

About the Author

J.H. Brennan is one of those peculiar people who seem to be living in several different worlds at once... some of which you can enter via the GrailQuest series.

He has always been interested in magic, spells and wizardry, and among his many books has written a number on magic. He is also the author of two Fantasy Role-Playing Games - *Man, Myth & Magic* and *Timeship*, and of two other Solo Fantasy Gamebooks in the '*Sagas of the Demonspawn*': *Book One - Fire*Wolf*, and *Book Two - The Crypts of Terror*.

He has used a computer system to help him keep track of this book and others in the series and says that anyone who adventures in them without keeping careful notes of where they've been is asking to be sent to Section 14.

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J.H. Brennan

GRAIL QUEST

BOOK FOUR

Voyage of Terror

*Illustrated by
John Higgins*



An Armada Original

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MERLIN CALLING

Gotcha!

Don't move. Not a muscle. I've been looking for you all over, up hill and down dale. I need you here, right now. Specifically, I need you in my Time. You wouldn't believe the mess they've gotten into and I need you to clear it up. So just you collect up your belongings. You'll want a couple of dice and pencil and paper and an eraser and that's about it. Travel light is my motto. Yours too since you'll be travelling through Time.

You know about time travel, don't you? Your body stays where it is, but I get the use of your head. What's inside it, anyway. Your mind. I'm going to call it all the way from your Time to my Time. I can do that because I'm a Welsh Druid. My name is Merlin, as you may remember if you've been to my Time before. I am Chief Adviser and General Dogsbody to His Majesty King Arthur, son of Uthur Pendragon and Liege Lord of Avalon. They call me the Wizard Merlin because of my magical powers.

But I can't sit here all day listening to you chattering. I have to take what's in your head and put it into the head of a young person in my Time called

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Pip. Pip the Wicked Wizard Basher, Pip the Dragonslayer, Pip the Ghastly Kingdom Gateway Closer to give that young person all the titles they've been bandying about lately.

Once you're in my Time you'll have control of Pip. You'll decide what Pip should do. And we'd better hurry because the Saxons are invading. Thousands of them. Great hairy men in great hairy ships. We need a hero to stand against them — single-handed if necessary. Which is where Pip comes in. Which is where *you* come in.

You're not afraid to fight thousands of warlike Saxons, are you? I didn't hear that.

You'd better collect your equipment quickly. I'm going to cast the spell now.

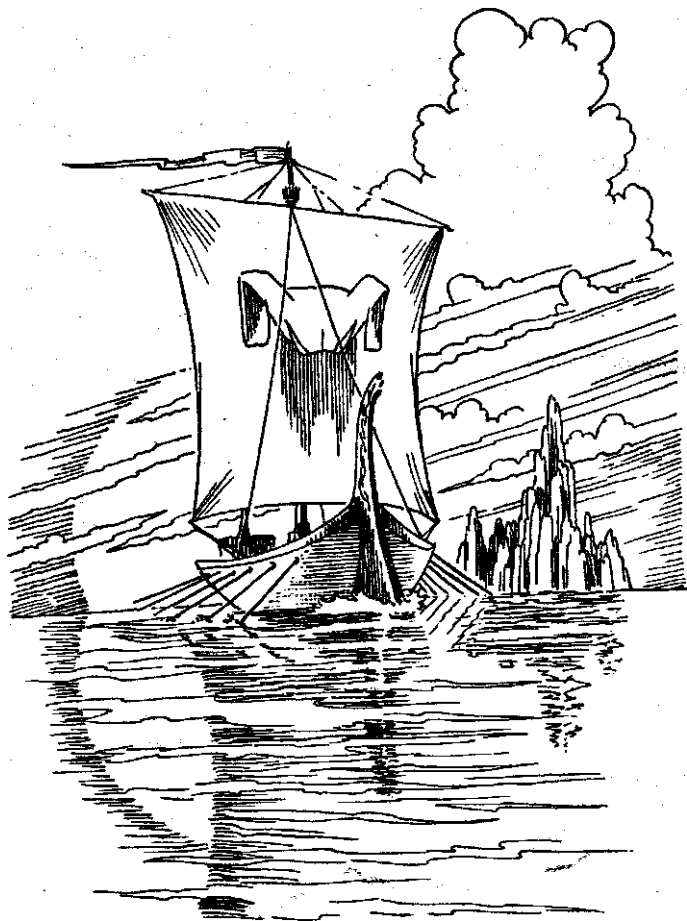
If you've never been to my Time before, turn to 1. If you've know all about dice fights and LIFE POINTS and spells and so forth, you can go direct to 2. (Of course, you can always refresh your memory with the cut-out rules card that's included as a bookmark.)

