have overwhelmed and subdued you! ***Turn to 409.***

338

Surely running would be cowardly! And after all, who are you to argue otherwise in the face of duty? Just as you start to voice this opinion, something nagging catches in your mind, and you run through the situation one more time. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-5,* ***turn to 426.***
- *If 6-12,* ***turn to 350.***

339

The Lion's breath rushes over you hot and fast, sweeping you off of your feet and spinning you about dizzily in the middle of a tornado. Following a confusion of wind and tilting sky, the spinning slows and stops. At last, you return to the ground, sick and thoroughly lost. ***Turn to 433.***

340

You enter a cave filled almost entirely by a deep pool of water fed by a stream that flows in from a passage ahead and off to the right. As you stare into the rippling pool, one word fills your mind with dread: Deathwater!

- *If you are wearing Razmon's boots (checked Key 12),* ***turn to 202.***
- *Otherwise:*
  - *If you take the exit out of the chamber,* ***turn to 369.***
  - *If you return to the 4-way corridor,* ***turn to 291.***
  - *If you want to test the water,* ***turn to 126.***

341

You move to where the eastern stream tumbles down from a small lake surrounded by low cliffs.

- *If you want to investigate further,* ***turn to 100.***
- *If you pass by the lake and head north through the heather,* ***turn to 283.***
- *If you pass by the lake and head east toward a grove of alders and willows,* ***turn to 242.***

342

Skulking about has gotten on your nerves, and you decide to face these Dwarfs directly. Straightening yourself, you walk right into the room and say, "Excuse me."

This startles the poor Dwarfs no end, who leap from their seats with exclamations of "Heavens!" and "By the star, what's that?" while at the same time, fumbling desperately for their clubs.

Amazed and amused, Cheekimeek looks at you for directions.

- *If you fight the Dwarfs,* ***turn to 335.***
- *If you talk to them,* ***turn to 383.***

343

Without knocking (there is no place to knock), you and Cheekimeek step through the doorway of the tiny hut, surprising the two men inside. They are Calormenes, whom you recognize as two of the pirates that attacked the Zephyr Reginalis. One sits on the floor, and you are amazed to see that his right index finger is made of solid gold. The other man stands over him with a gourd full of water in his hand.

"Aha!" cries Cheekimeek, drawing his rapier. "You did not expect to see us again so soon, did you, my friends? What shall we do with these two criminals, child?"

They are unarmed, but seem frightened and on the verge of violence. Maybe you should subdue them while you still have the upper hand. But how did the pirate get his golden finger? And why is his friend holding the gourd of water as though it is something of great value? Cheekimeek awaits your answer.

- *If you decide to fight the pirates,* ***turn to 373.***
- *If you would rather talk first,* ***turn to 414.***

344

"How horrible!" exclaims the King, when you tell him about the curse of Deathwater. "You have done Narnia a great service! And do you know what caused the curse?"

- *If you do,* ***turn to 364.***
- *Otherwise,* ***turn to 361.***

345

"The left side, I believe, sir," you say.

The captain brightens a little: "Correct! So you know your way around a ship, do you? Well, you're going to need to. Calormene pirate ships have been spotted sailing the waters between Narrowhaven and Deathwater. Black ships, child, low and fast. Keep your eyes open while you re on board, and we just might get you there and back alive." *Check Key 4.*

Suddenly, your breakfast has grown cold, and the thought of adventure has lost some of its appeal.

"Chin up," whispers Cheekimeek. "As long as we're sailing with the captain, there's nothing to worry about."

"Thanks," you whisper back, though you feel little better. *Turn to 357.*

346

With the formalities over, the evening gives way to a magnificent feast. Long tables are brought out onto the lawn (the museum seems to have disappeared altogether) laden with a scrumptious evening's meal. There is rich potato soup, roast pheasant stuffed with chestnuts, great baskets filled with bread, and sugar-coated raspberries for dessert, not to mention the cheese and cakes between courses to keep you entertained! Finally, when every last bit of food has been eaten and every song sung, you and the other merry-makers retire to bed.

Curled within the cozy warmth of three quilts, you cannot keep the approaching adventure out of your head. With so much to think about, it is difficult to sleep. A cheering idea pops into your head: I might take a look about the castle to see if anyone else is awake! On the other hand, tomorrow's adventure may demand the clear thought and steadfast courage that only a good night's sleep can provide.

- *If you stay in bed,* ***turn to 286.***
- *If you get up,* ***turn to 439.***

347

Have you been in this cave before?

- *If you have (checked Key 16)* ***turn to 162.***
- *If you have not,* ***turn to 206.***

348

"Oh, it's no good, Cheek," you sigh, exhausted after several minutes. "The rock just isn't sharp enough to cut the ropes. I guess we'll never get out of here."

"Don't be too sure, child," says the Mouse. "Listen."

Suddenly, you hear footsteps approaching the mouth of the cave. You wonder if it could be the pirates come to finish you off and are surprised to see six Dwarfs enter with torches.

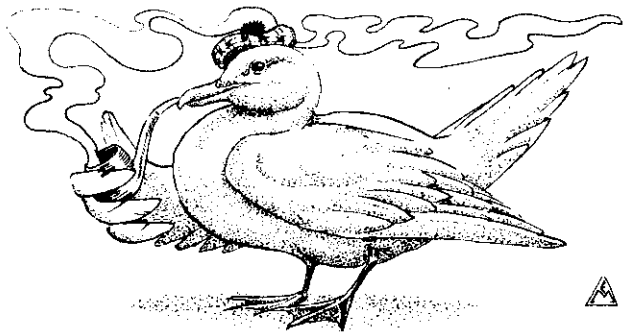
"What's this?" says the Dwarf in the lead, his mouth hanging open. "Prisoners? Why, we haven't taken any prisoners! The master isn't going to like this. We'd better get them down to MacTwitter before he finds out!"

Before you can ask any questions, the Dwarfs have blindfolded you and lifted you onto their stout shoulders. Apparently, they have done the same with Cheekimeek, for you can hear him protesting loudly nearby. You are carried for a long time over the irregular terrain of the island until the roar of the ocean beats in your ears. At last, the Dwarfs place you back on your feet, and you can feel the rocky beach beneath your heels. ***Turn to 412.***

349

"Hello!" you call out through cupped hands.

At first there is no response, but then the door to the ship's cabin opens up, and a large seagull steps onto the deck. A stubby pipe is clenched in his beak, sending gray wisps of smoke towards the sky. Removing the pipe, the gull looks about to see who has hailed him. He spots you and says, "Brrristlin' bagpipes! Who's there, and what be ye wantin'?"



You introduce yourself and Cheekimeek, to which the gull shouts back in a gruff voice, "Off wit' ye! Yer trrrespassin'!"

"The nerve!" says Cheekimeek, tugging his whiskers with indignation. "Why, I ought to go show that old buzzard who he's talking to!"

"Wait a moment, Cheek," you say (you've come to know your friend as Cheek, it being a friendlier and considerably shorter name). "If this land belongs to someone else, perhaps we shouldn't stay." The truth is that you are afraid the ruler of the island might become angry and hostile if he finds you, a fear for which I do not blame you at all.

- *If you want to talk some more,* ***turn to 294.***
- *If you want to simply leave the area,* ***turn to 283.***

350

The word duty buzzes about your head annoyingly, making your decision even more difficult. Wouldn't running be cowardly? Maybe not! You are on a mission for the King of Narnia to seek out and solve the mysteries of Deathwater. This should be your first responsibility and that of all those on the ship bound to take you to the shores of the puzzling island. Your course is clear then; you must go to Deathwater and leave the pirates for later. You explain your decision to Cheekimeek and Loridan. Though they are loathe to leave the pirates unpunished, they see that you make sense.

The Captain orders the rowers to their stations, and the Zephyr Reginalis begins to slowly creep away from the pirate ship. The black vessel is the faster, however (compelled as it is by greed and a harsh master), and begins to overtake your own ship.

"Muffins and mermaids!" cries the Captain. "If only we had a wind."

Already you can see the cruel faces of the pirates, so close have they approached, when a distant voice reaches your ears. It says, "Raise the mainsail!" ***Turn to 161.***

351

Partly hidden by the heather, a short figure sprints ahead of you. Tripping over roots and stones, you follow as best you can. Fortunately your quarry does not seem to be having any easier a time of things.

Despite the rough ground, the mysterious figure draws you clear around to the west side of the island. Your legs feel rubbery, and still you don't gain on him. At last, the object of your chase breaks into clear ground, and you are able to see him clearly before he has disappeared on the other side. A dwarf!

