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THE ORCHID OF LIFE



by David Brunskill

DICE and pencil are all you need to begin this adventure — then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your *quest sheet*.

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information — until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face.

Good luck!

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No. 20

PROTEUS SPECIAL

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QUEST SHEET

Dexterity

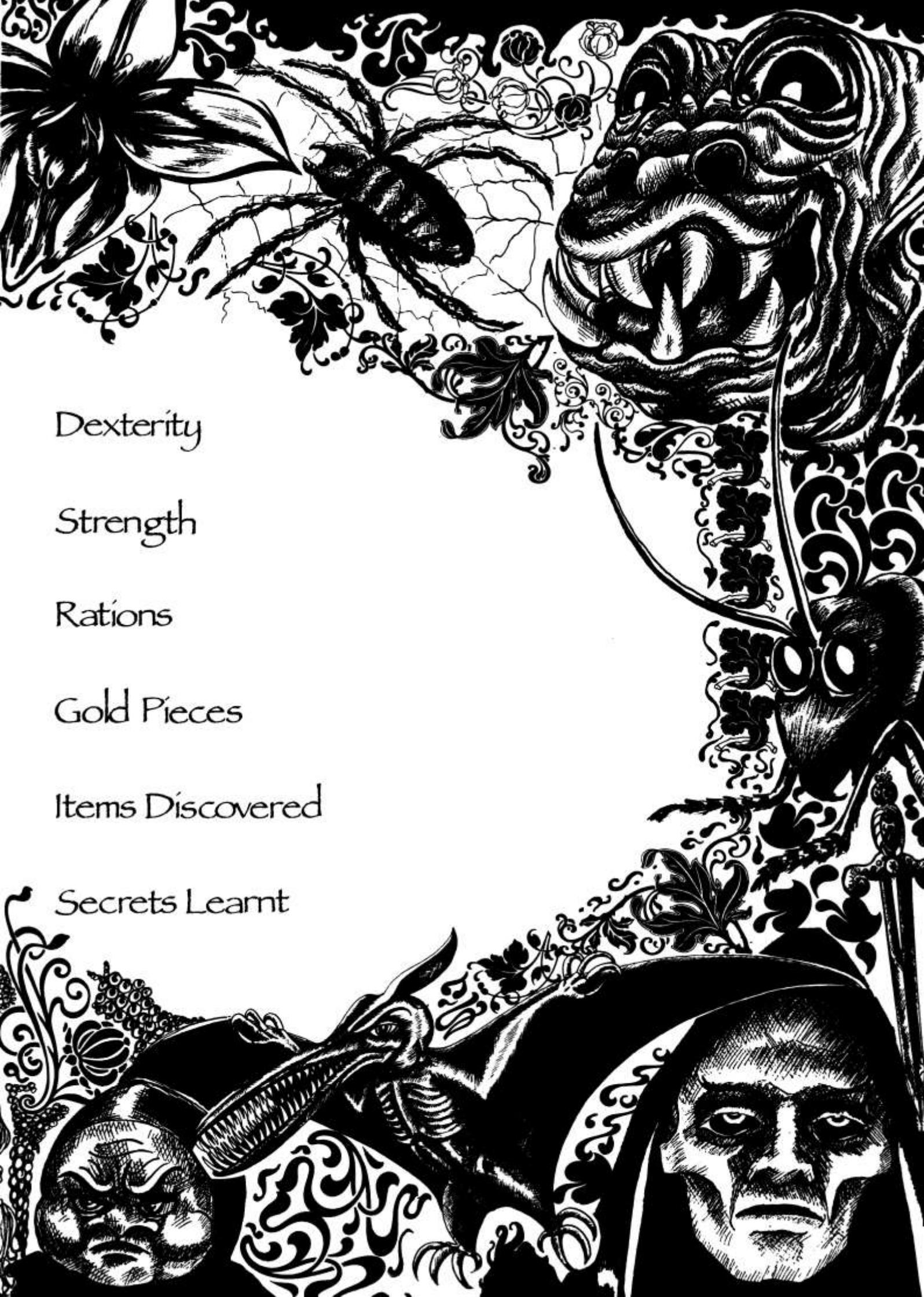
Strength

Rations

Gold Pieces

Items Discovered

Secrets Learnt



Dexterity

Strength

Rations

Gold Pieces

Items Discovered

Secrets Learnt



INTRODUCTION

THIS is not a story about our modern world, but one of long ago, when strange creatures roamed the land, and Sorcerers possessed great power. As an adventurer, your Strength, Courage and Agility have brought you safely through many daunting quests in the past. And when you begin this adventure, you will need all these qualities. Below, you will discover – with a little luck – how swift and strong you are.

You will need two dice, a pencil, and several sheets of paper: use the pencil and paper to draw a map of your progress. You may not succeed at the first attempt, and the map will be useful in future attempts.

There is a Quest Sheet over the page, for you to write down your scores for Dexterity and Strength, and to keep a note of your rations, secrets learnt, and items discovered. You may prefer, before you begin your adventure, to use the printed Quest Sheet simply as a model for the things you will need to take note of, or keep a record of, during your Quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

Dexterity and Strength

Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This is your *Dexterity* score, and indicates your skill and mastery of swordsmanship.

Roll two dice. Add 12 to this number, and make a note of it on your Quest Sheet. This is your *Strength* score, and it is a measure of your fitness and stamina.

Your Strength and Dexterity ratings will probably change during the course of your adventure. You may lose Strength points in battle, for example, and then restore them by eating a meal. Your characteristics may also be affected by items you discover in the course of your adventure, and, in such situations, you will be told in the text what to do.

You must remember, however, that your Strength and Dexterity scores must never exceed their *Initial* values, as determined by the dice rolls at the start of any one adventure.

Beginning your journey

You are dressed in leather armour, and are equipped with a sword, shield and a short dagger. You carry a backpack in which to stow your provisions and any items you may discover.

You start your quest with just two gold pieces in your pocket. However, you will be given more, and may also discover more, or have the option of

spending what you have. It is a good idea to keep track of the number of gold pieces you possess, as your adventure progresses.

Rules for fighting

As you explore, you will encounter creatures which you may choose to engage in combat, or be forced to fight with for your life. Each creature will have its own Dexterity and Strength scores, given in the text. Make a note of these.

To resolve a battle:

1. Roll two dice, and add the creature's current Dexterity score. This is its *Fighting Power*.

2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power*.

3. If your *Fighting Power* is greater than the creature's, you have scored a blow and wounded it. Subtract two Strength points from its Strength score at that moment (unless told otherwise in the text). If the creature's *Fighting Power* is greater than yours in this round, it has wounded you. Subtract two points from your current Strength score. If both scores are the same, you have parried each other's blows, and neither of you loses any points.

The next round in the battle is done in just the same way. You repeat steps 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death, and you must begin again with new dice rolls for Dexterity and Strength.

Losing and gaining points

In some sections, you will be awarded extra points (for example, you may read "Gain three Strength points"). You add these to your current Strength score: but remember, these scores may never exceed their Initial values. When you lose points (for example, "Lose one Dexterity point and two Strength points"), you simply deduct these from your current scores. However, this may be only temporary – for example, "deduct one Dexterity point for the duration of this battle" means you can restore the lost point if you win.

Replenishing your Strength

You are about to read of the start of your quest. You begin your journey with five fresh meals in your backpack. Each meal restores five Strength points, and you may eat a meal at any time, except during actual combat.

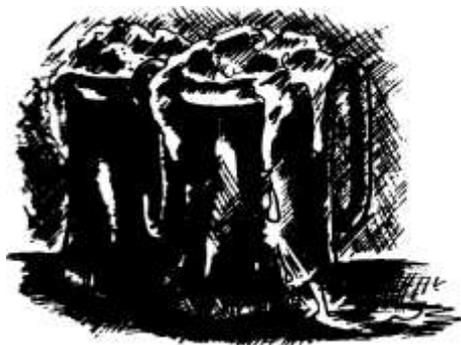
When you eat a meal, deduct one from the number of rations you have, and add five points to your Strength score at that time. Use your rations wisely: your quest is not an easy one.



OUR QUEST BEGINS...



The small township of Fourways has been a meeting-place for travelers for as long as anyone can remember. Adventurers head at once for The Mill-Wheel and swap stories over bread and ale long after the sun has set, and sometimes until it rises again. Humans, Elves, Dwarves, and one or two rather stranger characters pass through Fourways, and the proprietor of The Mill-Wheel, a battle-scarred man called Elfric, changes not at all. A large, quiet man, he asks no questions and serves all alike civilly and silently; but on the rare occasion when a disagreement becomes a full-scale fight, he can leap into action and quell the trouble more effectively than a troop of the King's guard.



Since nobody asks questions in Fourways, it is a haven for all kinds: thieves, assassins, men with a price on their head; and it is to Fourways that you, a seasoned adventurer and soldier-of-fortune, now make your way.

You are crossing a broad meadow in the

early afternoon sun, pushing your way through the ripening maize, heading for a track on the other side. Fourways is not far distant now, and you look forward to a comfortable bed for the night; it will make a pleasant change from sleeping under the stars, though you know the novelty will wear off after a few days.

Swallows wheel in the sky as you reach the track, a solitary cloud drifts lazily across the sun for a moment; all is peaceful. You shift your shield on your shoulder, adjust your sword-hilt and amble along the track, a grass-stalk dangling from the corner of your mouth. A signpost tells you that it is five miles to Fourways, but you are in no hurry, and amble easily along the country path in the afternoon sun.

Entering the town, you walk down the main street and turn off for the road that leads to The Mill-wheel. The sun has not yet set, and so you are not surprised to find the dining-room almost deserted. You book a room for the night, Elfric gives you the large brass key to your door, and you go up to wash and rest before the evening meal.

That evening, as you finish up the last of Elfric's excellent stew, and order another jug of ale, you lean back and look about the dining-room again.





Things are not as you remember them: you expected a group of Elves to be singing of their exploits, Dwarves to be sitting round the fire, telling stories of heroism, men playing finely-tuned instruments of wood and brass, and all calling for food and drink. But tonight it is quiet; the dining-room is half-empty and small groups sit around speaking in low voices.

You are puzzling over this, and about to ask Elfric the reason for the change, when an Elf moves over to your table and sits down. You eye him warily, and he smiles: "You do not remember me," he says. This is true, but then most Elves look alike to men.

"I was a friend of Aalandrin," he continues, "and I salute your bravery in recovering our Sceptre. We still sing of it." You raise your eyebrows. The adventure he is referring to took place some time ago though you will not forget the battle to recover the Sceptre of the Elvenking, and the bravery of Aalandrin in that Quest. But the Elf is speaking again: "What is happening now is just as sinister, perhaps more so, he says, looking at you steadily.

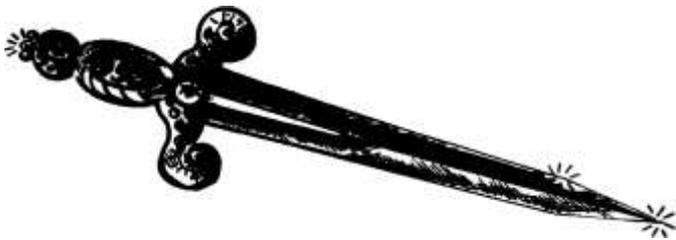
"In a short while, it may be that Fourways will be no more, and perhaps much more besides will be devastated. There is one called Liknud, who even now hides deep in the forest of Ardristan, North of here, and whose foul influence spreads wider each day." There is a pause, and then the Elf's fine jaw sets in grim determination: "Eildon failed, at the end," he says, "but she will be avenged, and Liknud will be destroyed."

There is a short silence as you both gaze at the table, but at a prompt from you, the Elf, who introduces himself as Tamlane, launches into the whole story. Liknud, it seems, is a necromancer, an evil sorcerer, who is even now hidden deep in the forest of Ardristan, planning to subjugate the surrounding countryside to this rule.

Necromancers, in fact, are not uncommon, but although powerful and to be treated with a great deal of caution, are normally opposed by the sorcerers of good. "However," Tamlane tells you, "Liknud has captured the Orchid of Life. You may have heard of this plant - it flowers only every hundred years, and is greatly prized for its power of life-force. We had set a guard over it, but one day when others came to relieve them, the guards lay dead, their bodies and faces twisted in agony. We can tell by the movements in the life-force all about us that the Orchid of Life has flowered - but it has been taken."

"Our most powerful sorceress, Eildon, sought Liknud, but she has not returned. We sense she has been defeated, though she yet lives. In the morning I go, for time is short: as the Orchid blooms, so Liknud's powers grow. Within two or three sunsets he will be capable of destroying Eildon and embarking on a reign of error. He must be stopped, once and forever."





It takes but a minute, as you think over the implications of all that Tamlane has told you, for you to volunteer your services in attempting to find and put an end to Liknud. Tamlane nods: "I expected no less." he says. "But it will be safer if we go separately. I can tell you this: you will need protection against Liknud's more dreadful powers, and one of us must find the dagger of Telledus."



By the time you turn in for the night, you have heard the whole story from Tamlane. In order to defeat Liknud, you learn that you will need the root of a Hellbane plant, and a clutch of the grape-like nuts known as elf-fruit: these will arm you against Liknud's dark powers. The dagger of Telledus is an enchanted weapon, which alone will end the necromancer's life; Tamlane tells you that an elf known as Telledus returned but two days since, near to death. Now much recovered, he explained that the dagger was torn from his grasp in a battle with a loathsome creature deep in the forest of Ardristan, and he now



NOW READ ON...

1
The ground rises steadily as you walk, until you reach the brow of the long hill you have been climbing. The ground slopes gently down again before you, then levels off, merging into the dense browns and greens that mark the Southernmost edge of the forest of Ardristan. Ardristan was always a place of tranquility, and home to a myriad of small wild creatures; you wonder what changes the presence of Liknud has brought.

As you descend the slope and approach the forest, you stop to adjust your shield on your arm, tighten the straps that hold your backpack, and check that your sword is free and easy to draw. Then, without any further delay, you hasten forward and plunge into the forest. At once, you sense evil; the refreshing dappled light and scented air is no more.

has no idea of its whereabouts. It must be found, in order to put an end to Liknud.

Tamlane leaves at first light, and it is agreed that you will make your separate ways in an effort to reach Liknud's lair. The elf has given you a potion of Healing, which will restore your strength when it is at its lowest ebb and you have wished each other well. You have made up your rations and checked your equipment, and you are ready for the quest ahead.

You sleep well, and in the morning bid farewell to Elfric. The old warrior gives your hand a firm grasp and wishes you well; you sense he knows of your mission. Of Tamlane, there is no sign; Elfric tells you he left before sunrise, and so you set off alone. Soon you are clear of the outskirts of Fourways, and heading North towards the forest of Ardristan, as the sun rises in the clear blue sky.

The air tastes acrid and aged as you breathe, the shadows now make you start in alarm as they seem to shift and change with unaccustomed suddenness.

You move slowly forward, until you reach a crossroads, and stop to think. Although you have, long ago, spent the occasional night sheltering in the edges of this forest, you have never explored its depths. And you have no idea where Liknud's lair is; you consider: The path ahead of you is fully seven or eight feet broad, and travels straight as an arrow due North. The paths to East and West are less well-defined, but nevertheless fairly straight and seemingly negotiable. Which way will you go?

North?
East?
West?

Turn to 139
Turn to 24
Turn to 118



2

The corridor turns North and you follow it to an archway. You stop; in the room beyond is an awesome sight: Standing in the middle of the room, on a slightly raised circular dais, is an elfin girl. Fine threads of light encircle her, running from the edges of the platform to the ceiling. There is a low humming sound.

Just inside the room, a few yards from you, is what looks like a huge diamond set on a pedestal glowing from within with an intense blue light. Behind the column of light within which the girl is trapped are three large, barbaric-looking men. You all stare at each other for a moment equally surprised, and then the girl shouts, "Swiftly - smash the jewel! An instant later, the guards react, and charge towards you. Have you got a potion of invisibility? If so, turn to 111. If not, turn to 18.

3

As soon as you drink the potion, your vitality and energy return: restore your Strength and Dexterity scores to their Initial levels, as the antidote to the curse takes effect. Will you now:

Try the yellow potion? Turn to 16
Leave? Turn to 100

4

The potion seems to have no effect at all, so will you now:

Drink the yellow potion? Turn to 77
Leave? Turn to 99

5

Taking the potion from your backpack, you unstopper it and drink. It works at once, and you walk invisibly into the room. But you must decide swiftly which way to go next, before the potion wears off. Will you go out of:

The East door? Turn to 97
The West door? Turn to 67

6

You hurry onwards, the landscape becoming more desolate as you move. Soon the poor track bends around to the East, and you stop - ahead of you, not far distant, is a cave entrance. Around it is scorched earth, and you feel sure that this is the centre of the sense of evil that has permeated the forest since you entered. This, you are sure, as you hurry towards it, is Liknud's lair.

Turn to 188.

7

You press on West with a good deal more care, but there are no further traps, and quite soon you stop when you see a path to your left. However, having come so far, you do not wish to go back South now; you feel you cannot be far from Liknud's lair, and you press on West.

Turn to 181.

8

You continue on the trail North with a good

deal more caution, until you reach a small clearing on your right. Strange sounds emanate from the shadows beyond, sounds like crystals gently touching, clear and soothing. Half-entranced you move into the clearing to investigate.

Turn to 138.

9

With nothing to offer the Dragon-men, and facing such overwhelming odds, you have little choice but to retreat, and back away cautiously. The Dragon-men watch you, immobile, as you return East, eventually rounding the corner. You head back South, past the huts and then follow the trail West until you are back again: at the first crossroads. This time, will you head:

North? Turn to 139
West? Turn to 118

10

A few paces into the tunnel, you stop again, your torch flares, but its light has no effect on this suffocating blackness. Will you press on? Turn to 163 if so. If you prefer to abandon this direction, and return to the junction to go North instead, turn to 187.

11

Sheathing your sword, you look about you. There is little of interest in the room, but you poke about among the rubbish and umber anyway. Discovering nothing, you consider the two exits from this room, one in the East wall, and a similar archway in the North. You glance down again at the body of the Shredder before you leave, and notice for the first time a curious object on a thread about its neck. Looking closer, you see that it is a key, made from one the end carved into a small skull. You have no idea why the dangerous monster was entrusted with this key, but clearly it may be of use to you in your quest and so you put it in your pocket. Will you now leave through the archway in:

The North wall? Turn to 127
The East wall? Turn to 30





12

Within seconds of raising the bottle to your lips, pain grips your stomach, and your throat burns. Lose three Strength points. Will you now:

| | |
|--------------------------|------------|
| Drink the yellow potion? | Turn to 77 |
| Drink the blue? | Turn to 4 |
| Leave? | Turn to 99 |

13

The tall man says nothing and makes no move as you shamefacedly go back out of the room and shin back down the rope. You continue on your original way North.

Turn to 112.

14

"Quickly," says Tamlane, looking around

anxiously, "eat now. They will protect you." You obediently eat the bitter-tasting nuts; there is no obvious effect, but you have faith in the elf's advice. Then there is a thunderous crack, and a smell of sulphur as smoke fills the room.

Turn to 31.

15

The corridor turns to the East and ends at a door, beyond all is silent, but you open it warily, and look into a small room; the only furniture is a round table and two three-legged stools, and sitting on one is a small gnomish creature with a pointed red hat. The Gremlin seems quite unconcerned by your presence and, grinning, invites you to enter. Warily, you do so.

Turn to 114.

16

Your last thought, as you drink the liquid is that you have drunk a fatal poison. You slump to the floor as the room spins and darkness closes in. Your adventure is over.

17

The passage beyond the door is short, running North until it meets an East-West junction. You look in both directions, but there is no sign of the magician. Which way will you go now?

| | |
|-------|-------------|
| East? | Turn to 2 |
| West? | Turn to 129 |

18

You have no choice but to fight all three of the fierce-looking guards simultaneously, as they raise long curved swords and leap to the attack.

| | <u>Dexterity</u> | <u>Strength</u> |
|---------------|------------------|-----------------|
| FIRST GUARD | 9 | 10 |
| SECOND GUARD: | 7 | 12 |
| THIRD GUARD: | 8 | 12 |

If you survive, turn to 71.

19

You walk along a corridor North for a fairly short distance, then East, as it turns, for a rather longer way. Reaching a door at the end of this corridor, you push it gently open, and look in on a slightly surprising sight.

Turn to 108.

20

The passage beyond the door is short, running due North, and ending soon at a junction. Will you take the way:

| | |
|-------|-------------|
| East? | Turn to 28 |
| West? | Turn to 190 |

21

The tunnel ends quite soon, at a junction. Will you now go:

| | |
|--------|-------------|
| North? | Turn to 48 |
| South? | Turn to 160 |

22

You hurry along the track, conscious that you are now deep into the forest, although you



watch and wait, one detaches itself from the group and swoops down at you, climbing away at the last second. The wind from its great wings buffets you as it ascends again, but then, as though having inspected its meal and decided that it looks good the Pterosaur gives a rending scree and swoops again: beak open and talons spread. You ready yourself for the battle.

| | | |
|------------|------------------|-----------------|
| | <u>Dexterity</u> | <u>Strength</u> |
| PTEROSAUR: | 8 | 8 |

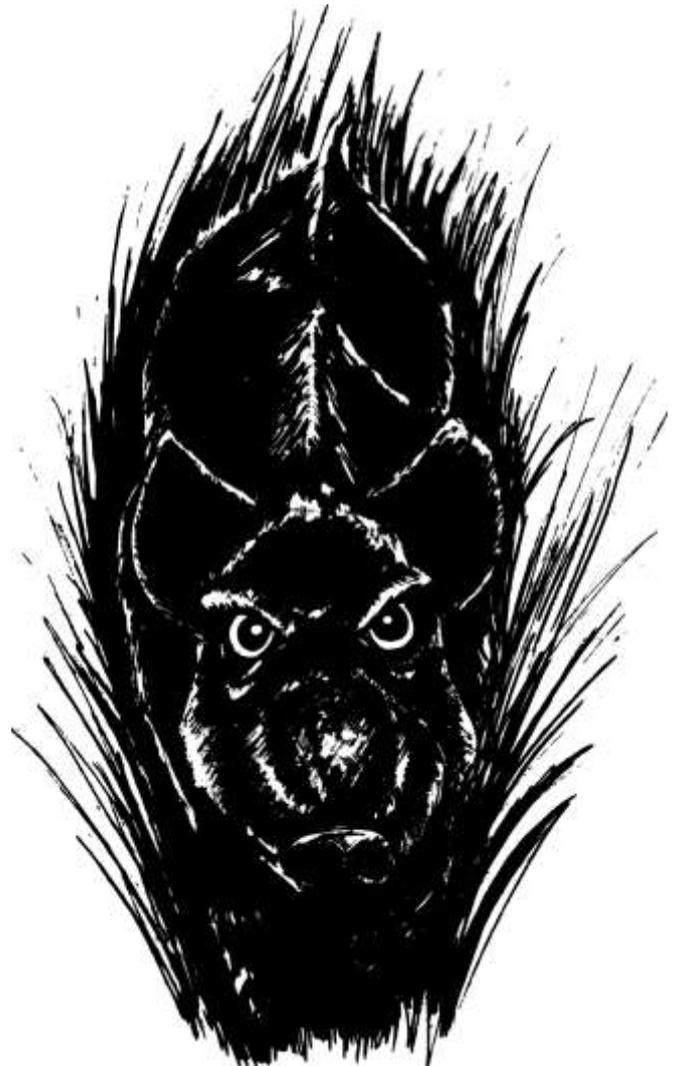
If you win, turn to 40

24

The trail takes you East with very little deviation, but you have walked only a short distance when a rustling, grunting sound from the undergrowth ahead and to your left stops you in your tracks. Before you have time to respond, a wild boar charges out of the tangle of bushes and leaves, head lowered, making straight for you. At the last fraction of a second, you whirl aside, but the boar skids to a halt and returns to the attack. At once you draw your sword and await the next charge.

| | | |
|-------|------------------|-----------------|
| | <u>Dexterity</u> | <u>Strength</u> |
| BOAR: | 6 | 8 |

If you win, turn to 105



have not yet discovered Liknud's lair, or the all-important dagger of Telledus. Aware that time is short you increase your pace as the path ends round to the West, you wonder what has become of Tamlane. It is this temporary loss of concentration that is your undoing. Your foot snags on something, and a strong branch whips out, knocking you to the ground. Lose three Strength points.

As you stagger, gasping, to your feet, here is a wild yell, and three tall, hairy men burst out from the side. Dressed in animal-skins, and brandishing daggers, the Forest-Men attack. You must fight all three at once.

| | | |
|--------------------|------------------|-----------------|
| | <u>Dexterity</u> | <u>Strength</u> |
| FIRST FOREST MAN: | 7 | 8 |
| SECOND FOREST MAN: | 6 | 6 |
| THIRD FOREST MAN: | 8 | 8 |

If you defeat all three, turn to 7.

23

The path is narrower, but fairly good, and you walk swiftly West and then South, as the path bends. A few paces down, your pace slows, and a little further you stop, sword drawn. Circling above you are several huge flying creatures: they are Pterosaurs, gigantic, leathery-winged animals with long beaks filled with needle-sharp teeth, and possessing long, powerful talons. As you



25

The track is quite good this way, but a short way East, you slow and, after a moment stop; there is movement ahead, on both sides of the path. As you wait, sword drawn a grotesque figure leaps out from the side and bars your way. Painted entirely blue, the head is completely encased in a mask resembling a dragon's head. As you prepare for a fight, other men, similarly garbed, step out from the bushes. Some wave spears threateningly, while others raise bows, the arrows pointed at your chest.

The leader approaches you slowly, hand outstretched; but the Dragon-men do not speak, and you have no idea what they want.

However you realise that to engage such overwhelming odds in battle would be madness, and so you slowly back away. The Dragon-men make no further moves, but watch as you retreat to the crossroads. This time, will you go:

North?
West?

Turn to 173
Turn to 57

26

You hurry East, along a path which is wide enough to pass with ease, although you have to duck under overhanging ranches and push aside foliage that is beginning to creep across the track. You reach up to push away another obstacle - and your hand closes about a bunch of hard, purple fruit. At once you stop, recognising what you have come across; this is the strange delicacy known as elf-fruit. Although unsure what powers it possesses, you recall clearly that Tamlane





30

A corridor heads East, and you follow it for some way. After a while it turns to your left, and you head North until you see that a new way joins the corridor from the right. Will you now:

Continue North?
Take the way East?

Turn to 35
Turn to 65

considered it important, and cut away the bunch with your dagger. Once it is safely in your backpack, you continue along the path, senses alert, until it ends at a North-South Junction. You consider: South, the path soon deteriorates into a steaming swamp, the way North seems better. You head North.

Turn to 22.

27

| | <u>Dexterity</u> | <u>Strength</u> |
|--------|------------------|-----------------|
| GUARD: | 7 | 6 |

If you win, turn to 196

28

You follow the corridor East for a while, until it turns to the North. You can see that it ends at a door some way ahead, and press on until you reach it.

From beyond, as you press your ear against the door, you can hear low mutterings. You draw your sword and rush in, surprising two squat, ugly guards. They stumble to their feet as you fall on them, one wielding a double-bladed axe and the other a spear, but you have the advantage of surprise as you close with them, fighting both together.

| | <u>Dexterity</u> | <u>Strength</u> |
|---------------|------------------|-----------------|
| FIRST GUARD: | 5 | 8 |
| SECOND GUARD: | 6 | 8 |

If you win, turn to 51.

29

Reaching the door, you stop: there is a faint moaning sound from beyond. The metal door is solid, and shut fast - but a bunch of keys hangs from the lock! Swiftly you turn the key and fling open the door. As you do so, there is a scream, which dies away as you enter. This is a prison cell, tiny dark and dirty, and hanging in shackles from the wall opposite is a young woman, her clothes torn and ragged. She has obviously been badly beaten, but her eyes are still alert. "I thought the guards had returned again," she says. Please, whoever you are, free me - I am only a servant-girl, but I was kidnapped and brought here, for what purpose I do not know.

Her pleas move you, but you are nevertheless cautious. Could this be a trap? Will you:

Help the girl? Turn to 83
Leave her, and continue North?

Turn to 158



31

A tall man garbed entirely in black faces you as the smoke clears, his eyes burning in his unnaturally white face. His contemptuous expression changes when he sees that Eildon is free, but then he turns to you, his face full of derision. Raising his arms, he calls out a short incantation and a stream of fire-bolts hurtles towards you. If you have eaten elf-fruit, you are protected, and the bolts explode before you to no effect. If you have not eaten elf-fruit, roll one dice. The score is the number of fire-bolts that hit you each bolt causes four Strength points of damage. If you are still alive, turn to 144.