1

New to this Time travel business, are you? Never mind, you'll soon pick up the essentials.

Life Points

To get your LIFE POINTS, all you do is roll two dice and add the scores together. Then you multiply the answer by 4. You'll find the final figure is somewhere between 8 and 48. If you



A Saxon ship approaching - forerunner of a full invasion!

think it looks a bit small, you can roll the dice again. In fact, you can roll them three times altogether and pick the highest figure you get. When you've found your LIFE POINTS, write them down on the card at the front of this book.

Combat

The first thing you do in a fight is to roll two dice for yourself and for your opponent. Highest score gets to strike first.

To strike a blow you roll two dice. You need to score a 6 or better to hit, but if you're carrying your magic sword, Excalibur Junior, then you only need a 4. Anything you score *above* your hit figure counts as damage against the enemy and comes off his LIFE POINTS. Weapons give you extra damage usually and some magical weapons give you a lot of extra damage. EJ, for instance, gives you 5 extra damage every time you hit something successfully.

Once your enemy's LIFE POINTS come down to zero, he is dead. If you're feeling benevolent, you can always stop when you bring his LIFE POINTS to 5: that only knocks him out. Your enemies fight you in exactly the same way.

Healing

If **you** should lose some LIFE POINTS in combat, you'll need to know how to get them back. One way is with healing potions. If you find a bottle of healing potion, you can usually reckon on six

doses. When you take a dose, you should roll two dice to find out how many LIFE POINTS it restored.

Another way to restore LIFE POINTS is salves. If you find a jar of salve, it will usually have five applications, each of which will give you back 3 LIFE POINTS.

Sleep

If you can't find potions or salves, you're just going to have to Sleep. You can Sleep any time during an adventure except in a fight. All you have to do is roll one die. If you roll a 5 or a 6, then you're safely asleep and you will restore LIFE POINTS equal to a double dice roll. But if you score anything else, you'll have to turn to the section at the back of this book called Dreamtime. You can get into a lot of trouble in the Dreamtime. You can even get dead.

Friendly Reaction

One way to stop getting dead is to avoid fights. This is sometimes possible through a Friendly Reaction or Bribery. You can try for a Friendly Reaction most times before a fight starts. All you do is roll one die once for your enemy and one die three times for yourself. If you manage to score less on your three rolls than your enemy does on one, he's friendly and you can proceed exactly as if you'd fought him and won.

1

Bribery

You can only try Bribery in sections marked *. The number of stars indicates the number of gold pieces your enemy might accept as a bribe. One * = 100 gold pieces. Two ** = 500 gold pieces. Three *** = 1,000 gold pieces. Four **** = 10,000 gold pieces. (It doesn't actually have to be gold: you can offer anything you have of equal or greater value.)

Once you decide to offer a bribe, deduct the amount from your current store of gold. (If you don't have any, you can't offer.) Then roll two dice. Score 8 to 12 and the bribe is accepted and you can go on as if you'd won the fight. Score 2 to 7 and the bribe is refused: you've lost your money and you have to fight anyway.