When you reach the turf covered slope, you can run no further. Cheekimeek emerges from the heather seconds later, and sits panting at your side. "I must rest," he says, and you agree. As you both wait for your wind to return, a commotion arises on all sides. Cheekimeek draws his blade as you scramble to your feet. Six Dwarfs with red hair and beards stride out of the bushes, short clubs and rope clutched in their hands. *Check Key 13.*

- *If you fight the Dwarfs,* ***turn to 140.***
- *If you want to talk first,* ***turn to 397.***
- *If you have the Volmar's flute (checked Key 5) and use it,* ***turn to 443.***

352

"There's no reason we have to deal with him, is there?" you ask Cheekimeek, hoping that he will not find one.

"I suppose not," answers the Mouse. "If we are careful, we can sneak by through the trees."

Greatly relieved, you begin to move quietly from tree to tree, keeping a wary eye on the dog just the same. ***Pick a number*** *and add your Trickery bonus:*

- *If 2-4,* ***turn to 111.***
- *If 5-12,* ***turn to 436.***

353

"I...well...uh..."

"The child does not know, Favian," says a deep voice behind you. Turning, you see that it is Aslan who spoke. Before you can apologize, the Lion says, "You left the adventure I gave you unfinished. Now it is time to go home. Perhaps, someday you will be ready to return."

The next moment, you experience a terrific pull on your entire body. Things go black for a second, and when you can see again you find yourself back in the museum. Sadly, you go in search of your classmates, wondering when you might return to Narnia.

It's easy to return to Narnia! Just go to the Prologue and begin again!

354

Cheekimeek meets the Calormene leader's scimitar with his rapier, while you grab up a stick from the fire to hold off the rest of the unarmed pirates. Several terrifying moments go by, during which you are not at all sure you are going to survive. At last, Cheekimeek disarms the leader. A drastic change comes over the pirates. They drop to their knees, begging the Mouse to leave them unharmed.

"O valiant warriors, leave our lives and limbs intact that we may glorify your names to Tash the omnipotent until the end of time," chants their leader. "Let these treasures of divine metals repay you for your infinite mercy and wisdom!"

Your gaze falls upon the pile of golden rocks, sticks, and scimitars that the pirates have gathered in the shade. Your head spins at the thought of such wealth.

- *If you take the gold and leave the island,* ***turn to 164.***
- *If you slay the pirates,* ***turn to 246.***
- *If you talk with them,* ***turn to 394.***
- *If you tie them up and leave the area,* ***turn to 108.***

355

Quietly, you pull back the tapestry to look for the door you must have come through. All you see is a stone wall—nothing more. If only you knew more about what was going on! Your gaze returns to the people at the far end of the hall.

- *If you hide and listen,* ***turn to 379.***
- *If you approach them,* ***turn to 125.***

356

Though you keep your eyes peeled as best you can, you do not spot the black ship rising above the horizon. Fortunately, the hands on deck have been watching as well, and one of them shouts the alarm. "Pirates!" The word strikes icy fear into your heart, and it is with shaky legs that you descend from the crow's nest to find out what will happen next. ***Turn to 367.***

357

At last (though too soon for your tastes), the time has come to leave Cair Paravel and board the ship. King Favian leads the colorful procession down to the docks with you and Cheekimeek at his side. Loridan has already returned to the ship, which is as neat as a pin and ready to sail when you arrive at the waterside.

Standing on the quay, you admire the vessel (if only you didn't have to brave the sea behind her proud planks). The Zephyr Reginalis is the most beautiful craft you have ever seen. Her prow is adorned with the magnificent carving of a lion's roaring head, whose wavy mane flows back into the golden sideboards. As the parade arrives, Loridan orders the raising of the mainsail. The sight is inspiring as well as imposing. A vast sheet of dark blue, the sail bears a fine depiction of Aslan's stern face. His mouth is rounded as though he were filling the sail with wind himself.

You are admiring the grandeur of it all when Favian turns to you with a bravely sad look and says, "This is where we say goodbye, my friend. On behalf of Narnia I wish you all the best in your uncertain future. May Aslan return you to our shores very, very soon."

A warm handshake is exchanged, followed by a tearful hug. Then you and Cheekimeek board the Zephyr Reginalis, and the ship pulls away to the sound of rejoicing trumpets. Soon, there is nothing of the land to be seen, and you are left alone for the moment while the crew tends to the operations of the ship.

- *If you go below,* ***turn to 279.***
- *If you stay above,* ***turn to 368.***

358

A wide corridor stretches into the distance (due south by your reckoning). A cool draft blows in from behind you. Eventually, you spot a door on the right wall, while the left wall has a simple, dark opening. From here, one choice looks as good as any other, although Cheek is partial to moving on.

- *If you continue along the main passage,* ***turn to 128.***
- *If you explore the opening to the left,* ***turn to 424.***
- *If you check the door on the right,* ***turn to 370.***

359

This would be a good time to apologize to the Mouse for embarrassing him earlier. You knock on the open door and wait outside for him to recognize you. He turns at the noise and says with a twitch of his whiskers, "Oh, hello child. Come in."

"Hello, Cheekimeek," you say, entering shyly. "I just wanted to apologize for what I did today. This is all so new to me, and I was a little confused. I'm truly sorry."

The Mouse nods to you respectfully. His manner seems to lighten, and he says, "Don't worry about that, child. Friendliness is no crime here in Narnia. But, my whiskers, shouldn't you be in bed? We have a long journey ahead of us."

- *If you decide to go back to your room,* ***turn to 286.***
- *If you want to stay and talk,* ***turn to 290.***

360

Here the passage makes a precise turn to the right, leaving you with little choice but to forge ahead. ***Turn to 186.***

361

"I have no idea," you answer.

The King gives a look of disappointment that changes rapidly to one of astonishment. Leaping out of his chair, he bows low on one knee, saying, "Welcome, Aslan."

Surprised, you turn to see the huge Lion. His face displays little emotion, and he says, "You have done what you thought you could, child, though it was not all that was expected. Now, you must go home. Perhaps, someday you will return."

There is no time to be sad, for your body suddenly experiences a powerful tug and everything goes black for a moment. When your vision returns you find yourself back in the museum. Bewildered, you wander off to find your classmates and await the day when you might return to Narnia.

It's easy to return to Narnia! Just go to the Prologue and begin again!

362

You bend over to drink, but stop to test the water first to see whether or not it's too cold (you don't want a headache!). Dipping in a finger, you think it must be much colder than you expected, for your finger has gone totally numb. Removing it quickly, you are shocked and horrified. It has been turned into gold!

"What's the matter, child?" asks the Mouse, noting the anguished look on your face.

"Deathwater!" is all you are able to respond.

- *If you know of a cure for this curse (checked Key 10),* ***turn to 199.***
- *Otherwise,* ***turn to 150.***

363

Taking the gold would not solve the riddle of Deathwater. You suddenly realize the folly of your greed, and the danger of the island's golden enchantment. With a shrug, you shake off all further thoughts of becoming rich.

- *If you tie up the pirates and leave,* ***turn to 220.***
- *If you just leave,* ***turn to 282.***

364

The King listens with interested amazement as you tell him about how Abadin fell into the well and enchanted the water. "Of course," he says, "you undid the curse. Didn't you?"

- *If you did,* ***turn to 372.***
- *Otherwise,* ***turn to 365.***

365

"I tried," you say. "Honest, I did, but I couldn't figure out any way around the curse. I guess I've made a pretty fine mess of things."

"You've done all that you could," says a deep voice. Turning, you see that it is Aslan. "No one expects any more of you. Come, now. It is time to go home. But never fear, someday you will return to Narnia."

Aslan closes your eyes with gentle kisses. When you open them, you find yourself back in the museum. Hoping to return to Narnia someday, you wander off to find your classmates.

It's easy to return to Narnia! Just turn to the Prologue and begin again!