32

You had hoped that somehow the brooch would give you a clue as to what to do, next, but nothing happens. Will you accept Diana's offer to take you to Eildon? Turn to 72 if so. If not, turn to 143.

33

You have no way of reaching the mysterious door set so high into the wall and have to continue on your way North.

Turn to 112.

34

You hurry North until, about halfway to the end of the corridor, you see that there is a short passage off to your left. It ends at a metal door. Will you:

| | |
|-----------------|-------------|
| Investigate? | Turn to 29 |
| Continue North? | Turn to 158 |

35

A short way along, another corridor joins from the left. Will you:

| | |
|--------------------|-------------|
| Take the way West? | Turn to 54 |
| Continue North? | Turn to 156 |

36

Only a short way South, the path does indeed open out onto the shore of a lake. Tied up to a short stake is a rowing-boat, and since it is the obvious way forward, you untie the boat, climb in and begin pulling for the Southern shore. In quite a short time, the

boat beaches, and you pull it up and begin heading South along a good track. However, only a dozen or so paces down, your attention is caught by a sound from your left. You see that there is a small clearing, and from the edges of this comes the melodious sound you can hear, like crystals gently chiming. The sound is soothing and welcoming, and you move into the clearing to investigate.

Turn to 138.

37

The way South soon becomes a poor track, twisting and turning, narrow and difficult. But eventually it straightens again, and you emerge onto what you recognise as the broad main path through the forest. There is also a path to your left and so, not wishing to head back, out of the forest, you take the way East. Turn to 90.

38

Although you have won this battle, you see more Pterosaurs circling high above. For the moment, they seem content merely to glide in the air-currents, but you have no desire to wait around until another decides to try you for lunch; and so you swiftly head North, and round the corner. You go only a very short distance East before you come to a junction, and stop to consider your surroundings: you recognise broad main path running North-South, and, having no wish to return to the point where you entered the forest, you head North along the main path.

Turn to 92.

39

The case, you see, as you examine it, is a simple affair, lade of slatted wood riveted together with brass strips, and there is a hasp at the front where you might expect a lock to be. It opens easily when you try it, but you are slightly disappointed by the contents; you have apparently found a tool-box. There is an axe, a saw, several different sizes of hammer, a length of rope, and half-a-dozen different knives.

Some of this may be useful to you in future, but you will not be able to carry all of it. You may take any two items from the case; when you have decided what to take, you are ready to leave, as there is nothing else to investigate.

Turn to 124.

40

Even as the great flying reptile slumps dying at your feet, others swoop from the sky, their wings buffeting you and beaks and talons tearing at you. You stand your ground at first, defending yourself with sword and shield, but you are steadily driven backwards.

A few minutes of this unequal struggle convinces you to retreat, and you back away to the bend in the path. The Pterosaurs climb back into the sky, circling again over what is evidently their territory as you head back East along the path until you return to the main path and this time head North.

Turn to 9.



41

Staying deep in the shadows thrown by the stuttering torches set into the walls, you enter unseen. Will you now make for:

The East door?
The West door?

Turn to 78
Turn to 145

42

You head East confidently at first, but after only a short distance, you stop; there is movement ahead of you, and you hear the sharp sound of a twig snapping. At once you draw your sword and stand your ground; a moment later a startling figure leaps from the undergrowth to confront you. The head is

encased in a huge dragon-mask, and the body is daubed in blue from top to toe. As you watch, slightly taken aback, more such figures emerge, some carrying spears, others bows and arrows and all pointed at you. The man who first leapt out approaches you, with a curious sideways gait, hand outstretched. He makes no sound, and you back away. You have no gift for him, and to engage such overwhelming odds would be madness. The Dragon-men watch as you retreat to the crossroads, but make no attempt to harm or follow you. Once back at the crossroads, you head North this time.

Turn to 173.



43

The trail remains clear as you walk North, the trees shading you from the morning sun; you reflect that it would be a pleasant enough stroll, were it not for the indefinable sensation of evil that surrounds you, and the slightly bitter taste in the air. Soon the path bends around to the West, and you follow it, alert for any sign of life, any hint of danger.

Your alertness pas off, as, after a while, you see buses moving in an unnatural way on both sides of you ahead. You stop, waiting for whoever or whatever is lying in ambush to make the first move, and after a few moments, a grotesque figure leaps out into the path in front of you. Painted from top to toe with blue clay, the figure's face is completely obscured by a huge dragon-mask. As you ready yourself for a fight, more of the warriors emerge from the bushes, some carrying spears, some bows-and-arrows. It is clear that you are heavily outnumbered, and you raise your shield and take a couple of wary paces backwards.

However, the Dragon-men do not attack immediately; their leader approaches, with a curious, dancing gait, hand outstretched, while the others train arrows on you. If you have a gold coin bearing the image of a dragon, turn to 183. If not, turn to 9.

44

The case is quite a simple construction, made of wooden slats riveted together with brass strips. Warily, you lift the lid with the point of your sword, but there are no nasty surprises, and you bend forward for a better look. Inside are a collection of tools: a saw, an axe, several different hammers, a good length of rope and half-a-dozen different kinds of knife. You realise that some of these implements might be useful to you, but you will not able to carry all of them. You may take any two objects from the case before turning your attention elsewhere. Will you now:

- Try the chest-of-drawers? Turn to 60
- Leave? Turn to 124

45

The box is barely the size of your fist, and opens easily when you lift the lid. Inside, a single gold coin rests on some rags; you take it out - it is no ordinary gold piece, being nearly three times the normal size, and with an unfamiliar raised design on both sides; an image of a dragon breathing fire. Whether or not this artifact will be of use to you, it must be of considerable value in its own right, and you swiftly pocket it. Will you now:

- Open the case? Turn to 44
- Try the chest-of-drawers? Turn to 171
- Leave? Turn to 124

46

The track is barely wide enough to pass, and you have to push aside snagging branches as



you walk. However, you shortly emerge into a small clearing, in the middle of which is, as you thought, a pool of clear water, gently bubbling. A sudden crashing noise warns you of danger, and seconds later a huge figure, fully twice your size and brandishing a great club, smashes out of the undergrowth. There is no question of what to do next, as the Ogre roars with anger and raises his club. You draw your sword and prepare for battle:

| | <u>Dexterity</u> | <u>Strength</u> |
|------|------------------|-----------------|
| OGRE | 7 | 14 |

If you win, turn to 151

47

Some way further East, the path ends at a North-South track. Neither direction looks particularly, inviting: the way to the South is darkened by overhanging branches, while North, the ground looks soft and treacherous. However, you must make a choice; will you go:

- North? Turn to 187
- South? Turn to 122

48

The Way North soon turns to the East, and you have to crouch again as the tunnel narrows and the ground rises. Soon you can make out daylight ahead, and emerge through a natural covering of leaves and twigs, lightly spread over this entrance. A narrow track runs North-South, and you must decide which way to go now. Will you go:

- North? Turn to 137
- South? Turn to 37

49

You creep silently in; but before you have gone ten paces, you stumble over a raised flagstone and crash to the ground. At once both guards leap to their feet; squat and ugly like the ones you fought at the cave entrance, each now wields a long, thick pole, sharpened to a fine point and studded with blades. You clamber up in time to draw your sword and prepare to fight, but you must fight both at once, as they close in.

| | <u>Dexterity</u> | <u>Strength</u> |
|---------------|------------------|-----------------|
| FIRST GUARD: | 6 | 8 |
| SECOND GUARD: | 7 | 6 |

If you defeat both, turn to 196.

50

The guards look at each other again, shuffling their feet awkwardly. Then one picks up a long sharpened stake, studded with blades, and approaches; you are sure he has seen through your bluff - but he merely says, "Pass, then, messenger." Will you now go out the door:

| | |
|-------|------------|
| East? | Turn to 97 |
| West? | Turn to 67 |

51

You search the bodies of the guards, but find nothing of value, and there is little of interest in the room. There is a door in the North wall, and so you cautiously open it; the corridor continues for some way North, and you pass down it until it turns to the West. This passage ends at a half-open door not too far distant, and when you reach it, you see that a corridor also runs South. However first you investigate the door ahead of you, and look into the room beyond to see a slightly odd sight.

Turn to 108.

52

At once your energy and co-ordination return - restore your Dexterity and Strength scores to their Initial levels, as the powerful antidote takes effect. Will you now:

| | |
|---------------------|-------------|
| Try the red potion? | Turn to 157 |
| Try the yellow? | Turn to 16 |
| Leave? | Turn to 100 |

53

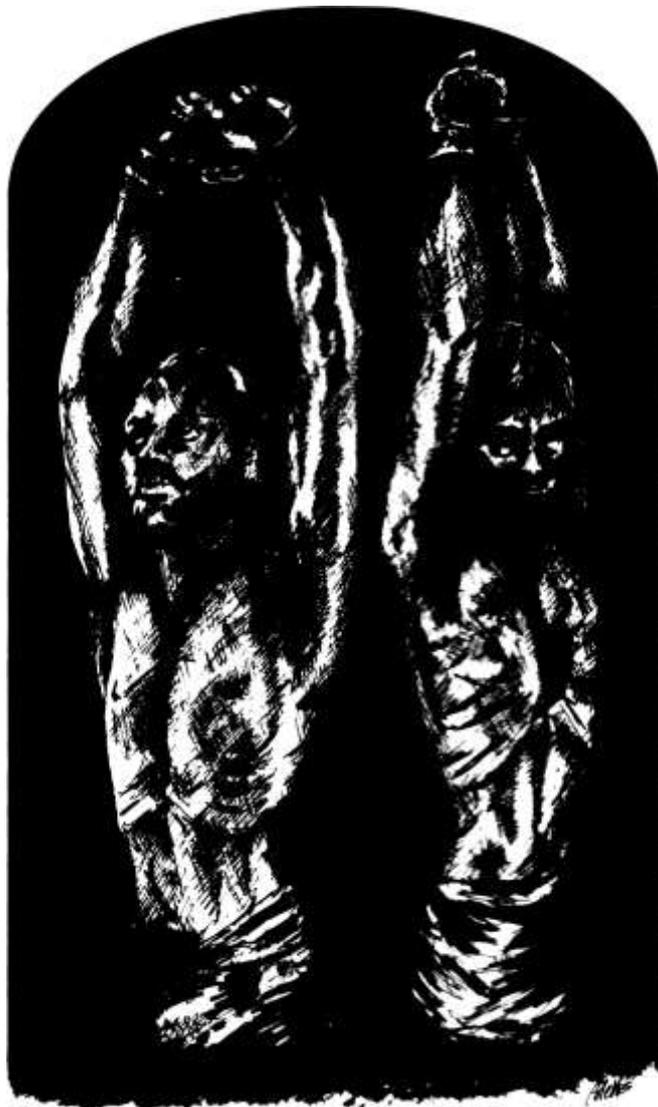
You head West, and then North. Ahead of you the corridor stretches into the distance, straight as an arrow. You hurry along it, until you see an opening on your left. A very short passage ends at a metal door. Will you:

| | |
|-----------------|-------------|
| Investigate? | Turn to 29 |
| Continue North? | Turn to 158 |

54

This passage ends at a North-South junction, so will you go:

| | |
|--------|------------|
| North? | Turn to 15 |
| South? | Turn to 66 |



55

You slowly regain consciousness. Someone is holding a bottle to your lips, allowing a few drops of bitter-tasting liquid to flow into your mouth. Almost at once you feel revived, and, as your eyes focus, you see that it is Tamlane who is cradling your head, giving you the revitalising fluid. You sit up. Around you are rock walls, giving off a sulphurous-yellow glow, and in answer to your unspoken question, Tamlane says, "We are inside the cave. Liknud is here somewhere - I can sense his presence." Tamlane stands back giving you a long look: "You are well again, he pronounces. Fortunately, I arrived just in time; those were Liknud's minions who attacked you - another minute and you would have been dead. However, all is well now, and we must press on - come!"

Before you have even got to your feet the Elf has darted away to the North, and when you rise, calling his name there is no sign of him. You take stock. You feel perfectly fit again (restore your Strength to its initial score), and ready for action. You are in a roughly circular chamber, and to the South is daylight; that, you are sure, is the cave entrance you spotted. A tunnel runs away North, and you follow it out of the cave; it slopes downwards quite sharply, and ends at a

pair of metal-studded wooden doors. You listen cautiously, but they are too thick for you to make out any sounds beyond. However, since this is the way that Tamlane went, you assume he must be beyond somewhere, and gently push at one of the doors. Somewhat to your surprise, it swings easily and noiselessly open and you look in. A fair-sized room lies beyond, rock-walled and bare - except for the shackles set into the walls every six feet.

Two exhausted-looking men hang by their wrists directly opposite you, and two men you assume to be guards sit at a low table, lethargically playing some kind of game with dice. As you are taking all this in, you see that there are doors in both the East and

West walls. The guards are half-asleep and the room is deeply shadowed you may well be able to reach either door unnoticed. What will you do now?

- Attempted to get past unobserved? Turn to 195
- Draw your sword and attack at once? Turn to 170
- Step in and announce that you have a message for Liknud? Turn to 115
- Use a potion of Invisibility (if you have it)? Turn to 5

56

You make good progress North, conscious that you have penetrated deep into the forest of Ardristan, but you yet have much to achieve. You stop as the undergrowth ahead and to your right parts, and a scaly, lizard-like head emerges. Sword draw, you advance with caution as the animal emerges fully from the bushes. The head is crowned with three barbed horns, and the body and legs are squat and powerful. The beast roars once, then lowers its head and lumbers towards you, and you at once prepare for battle.

| | | |
|----------|------------------|-----------------|
| | <u>Dexterity</u> | <u>Strength</u> |
| TRIDENE: | 8 | 12 |

If you win, turn to 174.



57

The trail is narrow and soon turns to the North. You have to duck under branches, and small twigs snag at you as you go, but fair soon you see that a track runs off to the West. It does not look much better, but then neither does the way North. Will you go:

West? Turn to 103
North? Turn to 182

58

Discoloured by the blood from the mighty battle, the water is red about you as you push your way with relief to the North shore. Reaching the bank, you stop for a few minutes to empty the water from your boots and wring out your leggings before continuing North, and shortly you reach a junction. Will you go:

North? Turn to 126
East? Turn to 172

59

The box is quite small, not much larger than your fist, and you open it with some curiosity. Inside, nestling among some rags, is a gold coin. But this is not like any gold coin you have seen before: nearly three times larger than a standard gold piece, it has a raised design on each side; an image of a dragon breathing fire. It is obviously of considerable value, and you gratefully pocket it. Will you now:

Open the case? Turn to 39
Leave? Turn to 124

60

The top drawer of the chest is half-open, and old and rather shabby clothes spill out. You cautiously move them about with your sword, but find nothing to interest you. Moving to the second and third drawers you discover that they are similarly filled with old clothes, and are about to turn away, when a shaft of sunlight glints on something in the bottom drawer. You pick up the object; it is a small bottle, very similar to the one given you by Tamlane, containing the potion of Healing. However, as you move back into the sunlight, you see that this bottle has engraved in the crystal surface the words, "Invisibility potion - one dose". Pleased with this unexpected find, you pocket the potion and prepare to leave.

Turn to 124.

61

The ring glows with steadily increasing brightness, until you are standing in a dull-red aura. Slowly, you feel your senses return aware that Zarko almost succeeded in hypnotizing you. You reach for your sword, and as you do so, Zarko's face falls, registering alarm and fear. With a started cry, he turns and runs out of the room through a door in the North wall. At once you dash after him.

Turn to 17.

62

"At last!" cries the girl, "freed from Liknud's magical bonds. I sensed at once that you were an all - I am Eildon, sorceress to the Eves. I thought to defeat Liknud, but his magic is stronger than mine." At this moment you both turn, as there is the sound of light feet running up the corridor. A second later, you both call out in welcome and relief as Tamlane runs into the room. Like you, he bears the marks of battle, but is in no mood to discuss his exploits so far. "The dagger," he gasps at once, "I have not been able to discover the dagger of Telledus!" Do you have the dagger? If so, turn to 107. If not, turn to 131.

63

You have no choice but to try to continue in your weakened state. You search in vain for the secret panel in the East wall through which the tall man disappeared, and so you climb back down the rope to continue on your original journey North.

Turn to 112.

64

Taking the rope from your backpack, you make a noose in the end and cast it up at a spar projecting from the remnant of the shattered staircase. At the third or fourth attempt, it catches, and you pull it taut. You tug at it a few times to test it, and then haul yourself up hand-over-hand, until you balance on the remaining steps before the door. But you at once discover that the door is firmly locked, and in your precarious position you are completely unable to force it. However, you notice a keyhole, fashioned like a skull. Do you have a bone key with a carving of a skull at its end? If so, turn to 84. If not, turn to 95.





65

You head down the passage until you have to stop there is a dead-end immediately ahead. Puzzled, you search the blank wooden wall ahead of you, and suddenly there is a click, and the section of wall and corridor revolves through one hundred and eight degrees, taking you with it! You are standing in a long corridor that runs North-South, so will you now go:

| | |
|--------|------------|
| North? | Turn to 34 |
| South? | Turn to 82 |

66

The passage looks familiar, and it is not long before you pass under an archway and are back in the room with the body of the Shredder. Slightly irritated, you turn and go back swiftly to the last junction. Once there, will you:

| | |
|-----------------|-------------|
| Continue North? | Turn to 15 |
| Go East? | Turn to 176 |

67

A corridor heads due West, and you hurry along it until it turns sharply North, ending at a plain wooden door. You can hear odd scraping noises beyond, and, sword at the ready, you fling open the door and rush in. Although prepared for a fight, you are quite unprepared for the foe that now faces you: A broad, tubular body and a small, blunt head, stubby legs - and four powerful arms, each ending in a mesh of curved spikes. Evidently Liknud has been experimenting! You fight, but because this monster has four arms, it attacks twice each round of fighting - that is, you throw twice for the monster, and once for yourself, each round.

| | | |
|-----------|------------------|-----------------|
| | <u>Dexterity</u> | <u>Strength</u> |
| SHREDDER: | 7 | 12 |

If you win, turn to 11.

68

The tunnel North soon turns to the West, becoming low and narrow. You have to make

your way on all-fours, and the earth becomes dry and crumbly, creating fears of a fall in your mind. Then your hand presses onto something sharp and painful; and as you push on, more spikes press into your hands and knees - lose four Strength points, as you push past the thorns and follow the tunnel around to the left. Soon you reach a junction; will you now:

| | |
|--------------------|-------------|
| Continue South? | Turn to 153 |
| Take the way East? | Turn to 184 |

69

At last you succeed in severing the rope, and drop heavily to the ground. Lose one Strength point. Now you can free your ankles, and, cursing whoever set the trap, continue on your way North.

Turn to 8.

70

Going over to the chest-of-drawers you see that the top drawer is partially open. Old and rather dirty clothes spill out, and you spend little time looking further. The second drawer and the third similarly contain various items of rather shabby clothing, and you are about to turn away when a shaft of light glints on something in the bottom drawer. Pushing the clothes aside, you take out a small bottle. The bottle is almost identical to the one given you by Tamlane, containing the potion of Healing, but as you move into better light, you see that this has engraved into the crystal the words "Invisibility potion - one dose". Pleased with this unexpected find, you at once pocket the potion, and look around again: Will you:

| | |
|----------------|-------------|
| Open the case? | Turn to 93 |
| Open the box? | Turn to 59 |
| Leave? | Turn to 124 |



71

Bloody and panting with exertion you move forward and smash the pulsing diamond with a blow from your sword. The humming sound dies away, and the fine threads of light encircling the gown fade to nothingness. She leaps down at once from the pedestal, her eyes blazing.

Turn to 62.

72

You take Diana's hand, and she leads you to the side of the room, and opens a door set into the wooden panelling. She beckons you through, and you walk into a dimly-lit alcove. But it seems to be quite empty. You turn back, and in that instant a strong steel band whips out from the side and snaps about your waist, pinioning you to the wall. More straps snap about your ankles and neck, and you call out in surprise and fury. Diana enters, and for a moment simply looks at you, satisfaction on her face. Then your struggles cease, you are transfixed with horror at the

transformation she is undergoing. Her head pulses and bulges, and you give an involuntary cry as it splits open – and from within emerges a ghastly visage. A bulbous head, studded with a myriad eyes, and a pair of powerful jaws rises from the shoulders, dripping blood and slime. This awful vision is the last you will see as Diana the spider-woman closes in to consume her prey. Your quest is over.

73

You had hoped that the brooch might give some indication of what is the best course of action to take now. But nothing happens, and so will you now accept Diana's offer to take you to Eildon? If so, turn to 72. If not, turn to 143.

74

The passage ends not much further on at a plain door which opens easily, and you look into the room beyond at an unexpected sight.

Turn to 106.



75

"Lucky!" sneers the Gremlin. However, somewhat to your surprise, he reaches into a hidden pocket, and produces five gold pieces. "Well," he says grudgingly, "you did win. Another game?" You take the gold pieces, but point out that you are engaged on a mission of some urgency. The Gremlin makes a face. "All right, then, I'd better let you go, I suppose," he says. He points to an archway in the North wall. "Off you go then," he says. Although you are slightly suspicious, your instinct tells you that North is the likeliest way to go now, and you follow the Gremlin's pointing finger out through the archway.

Turn to 19.

76

You continue South until the corridor turns to your right. After a short time, you pass under an archway and stop; the body of the Shredder still lies crumpled on the floor, and you realise that you have come full circle. You turn and go back East and then North until you reach the last junction again. Now will you go:

East? Turn to 65
On North? Turn to 35

77

Your vision clouds as the liquid trickles down your throat. Your limbs become heavy and useless, and you collapse to the floor the room is spinning, becoming dark. Your last thought is the realisation that you have drunk a deadly poison. Your adventure is over.

78

You edge stealthily round the wall, taking advantage of the shadows, and the fact that the guards are more interested in their game of dice than anything else. Reaching the East door, you slip silently out.

Turn to 97.

79

The tall man watches you complacently as you struggle. Will you now attack him? Turn to 168 if so. Or swallow your pride, and go back down the rope and on Northwards? Turn to 13 if so.

80

Both Tamlane and Eildon look worried. "It will not be so easy for you," says Tamlane. "Did you find elf-fruit?" If you did, turn to 14. If not, turn to 167.

81

"I won!" shrieks the Gremlin, bouncing on the stool, "you owe me five gold pieces!" There was no mention of this at the start, and you are annoyed. However, if you have five gold pieces, and are willing to hand them over, turn to 141. If you refuse the Gremlin's demand, turn to 180.



82

The passage turns to the East after a while, and then ends at an archway. You pass through into a room lined with wooden shelves. But what catches your attention is a nasty trap that has been set up; six loaded crossbows point to the door in the South wall, and a thread runs through them all to the door. You guess that anyone opening the South door would get a nasty welcome. However, you turn away from the trap to investigate the rest of the room.

Turn to 177.

83

It does not take long to find the correct key to undo her shackles and lift her down. She slumps on the floor, shaking, thanking you, and then looks up, as though seeing you properly for the first time, and asks who you are. You tell her that you are an adventurer, seeking Liknud. Her eyes widen in fear at the mention of his name, but you reassure her, and ask if she knows the location of the inner sanctum. She shakes her head miserably. "I wish I could help you," she says. I was brought in from the South, and did not see him, so I suppose he must be somewhere North of here." She gets to her feet, grimacing with pain and you go together out of the cell and back into the corridor. You wish her good fortune as she limps away South, and turn to head North.

Turn to 158.

84

Balancing on the step, and keeping the rope firmly wrapped around one hand, you fumble for the At last you are able to retrieve it and try it in the lock. It turns easily and you push open the door and step into the room beyond. You have time to briefly register an exceptionally tall, well-built man with a fearsome animal on a leash, the size of a wolf but with the head of an alligator. Even as you are taking this in, the tall man calls out, "Kill, Brig!" and lets go of the leash. As the creature leaps at you, you draw your sword and fight.

| | | |
|-------|------------------|-----------------|
| | <u>Dexterity</u> | <u>Strength</u> |
| BRIG: | 7 | 10 |

If you win, turn to 178.

85

As he falls, the man staggers into the East wall of the room, and in the blink of an eye, disappears, as a panel revolves. But something more important takes your attention. Lying on a table at the side is a velvet cushion, and resting on the cushion is a long dagger, jewels gently glowing. You approach it; it is carved with runes, and you realise that you have found the all-important dagger of Telledus. But as you pick it up, you are overcome by waves of nausea, and your limbs feel like jelly the dagger has a powerful curse on it - lose three Dexterity points and five Strength points. But you have one chance; have you got a red, yellow or blue potion? If so, turn to 198. If not, turn to 63.

86

| | |
|---------|------------|
| Gold? | Turn to 73 |
| Silver? | Turn to 96 |
| Bronze? | Turn to 32 |
| Tin? | Turn to 87 |

87

You had hoped that the brooch would in some way help you, as you decide what to do, but you are disappointed. It seems you must make your own decision. Will you go with Diana? Turn to 72 if so. If not, turn to 143.

88

The key fits in the keyhole, and you turn it. The door opens, and you feel inside, at once grasping a ring. You withdraw it, and see a ring set with a fine ruby; curiously, you place it on your finger, but there is no effect. However, you trust that this will protect you against those who would steal your soul - whoever they may be - and leave the hut, rejoining the main path North.

Turn to 43.



89

You kneel, and bend your head to take a long, refreshing draught of the clear water. Instantly, your throat feels afire! Like everything else in the once-idyllic forest of Ardristan the pool has been cursed by the arrival of Liknud. Lose three Strength points as you return to the main path to continue North.

Turn to 106.

90

You have not travelled far when you see a new trail to your left. Will you now go:

North? Turn to 56
On East? Turn to 47

91

You descend the steps, each footfall releasing a small shower of earth, until you stand in a narrow tunnel, high enough, just, for you to walk along without stooping. But soon you reach a junction. There is a tubular tunnel cut into the earth, running North-South. Will you go:

North? Turn to 150
South? Turn to 123

92

As you continue, you notice that the path narrows ahead of you. The foliage, also, has become dull; although it is spring, most of the shrubs and bushes at the side of the track are yellowing, the leaves curling; an occasional brown, dry leaf floats down in the bitter, motionless air. You stop; the main path ends at a junction. To your right, the track continues, still fairly broad, while ahead of you the path peters out into little more than a narrow passageway that almost at once bends away to your left. Will you:

Take the trail North? Turn to 94
Try the path East? Turn to 90

93

The case is a simple affair of wooden slats riveted together, with a hasp where a lock might be. You open it a little warily, but it contains neither a booby-trap nor anything of any great value: It is a tool-box. Rummaging about, you discover an axe, a saw, several different hammers, a good length of rope, and half-a-dozen different knives. Some of the contents might be useful to you in your quest, but you will be unable to carry all of them. You may choose any two items to take with you before you decide what to do next. When you have chosen, will you:

Open the box? Turn to 147
Leave? Turn to 124

94

The track is indeed narrow and twisting, and you stumble more than once as you push and cut your way through. However, you continue in a generally Northerly direction, and quite soon the trail straightens, though it remains narrow. You press on at a better pace North, but stop after a short distance; ahead of you is a great crashing and rending of branches - some huge animal is approaching, and you at once draw your sword and adopt your fighting position. Turn to 186.

95

Frustrated, you have little choice but to climb back down again, to continue your journey North.

Turn to 112.



96

You feel a sudden sharp pain from the brooch, and feel distinctly uneasy. You are certain that you are in great danger, and you step back, drawing your sword. Even as you do so, Diana gives a guttural roar and approaches. Her eyes roll up, until only the whites are visible; her body shakes and quivers - and then with a ghastly cracking sound, her face splits down the middle, and from the slim, pale shoulders emerges a huge bulbous black head, set with two great clusters of eyes, and powerful, snapping jaws, dripping slime. You feel as though you are driven by a force greater than yourself as the nightmare spider-women approaches, and calmly stand your ground. Then with a single stroke, you sever the head. The body slumps to the ground, and you close your eyes, shaking. Then you move swiftly across the room anxious to get away from the horror. There is a door in the North wall which opens at once, and you hurry through.

Turn to 130.

97

Once through the door, you see that you are in a corridor heading East, and you hurry down it, until it turns to the North. At the end of this passage is a closed door, and when you reach the door, you stop and listen. All is quiet, and you reach out to inch open the door; but the second your hand touches it, it springs open, triggering six crossbows set up within. You barely have time to raise your shield as the bolts fly towards you, and you feel the first pierce your leather armour. Throw one dice; the score is the number of bolts that strike you, and each costs two Strength points. If you are still alive, turn to 177.