Experience

That's about it except for Experience Points. You earn 1 Experience Point for every fight won or puzzle solved successfully. If you manage 20 Experience Points, you can cash them in for one Permanent Life Point which is added to the total you rolled up on the dice. (And you can take up to 40 Permanent Life Points with you into your next GrailQuest adventure.)

Now turn to 2.

MERLIN'S MIGHTIEST MAGIC

2

Invasions were never very much fun (unless, of course, you happened to be the invading party.) Saxon invasions were the least fun of all. The great hairy men would pile out of their great hairy ships, waving their swords and stringing their bows and whooping all the way up the beaches. Then, since nobody would have noticed their arrival, they would swarm across the peaceful fields of Avalon, looting, pillaging, burning down whole villages and making a general nuisance of themselves until King Arthur and his doughty Knights of the Table Round gathered up sufficient energy and armies to stop them.

Stopping Saxon invasions was never much fun either. The great, brutal Saxons were fierce fighters and had developed all sorts of nasty tricks with their broadswords which were painful, not to mention lethal, to their opponents. After several invasions, some of the less courageous Knights (Mordred, for example) began to advocate an accommodation with the Saxons.

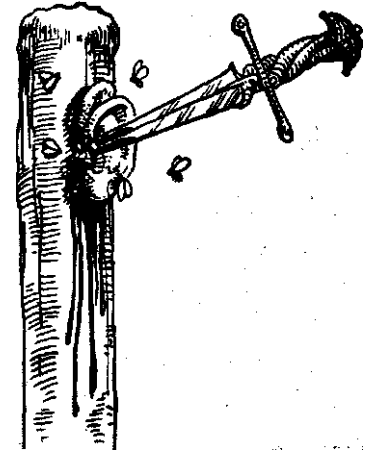
An accommodation, as Mordred defined it, meant giving them huge chunks of prime English lands and hoping they would be well enough satisfied to



leave everybody else's lands in peace. It was not such a silly idea as it sounded, and King Arthur was seriously considering it when the next Saxon invasion started. He sent a messenger to the leader, a great scruff named Entwhistla, outlining the broad proposal, but Entwhistla sent the messenger back minus his ears, which everybody agreed was definitely a refusal - and a very rude refusal at that.

Thus King Arthur and the Knights prepared, once again, to fight. In the King's case, this meant dusting off Excalibur.

A word about Excalibur may not go amiss here. The great sword was not, as many people thought, the one which young Arthur had pulled out of a stone to lay claim to the throne of Avalon. That particular sword had been purchased by the Druid Wizard Merlin and accidentally imbedded when one of his spells went wrong. Apart from the fact that it helped make Arthur King, that particular sword was a very ordinary example of the blacksmith's art.



The sword Excalibur, by contrast, was a magical weapon, a blade forged with spells so powerful that it could cut an elephant in half at a single blow. Since there were no elephants about in Avalon, even in those distant days, Arthur very sensibly used it against his enemies and the enemies of Avalon, so that he won virtually every battle he bothered to fight. More importantly, news of the sword's magical qualities soon spread, so that after a while, Arthur found he had less and less enemies, less and less battles. Excalibur was a peacekeeper.

Where the King got Excalibur was a bit of a mystery. Merlin claimed he had made it, but while he had undoubted talents as a wizard, those who knew him well realized such a weapon was far beyond his powers. (He had, admittedly, managed a sawn-off version of Excalibur for the mysterious young warrior Pip, but that had stretched his magical abilities to the limit. Excalibur Junior, as Pip's sword was called, did +5 damage against his enemies. (The original Excalibur was a +10.)

Arthur seldom discussed the matter with anybody, but Queen Guinevere once let slip that it had been given her husband by the Lady of the Lake, a magical personage who was probably more fairy than human.