366

You are about to turn and leave the Calormene, but something in his eyes makes you stop for a moment. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-7,* ***turn to 159.***
- *If 8-12,* ***turn to 371.***

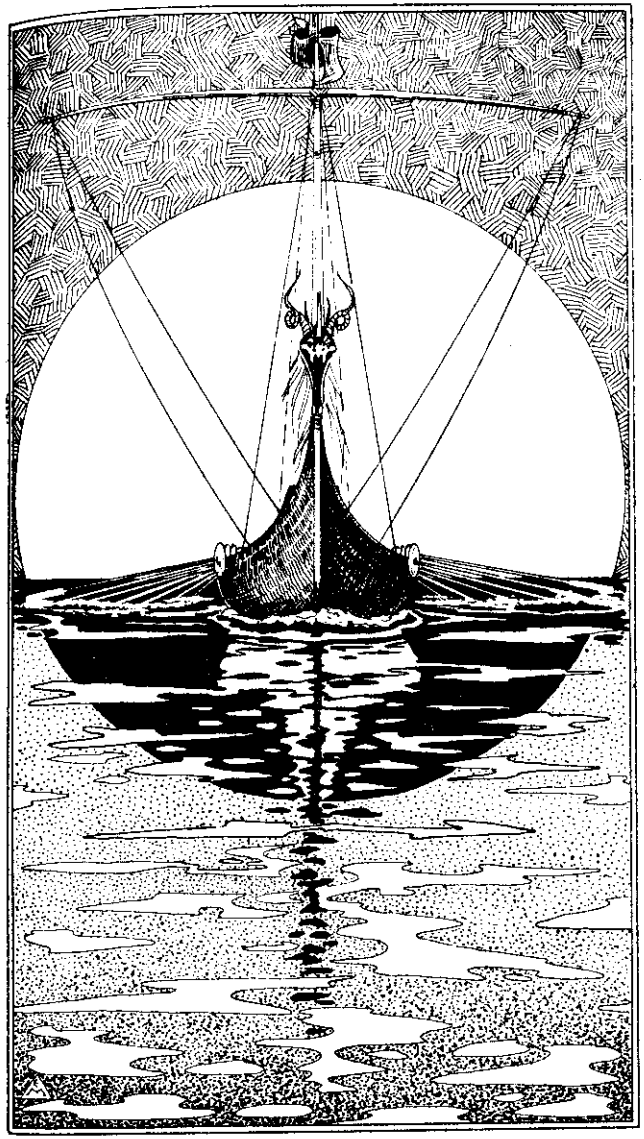
367

Cheekimeek stands on the poopdeck with Loridan, and motions for you to come up. You climb the steps to the platform, and listen closely to what the captain has to say.

"That is a Calormene pirate ship out there. She is approaching quickly, and we probably cannot outrun her. Not without a good wind at our backs anyhow. As captain of the Zephyr Reginalis I am duty-bound to rid the seas of this menace. Cheekimeek is likewise bound as a mouse-at-arms of Narnia. Since you are an important passenger on board this ship, we wish to hear your opinion as to what we should do."

Oh, dear, why do you have to make all of these important decisions? As you consider the proper course of action, the Calormene ship draws nearer.

- *If you want to fight the pirates,* ***turn to 338.***
- *If you want to make a run for it,* ***turn to 350.***



368

You decide to stay on the deck of the ship, trying to find a place out of the way of the sailors. Looking out over the railing you feel as though you have just landed on another planet. The sea seems to go on forever, crashing and spraying in all directions, rolling you along with its alien motion. As the ship pitches on the waves, you are introduced to yet another new sensation: seasickness! Conditions become worse as the warm sun adds to your queasiness, and you suddenly wish you hadn't eaten so much breakfast.

- *If you have the bear's cookies (checked Key 2),* ***turn to 331.***
- *Otherwise,* ***turn to 181.***

369

You enter a a cave whose right-hand wall has obviously been worked with chisels. A swiftly flowing stream courses through a channel in the floor of the cave, entering from a passage in the far wall and exiting the way you just came.

- *If you drink from the stream,* ***turn to 362.***
- *If you continue on into the next corridor,* ***turn to 221.***

370

After listening at the broad door and hearing nothing, you decide to find out what is on the other side. It opens noiselessly onto a room filled with shelves. Rows of jars filled with preserved fruits and jams load down the sagging boards. Sacks of flour slump lazily against each other on the lower shelves, while fat barrels stand neatly on the floor at the back of the room.

"They eat well here," says the Mouse, examining the fresh stores. "Which reminds me, I'm hungry! Surely, they won't mind if we take a little something to nibble on while we continue our search."

So saying, both you and Cheekimeek take two small loaves of bread and a hunk of dried meat each, hoping to repay their owners when you finished your mission. *Check Key 21.*

- *If you wish to examine the opening across the corridor,* ***turn to 424.***
- *If you pass down the corridor,* ***turn to 128.***

371

Looking into the Calormene's eyes, you are suddenly aware that he is a person just like yourself and in need of your help. Calormene or not, you cannot just leave him here to perish, now, can you? ***Turn to 145.***

372

"I see," says the King. "Once you got Abadin out of the well the curse was ended!"

"Yes!" you agree, happily.

"And did you make sure she returned to the sky?"

- *If you did,* ***turn to 376.***
- *Otherwise,* ***turn to 374.***

373

Looking down at the two pirates, you remember the horrible encounter on the high seas. Surely these two should now pay for their sins! Before you can give the command to Cheekimeek, an uncomfortable stirring within stills your voice. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-5,* ***turn to 122.***
- *If 6-12,* ***turn to 192.***

374

"Oh, dear," you say meekly. "Should I have?"

"Well," answers the King, "I don't see how a star can be happy living underground."

"I guess I've failed," you say, feeling miserable.

"No, child," says a deep voice. You turn to see that it is Aslan who spoke. "You have done Narnia a great service, and made two people happier than they were before. Whatever problems remain, they will work themselves out over time. Meanwhile, it is time for you to return home. Now, give me a hug."

You bury your face in the lion's deep mane. Its rich weight soothes your heart and eases your spirit. You know that when you are frightened or lonely, the Lion's warm presense will return with the memory to comfort your weakness.

Moments later, you find yourself back in the museum. With the adventure still fresh in your heart, you hurry off to rejoin your class and await the day when you will return to Narnia.

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375

You've won! Don't worry too much about the Dwarfs. They've just been knocked out for a while. In fact, they're already coming out of it. May I suggest you hurry?

You exit the chamber with quick steps, turn right down the main passage, and delve deeper into the cavern complex. *Check Key 17.* ***Turn to 291.***

376

"Yes!" you answer, and then tell the whole story of how you all went down to the beach and Abadin leapt into the night sky like a fiery spear.

"Well done!" cries the King, smiling brightly.

"Yes, well done," a deep voice echoes. You turn to find that it is Aslan who spoke. "You have done Narnia a great service. No one will ever forget it. And now..."

"It's time for me to go home?" you guess.

"No," roars the Lion, shaking his great mane with a smile. "This is the best part! Your adventures are just beginning!"

There is much cheering and crying, and many, many days of adventure to follow, and I envy you your future.

THE BEGINNING

377

Leaning as far forward as you dare, you hear one Dwarf saying, "It's about time for a patrol, isn't it?"

"Oh, we've still got time, yet," says another. "Haven't seen Razmon for days. The old magician won't mind if we play another round."

At your questioning glance, Cheekimeek whispers, "Razmon must be their master. I certainly hope his magic isn't too strong."

- *If you approach the Dwarfs,* ***turn to 342.***
- *If you go back outside,* ***turn to 163.***
- *If you continue up the passage you started in,* ***turn to 291.***

378

"This man saved my life!" you say to Cheekimeek. "We must untie him!" ***Turn to 145.***

379

Skulking from pillar to pillar, you sneak down to the other end of the hall. Several nobles cluster at one column; you marvel at the fineness of their features and the fairness of their skin. Then you spot something truly unbelievable: a large beaver standing on its hind legs and wearing a green and black checked vest! So strange, and yet somehow familiar. And then from somewhere it comes to you. Narnia! Could this really be the place Eustace told you about?

The lords and ladies form a circle around a thin old man dressed in a shiny black robe (not unlike those worn by older students during commencement). The man seems very puzzled, and tugs his scanty beard while muttering, "I do apologize, your majesty. I must have put too much root of Asparagum into the powder. The child should have appeared right here. Why, I'm not fit to be called the Head Magician of Narnia!"

So it is Narnia! You wonder if the child the old man referred to could be you. Then another voice says, "Do not blame yourself, Volmar. There is little we can do in these matters if Aslan himself does not wish it to be so. Perhaps we must leave this baffling mystery unsolved for the present."

You cannot see who spoke, but the voice was a young one. Probably, it was the King to whom the old man was talking. At any rate, there is little doubt in your mind that you are the one they mean, and you find yourself torn between fleeing and introducing yourself to them.

- *If you decide to leave,* ***turn to 271.***
- *If you approach the people,* ***turn to 125.***

380

You have entered yet another cave, but this one is a cave with a difference! It contains the most stunning sight you have ever seen in your life. In the very center of the vaulted cavern, rising from floor to ceiling, gleams a perfectly round tower made entirely of gold bricks! The candles on the surrounding walls dance and glint off of the burnished metal, fascinating and hypnotizing you to dizziness.