98

A short distance down this passage, you see that there is a corridor off to your left. Will you:

Try the way East? Turn to 65
Carry on South? Turn to 76

99

There are two ways out of this room, apart from the booby-trapped southern entrance, so will you leave by:

The archway in the West wall?

Turn to 53

The door in the North wall? Turn to 20

100

You try in vain to discover the secret exit in the East wall through which the tall man disappeared, and eventually give up. Climbing

back down the rope, you continue on your journey North.

Turn to 112.

101

Some way further North, the path ends at a track running East-West. Will you go:

East?

Turn to 175

West?

Turn to 166

102

Although you are taken completely by surprise, there is no threat, and you smile involuntarily, as the young woman's eyes meet yours. Wide almond eyes; long hair, a lime-green tunic; you have met a female member of Tamlane's clan. The hypnotic eyes fix yours again, as she speaks: "I am Shadria," she tells you, 'and you have come far. But there is much still to do, and little time if we are to defeat Liknud. I await another. Go now, and may good fortune attend you.' She melts back into the wood, and, feeling a pang of regret, you turn and head East.

Turn to 26.

103

You push your way along the narrow path West, occasionally using your sword to make your passage easier, until the track ends at a better path running North-South. North, the trail runs straight as an arrow into the distance, while South, the sun glints off the surface of what seems to be a small lake. Will you go:

South?

Turn to 36

North?

Turn to 126

104

The key fits snugly into the keyhole, but when you turn it, there is a nasty snapping sound, and you are left with the shaft of the key in your hand. You have chosen the wrong door, and there is nothing to do now but go back out of the hut again or rejoin the main path.

Turn to 43.

105

You sheath your sword, puzzled. Although it was an easy battle, the action of the animal was uncharacteristic. Such unprovoked attacks are almost unknown, and as you turn to continue on your way, you reflect on this, wondering what other creatures are lying in wait ahead of you.

The trail bends round to the North quite soon, and you follow it only a short distance before stopping again; there are two wooden huts set back from the path, on the East side, and from the firs a wisp of smoke curls from the chimney. Uncertainly, you call out, but to no effect. Hand on sword, you move forward a little to examine them more closely. There is no sign of life so far as you can see. Will you enter the first hut? Turn to 119 if so. If you prefer to pass the hut by and enter the second instead, turn to 125. To ignore both, and press on Northwards, turn to 43.





108

The room is a hopeless clutter of books boxes, papers, piles of brightly-coloured silks - and in the centre of all this, waving a wand and chattering away to himself, is a rather old man in a long flowing black cloak decorated with silver signs of the zodiac. Suddenly he looks up and sees you "Ah come in, come in, my friend!" he calls. "An audience! Allow me to introduce myself - Zarko the great illusionist and conjuror!" He tosses the wand into the air, and as he catches it, it bursts into a bunch of flowers. "What do you think of that, eh?" he asks. "I have an immense repertoire of illusions - allow me to demonstrate!" Smiling at this slightly comic figure, you await his next trick. He fixes you with a stare, and you suddenly feel uneasy. It is as though you are looking down a long, dark tunnel; you begin to feel light-headed, as though you are floating away. Are you wearing a ruby ring? If so, turn to 61. If not, turn to 132.



106

Back on the main path into the forest, you continue North until, fairly soon, you come upon a small clearing. Paths lead off North West and East, and you must decide which way to go next. Will you go:

| | |
|--------|-------------|
| North? | Turn to 173 |
| East? | Turn to 25 |
| West? | Turn to 57 |

107

Triumphantly, you produce the dagger, and both their faces light up in relief. "We may yet succeed," says Tamlane. "Did you find Hellbane and elf-fruit?" If you discovered the root of a Hellbane plant in your quest, turn to 133. If you did not, turn to 80.

109

The potion trickles down your throat, and you at once realise - too late - your mistake. The room spins, you collapse to the floor as darkness closes in. You have drunk a lethal poison. Your adventure is over.

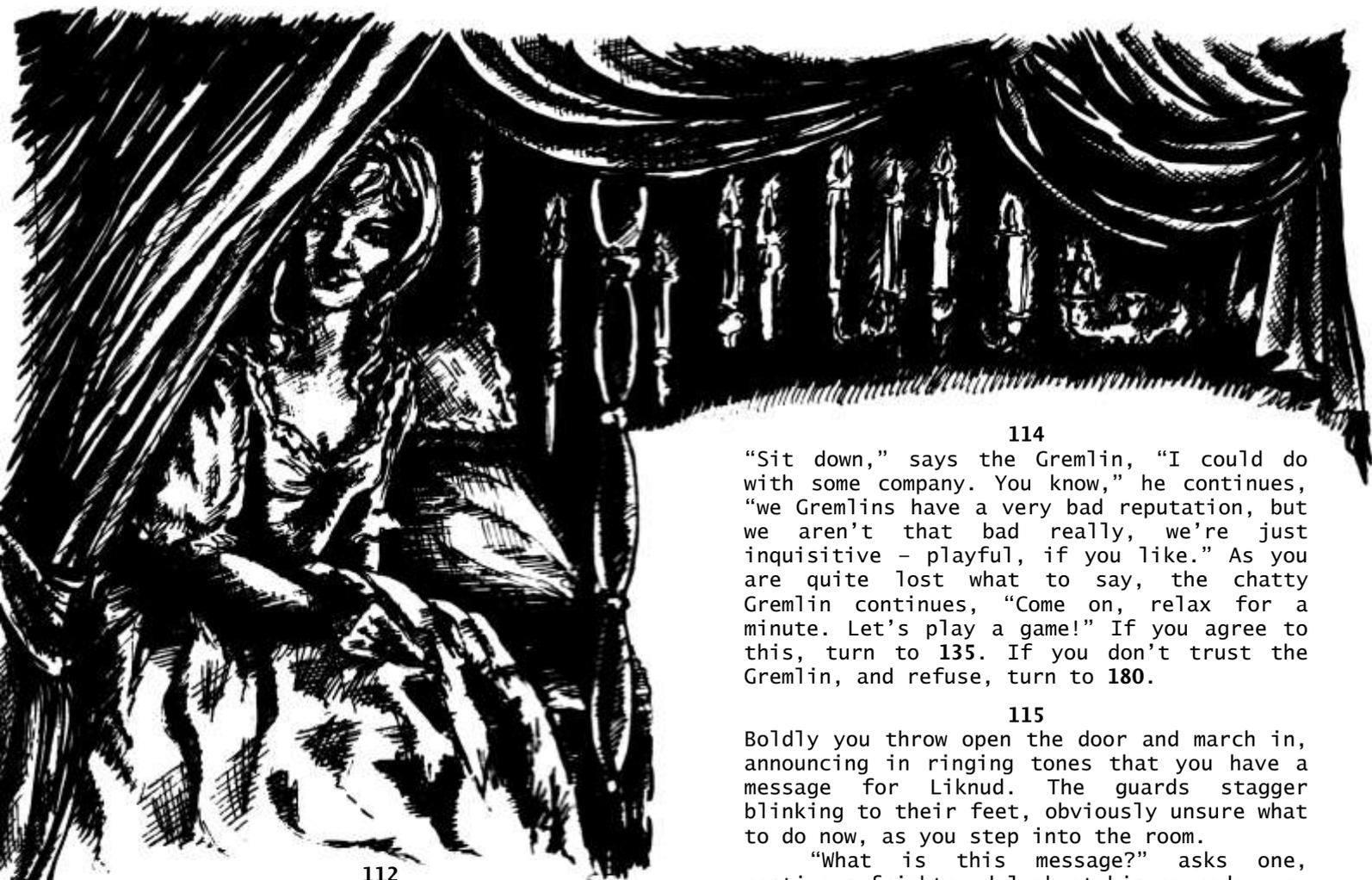
110

Only a few drops of liquid have passed down your throat when your vision clouds and your limbs feel like lead. Your last thought is that you have foolishly drunk a potent poison; darkness descends. Your adventure is over.

111

There will never be a better time to make use of the potion. You drink the liquid and the guards come to an abrupt halt searching all around in bewilderment. You slip invisibly past them, and with one mighty blow, smash the diamond. The humming noise instantly stops, and the fine threads of light encircling the girl fade and disappear. She leaps from the platform, as the guards turn in alarm and calls out an incantation in the elfin tongue. The effect of her magic is immediate; the guards set about each other with their long, curved swords, with murderous effect. In moments, all three lie on the floor, dead or dying. Shortly you feel the potion of Invisibility wearing off and you approach the girl. Her almond eyes are blazing.

Turn to 62.



112

The corridor ends some way further down at a door, carved ornately and with great skill, and delicately painted. You pass through, and find yourself, much your surprise, in a sumptuously appointed bedroom. Candles set in silver holders light the room softly; the air is rose-scented and fresh. Beautifully embroidered drapes fall each side of the huge carved bed sitting on the bed, wearing a long white silk dress, is a beautiful young woman. She smiles as you enter, raising her arms in a gesture of welcome: "I am Diana," she says. "And who are you?" You introduce yourself, saying in as neutral a voice as you can, that you seek Liknud. Her expression becomes fearful, and then sad "Liknud!" she says bitterly, "it is his power that keeps me prisoner in this room, as he keeps others prisoner. Even the sorceress Eildon he holds here." You at once become alert at this piece of information, and ask Diana if she knows where Eildon is held. "She is here!" cries Diana at once, rising to her feet and offering her hand. "Come, I will take you to her." Are you wearing a metal brooch? If so, turn to 86. If not, turn to 199.

113

Working as quickly as you can, you grab the potion from your backpack and down the contents in a gulp. The guards stare in astonishment as you disappear, rubbing their eyes in disbelief. You slip back to the corridor and head North again: as the potion begins to wear off.

Turn to 74.

114

"Sit down," says the Gremlin, "I could do with some company. You know," he continues, "we Gremlins have a very bad reputation, but we aren't that bad really, we're just inquisitive - playful, if you like." As you are quite lost what to say, the chatty Gremlin continues, "Come on, relax for a minute. Let's play a game!" If you agree to this, turn to 135. If you don't trust the Gremlin, and refuse, turn to 180.

115

Boldly you throw open the door and march in, announcing in ringing tones that you have a message for Liknud. The guards stagger blinking to their feet, obviously unsure what to do now, as you step into the room.

"What is this message?" asks one, casting a frightened look at his comrade; you reply at once that it is for Liknud's ears only. At first it appears that your bluff has worked. The guards are obviously at a loss, but equally, they are reluctant to let you pass. Throw one dice: if you score 1 to 5 turn to 50; if you get a six, turn to 136.

116

The tunnel South soon turns sharply to the West, becoming lower and narrower, though you can still walk easily. The tunnel descends, and soon you are splashing through mud, and then pushing tough water - it almost reaches your waist; this poses no great problem, but soon you have a new horror to contend with - sharp pains sting your thighs as tiny leech-like creatures attach themselves to you, sucking your blood. You hurry West, and soon the ground rises again, and the horrible slugs drop away; but they have sapped your energy - lose two Strength points. The tunnel turns North, and you follow it until you see, on your left, the way you entered this underground system. You press on North.

Turn to 150.

117

You recall the words of the forest Nymphs: the orb will "guide and protect you through the darkness which no mortal light can penetrate". You douse your useless torch and take out the orb from your backpack. As you do so, there is a vicious hissing sound, and something thin and strong whips around your waist, gripping you tight. But at the same moment, the orb begins to glow, softly at

first, and then more strongly, a powerful, pulsing white glow. The tendril about your waist shudders and then-detaches itself; ahead, hundreds of thin, waving tendrils snake out from the sides, roof and floor of the artificial tunnel. But before the light of the orb, they shrink away, as though before a fierce flame. You move forward, warily at first, but then with increasing confidence, holding the orb before you, protected in its pulsing brightness.

After what seems like an age, but must be, you realise, a short time, you emerge from the horrific tunnel into sunlight once more. The orb fades, and you release your pent-up breath, and relax your taut muses.

Turn to 149.

118

The path is good, but the unaccustomed silence of the forest and the feeling of evil as you move oppress you. You walk cautiously, jumping at shadows, ready for any sudden attack or threat, but no creature opposes you as you follow the trail West, and after some time, round to the North. Perhaps because you are watching the trees and bushes so carefully, you do not see the hidden snare that abruptly whips round your ankle; the trap is sprung, and the world spins as a springy branch lashes upwards, the rope around your ankles attached to it.

A moment later, you collect your senses; you are strung upside-down like a turkey, the path slowly spinning some five or six feet beneath your head. But at least your hands are free, and, with some effort, you draw your sword, and swing at the rope from which you hang. It is not easy, and your first attempts merely cut thin air. Throw two dice. If the score is less than your Dexterity, turn to 69. If it is the same as, or greater than, your Dexterity, turn to 121.

119

Sword drawn, you approach the hut. The door is slightly open, and you push it fully open with your sword; it swings inwards, the hinges creaking, and you stand on the threshold, examining the interior. The early-morning sun streaming in the doorway affords quite enough light for you to make out the sparse furnishings of a woodcutter's hut; a table, a couple of chairs, a rough bed. You walk in - the remains of a meal are still on the table, though now mouldy, and clothes and a few tools rest in a corner. A of stove squats in the centre of the room, in which embers smoulder the rough blankets are still on the bed, and an oil-lamp hangs from a rafter. Whoever abandoned this hut, you decide, left in a hurry. A shiver passes down your spine as you continue your examination, and some sixth sense abruptly makes you look upwards - and at that instant a full-grown Python drops onto your shoulders.

You have had just enough warning; your sword arm is free, and the huge snake fails to ensnare you. But even as you swing wildly at the darting head, the coils circle you,

beginning their crushing movements. Gritting your teeth, you fight.

| | <u>Dexterity</u> | <u>Strength</u> |
|---------|------------------|-----------------|
| PYTHON: | 8 | 12 |

If you win, turn to 191.

120

The Nymphs chatter excitedly among themselves for a minute, their voices like the breeze through the leaves, and then they move forward again. One holds out a small crystal sphere, saying, "Take it, it will guide and protect you through the darkness which no mortal light can penetrate. Trust the Orb of the Dryads." You take the beautiful orb, and hesitate a moment, unsure what to do with it. Finally, you put it away in our backpack, and thank the Dryads; but rely have you begun speaking when they have melted back into the forest. A last clear voice calls out, faint as the breeze in the trees "Go North, take the boat over the lake and continue North." Then all is oppressive silence again and you are alone.

Turn to 193.

121

Not only do you fail to cut the rope from which you hang, but your sword spins from your rasp, flashing briefly in the sunlight before thudding into the earth some feet away. Fortunately, your dagger is still in your belt, but, strung up as you are, you find it difficult to reach - every movement results in more spinning, and the hilt slips constantly from your fingers.

As you struggle, cursing, something soft and sweet strikes you in the middle of your face. For a second, you are stunned, but then a small stone strikes the side of your head, and there is a shrill whooping noise. You can see now what is happening - several monkeys are leaping about above and below you, pelting you with fruit and stones. There is little you can do but curse and twist, until at last you manage to free your dagger, haul yourself up and cut the rope around your ankles. You drop to the floor awkwardly, as the monkeys immediately scuttle away, screeching. Fortunately the bruising you have suffered is not too bad - lose three Strength points - and it is your pride that is injured as much as anything. When you feel ready, you retrieve your sword and, cursing whoever set the trap, continue on your original way North.

Turn to 8.



122

The sun is soon blotted out entirely by the overhanging branches as you walk; a few yards further, and the darkness becomes intense, until you have to stop. You can see barely a pace ahead, and in front of you it is black as pitch. You shiver nervously; this darkness is unnatural. You go back, gather together some kindling, and strike sparks from your flint and stone; soon you have a flaring torch, and return to the darkness South. But the torch has little effect, and your nervousness increases. Do you have the Orb of the Dryads? If so, turn to 117. If not, turn to 10.

123

The tunnel is well-lit by the eerie yellow phosphorescence that emanates from all about you, and you can walk easily. The tunnel bears round to your left, and descends. Soon, your boots are splashing through mud, and then the water is suddenly approaching your waist. Sharp pains sting your thighs: there are leech-like creatures in the water here, sucking the blood from you, and you make your way hastily East; the ground rises again, and you can walk normally. The tiny creatures that attached themselves to you drop away, but you are weakened - lose two Strength points. Shortly the tunnel turns North, and you follow it until you reach a crossroads. Will you now:

- Continue North? Turn to 68
- Head East? Turn to 21
- Take the way West? Turn to 165

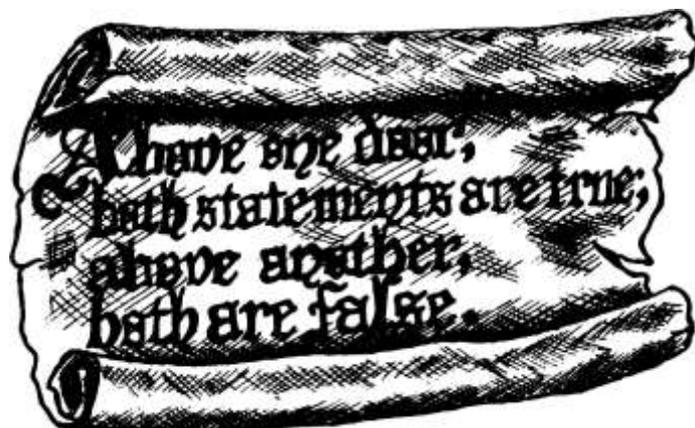
124

You step out again: into the bright sunlight and rejoin the trail North. The second hut is but a few yards distant on your right, and you stop to consider it. Will you:

- Investigate? Turn to 125
- Ignore it, and continue North? Turn to 43

125

The door of the hut swings open easily when you push at it, and dust-motes dance in the sunlight as the small gust of air disturbs the interior. There is little enough to see; a few sticks of furniture, a wooden bed, obviously long-since abandoned. However, you move in, poking about curiously and are on the point of leaving when a scrap of parchment on the floor catches your eye. Picking it up, you unfold it - a key drops out; you read the words on the parchment: The ring of power defends the wearer against those who would steal souls. It lies behind one of the three doors." You begin looking around again and soon discover that the rear wall of the hut is made from solid rock, unlike the wooden construction of the remainder; and set into the rock-wall, just above the ground, are three very small doors, in a line, each possessing a keyhole. You see that something is written above each door, and turn to the parchment again; the scroll continues:



"Above one door, both statements are true; above another, both are false. The key will open the door behind which is the ring of power".

Bending close, you read the inscriptions above the little doors. Above the first, you read:

*The ring is not here
It is behind the second door*

Above the second, you read,
*The ring is not behind the first door
It is behind the third*

And above the third
*The ring is not here
It is behind the first door.*

Will you try:

- The first door? Turn to 155
- The second door? Turn to 104
- The third door? Turn to 88

126

The way North is perfectly straight, and no obstacle bars your progress as you hurry on. However, you are far from complacent, and scan the track to left and right as you go. You have travelled some way North when an unusual feature catches your eye on the right-hand side of the path. A large oak leans back at an angle, and at its base is a wide opening; you move forward for a closer look, and see that steps are cut into the earth beneath the opening. And instead of the darkness you would expect, a soft light emanates from below. Will you go down? Turn to 91 if so. If you prefer to press on North, turn to 101.

127

The corridor heads North for some distance, but about halfway down, you see that there is a way to your right. Will you?

- Continue North? Turn to 15
- Take the way East? Turn to 176

128

As soon as you drink, your stomach is gripped by a fierce pain, and your throat burns. Lose three Strength points. Will you now:

- Drink the yellow potion? Turn to 77
- Leave? Turn to 99

129

This way soon ends at a stone wall but on your right, a flight of steps leads downwards. The light is very poor as you descend, and you progress with caution. At the bottom

is an open doorway, and be and that a small room, lit by, a single torch. Sword in hand, you go in; the little room appears to quite empty, but you look about you carefully for any sign of secret panels or levers. A sudden clanging, crash roots you to the spot - a portcullis has dropped across the entrance! You run from wall to wall in desperation, but there is no other exit. And then a new, ominous sound fills the room; a steady grinding, as of stone on stone, from above you. You look up in alarm - the ceiling is slowly, inexorably, descending. You pull wildly at the strong metal bars of the portcullis as the ceiling continues its descent, but there is no escape. You have come so far - but now your fate is to be crushed like an insect. Your quest is over.

130

You run North until the corridor ends, and you stop, breathless. There is a passage on your right, but on your left is a door, half-open. You look in on a curious sight.

Turn to **108**.

131

Eildon and Tamlane give out a cry of anguish in unison, and almost at the same moment there is a small explosion, and you are facing a man garbed in black, eyes burning like coals in his unnaturally white face. Eildon at once springs forward, and they stand within a foot of each other, locked in some psychic battle, until Eildon gives a soft moan and slumps to the floor. Liknud roars his triumph, and turns his attention to you. Raising his hands, he calls out and a stream of fire-bolts hurtles into your chest...you have come so close to success, but your quest ends here.

132

Your senses dull as Zarko's eyes bore into yours and your spirit floats away, leaving behind a mere shell of a body. The magician has captured your soul, and you are lost. Your adventure is over.

133

"Eat it now!" urges Tamlane, "time is not on our side." You chew the root, feeling energy flow through you as you do so. You may add three points to your Fighting Power for your next battle. "Now, have you the elf-fruit?" asks Tamlane. If you have, turn to **14**. If not, turn to **167**.

134

As soon as you have drunk it, you realise your mistake; your stomach is gripped by pain, and your throat burns. Lose three Strength points. Will you now:

- | | |
|------------------------|--------------------|
| Try the yellow potion? | Turn to 16 |
| Try the blue? | Turn to 3 |
| Leave? | Turn to 100 |

135

Taking out two dice, the Gremlin explains the game: the aim is to be the first one to score a thousand points, and you throw first. You score if a "1" or a "5" is showing on either

dice. One counts one hundred points, and five counts fifty. Hence a one and a five together counts one hundred and fifty, two ones counts two hundred, and two fives, one hundred. If you do not get either a one or a five, the turn passes to the Gremlin. However if you score, then you may either "stick", keeping your score so far, and pass the dice over; or continue, to try to add to your score. You may continue throwing (and adding to your score) for as long as you wish, so long as you score. You may "stick" at any time. However the first time in such a sequence of grows that you do not score, you lose all your accumulated score for that turn.

Once you have decided to "stick" - to stop throwing and bank your score - or when you lose it, the turn passes to the Gremlin. The Gremlin throws a maximum of twice each turn, then "sticks" if he has a score to keep. You then throw again, to try to add to your banked score. The first player to reach one thousand points wins.

If you win, turn to **75**. If you lose, turn to **81**.

136

The guard gives you a long steady look, and you feel uneasy. Something in your voice or your expression has given you away, and the second guard picks up a studded stake; you do not waste time, and cut down the first guard before he has time to react. But the second is now prepared for battle, and you fight.

Turn to **27**.

137

You slow as you head North; ahead, there is a lumbering, crashing sound, as of some great beast smashing its way through the forest.

Turn to **186**.





138

You stand in the clearing, quite still, as first one, and then several slim young women emerge. Eventually there are ten of them, singing in beautiful clear voices, each clad in a short tunic made from the leaves of the forest, watching you warily. You raise your hand in greeting – for you have recognised the Dryads, the Nymphs of the forest – and assure them you mean no harm. You tell them that you seek to destroy Liknud, and allow the forest to regain its former beauty and tranquility.

After a few moments, the Dryads fall silent, and then one moves forward. “Perhaps we believe you,” she says, “and we may assist you.” She pauses as though thinking, then suddenly appears to make up her mind. She continues, “You must know that we share equally the many special powers of the forest. But how many? I will tell you this: if there were one more power, and one more of us here, each of us would have one fewer power. How many powers are there altogether?”

When you have worked this out, turn to the section with the same number. If you are unable to work it out, turn to **148**.

139

You follow the broad path due North, the sun warming your head, for some little way. Although you do not feel in any immediate danger, the lack of birdsong, of small animals scurry in across your path, combined with the bitter taste in the air, makes you feel uneasy. Soon you spot a narrow track off to your left, and sunlight glinting on what looks like a small pool a short way down. Will you:

Investigate?
Press on North?

Turn to **46**
Turn to **106**

140

You go over to the case, kneel, and examine it again. It is a simple enough affair, made of slatted wood and riveted with brass strips, and with a hasp at the front where you might expect a lock. Standing again, you use the tip of your sword to gingerly lift the lid – but nothing untoward happens, and you bend closer for a better look. You are disappointed; there is an axe, a saw, several different sizes of hammer, a god length of rope, and half-a-dozen different kinds of knife. Possibly some of these things may be useful to you in your quest, but you will not be able to carry them all. You may take any two objects from the case, before turning your attention elsewhere. Will you now:

Open the box?
Try the chest-of-drawers?
Leave?

Turn to **146**
Turn to **192**
Turn to **124**

141

The grinning Gremlin pockets the gold pieces, chuckling, and suggests another game. But you point out that you are engaged in a mission of some importance, and must get on.

"Indeed," says the Gremlin. "Well then, you'd better go, I suppose; that way!" He points to an archway in the North wall, and you at once get up and pass through.

Turn to 19.

142

Exhausted after your battle you rest a moment before searching the small room and the guards. You find nothing other than a total of seven gold pieces on the guards, and so leave again, to continue on your way North.

Turn to 74.

143

Her expression changes at your refusal. In a flash, she has snatched a long, thin sword from the floor and is attacking with great agility. You take two blows as you struggle both to defend against her skilled attack and to draw your own sword - lose four Strength points. Then you close in battle.

Dexterity Strength

DIANA:

If you win this difficult fight, turn to 179.



144

"The final encounter is up to you now," says Eildon. "I will fight with sorcery, but you must use the dagger." Sheathing your sword, you brandish the dagger of Telledus, and for the first time Liknud's expression shows something like fear. Eildon is gently chanting incantations as you approach, and Liknud visibly shrinks in stature. He draws his sword, and you fight.

Dexterity Strength

LIKNUD:

10

12

If you win this decisive battle, turn to 200.

145

Staying in the shadows, you edge round the wall to the door. The guards do not look up; they are absorbed in their game of dice, and you creep silently to the West door and slip out unnoticed.

Turn to 67.

146

The box is quite small, not much larger than your fist, and opens easily when you try the lid. Inside are some pieces of rag, and nestling in these is a large gold coin, quite unlike any you have seen before. You move back to get a look in better light, and see a raised image on both sides - a dragon

breathing fire. You have no idea whether or not this will be of use to you in the future, but it clearly is of some value, and you pocket it. Will you now:

Investigate the chest-of-drawers?

Turn to 60

Leave?

Turn to 124

147

The box is quite small, not much larger than your fist, and you curiously open it. Inside, nestling among some rags is a gold coin but no ordinary coin. This is nearly three times as large as a gold piece and as you look more closely, you see that there is a raised design upon both sides; a dragon breathing fire. The coin is clearly of considerable value, and you pocket it, and turn to leave.

Turn to 124.

148

The Nymphs giggle, and begin to melt back into the forest. But then one turns back: "Go North," she advises, "take the boat over the lake and continue North." With a last look at you, she too vanishes into the foliage, and you are left alone. Turn to 193.

149

The path South bends round to the West after a short while, but soon after that peters out. Ahead of you is an impenetrable thicket of tangled branches and spiky thorn-bushes. But then you notice something - a sprouting plant with wide scarlet-and-orange leaves, growing in the ground directly ahead of you. You have found Hellbane! Just why the root of this rare plant is important, you do not know, but you trust the advice of Tamlane, and using your dagger, carefully loosen the earth all around the small shrub, until it comes away in your hand.

Cutting it off at the stem, you put the root away with care and reverence into your backpack and then, following the rules that have been handed down for centuries, make a small nick in your thumb, and let a few drops of blood spill into the place from which you removed the plant. Then, the ritual over, you return East and North to the tunnel, and, using the orb again, make your way swiftly through the unnerving blackness until you get back to the junction. Not wish in to retrace your steps West, you head North this time.

Turn to 187.

150

Fairly soon there is a way to your right. Will you now go:

East?

Turn to 184

On North?

Turn to 164

151

The battle over, you wipe your brow, and look again at the pool. The gently-bubbling water is crystal-clear and looks deliciously cool. Will you drink? If so, then turn to 89. If you prefer to head back to the main path to continue on your way instead, turn to 106.