When it was not in use on the field of battle. Excalibur was kept in the Camelot Castle Treasure Room, along with other important artifacts like the orb and sceptre, the State Crown and the Legion Eagles (the latter captured by Arthur's

father, Uther Pendragon, in the last days of the Roman occupation of Avalon). It was to the Treasure Room that Arthur went now, trailing a motley collection of ministers, advisers and pages. And it was in that room that Arthur discovered Excalibur had been swiped.

Now turn to 15.

3

Bad news for somebody as curious as you are, Pip. They're locked - all twelve of them. And though you try to force them open, you get nowhere.

Nothing else for it but to try another section of Plan 1.

4

That hassle was only worthwhile if you were hungry. There's a lot of food here (most of it raw), but nothing else of any great interest.

Try any other section of Plan 1.

5

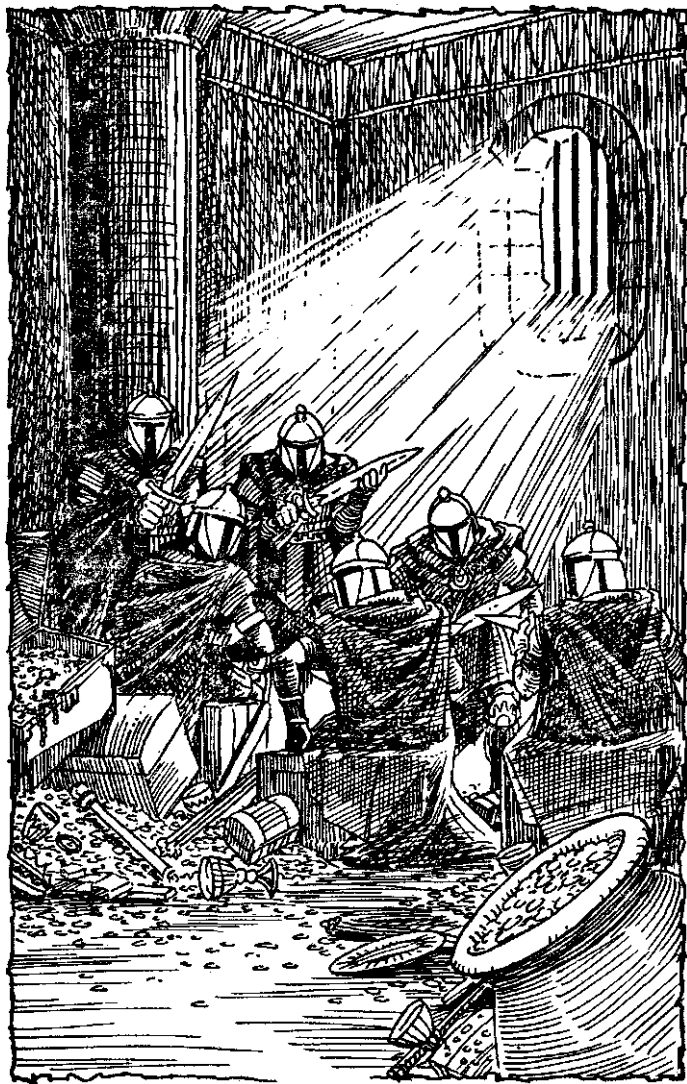
There are wooden stairs here, going upwards.

If you take them, go to 113.

If not, you can explore any other section shown on Plan 1.

6

It's a treasure room! What a start to an adventure, eh? Booty galore. Whacking great chests of it all over the place. Leather bags of gems. Gold pieces. Jade ornaments. The works. Somebody did a lot of



6 Booty galore - and six savage guards!

looting to accumulate this lot. And now it's all yours! Wealth beyond the dreams of avarice.

All you have to do now is get it out of this daft place, past the six savage guards you disturbed with all the noise you made opening the door.

Each Guard has 20 LIFE POINTS, is equipped with —3 armour and a +2 sword. They all hit on 5 or better, being trained soldiers.

If you can manage a Friendly Reaction on all six (which seems unlikely, but stranger things have happened on a GrailQuest adventure) you may leave the room safely, but without any treasure.