Two golden spigots ornament the tower's walls near the floor: one on the north side, the other on the south. From these pour forth two streams into channels that run in either direction out of the cave. A door on the western side of the tower draws your fleeting attention. For the moment, you are too awed by the spectacle of the gold edifice itself to inspect the portal more closely. Imagine the wealth that is piled before you!

Cheekimeek notices your fascination, and shakes you while saying, "Do not be taken in by its spell, child. It only looks warm. The truth is, I pity the man who has to live behind those walls."

You come out of your trance. It does seem rather sad, now that you think about it, to seem to have so much when really you have nothing. Suddenly, you want more than ever to end this adventure and return to your friends back at Cair Paravel.

- *If you examine the north spigot,* ***turn to 322.***
- *If you examine the south spigot,* ***turn to 107.***
- *If you examine the door to the tower,* ***turn to 112.***

381

The gull sails his ship around to the south side of the island, where you see the Zephyr Reginalis still anchored and board the grander ship.

It is a relief to be back on board the Zephyr Reginalis, sailing for Narnia, but it is also something of a disappointment. Nobody on the ship seems very happy, and the loss of adventure is an emptiness in your stomach. The days pass slowly, and the sadness increases as the forsaken isle of Deathwater falls further behind.

When you finally arrive at Cair Paravel, King Favian asks some uncomfortable questions: "Did you find the lost Lord? Did find the cause of the curse? Did you solve the mystery of the poem? Did you..."

"No!" you interrupt, not wanting to hear a detailed list of all the things you did not do on Deathwater. "Oh, I'm sorry! Is it too late to return to the island? I want to solve the mystery, I really do!"

"I'm afraid it is too late," says a deep voice behind you. Turning, you see that it is Aslan who spoke. "It is time for you to go home. Perhaps someday you will be ready to return to Narnia. Until then, farewell, child!"

You start to protest, but your whole body feels a mighty tug, and things go black for a moment. When you can see again, you find yourself back in the museum. With a heavy heart, you shuffle off to find your classmates, and await the day when you might return to Narnia.

This adventure has ended. Go to the Prologue to begin the next one!

382

After a while, you realize that you are getting nowhere atop the cliff. If you are ever to solve the mystery of Deathwater, you must take some more risks! Scrambling to the base of the bluffs, you stare uncomfortably at the four dark caves in the back wall. With a deep, brave breath, you lead Cheekimeek onto the stoney ledge in front of the gaping earthen mouths. ***Turn to 163.***

383

In their haste, the Dwarfs fumble with their clubs, dropping the weapons on the floor. They begin to scrabble about on their hands and knees, but grow calmer when you stand quietly and make no hostile gestures.

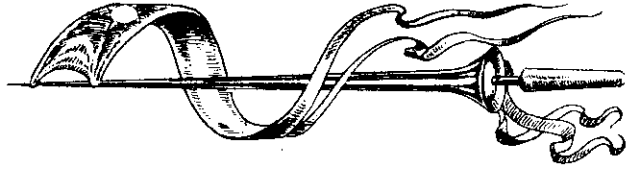
You're not supposed to be here, child," says one. "What is it you want, anyhow?"

"I've come from Narnia at the command of King Favian to solve the mystery of this island. Can you help me?" you ask.

"Hmm..." says the Dwarf. "You'll want to talk to our master, Razmon, about that. Wait here, and I'll see if he will talk with anyone. Mind you, he's a very private person, and doesn't like having guests drop in uninvited."

There is a sad look in the Dwarf's eyes, that makes you wonder about this man called Razmon. You and Cheekimeek are left with the three other Dwarfs who return to their game at the table, giving you the perfect opportunity to sneak away.

- *If you try to sneak away,* ***turn to 444.***
- *If you decide to stay,* ***turn to 272.***



384

The Zephyr Reginalis is driven far off course by the magical wind, and it takes a full extra day to reach the isle of Deathwater. Approaching from the south, you lean over the ship's railing to admire the heather-covered slopes of the island. A mountain rises from its center, with two streams running down either side into a small bay. You wonder if the streams might have anything to do with the island's name or the mystery you must solve.

On board, the crew is making the ship ready to anchor while you brace yourself for the adventure ahead.

- *If you saved Loridan's life (checked Key 3),* ***turn to 143.***
- *Otherwise,* ***turn to 103.***

385

"Abadin!" you declare loudly to the door. As soon as the word has left your mouth, you hear a "click!" and see the door swing a little inward. You and the Mouse smile nervously at each other, then move into the chamber beyond. It is a round room, of course, but seems somehow larger from the inside. In the center stands what looks like a well (without a roof or bucket), from which two streams pour onto the floor to flow in two opposite directions. These streams leave the chamber through two pipes at either end.

An old man in long, russet colored robes bends over the well. He focuses intently on something in the water, and mumbles gentle words to himself. Though he looks a trifle ragged and worn out, there is no doubting that he is Razmon, the magician of the island. At last, you have arrived at the heart of the curse and mystery of Deathwater. The only question now is: whatever are you to do about it?

- *If you attack the magician,* ***turn to 429.***
- *If you talk to him,* ***turn to 194.***
- *If you just want to listen a while,* ***turn to 189.***

386

The sailboat you spotted earlier rocks at anchor just up the beach. Smoke rises from a chimney on the ship's tiny cabin.

"An island full of mysteries," mutters Cheekimeek to himself. *Check key 22.*

- *If you hail the boat,* ***turn to 349.***
- *If you would rather avoid it,* ***turn to 283.***

387

The western stream bubbles down the mountain's slope with playful gurgles and soft chuckles. It is no problem at all to paddle your little boat against its gentle current. Before you have gone very far, however, the bottom of the boat catches itself on the fine sand of the shallow stream bed.

Cheekimeek, who has been rowing at the front, turns to you and says, "Well, friend, it looks like we either walk from here, or try our luck in the eastern stream. Mind you, on an island called Deathwater, I would just as soon stay away from all streams, but we do have a mystery to solve, and it won't get done sitting here. Whatever you decide is fine with me."

How should I know what to do, you want to say to the Mouse; but as much as you dislike it, you know the responsibility is yours.

- *If you try the other stream,* ***turn to 167.***
- *If you leave the boat, and travel east through the heather,* ***turn to 292.***
- *If you walk upstream,* ***turn to 245.***

388

Taking each step with extra care, you succeed in sneaking out of the room. You exit to the main corridor, turn right, and move deeper into the complex. ***Turn to 291.***

389

You can think of no reason why you should not go ahead and slay the pirates for what they have done not only to you, but to others, and you give the command to Cheekimeek. ***Turn to 122.***

390

"Oh, no!" you gasp, grabbing the Mouse by the shoulder. "Those are the pirates who kidnapped me. They must have been washed onto the island too!"

"Well, then," says the Mouse drawing his rapier silently. "They'll have a piece of my mind, and a bit of my sword as well!"

"Not now, Cheek," you say nervously. "By the looks of it, they won't be going anywhere soon. Couldn't we wait till after our mission is through? Then we could get the rest of the crew from the Zephyr Reginalis to help us."

"I suppose you're right, child," agrees the Mouse, resheathing his weapon. "Come on, then. Let's be off."

- *If you sneak back to the shore and travel south along the water's edge, check Key 9 and* ***turn to 225.***
- *If you sneak to the shore and travel north along the water's edge,* ***turn to 283.***
- *If you head inland (to the west),* ***turn to 252.***

391

You arrive at the mouth of the western stream. The clear, bubbling water chuckles over sparkling pebbles and gleaming seashells as it spills into the bay. In the distance, the Zephyr Reginalis rocks on the incoming tide.

- *If you follow the stream up the mountain,* ***turn to 136.*** *(Note: You may not make this choice if you have checked Key 13.)*
- *If you walk east along the shore,* ***turn to 300.***

392

The passage is narrow and curves tightly, causing the walls to scrape roughly against your arms. At every step, you expect something horrible to come from just around the bend. Before anything so nasty happens, you come out of the passage to find yourself right back where you started.

"It was a loop!" says Cheekimeek. "We explored both passages at the same time. I guess that means we can go now?"