152

Instinct urges caution as you walk, and after a few moments you hear lowered voices, and see movement ahead. Ducking down to the side, you watch as first one, and then two more tall, gangling men step onto the path. Hairy and, dressed in skins, these are the men of the forest, and as you continue watching, you see that they are in the process of setting a nasty trap. A springy branch is pulled away from the path by two of them, and secured at the side; the vine used to tie it back is taken across the track, and secured on the other side, and then covered with leaves and earth. You consider what to do now; you could rush them, but there are at least three, and you would have a hard fight on your hands. And you have not forgotten the purpose of your quest - to discover Liknud's lair. You decide to avoid the forest-men for the moment, and creep back unobserved to the junction, where you take the path West.

Turn to 181.



153

Very soon, you stop as you see that on your right is the passage down which you first entered. Will you now:

Go back North? Turn to 150
Continue South? Turn to 123

154

You hurry onwards as best you can through the steaming marsh, until at last the path gets better, and the ground around you firmer again. Soon you are walking between trees and shrubs again, and very soon you see a new path off to your left. Will you go:

North? Turn to 22
West? Turn to 194

155

The key fits easily into the keyhole, and you turn it. There is a snapping sound and you are left with the shaft of the key in your hand. You have chosen wrongly. Since there is no other way to open the doors, you will have to leave without the ring; disappointed, you leave the hut and rejoin the path.

Turn to 43.

156

You follow the corridor North until it turns West ending at a plain wooden door. You listen, but can hear nothing, and cautiously push the door open. The room beyond is quite small, and, sitting at a low table, on a three-legged stool is a small, gnarled figure with a big nose and a pointed red hat. The Gremlin grins mischievously at you, and beckons to a second stool. "Come in," he

invites cheerily, "join me, why don't you?" Uncertainly, you enter.

Turn to 114.

157

You realise too late that you have made a mistake, as your throat burns and your stomach contracts in pain. Lose three Strength points. Will you now:

Try the yellow potion? Turn to 16
Leave? Turn to 100

158

Some way further down this long corridor, you see a short passage on your right, ending at a wooden door. Will you:

Go East? Turn to 169
Continue North? Turn to 74

159

There is silence for some time the atmosphere charged. Then the tall man turns to a table at the side of the room and lifts off a long dagger, bejeweled and sparkling, carved with runes. Still without a word, he walks slowly over and gravely presents it to you. Your joy is short-lived, as instantly you are overcome by a leaden feeling of lethargy and uncoordination; lose three Dexterity points and five Strength points. The tall man bursts out laughing: "You have proved yourself, by your bravery, resourcefulness and cleverness an enemy of Liknud. May the curse of the dagger follow you to your grave!" With that he steps back, presses the East wall and immediately disappears as the wall revolves. What will you do now? You have found the dagger of Telledus, but the curse laid upon it by Liknud has badly affected you. You have one chance. Do you have a red, yellow, or blue potion? If so, turn to 198. If not, turn to 63.

160

The tunnel South soon turns sharply to the East, becoming lower and narrower. You make your way with some difficulty, until you abruptly reach a dead-end. Ahead of you is a bank of earth, but at your feet you see a row of sparkling objects and a scroll. Swift you take the scroll, and untie the ribbon. You read: "These are the brooches of Eildon. The true brooch will defeat liars. The gold brooch is five years older than the silver, which is five years older than the bronze, which is five years older than the tin, which is half the age of the gold. Take only the brooch which is twenty-five years old." Make a note of which of the brooches you decide to take with you, and turn to 185.

161

The way South is not an easy one, and you push and cut your way along the poor track. However, after a fairly short time, it turns to the East, and, soon after that, ends at a crossroads. You recognise the broad main path running North-South, so will you now go:

North? Turn to 173
East? Turn to 42

162

The body of the great dinosaur blocks the path, and you have to push your way through the shrubs and bushes at the side of the path to get past. Once on your way again you find that the trail turns to the East, and you follow it to a junction. The way South disappears almost at once into a tangle of road, tall thorn-trees; there might once have been a passage that way, but it is evidently long-since overgrown. You turn North, until fairly soon, the path ends at an East-West junction. Will you go:

East? Turn to 152
West? Turn to 181

163

The first indication of danger is a sharp hissing sound, and then your torch is snatched powerfully from your grasp. You can see nothing, but feel a thin, strong tendril whip around your ankle. Thoroughly alarmed, you cut it away, but as you do so, more tendrils whip around your waist and neck; you hack wildly at the strong, clinging strands, until your sword-arm is gripped, and more tendrils whip about your neck, relentlessly tightening...Your adventure is over.

164

The tunnel North turns sharply to the East quite soon, and becomes low and narrow. You are soon making your way on all-fours; the earth becomes dry and crumbly as you push your way forwards, and for a moment you are worried that there will be a collapse. But then you cry out with sudden pain - your hand has pressed onto something sharp, and is bleeding. More spikes dig into your hands and knees as you push on - your four strength points, as you push past the thorns, and follow the tunnel back down to the South. It widens again, and you can stand upright, and walk swiftly forward until you reach a crossroads in the tunnel system. Will you now go:

East? Turn to 21
West? Turn to 165
South? Turn to 116

165

The way West is straight and short, and ends at another junction. Will you now go:

North? Turn to 150
South? Turn to 123

166

The trail is not good; you stumble over concealed roots, and nearly collide with overhanging branches. But what strikes you most forcefully is the air of decay. The trees are leafless, the bushes and shrubs wilting and lifeless. The air tastes even more foul than before. After a time, the track bends around to the North, and you follow it between blasted oaks and plants melting into black slime as they grow. Suddenly a creature from a nightmare springs onto the path: long antennae seek you out, and mandibles grind; as the giant insect scuttles towards you, you prepare to do battle.

GIANT LOCUST: Dexterity 8 Strength 10

If you win, turn to 6.

167

"You will have no armour against Liknud's magic," says Tamlane; and at that second there is a crack like thunder and sulphurous smoke fills the room.

Turn to 31.

168

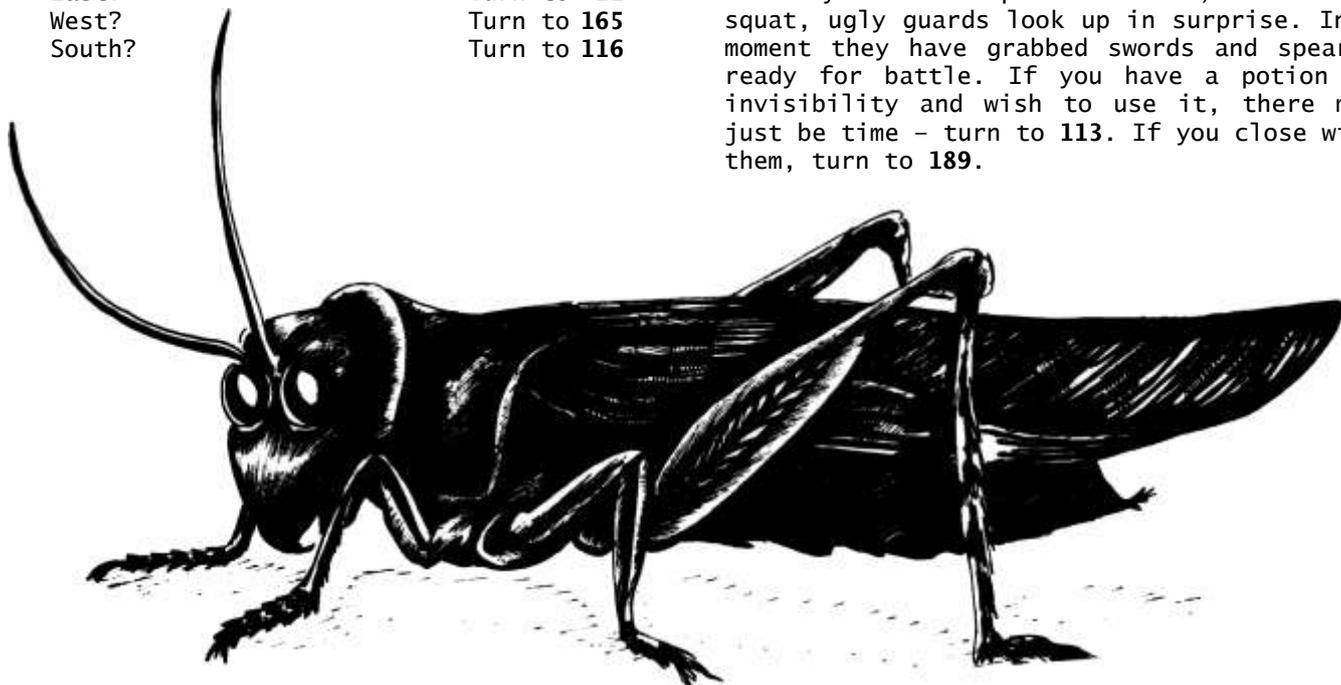
As you draw your sword, the tall man reaches behind him without a word, facing you with a scimitar, and you close in battle.

TALL MAN: Dexterity 10 Strength 14

If you win this tough fight, turn to 85.

169

Just a few paces down, you come to the door, and try it. It opens at once, and three squat, ugly guards look up in surprise. In a moment they have grabbed swords and spears, ready for battle. If you have a potion of invisibility and wish to use it, there may just be time - turn to 113. If you close with them, turn to 189.



170

Drawing your sword, you eye up the distance to the two guards, working out the best angle of attack. Then you dart in like a bird of prey and fall upon the guards. The first falls to your sword in a blur of cuts and thrusts, while the second collects his senses, snatching up a long sharpened stake, set with blades around the point. The first enemy disposed of, you turn to face the second.

Turn to 27.

171

Old clothes spill out of the half-open top drawer of the chest, and you move them about with your sword tip. Discovering nothing, you open the second drawer, only to find that it too, is filled with rather shabby clothing. The third drawer contains similar garments, and you are about to turn away when a shaft of light glints on something in the bottom drawer. You look again, and take out a small bottle, similar in appearance to the one containing the potion of Healing given you by Tamlane. However, this one is inscribed, "Invisibility potion - one dose". Pleased with this unexpected discovery, you pocket the potion. Will you now:

Open the case? Turn to 39
Leave? Turn to 124

172

The path East is narrow, and twigs snag at you as you pass. However, it is not too long before you come to a junction; the path seems equally narrow in either direction, so will you go:

North? Turn to 182
South? Turn to 161

173

You walk swiftly along the main path North until you see that there is a new way off to your left. Will you now:

Head West? Turn to 23
Continue North? Turn to 92

174

The battle now over, you press on North until the path ends. Ahead of you is a seemingly impenetrable thicket of tangled bushes and



thorn trees. However, there is a way to the East. As you stand, for a moment irresolute, a figure emerges from the thicket ahead of you.

Turn to 102.

175

You have chosen a poor track, and have to push your way through as you head East. The track turns to the North, and becomes easier, but what strikes you is the decay; plants, trees and bushes wilt and die where they stand, collapsing into black heaps of slime; great oaks are blasted as though by powerful bolts of lightning, and grasses wither and shrive. The path ends; there is a way to the East, but West, the landscape is scorched and charred, and not far distant, you can make out what appears to be a cave entrance. This, you are sure is the centre of the evil you have felt since entering the forest, and, certain that you have discovered Liknud's lair, you run West.

Turn to 188.

176

This passage ends at a corridor running North-South. Will you now go:

North? Turn to 156
South? Turn to 98

177

Examining the room, you see that shelving runs the length of the East wall on which are a large number of small bottles. Looking more closely, you see that there are, it seems, only three different kinds of liquid in the bottles, coloured red, yellow, and blue. Now you have several options; you may drink the contents of one or more of the bottles, take some with you, or leave without any. To leave, with or without any bottles, turn to 99. Alternatively, will you drink:

The red potion? Turn to 12
The yellow? Turn to 110
The blue? Turn to 197

178

The battle over, you turn your attention to the tall man, who, to your amazement smiles. "Well done," he says. "I assume you've come for the dagger of Telledus?" Now slightly confuse, you do not have a chance to reply before the tall man continues, "There are three tests: you must be resourceful, brave and clever to gain the dagger. You have proved your resourcefulness by reaching this room, and your bravery by killing Brig. Now then, your cleverness: I am thinking of two numbers. When I add them, one quarter of the sum is 53. But half their difference is also 53. What is the greater of the two numbers?"

When you have worked this out, turn to the section with the same number as the answer. If you are unable to work it out, turn to 79.

179

Perplexed and saddened, you gaze at the body of Diana; was she some creature of Liknud's? You will never know, and you begin looking

for a way out of this deceptively-peaceful room. Then suddenly you sense movement, and turn - Diana's body is moving, and she is uttering low gurgling moans! As you watch, her whole body begins shaking and jerking like a puppet - and something else is happening. With a liquid crack, her head splits open, and from the slim, pale shoulders emerges a nightmare sight a bulbous black head, set with two huge clusters of eyes and powerful mandibles! The body of the Spider-women rises - you are transfixed with horror, unable to believe your senses. And in that moment she falls on you, her arms holding you in a vice-like grip as the powerful jaws snap on your throat. Your quest is over.

180

The Gremlin's expression changes. Looking at you darkly, he utters a curse, revolves on his stool - and disappears! At once you feel weak and clumsy - lose two Dexterity points and five strength points. At length you feel ready to continue, and, although there are doors in the East and West walls, there is an open archway in the North wall, and you feel sure that is the way to progress. You leave through the archway.

Turn to **19**.

181

Walking cautiously along the path, you are struck by the increasing sense of decay all around you; the trees are almost bare of leaves now, the bushes and plants dying where they sprout. The air smells foul and the oppressive feeling of evil that you sensed when you first entered the once-beautiful forest of Ardristan is almost overwhelming. As you press on, the desolation becomes still more marked; great oaks are split and dying, saplings are felled, the undergrowth is scorched and charred. You reach a junction; a path leads off to the South. But directly ahead of you, not far distant, is what appears to be a cave entrance. This, you sense at once, is the focal-point for the destruction and decay all around, and you move swiftly towards it, sure that you have discovered Liknud's lair.

Turn to **188**.

182

The trees begin to thin out a little as you head North, and your progress is good. Ahead, you can see that the path bends around to the East - and just as you are registering this, a giant shadow cuts across you, and there is a downdraught of air that makes you instinctively duck and throw up your shield. You see at once the cause; a huge flying creature, with leathery wings six feet across, a long beak filed with needle-sharp teeth, and powerful talons that tear at you as it climbs up into the sky again. Sword drawn, you await its return, and in a moment the creature - a Pterosaur - is diving to attack again. You fight.

Dexterity

Strength

PTEROSAUR:

8

8

If you win, turn to **38**.

183

With a mixture of reluctance and curiosity, you offer the coin. The Dragon-man takes it and inspects it carefully, the dragon-mask bobbing up and down, then beckons you past. The others stand aside, and you cautiously pass between them turning as you do so; they melt back into the bushes at the side of the path, and after waiting a moment to ensure there is no further danger, you continue West.

It is not long before you come out into a small clearing, and stop to take your bearings. Due South, you recognise the main path that leads back to where you first entered the forest of Ardristan, while trails also lead North and West. In order to progress in your quest, it seems these last two are your only real options now. Will you go:

North?
West?

Turn to **173**
Turn to **57**



184

You move along the tunnel East easily, the strange soft yellow glow lighting your way, until you reach a crossroads. Will you now go:

| | |
|--------|-------------|
| North? | Turn to 68 |
| South? | Turn to 116 |
| East? | Turn to 21 |

185

The brooch safely in your pocket, you crawl back out of the tunnel, West and then North,

until you reach the junction with the way on your left down which you came earlier. Ignoring that, you press on North.

Turn to 48.

186

The first thing you see is a massive, broad head above the trees, and a great powerful maw filled with teeth like daggers. Branches crack and bushes are flattened as the rest of the creature comes into view; a huge, rounded body, two enormous legs and clawed feet, and a long, whipping tail. The upper limbs are short and much weaker, but it is the massive jaws that are the most alarming feature. This is a Tyrannosaur, capable of swallowing you, in one gulp! However, although a terrifying, sight, the Tyrannosaur is slow-moving and clumsy; it has seen you now, and lets out a great roar as it approaches. You will need to be agile to defeat this beast!

| | | |
|--|------------------|-----------------|
| | <u>Dexterity</u> | <u>Strength</u> |
|--|------------------|-----------------|

| | | |
|--------------|---|----|
| TYRANNOSAUR: | 7 | 16 |
|--------------|---|----|

If you defeat this creature, turn to 162.



187

As you suspected the ground this way is not good. The soft, springy moss underfoot soon becomes patchy, and the earth damp and giving. As you progress North, the going rapidly becomes more difficult, the sticky earth dragging at your boots and the path practically undetectable through the swampy ground. However, you persevere along the poor track through the gently bubbling mud all about you, until suddenly, with a dragging, sucking noise, a huge horned head rises out of the mud before you. Swiftly you prepare for action as a large, scaly body follows the head; you are facing a Swam Lizard and it does not look please to see you! Although the track you are on is not good, your footing is fairly secure as you prepare for battle.

Dexterity Strength

SWAMP LIZARD:

If you win, turn to 154.

188

Your attention distracted, you do not see the club that swings down in a wide arc, knocking you to the ground. Stunned, you nevertheless clamber groggily to your feet, sword in hand; a thickset, number of squat, gruesomely-ugly men surround you, and you swing your sword as they close in wielding stout wooden clubs. Two fall at your hand as blows rain down on you, until you take another severe blow to the head, and another...the world dissolves, the sky spins...

Turn to 55.

189

The guards approach menacingly. You are going to have to fight for your life, as the three spread out and attack simultaneously.

Dexterity Strength

| | | |
|---------------|---|---|
| FIRST GUARD: | 7 | |
| SECOND GUARD: | 7 | 6 |
| THIRD GUARD: | 8 | 8 |

If you survive this fierce battle, turn to 142.

190

Very soon, the passage turns North, but a short way along, you see an unusual feature on your right. A wooden staircase evidently once led up to a doorway high above you, but the staircase has collapsed into a great pile of rubble. On the threshold of the doorway set high into the wall, a couple of steps remain but it is far too high for you to be able to reach it unaided. Do you have a length of rope? If so, turn to 64. If not, turn to 33.

191

Shuddering, you push the body of the great snake aside, and carefully scan the rafters for signs of any further danger. Seeing no immediate cause for alarm, you continue your examination of the hut, turning over the bedclothes, poking in corners, and testing



the floorboards for any suggestion of a trapdoor. Finding nothing, you move to the very back of the hut; it is deeply shadowed but as your eyes become more used to the light, you can make out a battered chest-of-drawers standing against the rear wall, with a small wooden box on the top. To one side is a brass-bound case, with no evidence of a lock. Will you:

| | |
|------------------------------------|-------------|
| Open the case? | Turn to 140 |
| Open the box? | Turn to 45 |
| Open the chest-of-drawers? | Turn to 70 |
| Touch none of them, but leave now? | Turn to 124 |

192

Old clothes spill out of the half-open top drawer of the chest, and you cautiously move them about with your sword-tip. Finding nothing you turn to the other drawers, but the second and third similarly contain nothing, it seems, but old and rather shabby clothing. As you are about to turn away, however, something glints in the bottom drawer, and you look again: it is a small bottle, and taking it out, you see that it is almost identical to the one given you by Tamlane, containing the potion of Healing; however this one has engraved on the crystal surface, "Invisibility potion - one dose". Pleased with this find, you consider the box. Will you:

| | |
|---------------|-------------|
| Open the box? | Turn to 147 |
| Leave? | Turn to 124 |

193

Following the advice you have been given, you make your way quickly North, and soon reach the Southern shore of the small lake. Pulling steadily on the oars, you cross the glassy-smooth surface of the water with ease. You are almost at the Northern shore when the water begins bubbling alarmingly. You pull harder, but a moment later, a gigantic creature rises from the surface, creating waves that toss the boat like a cork and threaten to capsize you. The flat head of the Watersnake weaves above you, swooping down to snap at you with its broad, flat mouth. The creature's coils wrap around the little boat, and you leap into the water - it is barely waist-deep, but you have no chance of escape as the head swings round again, and you fight:

| | | |
|-------------|------------------|-----------------|
| | <u>Dexterity</u> | <u>Strength</u> |
| WATERSNAKE: | 9 | 12 |

If you win, turn to 58.

194

Although the track is not wide, you walk easily along ducking the occasional overhanging ranch, and pushing aside twigs. Something hard brushes against your face, you reach up to push it aside and your hand closes about what looks like a bunch of purple grapes; but the fruit is hard to the touch, and you stop at once in your tracks. You are holding the strange delicacy known as

elf-fruit! Although Tamlane did not elaborate on its significance when you spoke together in The Mill-Wheel, he was insistent that it would be valuable in the fight against Liknud. You cut away the bunch and stow it safely in your backpack before continuing West.

After a while the path ends abruptly. North, it looks as though there once might have been a track, but it is now overgrown and seemingly impassable. You are about to turn South when an arresting figure steps out in your path. Your hand flies to your sword-hilt, and then stops. The wide, almond eyes fix on yours, and you take in the fine features, lithe body in the tight-fitting lime-green tunic. You are facing a beautiful female Elf, and at once you hold up your hands in a gesture of peace. For a brief moment, her severe expression relaxes as she smiles, and introduces herself: "I am Shadria," she tells you, "but there is no time for chatter. Follow me." She turns, and at once almost disappears into the thicket North. You hurry after her, following her slim shape as it weaves through the foliage, following a path invisible to your eyes. After a while, you emerge from the tangled undergrowth, and are once more on a well-made path.

There is a way to the West, but Shadria ignores this, and you continue North until the path ends, and she stops. Slightly breathless, you catch up with her, as she indicates the way West. "That way lies Liknud's lair," she tells you. "Go quickly; I



await another." Without even a glance back, she hurries South again, and, following her directions, you go West.

Turn to **181**.

195

Throw one dice three times. If the total score is greater than your Dexterity score, turn to **49**. If it is the same or less, turn to **41**.

196

Sheathing your sword, you turn your attention to the two men hanging in chains. One calls urgently to you for help, and, in a moment, you have taken the keys from the guard's belt and freed them both. Gratefully, they rub their wrists "We are simple woodcutters," one tells you. "Since Liknud came here, most decent people have fled the forest of Ardristan; but we were captured, held here to await Liknud's pleasure." He shudders, eyeing the door to the South. "I do not know who you are, stranger, or what you are doing here, but we are for ever in your debt." Both men are shifting towards the door, anxious obviously to escape, but first you ask them if they have seen or heard anything during their imprisonment.

"There was a great commotion but two days ago," says the talkative woodcutter, "when a dagger was brought in. It was a splendid weapon, jeweled and carved with runes. Liknud himself was informed." He looks back nervously, before continuing, "But for some reason, Liknud was furious when he saw it; he ordered it to be taken away and guarded, and cursed the weapon. He paid us no attention at all; it was the dagger that enraged him." The woodcutters are backing away to the door, but before they leave, the second speaks: "I heard the guards talking about a blue potion after that, he says. It seems that it is the antidote to Liknud's curse." With that, both men give you a last, fearful look, and scuttle out of the door to the South. Shrugging, you look around the room again - and notice for the first time that there are some gold pieces on the table at which the guards were playing their game of dice. There are ten, and you pocket them before deciding which way to go now. Will you leave via the door to the:

| | |
|-------|-------------------|
| East? | Turn to 97 |
| West? | Turn to 67 |

197

The potion has no apparent effect whatsoever, so will you now:

| | |
|-----------------------|--------------------|
| Drink the red potion? | Turn to 128 |
| The yellow? | Turn to 77 |
| Leave? | Turn to 99 |

198

If you wish to try one of the potions, you may do so, or alternatively you may simply leave. Will you:

| | |
|---------------------|--------------------|
| Try the red potion? | Turn to 134 |
| Try the yellow? | Turn to 109 |
| Try the blue? | Turn to 52 |
| Leave now? | Turn to 100 |



199

Will you accept Diana's offer to take you to Eildon? If so, turn to **72**. If not, turn to **143**.

200

It is over. The three of you embrace, and then Eildon leaves, going through a door in the North, of the room. A few moments later she returns carrying a long-stemmed plant with a single white bell-like flower. "The Orchid of Life, it she breathes. "One more day, and it would have reached full bloom. Then, I fear, Liknud would have been invincible. We owe you great thanks." You shrug; there is nothing to say.

You go back together South, and eventually reach the cave that marked the entrance to Liknud's lair. As you emerge into the forest of Ardristan again, you hear a beautiful sound; a bird is singing, wheeling high above the trees. The devastated flowers and trees are already recovering, now that Liknud's evil influence is no more. It will not be long before you are back where your adventure began, in The Mill-Wheel at Fourways. And tonight, you think with a smile, there will indeed once again be drinking, and laughter, and singing of songs.

CHRISTIAN & JOSUNA

by Christopher P.A. King



long time ago in the valley of Natas lived a Knight who wore shining armour.



Sir Christian was a very brave Knight indeed. He had proved himself in battle; he could slay dragons and rescue damsels in distress. Sometimes he could do all these things at the same time.

Josuna, Christian's daughter, was very proud of her father. She kept his armour polished and cared for his trusty horse.

But Christian was getting bored with performing brave deeds. He felt used and taken for granted by the villagers, and anyway there were very few dragons left to slay. He had done his job very well.



Josuna pleaded with her father to continue with his good deeds, but the Knight would not listen. He was tired of being a good Knight. He let his armour go rusty and wanted only to dance with his new found Maiden Princess.

One day a beautiful Maiden who had lost her way in the hills rode into the valley. Christian found her and brought her into the village. For many days the Knight looked after the Maiden and he soon fell in love with her.

The villagers were dismayed that Christian had now stopped protecting them from evil ghouls and dragons.

What Christian did not know was that the lost Maiden had by this time befriended other Knights who were far less honourable than Christian. She enjoyed their company far more, but wanted Sir Christian because of his more daring reputation. Eventually Christian left Josuna and went to live in the hills outside the village with his Maiden.



Josuna cried and cried and could not be consoled. She didn't understand what was happening. The father she loved had gone, left her, and all his good deeds were soon forgotten by the villagers he once protected.

Meanwhile the Maiden was becoming restless with life in the hills and craved the excitement of the village. She began to hate Christian for taking her away.



Some months later, an elderly Knight rode into the village. He had spent many years performing brave deeds and was victorious in his battles against evil. He saw Josuna and soon began to love and protect her as his own daughter. Josuna looked after the old Knight in return, polishing his armour and listening to his tales of deeds and adventures.



As time went by, Josuna slowly began to forget her own misery.

One day, Christian went down to the village and was jeered by the villagers. He left feeling hurt and despised, and after all those years of protecting them too. To show his anger he began to do nasty things to the people and their property. He even encouraged the return of the ghouls and dragons.



When he returned home, Christian found his Maiden had gone out, enjoying other company. He slumped into a corner and thought about his life and past deeds. He felt miserable and alone. He had lost the daughter he loved so dearly and wanted to make it up to her. Above all, he wanted to make Josuna proud of him again.



A few days later, Christian heard the village was under attack from the ghouls and dragons. The elderly Knight was standing alone and despite warding off many an attack, the numbers of the enemy did not seem to diminish. Christian summoned all his courage, rode into the affray and battled against the foe.

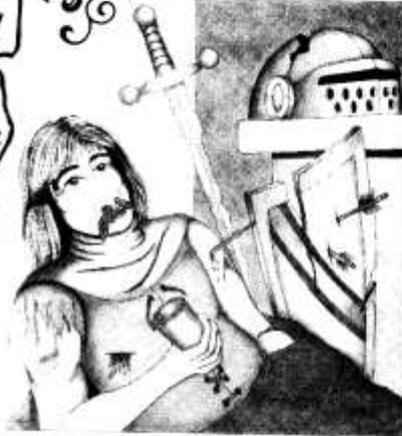


Christian found battle harder now that his sword had become blunt with neglect and his armour thin with rust. Injury was all the more painful. But still he helped destroy the evil threat and limped back to the hills.

Josuna heard about her father's help in defending the village and went to see him. She dressed his wounds, fed him and nursed him back to health. Christian wondered why she should show such concern after all that had happened. Josuna admitted she loved the elderly Knight for his kindness and protection, but still the bond between father and daughter had not been broken.



When Christian arrived home, he was scorned for his wounds and appearance by his lost Maiden. She said he was stupid to risk his life for those who'd forgotten him. She refused to tend his savage wounds but instead returned to the village now the danger was over.



By the time Josuna had left, Christian knew more than ever that he would devote his life to the duty before him. He hoped he would prove himself a worthy father. The eternal struggle for forgiveness by selflessness fuelled his quest. Christian travelled far and wide performing deeds of courage, not content to stay and seek pity in the village.

Every encounter drained him, but though weary and weak he moved on, living to see his daughter flourish and grow. Josuna had become a beautiful woman and it pained Christian that he could not be with her.



Sir Christian grew old and tired, but courage and his love for Josuna kept him to his task. Then, during one battle against Evil, Christian passed into the tranquil Zone of Satyagraha where the body takes on spirit form. No armour here, just memories and the pain of a selfish moment that had robbed him of all he loved. Now he walked the valleys of Satyagraha alone, waiting for the day his beloved Josuna might join him. Forever.



TREASURES OF THE CURSED PYRAMID



by Liz Caldwell

DICE and pencil are all you need to begin this adventure-then you decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your **quest sheet** as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your **quest sheet**.

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, with section to turn to, and which traps, puzzles, or monsters to face.

Good luck!

INTERNAL ARTWORK: Paul Campbell, Dave De Leuw, Mark Dunn, Gary Harrod Alan Hunter, John Pickering

MERKIN



Introduction

THIS is not a story about our modern world, but one of long ago, when strange creatures roamed, and Gods and Devils determined the fate and future. As an adventurer, your Strength, Courage and Agility have brought you safely through many daunting quests in the past. And when you begin this adventure, you will need all these qualities. Below, you will discover – with a little luck – how swift and strong and charmed you are.

Two dice, a pencil, and several sheets of paper are all you need to journey through the cursed Pyramid of Seth. Use the paper and pencil to draw a map of your progress; you are unlikely to succeed in your first attempt, and the map will help you in future.

Before you begin, you must determine your Strength, Dexterity and Charm. Record these, along with any other items and information you discover that you need to keep note of.

There is a Quest Sheet opposite, for you to write down your scores for Dexterity, Strength and Charm, and to keep a note of your rations, secrets or incantations learnt, and items discovered. You will also need to keep a record of the five parts of the hieroglyph which you may discover, and which will, when chanted in the correct sequence, aid you in your attempt to defeat the Curse of Seth.

You may prefer, before you begin this adventure, to use the printed Quest Sheet simply as a model for the things you will need to keep a note of, or remember, during your quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

Dexterity, Strength and Charm

Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This is your *Dexterity* score, and indicates your skill and swordsmanship.

Roll two dice. Add 12 to this number, and make a note of it on your Quest Sheet. This is your *Strength* score, and is a measure of your stamina and fitness.

Charm. Roll one dice. Add 6 and record it on the Quest Sheet. Your *Charm* level will determine how much power you have to resist the Curse of Seth. The greater your Charm Score, the stronger you are against Seth's evil power. As you lose Charm points, however, Seth's influence increases, and you will fall steadily under his power. If your Charm points reach zero, you are reduced to a mindless minion of Seth, and totally under his control. You must begin your adventure again from the start.

Your Dexterity, Strength and Charm ratings will vary during this adventure. You may lose Strength points in battle, for example, and then restore them with some magical item. You must remember that your Strength and Dexterity points must never exceed their *Initial* values, which you determine at the start of the game. Your Charm points, however, may increase during the game, up to a maximum of twelve.

Rules for fighting

As you explore the Pyramid, you will encounter creatures which you may choose to engage in combat, or be forced to fight with for your life. Each creature will have its own Dexterity and Strength scores, given in the text: make a note of these.

To resolve a battle:

1. Roll two dice, and add the creature's current Dexterity score. This is its *Fighting Power*.
2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power*.
3. If your *Fighting Power* is greater than the creature's, you have wounded it; subtract two Strength points from its Strength score at that moment (unless told otherwise in the text).

If the Creature's *Fighting Power* is greater than yours in this round, it has wounded you, and you must subtract two points from your Strength score at that moment. If both scores are the same, you have parried each other's blows, and neither of you loses any points.

The next round in the battle is done in just the same way. You repeat steps 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death – unless, of course, you are lucky enough to discover a treasure that will give you a new life.

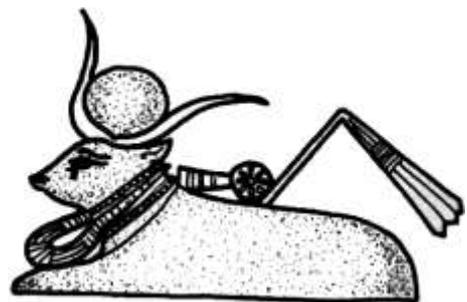
Losing and gaining points

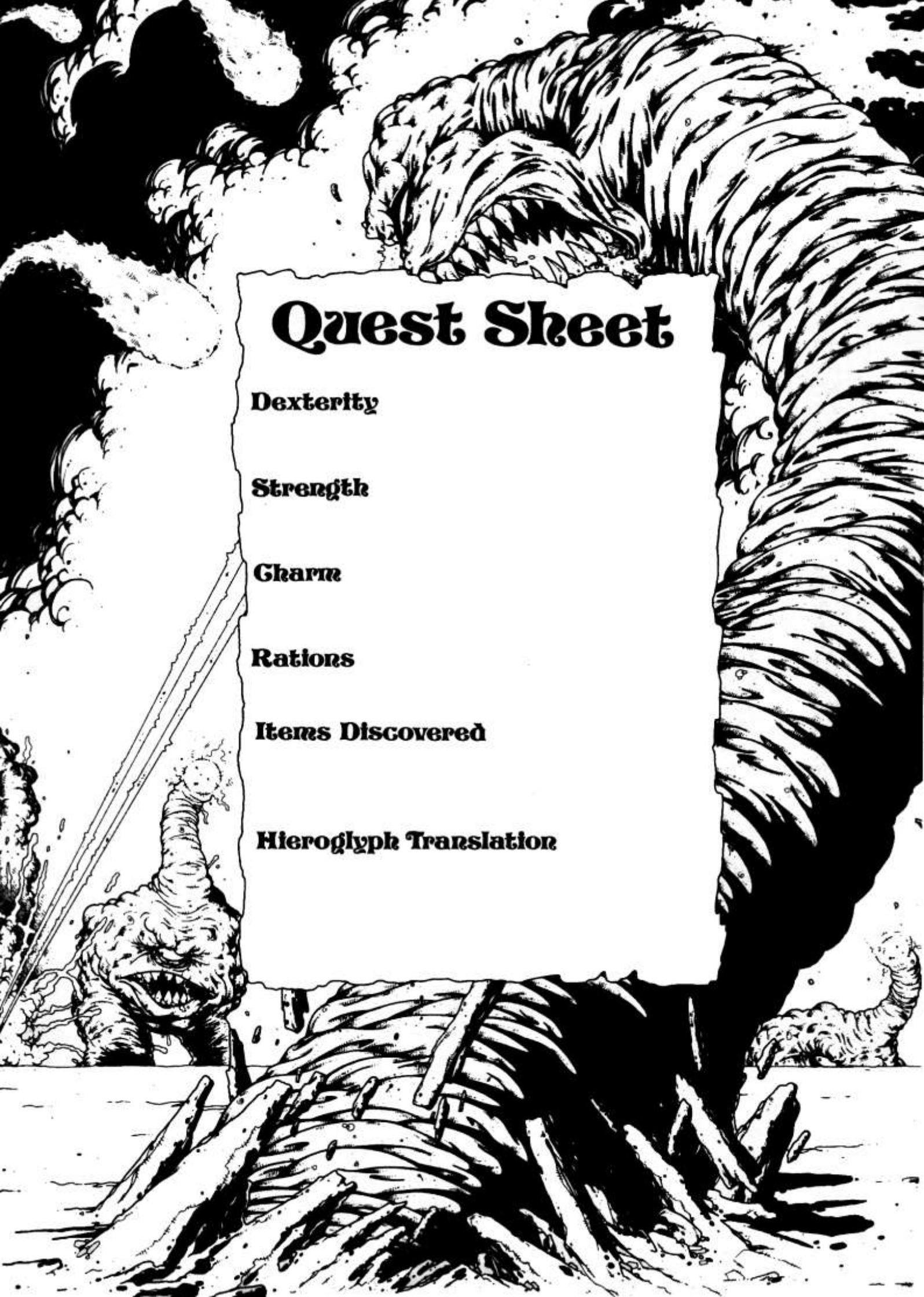
In some sections, you will be awarded extra points. These may add to your Dexterity, Strength, or Charm scores: but they may never exceed their maximum value.

When you lose points, you simply deduct these from your current scores.

Replenishing your Strength

The food that you purchase as you begin your adventure is enough for five meals. These are your rations for the quest you are about to undertake – make a note of them. Eating a meal restores five Strength points. When you stop for a meal – which you may do at any time, except during a battle – add five points to your current Strength score, and deduct one from the number of meals remaining to you. But remember that your investigation of the Pyramid of Ptah-hotep is fraught with danger. Use your rations wisely.





Quest Sheet

Dexterity

Strength

Charm

Rations

Items Discovered

Hieroglyph Translation

Your Quest Begins..

The bazaar at Kiroona is the very last place in which you would care to lose your way. The gaudy colours of the tent-like stalls, the ceaseless bartering of a million different tongues; the fantastic collection of bizarre merchandise and the twisting maze of paths and alleys in between the never-ending sea of stalls – all serve to confuse and disorientate the senses. Once you lose your bearings, you've had it!

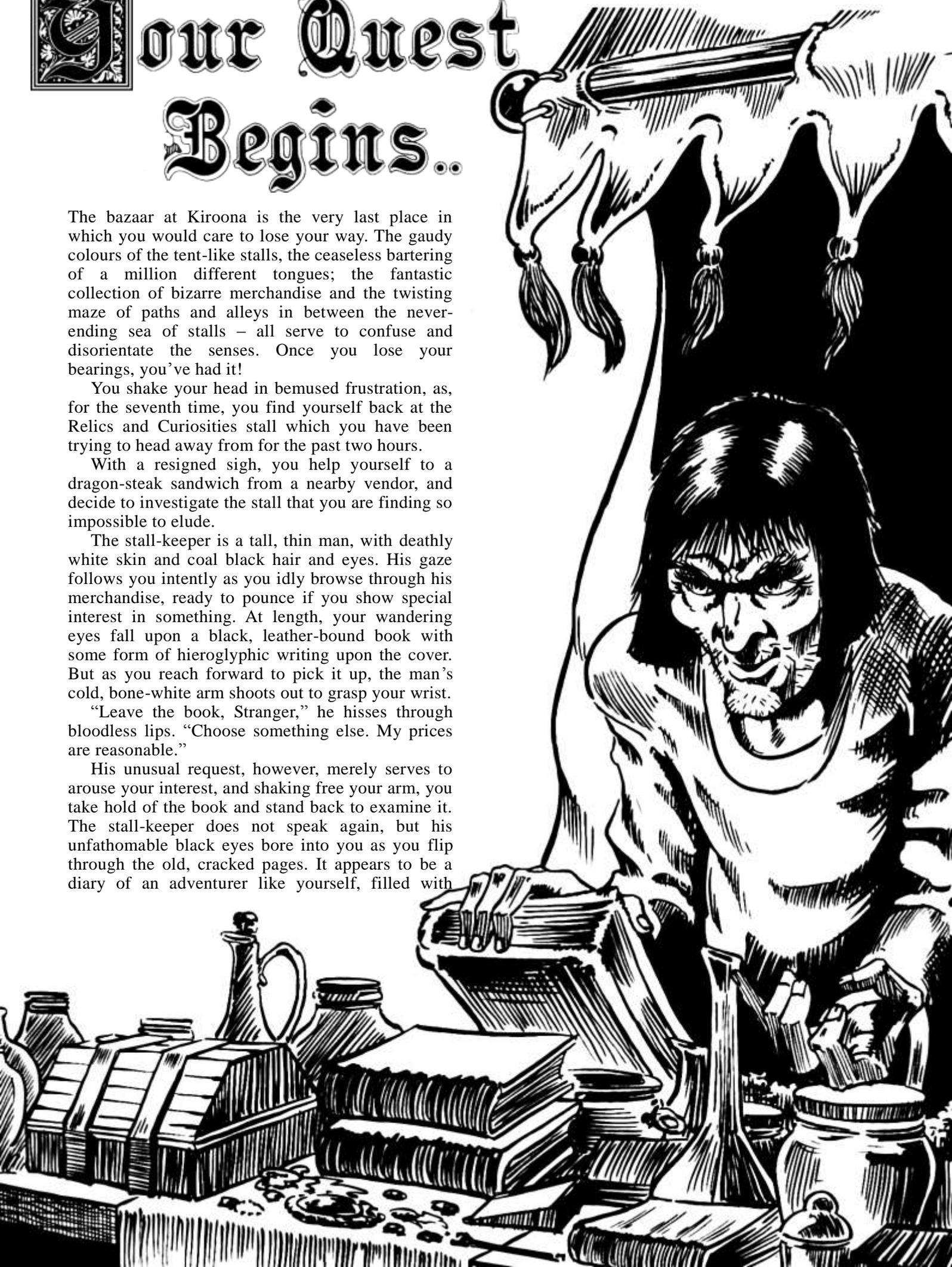
You shake your head in bemused frustration, as, for the seventh time, you find yourself back at the Relics and Curiosities stall which you have been trying to head away from for the past two hours.

With a resigned sigh, you help yourself to a dragon-steak sandwich from a nearby vendor, and decide to investigate the stall that you are finding so impossible to elude.

The stall-keeper is a tall, thin man, with deathly white skin and coal black hair and eyes. His gaze follows you intently as you idly browse through his merchandise, ready to pounce if you show special interest in something. At length, your wandering eyes fall upon a black, leather-bound book with some form of hieroglyphic writing upon the cover. But as you reach forward to pick it up, the man's cold, bone-white arm shoots out to grasp your wrist.

"Leave the book, Stranger," he hisses through bloodless lips. "Choose something else. My prices are reasonable."

His unusual request, however, merely serves to arouse your interest, and shaking free your arm, you take hold of the book and stand back to examine it. The stall-keeper does not speak again, but his unfathomable black eyes bore into you as you flip through the old, cracked pages. It appears to be a diary of an adventurer like yourself, filled with



JACKAL: 2
Dexterity Strength
8 0
If you win, turn to **34**.

3
Have you spoken with Hapi, the dog-headed son of Horus?
If so, turn to **35**. If not, turn to **19**.



4
The oval charm is carved of glowing orange carnelian and bears the image of the Eye of Horus. Its magic, if any, is unclear to you at this time. If you wish to keep it, you may place it in your backpack – turn to **152**.

5
You pull yourself up onto the stone platform and, after a moment's hesitation, climb upon the Sphinx's giant paws. Carefully, you work your way up past the serene features, till with aching fingers, you drag yourself onto the giant headdress. A golden star lit by the dusty sunbeam is set loosely into the centre of the Sphinx's forehead and as you reach out to examine this, it falls away at your touch. Behind it, you see revealed a tiny cavity, containing three dark, oval objects, which at first glance look like pebbles. Then as you lean forward to examine them closer,

the eerie whisper once again fills the echoing room.
"Choose well one amulet, carved of precious stone,
Choose well and it may guard your flesh and bone.
Power great has one, the others slight.
But take just one or dangers you invite."

You now see that the three "pebbles" are, in fact, carved amulets. Will you choose an amulet? – turn to **3**. If you decide to climb down and leave the room of the Sphinx, turn to **63**.

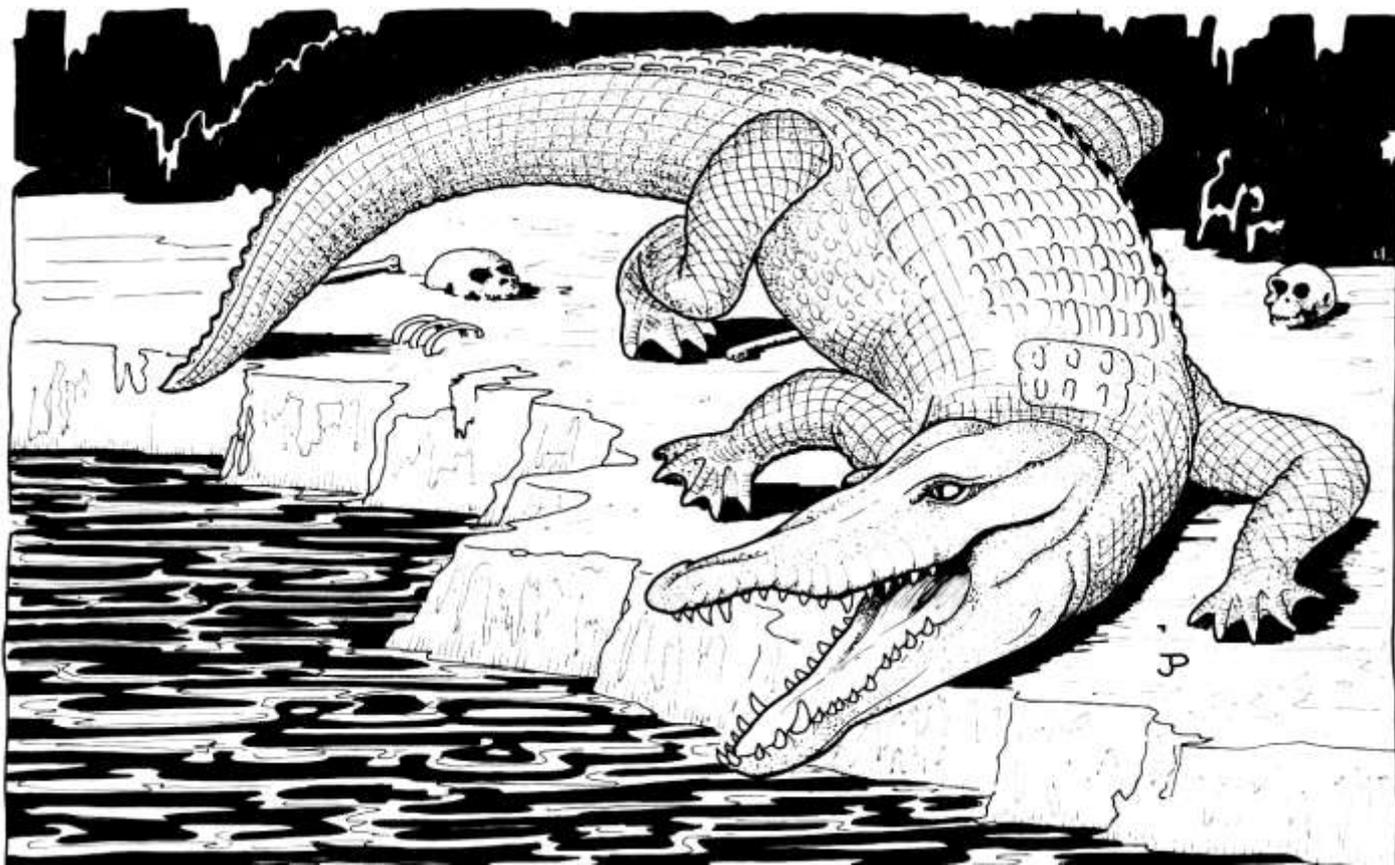
6
You leap through the door as soon as it opens, and just manage to get through before it slams soundly shut behind you.

You find yourself at the South end of a corridor that heads North, and after following it for a little distance, you come to another passage leading off to your right. Will you continue North? – turn to **144**; or take the new passage East? – turn to **114**.

7
The staff is very heavy and has carved upon it three strange names: Semani, Khutchethf and Tcheseff. You may take the staff if you wish. Will you now, if you have not already done so, examine the lock of hair? – turn to **104**; or leave through the North door? – turn to **191**.

8
As droplets of water splash onto the wax crocodile, it slips from your backpack and rapidly begins to change. Its pale wax scales darken to a glossy green and its white eyes cloud over until they are as black as the water you swim in. Only its razor-sharp teeth retain their glossy whiteness and these slowly part as it opens its vice-like jaws.

You just manage to reach the far side of the pool before the crocodile completes its transformation, and scrambling out of the water, you draw your



sword, the crocodile inches from your heels! The creature drags itself from the water and you realise that it has transformed itself into a creature more than twenty feet long. Before you can proceed, you must fight it for your life!

| | <i>Dexterity</i> | <i>Strength</i> |
|---------------------------------|------------------|-----------------|
| GIANT | | |
| CROCODILE: | 9 | 16 |
| If you win, turn to 65 . | | |

9

There are two other doors out of the room: one in the North wall and one in the East. Will you go through the North door? – turn to **26**; or the East door? – turn to **53**.

10

You are at a junction. Will you go:
 North? Turn to **196**
 East? Turn to **157**

11

As the second door-keeper falls dead at your feet, the gate before you swings obediently open. You walk through and continue on your way North – turn to **97**.

12

The Typhonian Animal is the symbol of Seth, and since your two wooden opponents are also creatures of Seth, the statue you carry helps to cancel out their power. Add two onto your Dexterity for this battle – but since you are employing the statue's power, you must take two off your Charm Points.

| | <i>Dexterity</i> | <i>Strength</i> |
|----------------|------------------|-----------------|
| FIRST STATUE: | 8 | 10 |
| SECOND STATUE: | 7 | 8 |

If you throw 12 when calculating your Fighting Power, you have managed to strike the statue with your torch, setting it alight. This immediately reduces the statue's Strength to zero. If you win, turn to **79**.

13

You enter a large room filled with heavy darkness. Oppression hits you like a burden weighing down your heart, and a cold shiver passes through your body. Tall marble pillars loom like pale ghosts in the shadows, disappearing into the midnight vaults of the ceiling. Ahead of you burns a single, pale flame in a round dish on top of a low pedestal. Beyond that, sitting crossed legged and hunched over its feeble warmth, is an old man. He does not appear to have noticed your entry, so, gripping your sword tightly before you, you walk slowly towards him.

You almost reach the white flame before the old man looks up. His face is lined with age and worry, his shoulders hunched by burdens and responsibilities, his pale eyes filled with weariness and defeat. He is dressed only in a kilt of white cloth, and has no hair at all upon his body except for thin, wispy eyebrows. His skin is shrivelled and withered like a dried-up husk.

"You have come at last, Bringer of my Death," he

murmurs. "Make it quick and clean. I have lived long enough in pain to deserve not to die in pain also."

"Who are you?" you ask, confused and puzzled by these words.

To your surprise, the old man gives a harsh croak of laughter, causing his body to shudder violently as if in great pain. "You who have sought me for so long now know me not when at last we meet." He drags himself to his feet with the aid of a short wooden staff, his breath coming in rasping jerks. He stands no higher than your shoulder and peers up at you, his eyes filled with bitter mockery:

"I am Seth the Destroyer!" – turn to **68**.

14

You do not know how to abate Seth's curse, and can only watch in horror as the contorted words of evil flow from the Destroyer's lips. As Seth speaks, your heart freezes into ice, and your blood runs heavy as lead in your veins. Your limbs stiffen and your vision fades. Blood roars in your ears and then there is silence. You have become one of Seth's creatures of the realm of the undead, and soon the whole world will follow in your fate. Your adventure ends here!

15

The West door is very stiff, and you have to struggle to open it. When at last you squeeze through it, you realise the reason why: it is hidden on the other side by a huge stone sarcophagus standing against the wall. The room, in fact, is lined with these sarcophagi, except for an opening in the West wall and a closed door in the North. The sarcophagi are mostly made of wood, richly decorated with blues and golds, painted in the likenesses of the mummified bodies they were made to contain. Their glassy eyes stare sightlessly out at you and you feel intensely uncomfortable under their eternal painted gaze – turn to **90**.

16

You continue on your way North down the second staircase, which brings you out quite soon into an East–West passageway. You consult Saal Merik's map, and see that both passages appear to loop round and meet up in a large room to the North. You peer into the darkness on either side of you, but cannot make out whether one way is any better than the other. Will you go:

East? Turn to **61**
 West? Turn to **32**

17

As soon as you press the left eye, a long and mournful howl echoes down from the chamber of the jackal to the North. The hairs prickle on the back of your neck at the unearthly nature of the sound, and you look up to see that the statue of the black jackal has come to life! It is standing in the North entrance of the room, looking straight at you with smouldering red eyes. Lose two Charm Points. Before you can proceed further, you must slay this huge and deadly creature – turn to **2**.



18

As soon as you take hold of the chain, a shower of rust falls down upon you. You quickly brush the worst of it from your clothes and hair, and then give the chain a firm tug – turn to **112**.

19

Will you choose:

- | | | |
|------------------------|---------|------------|
| The right hand amulet? | Turn to | 171 |
| The centre amulet? | Turn to | 161 |
| The left hand amulet? | Turn to | 4 |

20

The box is not locked, and very cautiously, you lift the heavy, golden lid. But you have not opened it more than a tiny crack when a jet of fire shoots forth from the box, striking your left cheek and burning it – lose two Strength points.

You leap back and draw your sword, as the lid of the box is thrown open by the thick coils of a golden Asp. It opens wide its hissing jaws and spits out another jet of fire which you narrowly manage to avoid. This is the Uraeus of Ra which spits fire to destroy its *wearer's* enemies. If you can subdue the sacred Asp and thereby become its master, it will be a great weapon for you. To subdue it, you must fight it as normal until its Strength is reduced to zero. This does not mean you have killed it, as it is Immortal, but it will from then on regard you as its master.

Dexterity *Strength*

SACRED ASP: 10 8

If you win, turn to **36**.

21

You push firmly against the left hand door, but it seems to be stuck. Will you try and prise it open with

your sword? – turn to **84**; or, take a run at it and try to jolt it open with your shoulder? – turn to **221**.

22

As you stumble to your feet and look around, you become aware of faint noises behind you. A chill wind blows on your neck, and there is a grating, hissing sound, like ice evaporating in a storm. You make no move for a moment, and then turn slowly to face a creature whose oversized almond eyes begin to glow, as it fixes its gaze on you. The crumpled, upturned features, flared ears, and elongated wings identify it as Spath-Toloth, mentioned only briefly in Saal Merik's diary, but considered an eternal enemy of the living.

As it opens its jaws, spiked teeth unfold, and viscous white fluid escapes from its mouth. Its powerful arms reach out for you, as its hypnotic gaze holds you rooted.

Dream-like, Spath-Toloth approaches, achingly slowly; your mind is working, but your body will not respond. As the burning-cold breath of Spath-Toloth touches your face, his arms about to embrace you, you close your eyes and raise your sword, sluggishly and hopelessly. But, as you do, your sword bites into your hand – blood flows, and, as though a spell has been released, you recognise the enemy facing you. You feel that, for a short time, your soul had been stolen – but now you are in control again. Spath-Toloth stands directly before you, his arms still outstretched. Although strong, and with a tough skin, Spath-Toloth has no defence against your sword. His only weapon is the powerful blows he can direct against you. from his enormous fists. Your spirits suddenly lifted, you close with him.

| | | |
|---------------|------------------|-----------------|
| | <i>Dexterity</i> | <i>Strength</i> |
| SPATH-TOLOTH: | 9 | 12 |

If you win, turn to **37**.

23

You recall Hapi's words – when faced with a choice of three, choose always the centre one. You judge you can manage to carry the weight of just one statue, without being encumbered too much, so you follow Hapi's advice and take the statue of the cat – turn to **74**.

24

You have no choice but to fight Apep with your sword. If you have an Amulet of the Eye of Horus, you can add one onto your Dexterity for this battle.

| | | |
|-------|------------------|-----------------|
| | <i>Dexterity</i> | <i>Strength</i> |
| APEP: | 8 | 12 |

If you win, turn to **193**.

25

The scales tilt slowly up and down until your side falls down the heavier. The ibis-headed man makes a note on his palette and announces: "You have been weighed against Truth and found wanting. Your life is forfeit to Ammit, Devourer of the Dead," and he indicates to the fearsome beast that crouches behind the scales. At once, the unnatural creature leaps towards you, its crocodile jaws grinning evilly and its razor sharp lion's claws ready to rake your flesh! You jump down from the scales and draw your sword ready to defend yourself.

| | | |
|--------|------------------|-----------------|
| | <i>Dexterity</i> | <i>Strength</i> |
| AMMIT: | 10 | 12 |

If you win, turn to **75**.

26

You go through the North door into a low corridor that leads North and then East and soon ends at a low open doorway. You stoop down and walk through into a long room – turn to **126**.

27

You are at a junction. Will you go:

| | |
|--------|--------------------|
| North? | Turn to 224 |
| East? | Turn to 56 |
| South? | Turn to 96 |
| West? | Turn to 147 |

28

More confident this time, you speak the second name inscribed on the golden object that you carry; "Khutchethf!" At once, the figure bows and steps aside, and the gate before you swings silently open. You walk quietly through and continue on your way North – turn to **97**.