"Yes, I think it does," you say, and you do. ***Turn to 163.***

393

About to hop toward a steppingstone in the midst of the stream, you stop abruptly on the bank with a sharp intake of breath (as you do when you suddenly realize you are about to step on a snake). Carefully, you scan the scene before you. Something is not right. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 200.***
- *If 6-12,* ***turn to 151.***

394

Remembering the horrible attack on the ship, you tell the grovelling pirate, "You deserve to be punished, but I suppose that being shipwrecked is bad enough. Instead, tell us everything you know about the island."

A look of relief crosses the face of the pirate, and his words flow freely. "O wise and merciful traveller, the water of the eastern stream turns all it touches to gold. A full and limpid lake near the top of the mountain is the source for both the accursed goldwater and the blessed water of life. The western stream restores transformed gifts to their true substance. A golden statue rests in splendor at the bottom of the enchanted lake whose cliffs harbor a maze of caves. O discerning and courageous youth, I implore your further mercy, for I know nothing else. Spare these poor limbs!"

"Come along, Cheekimeek," you say to the Mouse, feeling more in control than you have since the beginning of the adventure. "We have some very good clues to follow now." *Check Key 10,* if you haven't already.

- *If you tie up the pirates and leave,* ***turn to 220.***
- *If you just leave,* ***turn to 282.***

395

"Oh, no!" you gasp, grabbing the Mouse by the shoulder. "Those are the pirates who kidnapped me. They must have been washed onto the island too!"

"Well, then," says the Mouse drawing his rapier silently. "They'll have a piece of my mind, and a bit of my sword as well!"

"Not now, Cheek," you say nervously. "By the looks of it, they won't be going anywhere soon. Couldn't we wait till after our mission is through? Then we could get the rest of the crew from the Zephyr Reginalis to help us."

"I suppose you're right, child," agrees the Mouse, resheathing his weapon. "Come on, then. Let's be off."

- *If you sneak to the shore and travel south along the water's edge, check Key 9 and* ***turn to 225.***
- *If you sneak to the shore and travel north along the water's edge,* ***turn to 283.***

396

"We've come on the Zephyr Reginalis to explore this island and solve its mysteries," you say, trying to sound official. "Can you help us?"

The leader looks at his men, then says with a smile, "O seekers of knowledge and wisdom, seat yourselves and be at rest. In words enlightened by Tash the terrible, if it be in accord with his divine will, I shall relate the tale of our adventures upon this perilous and curtailed gem of an isle."

You and Cheekimeek are seated on a log next to a pile of driftwood. The Calormene removes a twig from the pile, and begins to draw a map in the dirt at your feet. You bend over to get a closer look, when an unexplainable shiver runs down your spine. ***Pick a number*** *and add your Perception bonus:*

- *If 2-4,* ***turn to 247.***
- *If 5-12,* ***turn to 211.***

397

"Don't hurt us!" you cry. "Cheekimeek, put away your sword. You're only going to make things worse."

The Mouse seems frustrated with your request, but puts his blade in its sheath. Surrounding you, the Dwarfs approach with their own weapons still held at the ready. "What do you want?" one of them asks.

Over the thumps of your racing heart, you explain why you have come to the island. The small men gather together for a whispered conference, before the one who spoke before says, "We will take you into the mountain, but you must allow us to bind your hands and blindfold you first."

Cheekimeek gives you a look that lets you know of his suspicions, but it just makes your decision all the more difficult to make.

- *If you accept the Dwarf's terms,* ***turn to 267.***
- *If you decide to fight instead,* ***turn to 140.***
- *If you have Volmar's flute (checked Key 5) and use it,* ***turn to 443.***

398

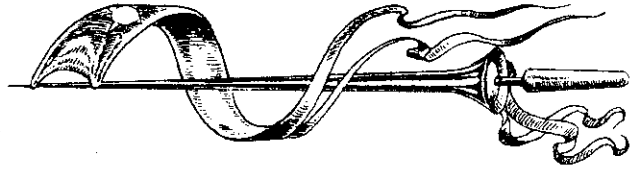
Scanning the ivy, your eye notes an unnatural fluttering amongst the leaves halfway up the face of the cliff. Looking more closely, you spy the faint outline of a cave opening. Well, that would certainly explain the breeze. But what good is discovering a cave if you can't reach it? Still, there is the ivy...

- *If you attempt to climb the ivy,* ***turn to 270.***
- *If you scramble down through the briars to the east,* ***turn to 252.***
- *If you follow the cliffs to the west,* ***turn to 402.***

399

Keeping close to each other, you and Cheekimeek proceed down the passageway. Its sides are regular, and the floor smooth. Ahead, the sound of rushing water grows ever louder. Eventually, almost abruptly in the weak light, the passage is cut from right to left by a deep stream. It is ten feet across the stream to where the passageway continues on the other side. A mighty jump for man or mouse!

- *If you are wearing Razmon's boots (checked Key 12),* ***turn to 139.***
- *Otherwise:*
  - *If you cross the stream,* ***turn to 418.***
  - *If you test the water,* ***turn to 284.***
  - *If you go back to the 4-way corridor,* ***turn to 291.***



400

Bracing yourself for the unexpected, you throw open the door. Much to your relief, you find that what lies beyond is nothing more than an equipment room. Hammers, picks, and shovels hang neatly from hooks along the walls, while three wheel-barrows sit quietly at the back.

"What do you suppose all this is for?" you ask the Mouse.

"Mining most likely," he answers, "but I wouldn't take anything for granted in this place."

Nodding your head thoughtfully, you close the door and continue along the passageway. ***Turn to 296.***

401

"Maybe he's friendly," you tell the Mouse. "Why don't we go talk to him?"

"All right," answers Cheekimeek, "but keep close to me. If he decides he wants to eat you, he'll get a taste of my steel!"

You enter the clearing and the dog jumps to his feet, perking his ears up questioningly. "Who goes there?" he barks. ***Pick a number*** *and add your Talking bonus:*

- *If 2-5,* ***turn to 413.***
- *If 6-12,* ***turn to 260.***

402

After a flurried scramble over rocky ground, you arrive at the south side of the island on the bank of the western stream. ***Turn to 245.***

403

Entering this cave, you find that you do not need Cheekimeek's torch, as candles have been placed at intervals along the walls. Fortunately, they provide flickering shadows to cover your cautious exploration.

- *If you continue,* ***turn to 255.***
- *If you leave the cave,* ***turn to 163.***

404

Worried that you may have lost your class altogether, you turn to hurry back to them. Just as you step from the alcove into the main wing of the museum, a deep voice says, "Stop!" You are so surprised that you don't even think of disobeying. Frightened, you turn around expecting to see an angry guard. There is no one there, just the life-like lion. But wait! Before the lion was lying down! Now it's standing on all fours, and its tail is swishing slowly back and forth!

"Do not be afraid, child," says the lion, in a stern yet gentle tone. "I am Aslan, and though you may not know it, you stand at the threshold of my realm, the land called Narnia."

Narnia! Could it be those stories Eustace told you were true? The possible and impossible swim dizzily about in your mind so that you are no longer sure which is which. The ground seems to wriggle beneath your feet, but the lion roars quietly, and the earth becomes still again.

"Human child," he says, "beyond that curtain there are people tangled in a mystery that only you can solve. At this very moment, they search for you. Go to them without fear."

You hesitate. Suddenly the boredom of your class seems wonderfully attractive. Some of your fear dissolves as you look into the powerful eyes of the lion, and you are moved deep within to do what the lion asks. If there is someone only you can help, then you must go, no matter how frightening the thought may be. "I'm ready," you say.

"Go then, and know that as you are my friend so is all of Narnia your friend." ***Turn to 328.***

405

Yes, it is always wise to test the water on this island. Removing a thin branch from one of the bushes that grow along the stream, you dip it gingerly into the water. Removing it, you are amazed to find the tip has turned into solid gold.

"Good heavens!" exclaims the Mouse at your side. "If that stream turns everything into gold, a person could acquire a huge fortune in no time at all!"

"Or be turned to gold himself!" you observe shuddering. You throw the stick of gold away in horror. "Can you imagine if we had waded into that stream? Now I know why they call this island Deathwater! I guess we've solved that mystery."

- *If you are on the east bank (checked Key 9),* ***turn to 421.***
- *If you are on the west bank (checked Key 8),* ***turn to 289.***

406

Have you ever met Paksha Tarkaan before?

- *If you have (checked Key 14),* ***turn to 180.***
- *If you have not,* ***turn to 366.***

407

"This is ghastly!" you exclaim. "Why, can you imagine if we had dipped a hand or a paw into the water, or dabbled a toe or a tail?"

"Ugh!" agrees Cheekimeek. "Deathwater is an approriate name for this island. My ancestor, Reepicheep, named it well. Come, we must find out what is the cause behind this awful curse, and see what can be done to remove it."