29

If you have an Amulet of the Eye of Horus, you may add one onto your Dexterity for these battles.

| | | |
|----------------|------------------|-----------------|
| | <i>Dexterity</i> | <i>Strength</i> |
| FIRST STATUE: | 7 | 10 |
| SECOND STATUE: | 9 | 8 |

If you throw 12 when calculating your Fighting Power, you have managed to strike the statue with your torch, setting it alight. This immediately reduces the statue's Strength to zero. If you win, turn to **79**.

30

To your relief and delight, all four statuettes glow with a sudden burst of light, and then a doorway outlined in silver appears in the East wall. You hurry over to it, and it swings open as you approach – turn to **225**.

31

The removal of the jewel has triggered a hidden mechanism in the statue's arm, causing its raised sword to fall heavily downwards. You just manage to dodge aside in time, as it clangs down, biting into the stone floor with a shower of sparks. You wait for your beating heart to calm, relieved at your narrow escape, and then turn to leave. Will you go through:

| | |
|-----------------|-------------------|
| The North door? | Turn to 13 |
| The West door? | Turn to 15 |

32

The claustrophobic passage heads West for a little while and then turns to the North. As you round the corner, you find yourself suddenly face to face with a huge, dark man, who glares at you from under shaggy black brows. He holds an unsheathed sword in his paw-like hand, and the blade glints evilly in the red torch-light. You notice that he also carries a large, apparently empty sack, which he evidently had hoped to fill with treasures from the Pyramid. He is most displeased that you have discovered him in the process of tomb-robbing, and abruptly lunges at you with his scarlet blade. You must fight him for your life!

| | | |
|--------------|------------------|-----------------|
| | <i>Dexterity</i> | <i>Strength</i> |
| TOMB ROBBER: | 9 | 14 |

If you win, turn to **49**.

33

As soon as you touch the jackal-headed jar, to your amazement it begins to expand up and out from the chest. Its shape wavers and shimmers and gradually transforms into a humanoid who has the body of a man but the head of a jackal. You draw your sword, but he makes no threatening moves and instead speaks to you in a low, hissing growl:

"This I am permitted to tell you: I am Duamutef, son of Horus, who watches with Neith. Beware the animals of the desert in whose bodies the followers of Seth take refuge."

After delivering this strange and cryptic message, Duamutef vanishes in a swirl of blue mist – turn to **121**.



34

After defeating the jackal, you may restore one Charm Point. You now press the right eye on the stone sarcophagus – turn to **72**.

35

You recall Hapi’s words about decision-making when faced with a choice of three, and so you take the centre Amulet – turn to **161**.

36

You have successfully subdued the golden Asp, which now lies placidly at your feet. You may now, if you wish, wear it around your head as your Uraeus to protect you – turn to **93**. Or, if you prefer to leave the Asp alone and see if there is anything else in the golden box, turn to **123**; or leave through the North door – turn to **191**.

37

After defeating the beast you may restore two Charm Points. The top of the pit is about eight feet above you, and with a supreme effort you manage to haul yourself up onto the narrow ledge that runs around its rim. The pit takes up almost the entire floor of this small square room, the ledge above it leading to a door in the North wall, opposite the one you entered by. With great care, you make your way along the ledge till you come to the North door, which opens easily and you step through – turn to **191**.

38

You go through the door into a large room, the floor of which is more than half taken up by a dark, rectangular pool. A narrow channel of water runs from the pool across the floor, to disappear into a tiny opening at the foot of the East wall.

There are two doors in the South wall, another in the West wall and a fourth in the North. Between the doors, the walls are covered in hieroglyphs and pictures, so faded they can hardly be seen. Only one collection of symbols can be clearly made out, as if someone has recently restored them, and as you examine them, you suddenly realise they are part of the hieroglyphs that abate the Curse:



Underneath is the barely readable word, “Ruler”, and you wonder who could have been here before you to translate these symbols. As you carefully copy

them into Saal Merik’s book, you hear a faint rippling from the pool behind you, and whirl around to see a monstrous serpent dragging its glistening dark coils from the water. This is the serpent Apep, Eternal Enemy of the Sun! Are you wearing a golden Uraeus? If so, turn to **85**. If not, turn to **24**.

39

You go through the North door into a short, North-heading passage that soon ends in a T-junction. Opposite is a door set into the North wall. Will you go:

- East? Turn to **223**
- West? Turn to **195**

Or will you open the door in the North Wall? – turn to **210**.

40

You return West and soon arrive back at the doorway in the North wall and the junction South opposite it. You may now go through the North door – turn to **210**; or, if you have not previously been this way, explore along the passage West – turn to **195**.

41

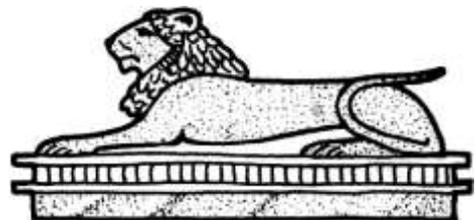
You are at a turning. Will you go:

- East? Turn to **77**
- South? Turn to **196**

42

You are at a junction. Will you go:

- North? Turn to **187**
- East? Turn to **207**



43

Suddenly, the cat stiffens. It begins to back away from you, hissing fiercely and arching its back, as if it has detected something evil about you. Lose two Charm Points. If you wish to keep the statue, remembering it may aid you in some way, turn to **129**. If you would rather discard it, turn to **149**.

44

You arrive back at the T-junction and this time go East – turn to **169**.

45

The Mummy does not move as you approach it, and when at last you stand before it, you strike its foul head from its rotting body with a mighty sweep of your sword. At once, the red fire dies in its eyes, and you grimly finish the task by slicing the rest of the mummy’s body to pieces. Restore one Charm Point.

You are right next to the North door now, and you hurriedly leave through it before you can awaken any more of the rotting undead – turn to **13**.



46

With as much courage and conviction as you can muster, you hurriedly shout out the words that abate Seth's Curse:

"O, Osiris, Ruler of Eternity, Horus shall destroy Seth!"

At once, there is a blinding flash of light, that consumes the shadowy figure of Seth's evil spirit. As you shield your eyes with your hands, you make out the shining figure of a tall man with the head of a falcon, standing in the centre of the light. He is dressed in shining blue and gold, and upon his head is an elaborate crown and headdress. You wonder if this is Horus the Avenger himself.

There is an anguished wail, half man, half animal in nature, as Seth's form shrivels in the blinding rays, twisting and fading till it vanishes completely, and at that same moment, the light and the vision of Horus vanish also.

You are left in the blackness, blinking your watering eyes, waiting for your vision to adjust again. When at last you can make out your surroundings, you head triumphantly towards the far door in the North wall. The feeling of oppression has been lifted from the room, and your torch flame burns strongly for the first time since you entered the secret part of the pyramid. You kick open the north door, feeling sure that the treasures of Ptah-hotep are now yours! – turn to **140**.

47

The figures of Seth and Isis glow with a warm, silver light when you place them on their centre squares, but as you put down Horus and Osiris, a violent stab of pain shoots through your body and they remain dull and black. Lose two Strength points for wrongly placing Horus and two more for wrongly placing Osiris. Will you now try:

| | | |
|--------|-------|--------------------|
| Seth | Horus | |
| Osiris | Isis | Turn to 120 |
| Osiris | Isis | |
| Seth | Horus | Turn to 30 |
| Osiris | Horus | |
| Seth | Isis | Turn to 59 |

48

The removal of the jewel has triggered a hidden mechanism in the statue's arm, causing its raised sword to fall heavily downwards, biting deep into your right shoulder. Lose four Strength points and two Dexterity points. If you are still alive, you may now leave through either the North door – turn to **13**; or the West door – turn to **15**.

49

You search the Tomb-Robber, but all you find are a couple of Ushabti figures at the bottom of his sack. These are miniature statues of Ptah-hotep that were supposed to perform the tasks required of the dead king in the Afterlife.

You continue along the passage North until it turns East and opens out into a large, square room – turn to **131**.

50

If you have lost any Charm Points, turn to **102**. If you have not lost any, turn to **82**.

51

Which door will you choose?

| | |
|---------------------|--------------------|
| The right hand one? | Turn to 201 |
| The middle one? | Turn to 73 |
| The left hand one? | Turn to 21 |

52

Cautiously, your backpack held high so as to try not to get it too wet, you wade out into the dark pool. The water is so cold your limbs ache at its touch. It moves sluggishly about you, thick and black, as if much denser than pure water – but when its droplets fall from you they are clear as those from a mountain spring.

The pool is deeper than you anticipated, and you will have to swim the short distance to the other side. Do you have the wax crocodile with you? If so, turn to **8**. If not, turn to **94**.

53

You go through into a narrow corridor that leads East for some distance and ends at a large stone door. Will you open the door? – turn to **38**; or return to the room with the pools and go through the North door there? – turn to **26**.

54

The feather is a work of art, slender and delicate, and seems to be modelled on the ostrich feather that you have noticed many times in paintings on the Pyramid walls. It is obviously of great value. Will you take the feather? If so, turn to **185**.

Of, if you have not already done so, examine the gratings – turn to **205**. Or will you leave this room? – turn to **220**.

55

Your mind struggles against the magical lure of the music, and with a concentrated effort of will, you suddenly snap out of the enchantment that the music has cast upon you. As if she has sensed this, the woman hesitates and the music stops. Then to your astonishment, the woman gradually fades away into the blackness, but before she vanishes completely, you are sure that you glimpse the shadowy figure of a mighty golden lion standing in her place.

You venture cautiously forward, but are surprised to discover that the passage soon ends at a blank wall. There are no indications of any hidden doors, so you turn around and go back West – turn to **67**.

56

You are at a turning. Will you go:

- South? Turn to **127**
- West? Turn to **27**

57

As the third door-keeper falls dead at your feet, the gate before you swings open and you step over the body to walk through into the blackness beyond – turn to **69**.



58

You ask him how you can help and he tells you that he will live as long as the white flame burns in the dish before him.

“But that burns eternally,” he says. “It can only be extinguished by one thing.”

You ask what that thing might be, and he replies, “Blood.”

You swallow nervously and ask what he has in mind.

“Just a few small drops,” he tells you. “That is all that is required to put out the flame. It cannot be my own blood. That is the curse of it, or I would have bled myself to death over its sickly glow centuries ago. Will you help me?”

Will you agree to help the old man in this manner? – turn to **217**; decide that he is just a crazy old man and leave him? – turn to **139**; or strike him with your sword? – turn to **130**.

59

The figures of Seth and Osiris glow with a warm, silver light when you place them onto their centre squares, but as you put down Horus and Isis, a violent stab of pain shoots through your body and they remain dull and black. Lose two Strength points for wrongly placing Horus and two more for wrongly placing Isis. Will you now try:

- | | | | |
|--------|--------|---------|------------|
| Horus | Isis | | |
| Seth | Osiris | Turn to | 47 |
| Seth | Horus | | |
| Osiris | Isis | Turn to | 120 |
| Osiris | Isis | | |
| Seth | Horus | Turn to | 30 |

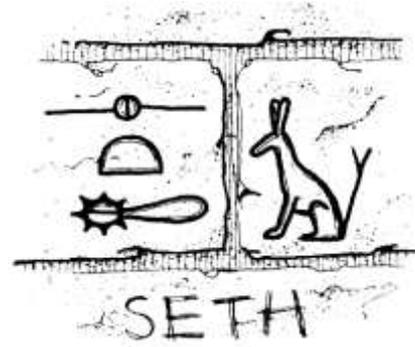
60

There are two doors out of the room, one in the West wall and another in the North. Will you go:

- North? Turn to **13**
- West? Turn to **15**

61

The passage goes East for a short distance and then turns North. There are some faded hieroglyphs on the right hand wall, and you can just make out the pictures . . .



Beneath this group of hieroglyphs, the word “Seth” has been scratched into the stone wall. This is one of the words of the hieroglyphs that abate the Curse and you make a note of it in Saal Merik’s diary before proceeding on your way. The passage continues North for a short while, then turns West and opens out into a large square room – turn to **131**.

62

As soon as you touch the hawk-headed jar, to your amazement it begins to expand up and out from the chest. Its shape wavers and shimmers and gradually transforms into a humanoid who has the body of a man, but the head of a hawk. You draw your sword, but he makes no threatening moves, and instead speaks to you in a clipped precise tongue:

“This I am permitted to tell you. I am Qebhsnuf, son of Horus, who watches with Selket. The lock of Ra’s hair cures the burns from his golden box.”

After delivering this strange and cryptic message, Qebhsnuf vanishes in a swirl of yellow mist – turn to **121**.

63

Will you leave through the door you entered by and go back West? – turn to **122**. Or leave through the North door? – turn to **103**.

64

You desperately search for a hidden exit from the rapidly filling room, but to no avail. This chamber will soon be your own tomb. Your adventure ends here!

65

Dripping and shivering, you make your way along the Northwards passage, until it ends in a T-junction. Will you now go:

- East? Turn to **186**
- Or West? Turn to **176**

66

The green pool has some hieroglyphs inscribed around its edge, which with the help of Saal Merik’s notes you translate as meaning “The Great Green Lake”. As you gaze into its emerald depths, the waters seem to swirl and darken before you and then become clear – and it is as if you are looking through a window into another world. Throw one dice.

- If you throw 1 Turn to **86**
- If you throw 3 Turn to **145**
- If you throw 5 Turn to **95**
- If you throw 2, 4, or 6 Turn to **125**

67

You soon arrive back at the junction off to the South, but you continue West along the passage – turn to **176**.

68

You stare at the old man in astonishment, not sure whether to laugh or strike him with your sword. Seeing the surprise and confusion on your face, the old man gives a sad smile.

“See how fallen are the mighty!” he laughs bitterly. “This is my punishment – imprisoned in a tomb but unable to die. I am tired of life. Will you kill me?”

If you agree to his request and wish to learn how to kill this man who cannot die, turn to **58**.

If you think he is not Seth but a tired old madman

and decide to leave him, turn to **139**.

If you wish to strike the old man with your sword, turn to **130**.

69

You continue warily along the passage North, but to your relief you do not encounter any more gates. Eventually, the passage comes to an end at a T-junction. Will you go:

- East? Turn to **169**
- West? Turn to **198**

70

| | |
|------------------|-----------------|
| <i>Dexterity</i> | <i>Strength</i> |
|------------------|-----------------|

SETH (in the form of the Typhonian animal):

10 12

Since Seth in this form has both claws and teeth, he has two attacks each round instead of just one. Calculate your Fighting Power as normal, but when it is Seth’s turn, you must calculate his *Fighting Power* twice for each round, to see if he has wounded you with both his claws and his teeth.

If you win, turn to **80**.



71

The stairway goes upwards for quite some distance, and your legs ache wearily by the time you get to the top. You emerge out into a small, stone chamber, which has no other exits. The walls are covered with faded paintings of humanoids that have the heads of animals. Against the East wall is a large chest, decorated with hieroglyphs and other strange symbols, but dominated by the painting of a large, stylized eye. Will you:

- Try to open the chest? Turn to **81**
- Go back West down the stairs and investigate North? Turn to **16**

72

As you press the right eye, you hear a grinding sound to the North, and you jump up to see that the stone block of the jackal statue is sliding slowly to one side. You hurry North into the chamber of the jackal, and see revealed a dark staircase that had been hidden under the block of stone!

You cautiously venture down the stairs and come at last to Saal Merik’s hidden door. There, upon its

surface, are the warning hieroglyphs, inscribed centuries ago by Akhemu Seku. Although you are well aware of the nature of the warning, beyond this door lies the challenge and adventure you seek. Without any hesitation, you reach out and touch the door. Instantly, it slides to one side, as if it has waited throughout the centuries for the touch of one who dares to challenge the warning it bears.

Beyond is a dark passage, and as you step through, the door slams shut behind you with a sound like that of the lid falling on a stone coffin – turn to **50**.

73

You open the door and go through into a small, square room which has one other door on the North wall. The room is empty except for a large, golden box in the centre of the floor. Do you wish to open the box? – turn to **20**. If you would rather leave the room through the North door, turn to **191**.

74

The golden cat is quite heavy, but not very big, and will easily fit in your backpack. Before you pack it away, however, you notice that the statue has two strange names carved upon the bottom: “Semenai” and “Khutchethf”. Add one to your Charm Points. You make a note of these words in Saal Merik’s diary, and then investigate through the doorway to the North – turn to **203**.



75

Abruptly, you are standing confused and disorientated beside the pool, Millions of Years. You shake your head in disbelief, trying to decide whether what you experienced was illusion or reality. You have no answers to your questions, so you may now, if you wish, leave this room – turn to **212**. Or, if you have not already done so, examine the green pool – turn to **66**.

76

You continue to approach the woman, and as you draw near, she holds out in her left hand a golden plate, upon which is a small loaf of bread and a cup of clear water. You previously had not noticed she was carrying these items and you wonder how she has suddenly caused them to appear. Your mind, however, is so filled with the strange, unearthly music, you cannot seem to clearly focus your thoughts.

“Eat, Stranger,” the woman tells you in a voice that is a velvet-soft whisper. “And I will lead you to the Fields of Peace.”

Are you wearing a golden ostrich feather? If so, turn to **107**. If not – turn to **156**.

77

You are at a junction. Will you go:

| | |
|--------|--------------------|
| North? | Turn to 166 |
| South? | Turn to 148 |
| West? | Turn to 41 |

78

You do not know the name of the third Door-keeper, and keeping a wary eye on the lion-headed figure, you try to edge past him, your sword gripped firmly in your hand. The creature utters a low, menacing growl and then leaps towards you, its deadly jaws eager to tear your flesh!

| | <i>Dexterity</i> | <i>Strength</i> |
|--|------------------|-----------------|
|--|------------------|-----------------|

| | | |
|--------------------|---|----|
| THIRD DOOR-KEEPER: | 9 | 10 |
|--------------------|---|----|

If you win, turn to **57**.

79

You have managed to defeat the two statues, and as they fall burnt and broken to the floor, you notice that they are hollow. If you wish to break open the statues to see if they contain anything, turn to **180**. If you prefer to leave through the North door, turn to **150**.

80

You have reduced Seth's Strength points to zero, yet you cannot kill him in this way with your sword because of his immortal nature. His black spirit is still alive, and it leaves the body of the animal to hover in front of you in the form of a dark man with the head of the beast you have just slain.

"Hear me now, mortal," Seth hisses. "You have defiled my tomb and now I lay upon you and your world my Curse!"

You must act quickly. Do you know the full translation of the hieroglyphs that abate the Curse of Seth? If so, count the letters of the translation, add three and turn to that number. If not, turn to **14**.

81

The lid of the chest is not tightly secured, and you raise it with little effort. Inside you see four stone jars, the tops of which are carved into the likenesses of four creatures – a jackal, a dog, a human, and a hawk. Will you open one of the jars? – If so, turn to **91**. Alternatively, go back West down the stairs and investigate the North staircase there? If so, turn to **16**.

82

As you walk through the doorway, you notice something glittering in the dark dust at the foot of the door. You bend down to retrieve the object and see that it is a golden ring, set with a single pearl that glows like moonlight in the light from your torch. Add one onto your Charm Points. You place the ring carefully into your backpack and proceed on your way – turn to **102**.

83

You recall Hapi's words that when you are faced with a choice of three, you must always choose the centre one, so you decide to go through the middle door – turn to **73**.

84

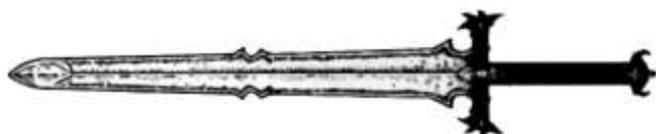
You place your sword in the crack of the door and use it as a lever to prise open the door. Throw two dice. If the numbers add up to the same as or less than your Charm Points, turn to **182**. If they add up to more than your Charm Points, turn to **211**.

85

Instantly, the golden Asp around your head shoots forth a jet of fire, bathing Apep in flames. The serpent falls back into the black pool, the hissing of its pain drowned by the hissing of the fire as it meets the dark water. Apep re-emerges, badly burnt and much weakened, and as the Uraeus does not strike again, you must finish him off with your sword.

APEP: *Dexterity* 6 *Strength* 4

If you win, turn to **193**.



86

Instead of green liquid, you see in the pool a mighty throne of black marble. To either side of this is a brazier of burning coals and in their blood-red light, you can see that there is a dark figure seated upon the throne. Then the figure gets to its feet, so that in the red light you can see that it is a tall man whose head is in the form of a snarling beast with a thin snout and fiery eyes.

Slowly, the man turns to look at you until his burning eyes seem to bore straight into your heart. Lose four Charm Points. You stagger back from the pool, chilled to your soul, and when you get up the courage to glance back into the "Great Green Lake", the image has gone – turn to **164**.

87

You return East and arrive back at the junction South opposite the doorway in the North wall. Will you:

Go through the North door? Turn to **210**
Continue East? Turn to **223**

88

As the stone door closes behind you, you stand up and brush the clinging sand from your clothing. You are at the South end of a North-heading passage which is soaked in darkness. You have previously lit your way with the torch you carry, but now your flickering torch flame has little effect against the impenetrable blackness of this chilling passageway. Are you carrying the statue of the Typhonian animal? If so, turn to **209**. If not, turn to **197**.

89

You do not know the name of the second Door-keeper any more than you knew the name of the first, and realise that you will have to fight this creature to proceed.

Dexterity *Strength*
SECOND DOOR
KEEPER: 7 8
If you win, turn to **11**.

You have taken only a few steps into the room when the marble paving stone you have just stepped on sinks a little way into the floor. You realise it must have triggered some hidden mechanism, for at that same moment, the lid of one of the sarcophagi near to the North door creaks open. You freeze in your tracks, hardly daring to breathe as from out of the sarcophagus shuffles a grey bandaged figure. You have heard rumours in the past of the mummified dead coming back to life, and had always scoffed at such stories, but now as you face the awful truth of those tales, the blood runs cold in your veins.

The figure is shrouded in the stench of death and the overpowering smell of rotting flesh churns your stomach. It turns its hollow eye sockets to face you, and as its undead gaze falls upon you, you feel as if the shadow of Death has been cast over you – lose one Charm Point. Then a blood red fire kindles in the Mummy's hollow eyes, bathing you in ruby coloured light. At once, a feeling of weakness washes over you – Lose one Strength point. You realise that this is the Mummy's form of attack – a Strength Drain!

From the tales you have heard, you know that to destroy the monster you have merely to slice its head and limbs from its body with your sword – but you have to get to the Mummy first! There are six paving slabs between you and the Mummy. Each time you step on a slab, throw two dice. If the numbers on both dice add up to the same as or less than your Strength points, you may proceed safely onto the next slab and throw the dice again. If, however, the numbers add up to more than your Strength points, the Mummy's Strength Drain has weakened you and you must take two off your Strength before you step onto the next slab. If you are still alive after stepping on all six slabs, turn to **45**.

91

Will you open the jar with:

- | | | |
|------------------|---------|------------|
| The jackal head? | Turn to | 33 |
| The dog head? | Turn to | 111 |
| The human head? | Turn to | 101 |
| The hawk head? | Turn to | 62 |

92

Taking a deep breath, you push the door with all your strength, but it does not budge. As you press closely against its icy surface, you notice, however, a few worn hieroglyphs scratched faintly into the smooth stone. Holding your torch closer, you are just able to read:



... and underneath, even more faintly, are the age-

worn letters "Horus shall destroy".

Excitement grips your heart, as you suddenly realise that not only does this translation show that you are not the first explorer to venture into the Pyramid, but also you have learnt part of the meaning of the hieroglyphs which abate the Curse! Carefully, you make a note of the translation in Saal Merik's diary.

Will you now:

- | | | |
|-----------------------|---------|------------|
| Pull the rusty chain? | Turn to | 18 |
| Go back West? | Turn to | 122 |



93

You gingerly pick up the golden Asp and lift it up so that it can wind itself around your forehead. Do you now wish to see if there is anything else in the box? If so, turn to **123** – or leave through the North door? If so, turn to **191**.

94

To your intense relief, you make it safely to the far side, and drag yourself from the clinging black water to continue along the North passage – turn to **65**.

95

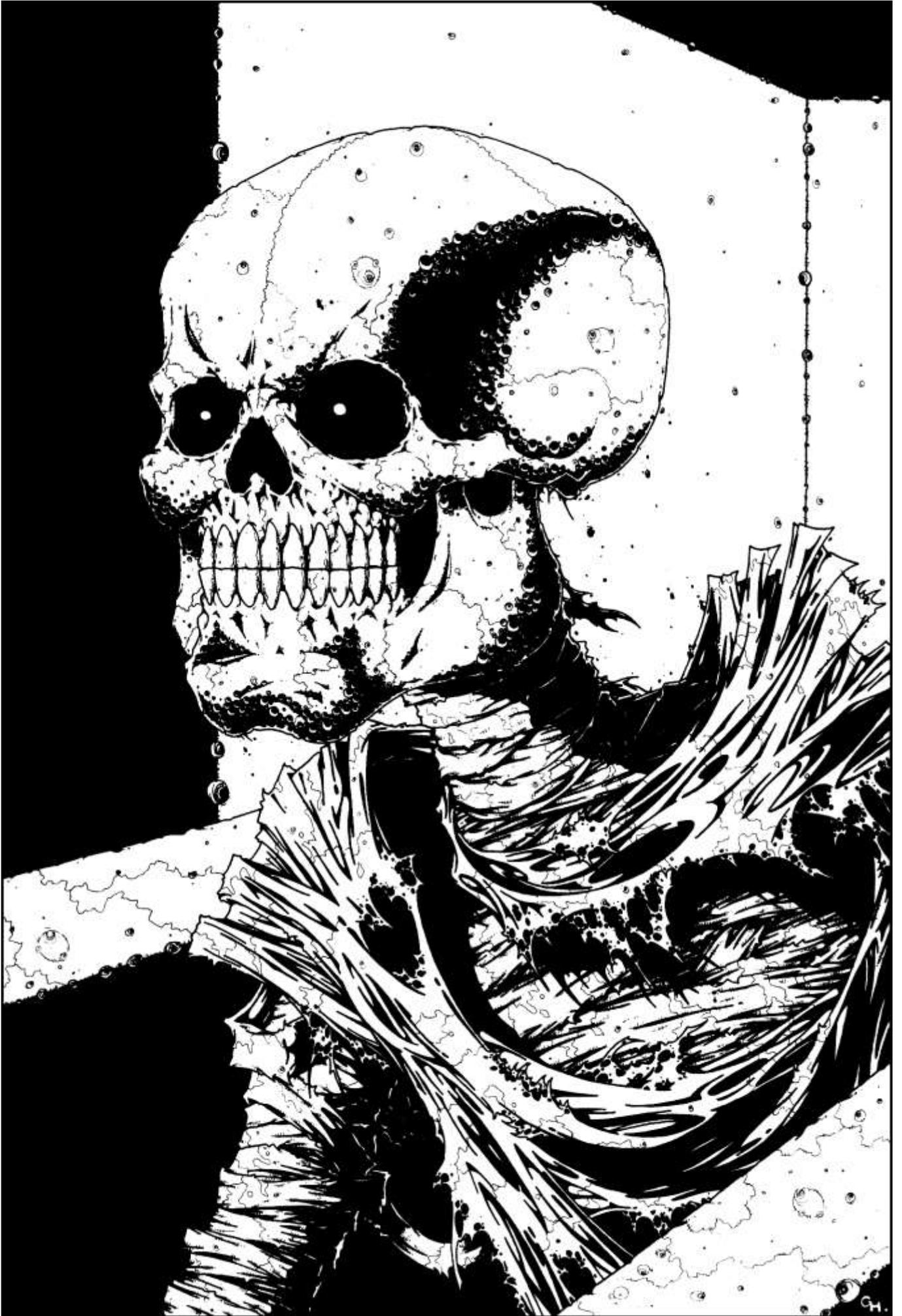
Instead of green liquid, you see in the pool the image of a tall woman with long black hair, dressed in a white robe. In her right hand she carries an unusual musical instrument consisting of a wooden frame fitted with loose strips of metal and jingling coloured discs.

She looks straight at you from the depths of the pool and beckons to you, but you are filled with a sudden inexplicable feeling of dread, and tear your eyes away from hers. When you glance back into the pool, the image has vanished – turn to **164**.

96

You are at a junction. Will you go:

- | | | |
|--------|---------|------------|
| North? | Turn to | 27 |
| East? | Turn to | 127 |
| South? | Turn to | 207 |
| West? | Turn to | 187 |





97

Once again, you have not gone far along the passage before you come upon a third gate. This time, the guardian is a figure in golden robes with the head of a lion.

“I am the Third Doorkeeper,” he snarls, his eyes burning gold in the dim torchlight. “If you wish to pass through this gate, you must first speak my name.”

Do you have a golden staff? If so, turn to **179**. If not, turn to **78**.

98

You have difficulty pushing open the door, which grinds reluctantly on its hinges. You enter a small room, thick with black shadows, and your torch flickers alarmingly as if struggling for oxygen to burn in. There is one other door out in the North wall, and as you head towards it, one of the black shadows starts to move.

You freeze in your tracks, gripping your sword and holding your torch higher. An icy shudder passes through you, as you realise that buried in the room’s dark shadows is a Giant Scorpion, black as pitch, with huge claws and a barbed tail, the slightest touch of which would fill you with deadly poison. You have no chance to retreat as the Scorpion attacks!

| | <i>Dexterity</i> | <i>Strength</i> |
|-----------------|------------------|-----------------|
| GIANT SCORPION: | 10 | 12 |

If you throw 12 when calculating the SCORPION’S Fighting Power, the monster has scored a hit with its tail, injecting you with its black poison and killing you instantly.

If you win, turn to **160**.

99

The statue of the Typhonian animal gives you power against Seth. Normally Seth would be able to damage you twice per round because he has both claws *and* teeth. The statue, however, reduces his number of attacks to one per round. Fight him, therefore, as you would any normal opponent.

You may also add two onto your Dexterity for this battle.

| | <i>Dexterity</i> | <i>Strength</i> |
|---|------------------|-----------------|
| SETH (in the form of the Typhonian animal): | 10 | 12 |

If you win, turn to **80**.

100

You dig the point of your sword into the narrow crack around the glittering jewel, and, to your surprise, the black diamond easily flips out into your hand. Throw two dice.

If the numbers on both dice add up to the same as or less than your Charm Points, turn to **31**.

If they add up to more than your Charm Points, turn to **48**.

101

As soon as you touch the human-headed jar, to your amazement, it begins to expand up and out from the chest. Its shape wavers and shimmers and gradually transforms into a man whose head is identical to that which was on top of the jar. You draw your sword, but he makes no threatening moves, and instead speaks to you in a sighing whisper:

“This I am permitted to tell you. I am Imsety, son of Horus, who watches with Isis. The eye that you must press is the one on the right.” After delivering this strange and cryptic message, Imsety vanishes in a swirl of white mist – turn to **121**.

102

You venture beyond the doorway into a low, musty corridor that heads North for a short distance and then ends in a T-junction. Will you go:

- East? Turn to **132**
- West? Turn to **181**

103

The North door is very slightly ajar and you can just get your fingertips into the open crack. You pull on the door as best you can, and manage to drag it open a little more, so you can get a better grip. You heave on the door with all your strength, and with a grinding shudder, it opens enough for you to squeeze your body through.

You enter a room that is much smaller than the Hall of the Sphinx. It has no opening for sunlight to brighten its gloomy corners, and you hold your torch higher to view your surroundings better. Then abruptly, the door behind you slams shut with a shuddering boom. You whirl around and probe its unyielding surface, but discover no means of opening it on this side. With a sinking heart, you see that there are no other doors out of the room, and as you begin to methodically search for some indication of a secret door, you suddenly hear the faint dry trickle of falling sand.

With rising panic, you look up to see a number of tiny slit-like openings high up in the walls of the room, and through these filters an unceasing stream of dark sand. Turn to **64**.

104

As soon as you touch the lock of hair, all the burns that the golden Asp inflicted upon you are magically healed! You may restore your Strength points to what they were when you first entered this room. Will you now, if you have not already done so, examine the golden staff? If so, turn to **7**. Alternatively leave through the North door? Turn to **191**.



105

The wax crocodile is amazingly life-like, and as you examine it, it almost seems to be staring back at you through its pale, blind eyes. You put the wax crocodile into your backpack, but it is a bit too long to fit in properly, and its waxen head sticks well out of the top of your pack. You take one last glance at the other two statues, and then investigate through the doorway North – turn to **203**.

106

The scales tilt slowly up and down until they finally hold steady and level. The ibis-headed man makes a note on his palette and announces:

“You have been weighed against Truth and found not wanting. You may return.”
Turn to **75**.

107

Charmed by the woman’s golden voice and the enchanting lure of the music, you are about to take the bread from the tray when there is a sudden burning pain in your throat. Instantly, the spell is broken, and you snatch your hand back, leaving the bread and water untouched. Keeping a wary eye upon the woman, you reach up to take the golden feather from the clasp of your cloak, as it is this that is burning against your throat.

As soon as you touch it with your hand, you somehow know the true meaning of the woman’s words: The Fields of Peace is the Afterlife of the Gods, and if you had consumed the bread and water, your mind would be lost and you would become a servant of the Gods forever. Seeing the feather, the woman bows her head slightly.

“I cannot stand against the Feather of Truth,” she says, and then slowly fades away into the blackness. But before she vanishes completely, you are sure that you glimpse the shadowy figure of a mighty golden lion standing in her place. You venture cautiously forwards, but are surprised to discover the passage soon ends at a blank wall. There are no traces of any hidden doors, so you turn around and go back West – turn to **67**.

108

You continue North along the stifling dark passage, and very soon come across another gateway, exactly the same as the one you have just passed through. The guardian of this one, however, is a white-robed man with the head of a falcon. He steps from out of the consuming blackness into your feeble torchlight and holds up a warning hand. When he speaks, the words are faint and distorted and you can only just make them out:

“I am the second Doorkeeper. If you wish to pass through this gate, you must first speak my name.”

Do you have a golden staff or the golden statue of a cat? If so, turn to **28**. If not – turn to **89**.

109

You make your way over to the North door, watched silently by the painted eyes of the dead. You feel a presence in the room – the lingering evil of something not quite dead; that should have departed this life aeons ago. You shudder. Lose one Charm Point. Eager to leave the scrutiny of the sarcophagi, you hurry out through the North door – turn to **13**.

110

You enter a low corridor that heads North for quite a short distance and then turns West. Quite soon, it opens out into a narrow room, filled with what at first sight appears to be a load of old junk. Empty crates, large stone coffins (also empty, you are relieved to notice!), numerous small wooden carvings of men and animals and figures which are not quite human. Of particular interest are two large, stone statues of armed fighters against the South wall: One holds a broken sword out before him in an attitude of surrender, while the other has his sword raised high above his head, his face carved into an eternal cry of rage.

Something glinting in the forehead of the latter statue catches your eye, and you walk over to investigate. Set into the statue's stone helm is a huge black diamond of priceless value. Never have you seen a stone of such size and quality. Do you wish to try to prise the jewel from the statue's helm? If so, turn to **100**. If not, turn to **60**.

111

As soon as you touch the dog-headed jar, to your amazement, it begins to expand up and out from the chest. Its shape wavers and shimmers and gradually transforms into a humanoid who has the body of a man but the head of a dog. You draw your sword, but he makes no threatening moves, and instead speaks to you in a rough growl:

"This I am permitted to tell you. I am Hapi, son of Horus, who watches with Nephthys. When you have a choice of three, choose always the centre one." After delivering this strange and cryptic message, Hapi vanishes in a swirl of green mist. Turn to **121**.

112

Instantly, as smoothly and as silently as if it had been built only yesterday, the stone door slides open to reveal a huge room beyond. You step through into a beam of dazzling light, and squinting in the brightness, you peer upwards to see an opening in the misty ceiling, far, far above you. Through this streams a narrow beam of golden sunlight, filled with dancing dust motes, disturbed by the opening of the door. You step out of the sunbeam, and as your eyes adjust, you are filled with amazement and awe at the sight before you.

The room is almost entirely filled by a huge, stone Sphinx: Its gigantic lion's body rests magnificently upon giant stone platform, its mighty paws lying only a few feet away from you. Its head is crowned



with an ornate headdress of blue and gold, and its wisdom-filled eyes gaze eternally upon the doorway through which you have just entered. The only other exit is through a door in the North wall.

As you gaze in awe upon the immense stone creature before you, you are suddenly aware of an almost inaudible whisper echoing eerily about you. The whispering gradually forms into words and seems to have no definable source, apparently originating in the very air around you:

“If you would the ancient magic seek,
 First you must climb upon my time-worn brow.
 But only when the sun sinks dying to the West
 Will you find the things I speak of now.
 The last rays of the sinking sun
 Will light upon a star above my eyes,
 Set just inside the headdress of the crown,
 Which you must loosen to obtain the prize.”

After the voice has finished speaking, you notice that the narrow sunbeam has moved so that it now falls upon the Sphinx’s giant head. Will you climb onto the Sphinx and try to discover the meaning of this riddle? If so, turn to **5**; or will you leave this room? – turn to **63**.

113

In desperation, you take out the ring, and in the light of your torch, the moonlight pearl glows brightly. With its unearthly radiance, you can now make out that the walls of the room are completely covered by silvery hieroglyphs and, to your intense relief, you can also see the faintly glowing outline of a door to the North. You hurry to investigate, and with the help of Saal Merik’s notes, decipher the hieroglyphs on the door which tell you the exact spot to press and trigger the hidden mechanism to open it – turn to **6**.

114

The passage heads East for a short distance and then turns North. Quite soon it ends at a small doorway, decorated with pictures of colourful animals and a great many hieroglyphs. Do you wish to open the door? – turn to **154**. Or retrace your steps to the other passage and continue North? – turn to **144**.

115

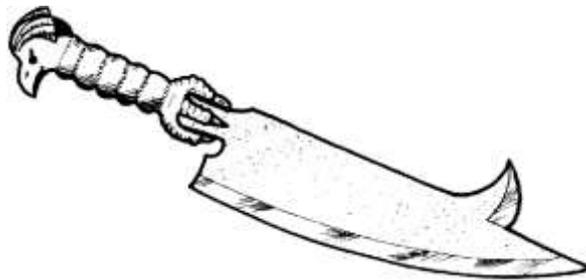
You decide to ignore the South doors, as they would lead you back towards the part of the Pyramid you have already explored, so you leave through the door in the North wall – turn to **39**.

116

You recall instantly the feeling of dread when you saw the image of this woman in the green pool. Trusting in your instincts and the warning that the pool seemed to have given you, you turn around before the woman reaches you and hurry back West – turn to **67**.

117

You are in a North-South corridor. Will you go:
 North? Turn to **215**
 South? Turn to **218**



118

The statues stand slightly larger than man-size, and are identical. They are of a tall, broad-shouldered man with commanding features and powerful-looking limbs. Turn to **199**.

119

To your horror, the old man’s skin begins to writhe. His body arches over onto all fours, his nose and mouth elongate, and his bones crack and twist horribly. Thick, black hairs ooze from every pore. He gives a contorted scream of agony and rage as the transformation draws near its end, and you find yourself facing a huge, black jackal-like creature, with a thin, curved snout, straight, square-cut ears and a stiff, forked tail. This truly is Seth, and you must fight him to the death.

If you have the statue of the Typhonian animal, turn to **99**. If you do not, turn to **70**.

120

You have placed all four statuettes on the wrong squares and four sharp stabs of pain shoot through your body. Lose two Strength points for each statuette you placed wrongly (i.e. lose eight Strength points altogether). Will you now try:

| | | | |
|--------|--------|---------|-----------|
| Horus | Isis | | |
| Seth | Osiris | Turn to | 47 |
| Osiris | Isis | | |
| Seth | Horus | Turn to | 30 |
| Osiris | Horus | | |
| Seth | Isis | Turn to | 59 |

121

At that same moment, the other three jars vanish also, leaving the chest before you completely empty. Puzzling over what you have seen and heard, you go back West down the stairs to the room at the bottom and then make your way down the North steps there – turn to **16**.

122

You head back West until you arrive once more at the T-junction, but you ignore the way South and continue Westwards – turn to **181**.

123

The lid of the box has been thrown open by the Asp, and you look inside to see a long, golden staff and a shining lock of hair. Have you spoken with Qebhs-nuf, the hawk-headed son of Horus? If so, turn to **172**. If not, turn to **162**.

124

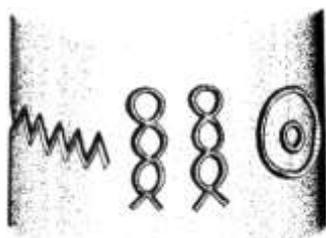
Although small, the statue is very heavy and deathly cold when you pick it up. Its jet black eyes glitter darkly in the flickering torchlight, and as you study it, a slight shudder passes through your body – lose two Charm Points. This is the symbol of Seth himself, known as the “Typhonian animal”. Although it may help to protect you against Seth’s dark magic, its evil will taint your soul, and in possessing it, you may fall under Seth’s domination and could lose your will to his command. It is for you to decide whether to risk keeping it or not.

If you do wish to keep the statue, you may put it in your backpack, and then investigate through the doorway North – turn to **203**.

If you do not wish to risk carrying the statue with you, you may choose either the cat – turn to **74**, or the crocodile – turn to **105**.

125

Instead of green liquid, you see in the pool the image of a tall, ebony pillar which seems to be standing in some sort of great hall. The pillar has some hieroglyphs engraved into its glossy surface and you recognise them as being part of the words that abate the Curse:



Instantly, you know their meaning, as surely as if someone had suddenly whispered the words into your ear: “of Eternity”. You quickly write them in Saal Merik’s diary and when you look back into the pool, the image has vanished – turn to **164**.

126

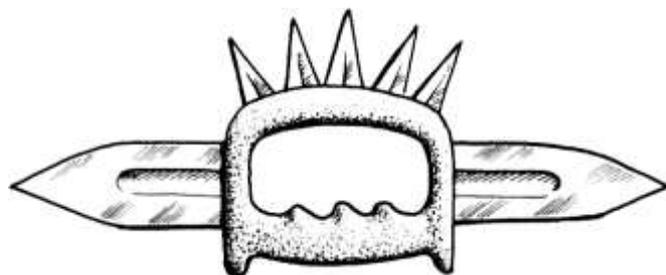
The room you enter has four small doorways, one in each wall. The East and West are open, but the North and South doorways are barred by thick iron gratings. In the centre of the room is a tall pedestal, on top of which is a beautiful feather made of finely spun gold and silver. Will you:

- Examine the feather? Turn to **54**
- Examine the grating barring the North and South doorways? Turn to **205**
- Leave this room? Turn to **220**

127

You are at a junction. Will you go:

- North? Turn to **56**
- East? Turn to **196**
- South? Turn to **214**
- West? Turn to **96**



128

As you deliver the final death stroke, the iron gate behind the Doorkeeper swings silently open, and you walk quickly through – turn to **108**.

129

The cat gives a loud hiss, then turns and vanishes once more into the shadows. You continue on your way West, and quite soon the corridor turns North, and then opens out into a small room – turn to **159**.

130

With one swift movement, you raise your sword and bring it down upon the old man’s unprotected head – but to your amazement the blade passes straight through without harming him!

“That wasn’t nice,” the old man snarls, his pale eyes burning. “You’re going to regret that!” Turn to **119**.

131

The room is dominated by a huge, stone sarcophagus in the centre of the floor, that once contained the mummy of Ptah-hotep. The inner coffins, masks and valuable jewelry have long been removed, together with the mummy itself, and all that remains is this outer chest of stone. The walls and ceiling of the room and the stone sarcophagus itself, are decorated with pictures of animals, plants and birds, and also representations of human figures and gods, accompanied by many hieroglyphic symbols.

In the North wall is an opening that leads through to another smaller chamber, which you can just make out contains a large, black statue of a jackal, lying on a rectangular stone slab. Saal Merik’s diary indicates that the door to the hidden part of the pyramid is concealed somewhere in the chamber of the jackal. But his confused notes seem to point to the stone sarcophagus as being the key to the opening of that door. You examine the sarcophagus more closely, and find that the painted carvings upon it are based around two large, stylized eyes. On closer examination, it appears that the eyes are slightly indented, as if they can be pushed inwards. Have you spoken with Imsety, the human-headed son of Horus? If so, turn to **151**. If not, turn to **141**.

132

You head East down the corridor until it ends quite soon at a large, stone door. A slightly rusty chain hangs down before the door, but other than that there is no apparent handle or lock. Will you:

- Try pulling on the chain? Turn to **18**
- Try to push open the door? Turn to **92**
- Leave the door and go back West? Turn to **122**

133

You suddenly realise that it is the gold ring set with a pearl that the Sphinx is referring to, and you triumphantly shout your answer into the still, dead air. At once, the North door opens silently inwards and you cannot resist the temptation to investigate.

You enter a room that is much smaller than the Hall of the Sphinx. It has no openings for sunlight to brighten its gloomy corners, and you hold your torch higher to view your surroundings better. Then abruptly, the door behind you slams shut with a shuddering boom. You whirl around and probe its unyielding surface, but discover no means of opening it on this side. With a sinking heart, you see that there are no other doors out of the room, and as you begin to methodically search for some indication of a secret door, you hear the faint, dry trickle of falling sand.

With rising panic, you look up to see a number of tiny slit-like openings high up in the walls of the room, and through these filters an unceasing stream of dark sand. Turn to **113**.

134

The pit appears empty, but it is steeped in flickering, menacing shadows. Unseen hatred from a powerful spirit grasps for you, as you look wildly around. With strength and skill born of fear, you leap to catch hold of the edge of the pit and haul yourself out.

Shaking with effort and fear, you slowly calm down, and look around – turn to **173**.

135

You go through the door into a narrow corridor that leads Westwards for some time, finally coming to an end at a small stone door. The door has the paintings of two pools upon it, one green and one blue. If you wish to open the door, turn to **170**. If you would rather return to the room where you fought Apep and go through the North door there, turn to **39**.

136

You keep going West until the passage ends at a small doorway and you will have to stoop low to pass under it. Do you wish to go through the doorway? – If so, turn to **126**.

Or turn back along the passage and go through the North door? – turn to **210**.

137

You are in an East-West corridor. Will you go:
 East? Turn to **166**
 West? Turn to **178**

138

As you approach the door, the cat suddenly hisses a low warning, and backs warily away from you. Its golden eyes flicker to your left and right, then it turns and pads swiftly away, back through the South door. Glancing to each side of you, you get the strangest feeling that the two statues have moved slightly. Do you wish to open the North door? – turn to **189**; or retrace your steps South and then East, back to the T-junction? – turn to **44**.

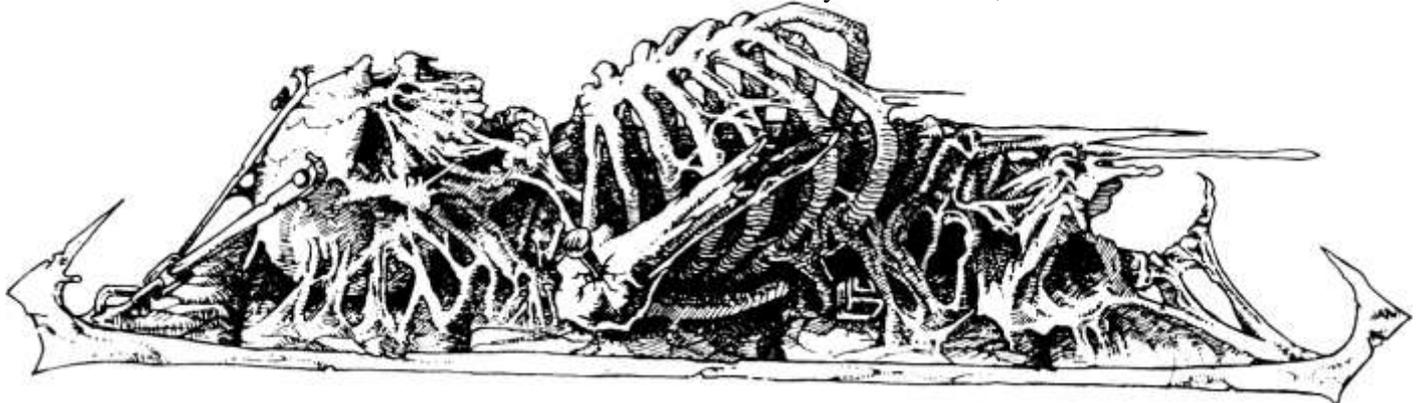
139

You look in contempt upon the scrawny creature before you that in its madness has claimed it is the Immortal Enemy of the Gods. You sheath your sword, and turn to walk past the old man towards the North end of the room, where you think you can make out a door in the shadows. Then from behind you, you hear a low, menacing snarl, that could come from no human throat, and the hairs prickle on the back of your neck. You draw your sword and whirl around in one swift movement – turn to **119**.

140

You go through into a small chamber, which, to your surprise and dismay, contains none of the great treasures that you expected. Instead, there is just a low stone pedestal, set into the top of which is a wooden board of black and silver squares. Upon each of the four corner squares is a tiny figure carved of jet black stone. You instantly recognise the figure in the top left hand corner as Seth, his beastlike head carved into a menacing snarl. The figure in the top right hand corner you also recognise as the being with the head of a falcon who appeared to destroy Seth. This, you feel, is Horus the Avenger.

The bottom right hand figure is a mummified man, with his arms raised to cross over his chest. In his hands he holds a crook and a flail. The fourth figure in the bottom left hand corner is that of a slender woman with an elaborate headdress. You have seen representations of both these figures in paintings on the Pyramid walls, and from the notes in Saal



Merik's diary, you realise the man must be Osiris and the woman his sister-wife, Isis.

Upon the North wall of the room is a large faded painting of the same checkered board, but with the four figures now standing in the four centre squares. The painting is so faded and cracked, however, that you cannot make out which figure is in what square, apart from Seth, who is in the bottom left. There are no other doors out of the room, and you realise that placing the four figures in the centre of the board might trigger some hidden mechanism to open a secret door. In what order will you place the figures?

- | | | |
|--------|--------|--------------------|
| Horus | Isis | |
| Seth | Osiris | Turn to 47 |
| Seth | Horus | |
| Osiris | Isis | Turn to 120 |
| Osiris | Isis | |
| Seth | Horus | Turn to 30 |
| Osiris | Horus | |
| Seth | Isis | Turn to 59 |

141

Which eye will you press?

- | | |
|------------|-------------------|
| The right? | Turn to 72 |
| The left? | Turn to 17 |

142

You have no idea as to what the Sphinx could be thinking of, so you may now either go back through the West door – turn to **122**; or, ignore the Sphinx's words and go through the North door, despite the fact that you cannot answer the riddle – turn to **103**.

143

You search desperately for some means of escape from the rapidly filling room, and are rewarded when your fingers brush against a hidden lever concealed in the grotesque carving.

A doorway opens in the wall to the North, and you scramble through, along with a small pile of sand, to find yourself in an East–West corridor. The door closes behind you as soon as you have passed through it, and you breathe a sigh of relief at your lucky escape – turn to **191**.

144

You head North for a short distance until the passage ends at a large stone door. The door bears hieroglyphs which, as far as you can make out, seem to be some sort of warning, and there is a large painting of a black and golden cat cutting off the head of a serpent with a knife. Do you wish to go through the door? If so, turn to **38**. Or, if you have not already done so, you may go back and take the passage branching off to the East – turn to **114**.

145

Instead of green liquid, you see in the pool the image of a detailed map of twisting passages. So life-like is the map, you feel as if it is not a drawing, but that you are standing looking down on the area from some great height. It appears to be some kind of maze, and you just manage to note that the exit is in the South-East corner, before the image vanishes – turn to **164**.



146

The musical instrument that the woman carries makes a pleasant and strangely compelling sound, drawing you towards her. Throw two dice and add the numbers together. This is the Charm Score of the Sistrum (the musical instrument). If the Charm Score of the instrument is the same as or less than your current Charm score, turn to **55**. If it is greater than your Charm score, turn to **76**.

147

You find yourself at a dead end and have no choice but to turn round and go back East – turn to **27**.

148

You are at a junction. Will you go:

- | | |
|--------|--------------------|
| North? | Turn to 77 |
| South? | Turn to 157 |
| West? | Turn to 196 |

149

You throw the statue to one side and the cat cautiously approaches you again. Add one Charm Point, and turn to **216**.



150

You enter a narrow passage that goes North for a short distance and then turns East. Shortly afterwards, it opens out into a narrow room, the walls of which are lined with standing sarcophagi. They are mostly made of wood, and richly decorated with blues and golds, painted in the likeness of the mummified bodies they were made to contain. Their glassy eyes stare sightlessly out at you, and you feel intensely uncomfortable under their eternal painted gaze.

You see a door out in the North wall, and hurriedly begin to make your way across the paved marble floor towards it. Throw two dice.

If the numbers on both dice add up to the same as or less than your Charm Score, turn to **109**.

If they add up to more than your Charm Score, turn to **90**.

151

Imsety's words suddenly make sense to you, and you reach out and firmly press the right eye inwards – turn to **72**.

152

After taking the Amulet of your choice, you climb down from the Sphinx, and then once again the eerie whispering fills the air.

"I am the Eternal Sphinx, Guardian of Ways and Keeper of Ancient Treasures. This is the third and last time that you shall hear my voice. It is my right to ask a riddle of those who wish to pass through the North door which I guard, and your answer, if correct, will help you beyond the door:

Two circles I see joined as one,
One white as the moon,
One gold as the sun.
One from the deepest Ocean came,
The other wrought with tool and flame.
Tell me, what is it that I see?"

Did you discover anything as you passed through the door that led to this hidden part of the Pyramid? If so, turn to **133**. If not, turn to **142**.

153

You search frantically for some means of escape from the rapidly filling room, but to no avail. You are trapped forever in this tomb of sand and your adventure ends here!

154

The door opens easily at your touch and you go through into a small room. The stone walls are richly decorated with animals like those upon the door, a mixture of common creatures and fantastic compositions of mythical beasts. An open doorway leads out of the room in the North wall, and through it, you can make out the glint of dark water.

In the centre of the room are three small statues of animals. To your right is a crocodile made of pale wax; in the centre is a golden cat; and to your left is a fantastic beast carved of black stone. It vaguely resembles a jackal, but has a thin, curved snout,

straight square ears and a stiff, forked tail. Have you encountered Hapi, the dog-headed son of Horus? If so, turn to **23**. If not, turn to **219**.

155

The blue pool has some hieroglyphs inscribed around its edge, which with the help of Saal Merik's notes, you translate as meaning "Millions of Years". As you gaze into its azure depths, your vision begins to blur and you feel suddenly dizzy. The image of the pool, Millions of Years, grows and swirls before your eyes, expanding to fill the limits of your vision. You close your eyes, but the pool is still there, sparkling and brilliantly blue. You clutch at your head and fall unconscious to the cold stone floor – turn to **175**.

156

Your will is lost to the charms of the woman's voice and the enchanting lure of the music. Helpless under her spell, you eat the bread and drain the last drop of water from the cup. You have become the servant of the Gods, and wherever they lead, you will follow. You will pass beyond this life, never to return. Your adventure ends here!

157

You are at a junction. Will you go:

North? Turn to **148**
West? Turn to **10**

158

You have no idea what the man's name could be, and in sudden desperation, you try to dodge past him, and force your way through the gate. The Doorkeeper is too quick for you, however, and leaps in front of you with his blade raised for combat. You have no choice but to fight him!

FIRST DOORKEEPER: *Dexterity* 8 *Strength* 6
If you win, turn to **128**.

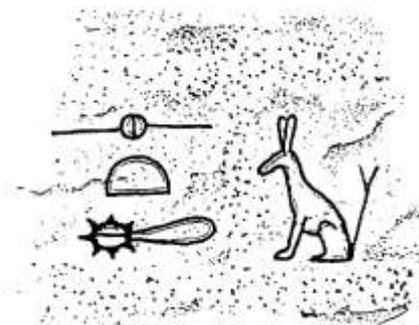


159

There is one other door out of the room, in the North wall, and on either side of this stands a dark wooden statue. Did you encounter a Tomb-robber soon after you first entered the Pyramid? If so, turn to **168**. If not, turn to **118**.

160

As the Scorpion collapses at your feet, a strange white mist begins to seep out from its body. You back away cautiously, as the mist gradually coalesces into the form of a tall man with the head of a snarling beast. This image lasts only a brief moment, though, before the figure once again fades into mist, which flows away under a crack in the north door. It leaves behind, however, a small papyrus scroll, which you carefully unroll to read:



... and underneath is written: "The sign of my Lord, Slayer of Osiris, Adversary of Horus, Incarnation of all that is Evil: SETH!" You carefully place the scroll into your backpack and then, since it is the only other exit, you cautiously open the North door – turn to **110**.

161

The smooth oval Amulet is as black as jet and carved into the form of the sacred scarab beetle. This is the symbol of the god Khepri, who embodies the Renewal of Life. If your Strength is reduced to zero, three times the scarab will return you to life with half your original Strength points – turn to **152**.