"I am with you, Cheekimeek." Your fear of danger has not grown less, but you shudder at the thought of anyone accidentally stumbling into these waters.

"We dare not risk crossing over the water now," declares the Mouse. "Shall we follow the beach or head inland?"

- *If you head inland,* ***turn to 341.***
- *If you walk along the beach to the west,* ***turn to 300.***

408

The flute is difficult to play, and try as you might, the music comes out wrong. When you hit a particularly bad note, the dog (who had been baffled by your display) lets forth a howl that pierces the air. You stop playing, thinking that you have made the dog angry. In truth, things are much worse than you suspect: four Dwarfs rush into the clearing with clubs and ropes in their hands. With no other way out, you brace yourself for the fight. ***Pick a number*** *and add your Fighting bonus:*

- *If 2-7,* ***turn to 173.***
- *If 8-12,* ***turn to 174.***

409

When you wake up (who knows how many minutes later), you find yourself inside a small cave with your hands tied behind your back.

"Cheek!" you say, sitting up with a start that sets your head throbbing painfully.

"I'm right here, child," answers the Mouse who sits at your side in the same bound condition. "We're somewhere inside the mountain. I heard one of the Dwarfs say they were going to try to see their master before they got rid of us. I suggest we don't wait around to find out what they mean by that."

"Me neither!" you exclaim, looking about the cave for some means of escape. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 130.***
- *If 6-12,* ***turn to 263.***

410

Always a new decision to be made! You stand at the intersection of three passages. Two of them seem rather plain, but you can hear the sound of running water coming from the third. Urged on by Cheekimeek, you follow the watery chorus. ***Turn to 380.***

411

You start to return to the relative safety of your cabin, when you are stopped by a disturbing sensation deep within you. ***Pick a number*** *and add your Inner Strength bonus:*

- *If 2-5,* ***turn to 213.***
- *If 6-12,* ***turn to 431.***

412

The Dwarfs remove your blindfold. You stand on the rocky, northern beach where a small ship lies anchored a little ways offshore.

One of the Dwarfs gives a call, and a large sea gull smoking a pipe comes out on deck. "Hello, MacTwitter," says the Dwarf. "You have to take these two back to the mainland with you. Make sure they get there, and be back on time with the provisions."

The gull says nothing, but puffs on his pipe a little faster, and mutters something out the side of his beak. The Dwarfs lead you up the gangplank onto the deck of the ship, and then leave to disappear into the woods. The gull watches them depart with a scowl on his face.

- *If you have talked to MacTwitter before (checked Key 7),* ***turn to 326.***
- *Otherwise,* ***turn to 312.***

413

You try to explain to the dog that you mean no harm, and only want to solve the mysteries surrounding the island, but he seems not to hear a word you speak. Instead, he points his nose to the sky and sends forth a mighty howl. Before you can figure out his strange behavior, four Dwarfs rush into the clearing with ropes and clubs in their hands. Is there no peace on this island? ***Pick a number*** *and add your Fighting bonus:*

- *If 2-7,* ***turn to 173.***
- *If 8-12,* ***turn to 174.***

414

Unarmed and defenseless, the pirates show no signs of wanting to fight, and their tongues wag freely.

In answer to your question, the one with a gold finger says, "O curious traveller, know that this miserable digit of mine was infused with essence of Tash the terrible and divine, becoming gold when I bathed it in the enchanted waters of the eastern stream. The purer liquids of the western stream reverse the wonderous curse."

You look at the pair with disbelief on your face, and he adds, "Witness the magnificent transformation when the son of my father's sister laves the digit with the waters procured from the western stream of redemption!"

The other pirate pours the water from the gourd on the golden finger of his companion. Before your eyes the digit returns to flesh and blood, and the Calormene wiggles it to show you that it is truly healed.

In joyful relief, the pirate rambles on, "O learned wayfarer, know that we servitors of Tash the terrible and divine have infused many objects with the god's golden essense. In piles and mounds the treasures lie gleaming to the east where the sun rises."

The other pirate nudges his friend warningly, while you take in the information and try to make something of it. *Check Key 10.*

- *If you want to slay the pirates,* ***turn to 373.***
- *If you just want to tie them up,* ***turn to 120.***
- *If you simply leave,* ***turn to 303.***

415

With a look of fierce determination on his face, Cheekimeek says, "Don't fear, child! I'll see you to the western stream, even if I have to chew my way through the entire island to do it!"

There is nothing you can say in return, nor is there any time. Cheekimeek has already grabbed you by the arm and is rushing you through the trees. In minutes, you arrive breathless at the bank of the western stream. Carefully, the Mouse places your hands in the water. It feels cold on your arm, but your golden hands feel nothing.

"It's not working!" you say, going into a bit of a panic. Then you feel something in your fingers. You peer into the water, and watch as the gold seems to wash away from your flesh. Seconds later, you pull your own healthy hands out of the stream and wrap them around the Mouse in a grateful hug.

"All right, child, all right!" says the Mouse, returning the hug. "We've beat the island this time, but who knows what lies ahead of us?"

Who, indeed? ***Turn to 245.***

416

"Well," gasps Cheekimeek, tottering on his feet. "At least I know we're on the south side of the island now. There's the Zephyr Reginalis anchored in the bay."

"Yes," you add. "And I think that's the western stream over there to the right, so the other stream must be to our left."

"Good," replies the Mouse. "We can start again in a moment. But let's rest first, and stop to think a moment about how we got here in the first place."

Both you and the Mouse catch your breath, and spend some time considering the foolish act of violence that brought Aslan's wrath upon you. Then you head down the slope of the mountain. ***Turn to 292.***

417

They've caught you! Snatched rudely off your feet in their massive arms, you protest much too loudly for their tastes. In a dazzle of stars, a savage blow to the head knocks you out. ***Turn to 307.***

418

Entering the water, you are able to solve at least one of the mysteries of Deathwater. The water turns all it touches into pure gold! You are no exception, as you sink to the bottom of the pool to become yet another of the island's golden treasures.

This adventure has ended. Turn to the Prologue to begin the next one!

419

"Do you mind if we take a look in the magician's cabin?" you ask.

MacTwitter closes one eye and considers for a moment. Then, thinking that he would also like to find out what's inside, he says, "Well, if he hasn't given it a thought all these years, I can't see as how he'd mind ye takin' a bit o' a look. It's right through the door."

Thanking the gull you go to the door and, finding it unlocked, open it slowly. The sleepy hinges whine at being awakened after so many years; you must really push to get the door all the way open. Beyond it, you find a small, dusty cabin with a cot, small writing desk, and a chest. As you stand at the threshold, you are torn between exploring further, and leaving the stranger's privacy unviolated.

- *If you leave the ship,* ***turn to 283.***
- *If you inspect the bed,* ***turn to 124.***
- *If you look inside the chest,* ***turn to 217.***
- *If you look inside the desk,* ***turn to 240.***

420

The first thing you recognize as you come out of the spin is the sound of water. Focusing your swimming eyes, you find that you sit beside a lake high up on the east side of the island. Cheekimeek sits beside you, holding his head in both paws and moaning, "Oh, Aslan. I'm sorry! May I never raise my sword in haste again!"

You, too, apologize to the Lion, wherever he may be. Then you help the Mouse to his feet. ***Turn to 100.***

421

"Well, we haven't solved all of the mystery," says Cheekimeek. "We still don't know what caused this curse, and we haven't found out about the lost Lord yet."

"You're right," you say. "I guess we had better stay and look around some more." You decide it is time to find out what secrets the mountain may be concealing. Granting the stream a generous berth, you follow it up the steep slope. ***Turn to 341.***

422

After some thought, you decide it would be best to make up a story to tell the pirates. "Um, we've come from Narrowhaven! That's right, Narrowhaven to, uh, get coconuts! We're going to sell them in the market. We won't be here long."

Apparently you've made a mistake. The pirate's face takes on a horrible expression, and he shouts, "You lie! There are no coconuts on this island. Men, seize them!"

All at once, the pirates are on their feet and advancing. The leader draws his scimitar and goes after Cheekimeek. Perhaps you should have told the truth.