162

- Will you examine:
- | | |
|----------------------------------|--------------------|
| The lock of hair? | Turn to 104 |
| The staff? | Turn to 7 |
| Or leave through the North door? | Turn to 191 |

163

You go East for a short distance, and then the passage turns North. Quite soon afterwards, it comes to an end at a large stone door covered in faded hieroglyphs. Will you open the door? – If so, turn to **38**; or, alternatively, go back South and follow the passage West? – turn to **174**.

164

You may now, if you wish, leave this room – turn to **212**. Or, if you have not already done so, examine the other pool – turn to **155**.

165

You may now go through the North door – turn to **210**, or continue East – turn to **223**.

166

- You are at a junction. Will you go:
- | | |
|--------|--------------------|
| East? | Turn to 208 |
| South? | Turn to 77 |
| West? | Turn to 137 |

167

You continue along the corridor West, and the cat pads silently after you. Do you wish to frighten it away? If so, turn to **129**. If not, turn to **216**.

168

You recognise the statues as being identical to the two Ushabti figures the tomb robber had carried in his sack, except that these statues are much larger. They are fashioned in the likeness of Ptah-hotep, tall and broad, with commanding features and powerful-looking limbs – turn to **199**.

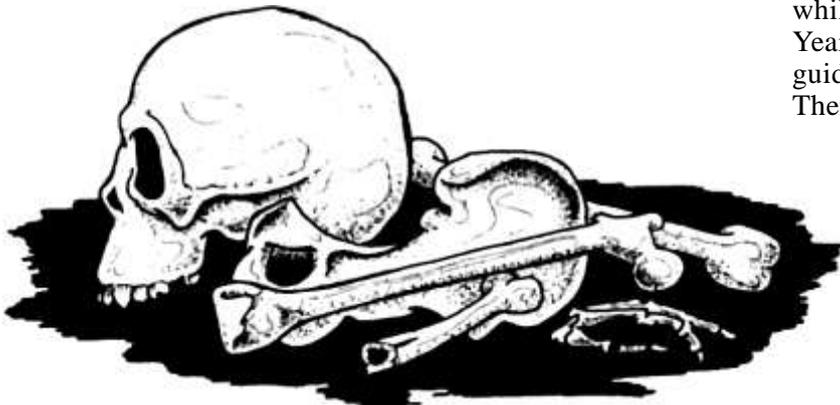
169

You head East down the corridor which is thick with heavy darkness. Quite soon it turns North and ends at a small door. Tentatively, you open the door – turn to **98**.

170

You go through into a tiny square room. At the foot of the West wall are two small, round pools, one of translucent blue liquid and the other of green. Their surfaces are so smooth and still it seems almost as if the pools are in fact filled with glass and not liquid at all. Above the pools on the West wall is a huge mosaic of a blue-skinned man, whose hands are outstretched to each side of him, so that they rest on the wall above each pool. Will you examine:

- The blue pool? Turn to **155**
- The green pool? Turn to **66**
- Or leave this room? Turn to **212**



171

The oval Amulet is carved from deep red, translucent stone. Engraved onto its surface is a black serpent, its writhing coils forming a complex twisting pattern that wraps around and around the oval stone. The serpent is the symbol of the enemy of the sun god, Ra, and this jewel that bears its image has an evil enchantment upon it. If you wish to keep it, you must take two off your Charm Points and two off your Dexterity, but it does have the power to add four points onto your Strength. It is for you to decide whether its advantages outweigh its disadvantages – turn to **152**.

172

You recall Qebhsnuf's words that the lock of Ra's hair cures the burns from his golden box, and so you pick up the hair to examine it – turn to **104**.

173

You are in a small square room; a narrow ledge runs around the edge of a deep pit, in which you can see some creature stirring, and leads to a door in the North wall opposite. If you wish to venture along the ledge, turn to **202**. Or, you can try the centre door – turn to **73**; or the right-hand door – turn to **201**.

174

You go back South and West, past the three identical doors, and continue Westwards till the passage turns North and ends at a small, open doorway – turn to **170**.

175

You are standing in an infinitely long hall, filled with the seated figures of men who have the heads of beasts. In front of you, sitting under a canopy, is a mummified figure wearing a crown, with two beautiful women standing behind him. To your left, is a huge pair of balance scales, and kneeling beside these is a man whose head is that of a jackal. Behind him crouches a fantastic creature, with the head of a crocodile, the body of a lion and the tail of a hippopotamus. To your right stands a tall man with the head of an ibis, holding a scribe's palette, and beside him, a slender woman in green, who wears an ostrich feather in her hair.

You think that you must be dreaming all of this whilst lying collapsed beside the pool, Millions of Years, as the woman in green takes your hand and guides you onto the huge left-hand pan of the scales. Then she herself steps into the right-hand pan,







causing your side to raise up. Throw two dice. If the numbers on both dice add up to the same as or less than your Charm Score, turn to **106**. If they add up to more than your Charm Score, turn to **25**.

176

You go West for some distance until you come to a door in the North wall and opposite it, a new passage branching off South. After a moment's hesitation, you decide against the South passage, as you do not wish to head back into the part of the Pyramid that you have already explored. Will you therefore go through the North door? – If so, turn to **210**. Or, unless you have already explored this way, continue along the passage West? – If so, turn to **136**.

177

The statue helps you in your struggle against Seth by reducing the Destroyer's Strength. You may also add two onto your Dexterity for this battle.

| | | |
|-------|------------------|-----------------|
| | <i>Dexterity</i> | <i>Strength</i> |
| SETH: | 12 | 10 |

If you win, turn to **190**.

178

You are in an East-West corridor. Will you go:

| | |
|-------|--------------------|
| East? | Turn to 137 |
| West? | Turn to 224 |

179

You speak the third name engraved upon the golden staff: "Tcheseff", and at once the figure bows and steps to one side. The gate swings open and you walk through – turn to **69**.

180

You smash open the statues with your sword and find that they contain two items: a sceptre in the form of a shepherd's crook, and a golden flail. They are great symbols of power, and very valuable. Add

two onto your Charm Score. You now leave through the North door – turn to **150**.

181

The passage leads West for a little while and then turns to the North. Very soon after, it opens out into a long, narrow room, the North wall of which has three identical doors set into it.

Have you spoken with Hapi, the dog-headed son of Horus?

If so, turn to **83**. If not, turn to **51**.

182

Although your sword bends alarmingly at first, it does not break, and you successfully open the door and go through – turn to **173**.

183

You follow the passage West until it turns North and ends at a small open doorway – turn to **170**.

184

You decide to ignore the doors in the South wall as they would lead you back in the direction you came. Will you go through:

| | |
|--------------------|--------------------|
| The West door? | Turn to 135 |
| Or the North door? | Turn to 39 |

185

As soon as you pick up the feather, the pedestal begins to sink into the floor with the slow grinding of stone against stone, and at that same moment, the two gratings in the North and South walls lift steadily upwards. From out of the gloom beyond them slink two shadowy creatures like huge lions, but with long, dagger-like fangs, wickedly barbed tails and manes the colour of blood. You draw your sword and prepare yourself to fight them!

| | | |
|--------------|-----------------|------------------|
| | <i>Strength</i> | <i>Dexterity</i> |
| FIRST LION: | 9 | 8 |
| SECOND LION: | 8 | 10 |

If you win, turn to **194**.



186

You go East down a low, narrow corridor, which has an uncomfortable, claustrophobic feeling about it. Then a faint, pleasant tinkling sound reaches your ears, and out of the darkness ahead of you emerges a tall figure dressed in white.

Cautiously, you draw your sword, but then relax slightly as you see that the figure is a white-robed woman with long black hair. In her right hand, she carries an unusual musical instrument, consisting of a wooden frame fitted with loose strips of metal and jingling coloured discs.

Have you seen this woman before? If so, turn to **116**. If not, turn to **146**.

187

You are at a junction. Will you go:

- East? Turn to **96**
- South? Turn to **42**

188

You take a chance and in a voice that sounds more confident than you feel, you speak the first name that is carved upon the golden object you carry: "Semani". At once, the man bows, lowers his knife, and steps to one side. The gate swings open and you walk quickly through – turn to **108**.

189

As you reach out to open the North door, there is a creaking like the timbers of a rolling ship on either side of you, and, to your horror, you see that the two statues have turned to look at you with their dark, wooden eyes. You will have to fight them if you wish to go any further. If you have the statue of the Typhonian animal, turn to **12**. If you do not, turn to **29**.

190

You have reduced Seth's Strength to zero, but you cannot kill him with your sword because of his immortal nature. His black soul is still alive and it leaves his body to hover in front of you.

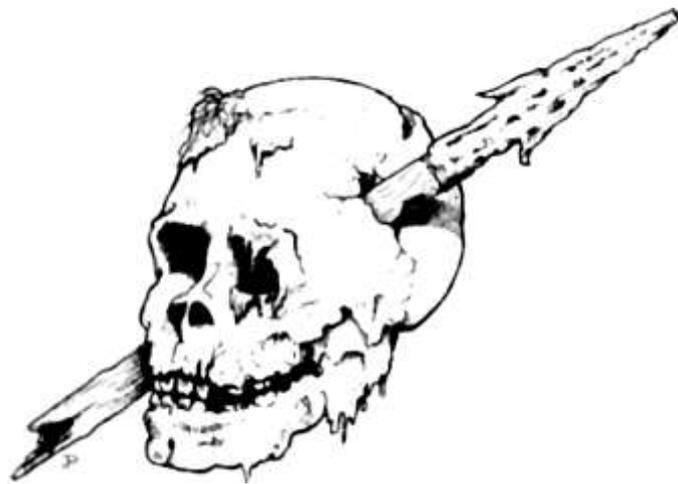
"Hear me now, mortal," Seth hisses. "You have defiled my tomb and now I lay upon you and your world my Curse!"

You must act quickly. Do you know the full translation of the words that abate the Curse of Seth? If so, count the letters of the translation, add three and turn to that number. If not – turn to **14**.

191

You have entered an East-West corridor. In the South wall, behind you, are three identical doors, like the ones you had to choose between earlier. You have just successfully come through the room behind the door of your choice, and something warns you against trying either of the other two doors. Will you now go:

- East? Turn to **163**
- Or West? Turn to **183**



192

To your dismay, the ledge crumbles beneath you, and you fall into the pit! Turn to **22**.

193

After defeating Apep, you are about to kick the serpent's body back into the black water, when you notice a small leather pouch teetering on the edge of the pool. You quickly retrieve it before it slips forever into the murky depths, and empty its contents out into your hand. The pouch contains four amulets of great value: a tiny pillar of gold; a buckle of glowing carnelian; a heart, also of carnelian; and a miniature golden pillow on a headrest. You place these treasures carefully into your backpack and leave the room – turn to **204**.

194

After defeating the lions, you take the golden ostrich feather and on sudden impulse, tuck it into the fastening of your cloak.

The two low cages beyond the North and South gratings have the smell of death about them, so you decide to leave them well alone, and go out of the room – turn to **220**.

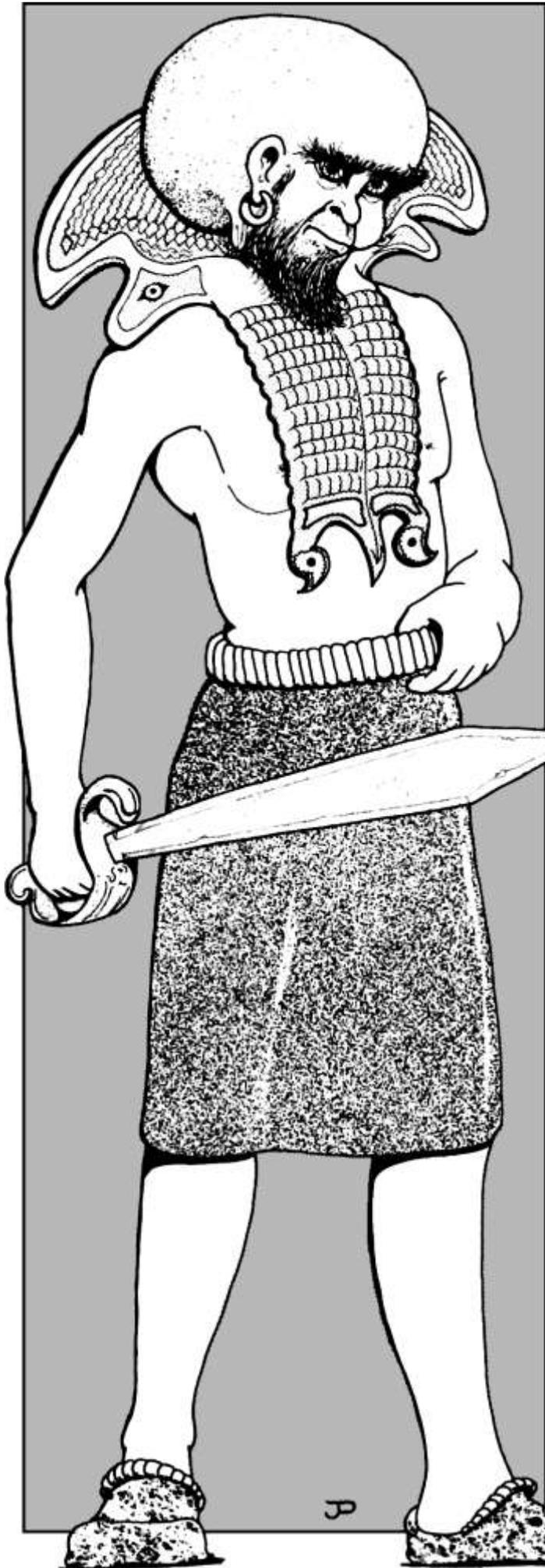
195

You go West for some distance, till the passage ends at a small doorway and you have to stoop to pass underneath it. Do you wish to go through the doorway? – If so turn to **126**; or turn back along the passage? – turn to **87**.

196

You are at a junction. Will you go:

- North? Turn to **41**
- East? Turn to **148**
- South? Turn to **10**
- West? Turn to **127**



197

You venture cautiously into the clinging blackness, your torch flame seeming like a feeble matchstick against this unnatural dark. Quite soon, you come to an iron gateway blocking the passage North, and as you begin to search for its lock, a figure steps out of the blackness in front of you. It is a man dressed in a brown knee-length kilt, with an elaborate blue and green collar around his neck. In his hand, he carries a long, broad blade, and as he turns to look at you, you see that his skull is elongated at the back, making his head seem too large for his body.

“I am the First Doorkeeper,” he tells you. His voice is hoarse and thick with accent, as if he has not spoken for a long time. “If you wish to pass through this gate, you must first speak my name.”

Do you have a golden staff, or the statue of a golden cat? If so, turn to **188**. If not, turn to **158**.

198

You turn West into a low corridor of the same impenetrable darkness. You have only gone a little distance, however, when you see something dart across the floor of the passage ahead of you. Wishing fervently that your torch flame would brighten, you peer into the blackness, and then suddenly, out of the shadow, walks a small yellow and black cat. It pads down the corridor towards you, and rubs itself around your ankles, purring loudly. Add one Charm Point. Are you carrying a statue of the Typhonian Animal? If so, turn to **43**. If not, turn to **167**.

199

There appears to be nothing else of interest in the room, so you decide to investigate the North door. Is the black and yellow cat following you? If so, turn to **138**. If not, turn to **189**.

200

| | <i>Dexterity</i> | <i>Strength</i> |
|-------|------------------|-----------------|
| SETH: | 12 | 16 |

If you win, turn to **190**.

201

You have to press hard against the right-hand door before it reluctantly grinds open. As you step through into the small, square room beyond, the door slams violently shut behind you, and you whirl around to discover that there is no way of opening it from this side. Lose one Charm Point. You can see no other exits from the room, and so you begin to methodically search for signs of a secret door.

The walls are richly decorated with carvings of fantastic animals and birds, and, as you examine them, you gradually become aware of the faint, dry trickle of falling sand. With sudden panic, you look up to see a number of tiny openings in the mouths of grinning apes high up on the walls and through these filters an unceasing stream of dark sand.

Throw one dice six times. As soon as you throw a number 6, turn to **143**. If you throw the dice six times without throwing a 6, turn to **153**.

202

With great care, you begin to make your way along the ledge, but you feel that you are being watched. The air becomes colder, and you sense an evil presence. Some of the slabs of stone are loose, and there is a chance that you may step on one. There are 18 slabs that make up the ledge between the doors, three of which are loose. Throw one dice three times. If you throw a one, you have stepped on a loose slab – turn to **192**. If you throw the dice three times without getting a one, you make it safely to the North door and can leave – turn to **191**.

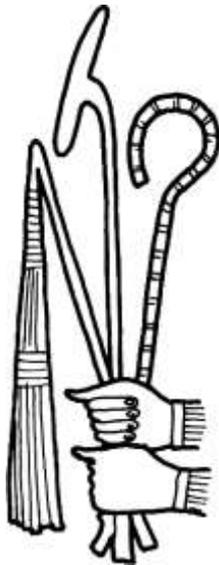
203

You go North through the open doorway into a narrow corridor. Ahead of you, you can see the glitter of your torchlight on dark water, and very soon come to the edge of a black pool which completely blocks the passage. The surface of the water is as smooth as a mirror and so still that not even the tiniest of ripples laps at its black edges. It is impossible to guess how deep it is, but you can see that it is about 20 feet wide – too far for you to jump.

Will you try to cross the pool and continue North up the passage on the other side? – turn to **52**. Or, turn around and go back through the room where the statues are, then West back to the junction, and venture North? – turn to **144**.

204

If you entered through a door in the South wall, turn to **184**. If you entered through a door in the West wall, turn to **115**.



205

Both the gratings are firm and immovable. There is a most unpleasant smell, and you think you hear the slap of soft paws against stone behind the North grate, but you cannot be sure. Will you now:

- Examine the feather? Turn to **54**
- Or leave this room? Turn to **220**

206

The way beyond the West doorway looks very dark and foreboding, and trusting your inner sense which warns you against going that way, you decide to return along the East passage until you arrive back at the door in the North wall – turn to **165**.

207

You find yourself at a dead end, and abruptly the floor opens beneath you! You fall down into a narrow, circular tunnel, which slopes so steeply downwards it is almost vertical. The circular walls are absolutely smooth, and you slide helplessly down along the tunnel for quite some distance, until you crash into a merciless stone wall at its end. You must have hit some hidden lever, as the wall swings open, revolving on a central pivot, and, dazed and confused, you are pushed by the wall through a secret entrance to find yourself back on the outside of the Pyramid!

The wall swings back into place, leaving you bruised and frustrated outside. You cannot get back into the Pyramid this way, and you have no alternative but to begin your adventure again from the start!

208

You are at a turning. Will you go:

| | |
|--------|--------------------|
| South? | Turn to 215 |
| West? | Turn to 166 |

209

The statue that you carry weighs heavily in your backpack as if it has suddenly increased in size or power. Lose two Charm Points. You may discard it if you wish, but remember that it can protect you against certain aspects of Seth’s evil magic – turn to **197**.

210

You tap lightly against the stone North door and to your surprise, it rises smoothly upwards. As you step through into the narrow, low corridor beyond, the door drops heavily behind you like a stone guillotine. You can find no way of opening it from this side, so you have no alternative but to head North along the corridor. The air is stale and lacking in oxygen, and your breathing soon becomes laboured and heavy. Then on the wall to your left, you discover a plaque of hieroglyphs, which with the help of Saal Merik’s notes, you manage to translate:

“Stranger, you are doomed. When the stone door fell behind you, it sealed the entrance to your tomb. You stand in the Maze of Ptah-hotep, to which there is but one true exit. May you find it quickly, for with each step you take, the time allotted to you is lessened. May Osiris guide your way.”

Even as you read the inscription, fine sand begins to fall steadily from tiny slits all along the top of the walls of the corridor. If you do not find your way out of the maze in 14 moves, the falling sand will fill the corridors and bury you alive! Start counting your moves from here – turn to **214**.



211

To your dismay, your sword snaps in two! Lose one Charm Point. From now on, when you strike your opponent in battles, you will do only one point of damage instead of two. Will you try now to open this door by charging at it? – turn to **221** if so. If you prefer to try the centre door, turn to **73**; or the right-hand door, turn to **201**.

212

Did you enter the room through a door with the picture of the pools on it? If so, turn to **222**. If you entered through a doorway in the South wall, turn to **9**.

213

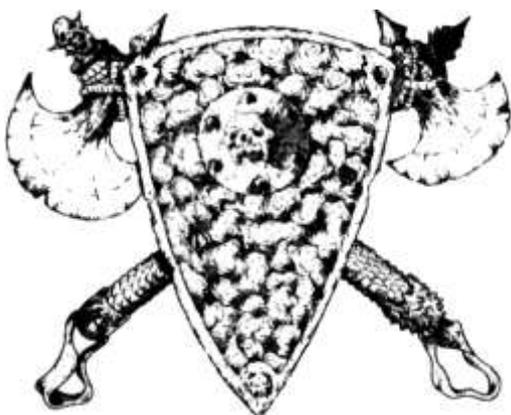
You go out through the low doorway in the East wall and enter a wide corridor. It heads East for quite some distance and then you come to a door in the North wall and opposite that a new passage branches off South. After a moment's hesitation, you decide against the South passage, as you do not wish to head back into the part of the Pyramid that you have already explored. Will you now go through the North door? – turn to **210** if you wish to head North. If you wish to keep going along the passage East, turn to **223**.

214

You are standing in a North-heading corridor. The only exit is North – turn to **127**.

215

You are in a North-South corridor. Will you go:
 North? Turn to **208**
 South? Turn to **117**



216

You continue on your way West with the cat following like a silent shadow. Quite soon, the corridor turns to the North, and then opens out into a small room – turn to **159**.

217

You carefully nick the tip of your thumb with your sword and let a few small drops of blood fall sizzling and spitting onto the flame. But instead of extinguishing the tiny fire, this has quite the opposite effect: the flame roars into life, hot and red as the blood you have fed it. Startled, you back away, and then your surprise changes to fear, as beyond the thick flames you see that something has happened to the old man. Instead of the scrawny, withered figure, there now stands a tall, broad man, whose dark, muscular body bears the head of an evil-looking beast with a thin, curved snout, and glowing red eyes.

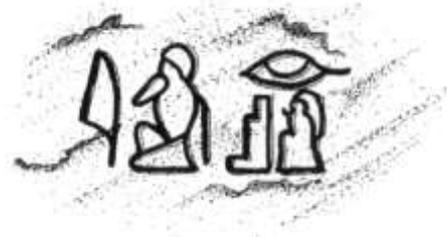
The creature gives a small bow of acknowledgment when it sees you looking at it.

“I thank you for restoring me”, it snarls. “It has been many, many years since I last was able to trick some fool into giving me their blood to restore my strength.” Then the creature gives a hoarse, barking laugh and flexes its mighty arms. “To have such strength again ... it is most welcome. I think I shall test it by crushing the life from your puny body.”

You realise your terrible mistake has now rejuvenated Seth to his former power and strength, and you now must fight him for your life. If you have the statue of the Typhonian animal, turn to **177**. If you do not, turn to **200**.

218

To your intense relief, you find a stone door in the East wall, similar to the one you passed through when you entered the maze. You struggle through the sand to reach it, gasping for air, and see that it has more hieroglyphs engraved upon it:



Below them are the faded words “O, Osiris . . .” as if at the start of a prayer. Your relief mingles with joy as you recognise the inscription as part of the words that abate the Curse of Seth. You reach up and touch the stone door and as it slides upwards, you spill through with the sand into the welcome passage beyond – turn to **88**.

219

You reckon that you can manage to carry just one statue with you, without its weight encumbering you too much. Which will you choose?

- The crocodile on the right? Turn to **105**
- The cat in the middle? Turn to **74**
- The strange animal on the left? Turn to **124**

220

If you entered from the East doorway, turn to **206**. If you entered from the West doorway, turn to **213**.

221

You take a few steps back from the door, and then charge it. The door flies open, but you lose one Strength point, and, carried along by your own momentum, fall headlong into a pit. Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity Score, turn to **134**. If greater, turn to **22**.

222

There are two other exits from the room – a door in the North wall and an open doorway to the South. You decide to ignore the Southern doorway as it leads back to the part of the Pyramid that you have already explored, and so go through the North door – turn to **26**.

223

You go East until you come across another passage leading off South. You glimpse the dark glitter of water a little way down the South passage, and do not relish the prospect of having to negotiate such an obstacle. Will you therefore continue on your way East? – turn to **186** to continue East. To go back West to the door in the North wall, turn to **40**.

224

You are at a junction. Will you go:

- East? Turn to **178**
- South? Turn to **27**
- West? Turn to **207**

225

You enter a tiny, low-ceilinged room, which is so filled with jewels and riches that there is hardly room for you to stand. Statues of gold and bronze; glittering jewelry of priceless gems; chests spilling over with coins, amulets, statuettes and crowns . . .

There is also an open chest filled with ancient potions and scrolls, and you hardly dare to think of the magic formulae and secret enchantments they might contain.

You have defied and conquered the Curse of Seth and the rewards of Ptah-hotep's secret tomb are now yours!



QUAZI'DO'DO

'ALL IS PERCE IN THE
FORTRESS VOIDINESS'

'BUT BILBON...!'

...THEN SCOWL
DEEPLY AND SAY IN
A MELODRAMATIC
DEMI-GOD-LIKE VOICE,
"WHO DARES TO INSULT MY
FASHIONABLE THREADS!"

BEING A GRAND
DARK LORD ETIQUETTE
MADE EASY

PLY
ETIQUETTE
VOL 1

BUZZ!
ZZZZZ UURB!

?!
HUH

BEING A GRAND
DARK LORD ETIQUETTE
MADE EASY

HATES FLIES!

SPRONG!

BLAM!

"EAT HOT
LEAD FLY!"

TO HIS MASTERS,
RID-MORIBUND!

"MY LORD
I HEARD
SHOTS!"

DID I GET HIM,
DID I GET HIM?
AGHHH!..

BUZZ!
BUZZ!

"THERE
QUICKLY!
KILL IT!"

"LEAVE THIS FOUL
ASSASSIN TO ME,
O' GREATNESS!"

GRRRR!

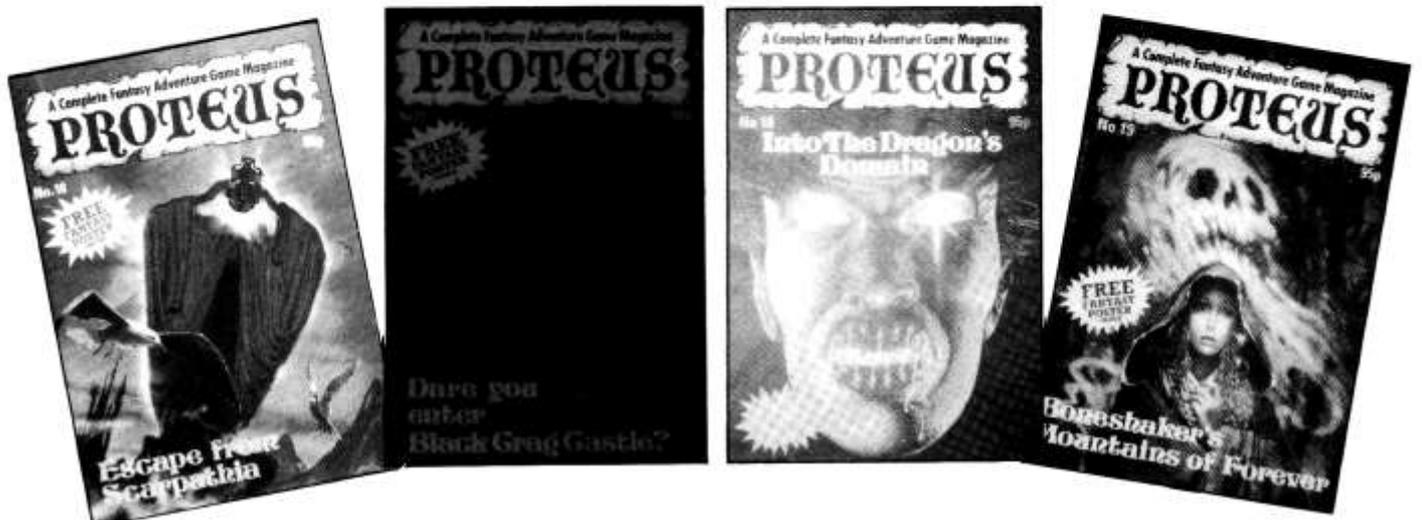
BUZZ!
GULP!

BUZZ!
BURP!
YUK!



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