- *If you stand and fight,* ***turn to 123.***
- *If you attempt to flee,* ***turn to 318.***
- *If you have Volmar's flute (checked Key 5) and use it,* ***turn to 208.***

423

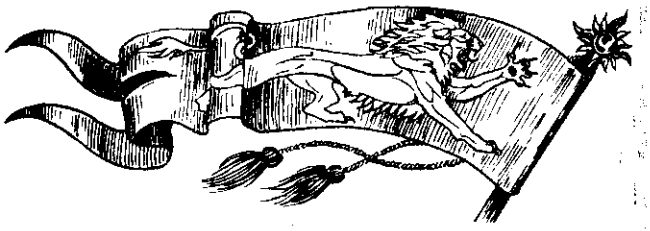
You listen at the door, but hear nothing. Is this a good sign? Or is the monster you expect to find on the other side merely sleeping?

- *If you enter,* ***turn to 400.***
- *If you continue up the corridor,* ***turn to 296.***

424

There are no candles in the room beyond the opening, no light at all to show what waits for you inside. You hear breathing, as if someone were sighing impatiently. What could it be? Then someone inside says, "If I don't get something to eat soon, I think I'll just roll over and die." This odd statement is followed by the sound of a wet tongue sliding across who knows what sort of mouth.

- *If you go through the opening,* ***turn to 105.***
- *If you examine the door across the hall,* ***turn to 370.***
- *If you would rather pass farther on down the hall,* ***turn to 128.***



425

Slowly, you work your way to the entrance of a small room where four Dwarfs with red hair sit around a wooden table, mumbling to each other. Short, heavy clubs hang at their sides, neglected for now, but at the ready none-the-less.

- *If you head back,* ***turn to 163.***
- *If you approach the Dwarfs,* ***turn to 342.***
- *If you listen,* ***turn to 377.***

426

Duty and honor demand that you face the pirates. "We must fight and defeat these sea vermin!" you cry, much to the satisfaction of Cheekimeek and the Captain.

Orders are given for arms to be passed all around, and soon everyone on board, including yourself, has a shiny cutlass in his hand. All those who can be spared from tending the ship are rallied on the starboard side in preparation for the attack.

Already, the dark ship is very close, her decks swarming with black-haired pirates. When they are within hailing distance, the captain orders them to surrender in the name of the King of Narnia. The men merely laugh and prepare to throw their grappling hooks over. The next thing you know, the air between the two ships is filled with a hundred flying ropes, each one ending in a cruel barb.

With a loud "thunk!" one of the hooks bites into the railing, right in front of you, just as a dozen of its brothers have done all along the starboard side of the ship. You must get it out, or the pirates will pull themselves alongside, and overwhelm the Zephyr Reginalis.

- *If you cut the rope with your saber,* ***turn to 148.***
- *If you pull the hook out,* ***turn to 265.***

427

Walking down the corridor and blinking in the bright moonlight, you come to a door that stands open. Looking inside, you see the Mouse, Cheekimeek, packing his sea bag with his back to you.

- *If you decide to return to your room,* ***turn to 286***
- *Otherwise:*
  - *If you have embarrassed Cheekimeek (checked Key 1),* ***turn to 359.***
  - *If not,* ***turn to 333.***

428

The rope flies like some unearthly serpent into the storm, but lands far to the left of the captain and sinks immediately. Tears of hopeless desperation come to your eyes, as you start pulling in the rope to try again. Suddenly, strong hands move you aside. Two crew members have discovered the captain in the water, and rushed to his aid. Together, they get the rope to Loridan and pull him from the grip of the merciless sea. You are thankful that he is alive, but disappointed that you failed to rescue him yourself. The captain would console you if he had the time, but there are hours of storm yet ahead and his hands are full. By the time it is over, all failures are forgotten, and only the wonderful feeling of having survived against the elements remains. ***Turn to 244.***

429

Razmon may look a lttle tired, but he still seems rather comfortable for a man who has caused so much harm. When you think of how he spends his days in luxury, surrounded by his gold while innocent people suffer under the curse of Deathwater outside, it, well, it makes your blood boil, and you attack. You do not even wait for Cheekimeek to join you; this battle is yours.

"Razmon!" you shout as you charge the old man.

You would have thought a giant green tiger had suddenly appeared in the room for the look of surprise and fear on Razmon's face when he sees you. He is terribly unnerved, yes, but he has not totally forgotten his magic. "Go home!" he shouts, gesturing frantically. There is a blinding flash of light, and you find yourself back in the museum, running straight toward Aslan.

"Oh, Aslan," you cry, full of dismay. "I've failed! Razmon sent me home."

"Well, with a little help," says the Lion, smiling. Then, with a more serious face, he adds, "You were close, child, very close. But you let your heart get the better of your head, and they should always work together. But do not be too sad. The mystery of Deathwater will remain; it is yours to solve. Someday you will return. Until then, farewell, dear heart!"

The mighty Aslan touches your face tenderly with his tongue. Then you hurry off to rejoin your class, and await the day when you will return to Deathwater.

It's easy to return to Narnia. Just go to the Prologue and begin again!

430

The passage is narrow and curves tightly, causing the walls to scrape roughly against your arms. At every step, you expect something horrible to come from just around the bend. Before anything so nasty happens, you come out of the passage to find yourself right back where you started.

"It was a loop!" says Cheekimeek. "We explored both passages at the same time. I guess that means we can go now?"

"Yes, I think it does," you say, and you do. ***Turn to 163.***

431

Maybe somebody does need your help. If they do, you are bound to do your best to deliver aid. Your mind made up, you close the hatch securely. ***Turn to 446.***

432

Cheekimeek appears to be a very proud Mouse, and probably would not enjoy being hugged in front of all these people. So, instead, you bow as best you can (quite well, for not having had any practice) and tell him that you are very glad to have made his acquaintance.

The Mouse smiles and says, "Likewise! I am sure we will get along famously!" ***Turn to 346.***

433

The first thing you recognize as you come out of the spin is the sound of rushing water. Focusing your eyes, you discover that you have landed at the point where the western stream flows into the small bay on the south side of the island. Cheekimeek sits in the dirt beside you, holding his head in both paws and moaning, "Oh, Aslan! I'm sorry! May I never raise my sword in haste again!"

You, too, apologize to the Lion, wherever he may be. Then you help the Mouse to his feet.

- *If you follow the stream north,* ***turn to 136*** *(Note: You may not make this choice if you have checked Key 13).*
- *If you wander east,* ***turn to 300.***

434

They've chosen the wrong person, you think to yourself. You dress quickly and go to the window with the hope of finding a way back home. As you open the hinged casements, however, you are blown back into the room by a warm wind. Aslan, the golden-maned Lion, steps into the room as from a cloud and says, "Little one, a friend does not turn his back on a friend. If you have no confidence in yourself, then let the confidence your friends have in you suffice for now. They need you."

Feeling ashamed for having wanted to run away, you hang your head. Aslan paces forward to breath on you, and the warmth of his breath pushes away your shame and guilt. You raise your head and look him straight in the eye, saying, "I will, Aslan. I promise." Under the Lion's quietly powerful gaze, you slip out the door to go to breakfast. ***Turn to 212.***

435

A shadow passes over your mind for a moment, but fades. You decide that the Dwarfs have told you all they know, and leave the clearing to follow the new clues.

- *If you follow the cliffs west,* ***turn to 245.***
- *If you hike to the north side of the island,* ***turn to 283.***

436

The dog has not noticed you sneaking by.

"Well," says Cheekimeek wiping his brow, "that was easy. Which way do we go now?"

- *If you head for the eastern stream, check Key 8 and* ***turn to 225.***
- *If you skirt the mountain and travel west,* ***turn to 245.***
- *If you hike up the side of the mountain,* ***turn to 341.***
- *If you wander down to the beach,* ***turn to 300.***

437

You notice the leader winking to his mates, and suspect that he is lying. "You're not telling the truth," you say sternly. "Tell us what you really know, or my friend will have to give you a poke!"

Cheekimeek flashes his rapier to convince the Dwarfs, who cringe from the sharp point. "All right!" says the leader. "There is no dragon in the caves, but there are dogs! And the entrance isn't on the south side between the two streams, but by the lake near the top of the mountain! Now leave us alone!"

"Thank you," you tell the leader. "Come on, Cheekimeek. I believe they're telling the truth." Trusting that the Dwarfs will eventually be found and released by their friends, you leave the clearing a little smarter than when you entered it.

- *If you hike to the north side of the island,* ***turn to 283.***
- *If you follow the cliffs west,* ***turn to 245.***

438

You arrive at a rather irregular 4-way corridor. Bluish daylight can be seen far down the left-hand passage. Though you are tempted to return to the outdoors, you realize that the answers to your quest must lie deeper within this complex. Farther ahead and to your right, you can hear the faint sound of running water. As your back is to a cave you have just left, you have a few choices.

- *If you continue straight ahead,* ***turn to 399.***
- *If you wander up the right hand passage,* ***turn to 340.***

439

You stand on the cool flagstones of the floor outside your cosy room. A wide, arched hallway runs away directly ahead of you, while two unadorned passageways stretch to the right and left. Moonlight streams through the window at the end of the right hallway. A few candles light the denser shadows of the left hall. Distant noises can be heard down each of the corridors.

- *If you go back into your room,* ***turn to 286.***
- *If you walk straight ahead down the arched hallway,* ***turn to 297.***
- *If you turn left into the candlelit passageway,* ***turn to 287.***
- *If you turn right into the moonlit corridor,* ***turn to 427.***

440

Two of the smaller caves prove to be empty, while the third one contains some short lengths of rope. "There is only one thing ropes this short could be used for, and that's tying people up," observes the Mouse grimly. The ropes serve as a stout reminder about the serious dangers surrounding your mission. With a renewed resolve to be very careful, you return to the 4-way corridor you left behind. ***Turn to 291.***

441

Aslan's image becomes faint in your mind, and you somehow know he cannot help you. Sadly, you lift your head from the wall and open your eyes. To your astonishment, you find yourself back in the museum. The adventure is over. Your feet heavy with disappointment, you wander off to find your class and await the day when you might return to Narnia.

It's easy to return to Narnia! Just turn to the Prologue and begin again!

442

Presently (without your willing it to happen), the image of Aslan changes in your mind to that of a falling star. A strange, powerful voice says the same word over and over: Abadin!

"Could this be the password?" you say aloud (much to Cheekimeek's curiousity). Without asking further, you decide to try the word on the door. ***Turn to 385.***

443

As you play a tune you learned in school, you suddenly remember Volmar telling you that the flute only calms the hearts of animals. These are Dwarfs! The realization causes you to forget how the tune goes, and you are forced to stop. You expect the red haired Dwarfs to pounce on you immediately, but it seems the music has had an effect on them after all. Some of them smile, while their leader says, "You play well, for a human child. I suppose you are harmless enough, but if you're smart, you'll take a piece of advice. Get off of the island right away. There's nothing for you here but danger."

With those ominous words, the Dwarfs disappear back into the heather as quickly as they arrived. "Let's leave the island now," you beg the Mouse, taking the Dwarf's advice to heart.

"No!" says Cheekimeek. "We still have a mystery to solve. So what if there is danger? What else did you expect on an island called Deathwater? No, we must keep to our promise, and brave the ordeals as true adventurers."

Reluctantly, you admit that the Mouse is right, and march onward as bravely as you can manage.

- *If you hike over to the north side of the island,* ***turn to 283.***
- *If you follow the cliffs to the south side,* ***turn to 300.***

444

You wait for the Dwarfs to become sufficiently distracted by their game, then make an attempt to escape. ***Pick a number*** *and add your Trickery bonus:*

- *If 2-6,* ***turn to 275.***
- *If 7-12,* ***turn to 388.***

445

In the middle of this passage, you discover a wide stairway climbing the right-hand wall. Two rails run beside the stairway, upon which rest a wide cart, the sort of which you've seen outside of mines before. Sounds of construction tumble down from the top of the stairs.

- *If you climb the stairs,* ***turn to 203.***
- *If you go back up the passage,* ***turn to 149.***
- *If you continue down the passage,* ***turn to 410.***

446

Nobody else seems to have heard the cry for help, and you are the only one who is not busy doing something to save the ship, so you decide to investigate. Grabbing hold of a safety rope that has been strung along the deck, you inch your way towards the bow. Icy water stings your face, and the ship itself seems possessed by some oceanic demon, but you manage to make it to the other end.

Yet when you look about, you see no one who might have called for help. Then you hear the voice again, and this time it sounds like it is coming from...the water! Looking into the inky turmoil of the ocean, you spy a figure fighting to keep afloat in the waves. Lightning flares in the sky, and in its glare you see that the figure is Loridan. Caught in one of the waves, the captain is thrown against the side of the ship where he manages to grasp ahold of one of its shields. Frantically, you try to attract the attention of the other hands, but no one notices you, and Loridan may be washed away at any moment. A rope lies coiled like a wet snake, ten feet away. You do not know if you can get it in time to save the Captain. But you think you might be able to reach him from the railing with your own hand. Whatever your decision, it must be made quickly!

- *If you reach for the rope,* ***turn to 201.***
- *If you try to haul him up yourself,* ***turn to 330.***

447

Your footfalls echo as you enter a large cave. A stream enters from a passage opposite you and leaves through the corridor you first entered by.

"Rats!" you say, stomping a foot. Cheekimeek raises an eyebrow. "It's just another silly old cave. We're getting nowhere!"

"I wish you would leave my relatives out of this," says the Mouse, twitching his nose. "Anyway, you're letting your anger get the best of you. You haven't even noticed that door to the left over there!"

Why, there is a door! Its grey wood is barely visible in the candle light. You're going to have to keep a sharper eye out from now on.

- *If you want to check the door,* ***turn to 218.***
- *If you leave through the other passage,* ***turn to 380.***

448

A few minutes' search reveals nothing but a ragged projection of rock rising from the cave floor. You doubt that it is sharp enough to cut through your bonds, but no better plan comes to mind. So you scoot across the rough floor to the rock and, as best you can, begin to saw your ropes across the stone.

***Pick a number** and add your Trickery bonus:*

- *If 2-7, **turn to 348.***
- *If 8-12, **turn to 327.***

449

"Silly Razmon," you say, being a bit more familiar than you had really ought to be. "You've worked all these years for nothing. Don't you see? Only Abadin can free herself from the well, and she's had the power to do it all along!"

"What are you talking about," say Razmon, Cheekimeek, and the star in unison.

You peer once more into the well, and tell the star, "This is going to sound rather stiff, Abadin, and I'm sorry. But if you ever want to get out, then you'll just have to listen, and not take it too hard."

A fearful look comes into the star's eyes, as though she suspects what's coming next. She says nothing, and you continue. "You are very beautiful, Abadin. More beautiful, perhaps, than anything I have ever seen, but you know it too well. And you fear to be anything but the most beautiful, so that you find yourself hating all other things of beauty. With all your vanity, you've no room left for COMPASSION. This has been the cause of all your problems. Hasn't it?"

The star is silent for a very long moment while her lovely features experiment with various emotions. At last, they settle for a look of shame, and she says, "You are right, child. It causes me no pleasure, and some great pain to admit it, but you speak the truth. I was jealous of this beautiful land which I was

forced to look upon night after night. I did not fall from the sky, as Razmon thinks, but cast myself down at the earth with the intent to harm it. I should have perished, but Aslan caused me to be swallowed up in this mountain. The rest you know, and more. Tell me now how it is that I can free myself from this horrible curse."

"Don't you see?" you say impatiently, for, of course, you do see. "All you have to do is stop thinking about yourself for once, and care about what's going on around you. Take the water, for instance. Don't you know, people have perished because of the stream you yourself enchanted? Why, Cheekimeek and I could have fallen victim to it! And what about poor Razmon? Spending all these years by your side working to free you, when all you could think of was yourself. That's dedication, that is. The way I see it, you have a lot more to be grateful for than to complain about."

Before you're quite through, you find that you've run out of words. That's all right, however; the message seems to have sunk in. Before your amazed eyes, a saddened Abadin rises from the bottom of the well. Then, she is standing in the room beside Razmon, who grasps her hand for the very first time.

You are feeling very happy at your accomplishment, but Abadin is crying. She is just now discovering that it is more painful to care for others than just yourself. But she is no less happy than you are. Nor is Razmon, who says, "At last, we are together! Now we may pass our days untroubled. For look! The eastern stream has ceased to flow! The curse is ended!"

Now everyone is smiling, though there seems to remain the slightest touch of sorrow on Abadin's lips.

"Well," says Cheekimeek. "It seems our adventure here has come to an end. Time to return home, wouldn't you say?"

- *If you sail back to Narnia, **turn to 226.***
- *If you have more to say, **turn to 214.***

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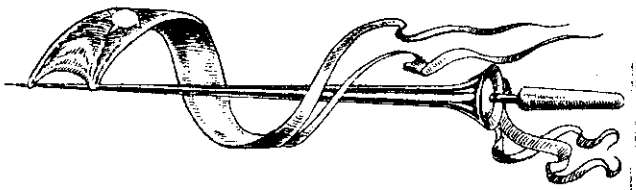

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6	11	8	9	7	5	6	9	8	5	7	3
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