If you can manage a Friendly Reaction on some, but not all, you will only have to fight the ones who aren't friendly.

If you fight and die, go to 14.

If you fight and win, you'll find you can carry a maximum of 500 gold pieces and 1,500 gold pieces-worth of gems, which isn't so bad. Now go to any other section shown on Plan 1.

7

Lucky old you! It always pays to be thorough in adventures, doesn't it? You've found a roll of parchment under a heap of pongy old clothes. You unroll it at once, finding it is covered with spidery handwriting, quite difficult to read, which gives instructions for performing something called the Wallbanger Ritual. Could this be some sort of spell? You bet your life it could! The only problem

is that the scroll gives you no indication whatsoever of what the spell actually does. Worse still, the scroll states that you can only use the spell once — just once *-in an entire adventure!*

You will find details of how to work the Wallbanger Ritual Spell on Appendix, p.217. Turn to it ONLY when you have decided to work the spell, since reading this section uses it up for the current adventure.

If you want to try the Wallbanger Ritual now, turn to the special section. Otherwise keep the scroll carefully and don't forget you have it.

If you want to try opening the skull and crossbones chest, go to 24.

If you want to try opening the new chest, go to 62.

If you want to try opening the battered chest, go to 72.

If you feel you'd better get out of here while your luck holds, try any other section on Plan 1.

8

It's open! Can you believe that? Here you were thinking you were locked in a dungeon or incarcerated in an outhouse for the rabid and the door was open all the time!

Still, it doesn't do to be careless, so you creep out into a narrow, wood-walled, wood-floored corridor (which is going up and down just like the room you left).

If you turn to Plan 1 on Appendix, p.235 you can see a bit more of where you are and where you can go from here.

9

Well, well, well — it seems to be a medicine chest! There is a bottle of healing potion in here (enough for six doses, restoring a double dice roll of LIFE POINTS each). There is also a jar of salve (five applications, restoring 3 LIFE POINTS per application). And finally, there is a small bottle of magical quinine which, according to the label, will absolutely cure you of malaria. (What a pity you don't have malaria at the moment. But keep the bottle carefully - it could come in handy if you're ever munched by a mosquito.)

If you want to open the new chest, go to 62.

If you want to open the battered chest, go to 72.

If you want to search the room, go to 7.

If you want to get out of here, go to any other section shown on Plan 1.

10

Sometimes battles just aren't worth winning. These idiots have elected you Captain (thus exercising the new-fangled Greek notion of democracy) and are gratefully insisting that they will take you anywhere you want to go in your search for this mysterious Avalon place of yours. None of them has a bull's notion of where it might be, of course, but they do have a chart of the immediate maritime vicinity, which you may study inside

11-12

the back cover of this book in order to set your course.

*When you have decided where you want to go, make a mental note of the section number, but **DO NOT TURN TO IT RIGHT AWAY**. In order to navigate your ship correctly to the destination of your choice, you must first roll two dice. Score above 4 and you navigate correctly. But score 2, 3 or 4 and you must turn to the special *Cross-Eyed Navigation* section on Appendix, p.219. If you survive the instructions that will be given to you there, you can go directly to your chosen destination by the *Sea Chart*.*

11

There are wooden stairs here, going upwards.

*If you take them, go to **113**.*

If not, you can explore any other section shown on Plan 1.

12

This does not look like a South Sea Island paradise. No glistening beaches, no waving palms, no hula dancers trying to avoid the lawnmower. Instead, your trusty vessel draws towards a desolate, gloomy cliff-face with the barren, rock encrusted sweep of land stretching out beyond it to a dark horizon.

Far to the north, smoke and fumes are rising, suggesting some form of volcanic activity and casting a low, sullen pall across the entire island.



11 There are wooden stairs, going upwards . . .

13

You skirt the cliff-face cautiously, looking for a safe place to beach, but there is none. Eventually you find two narrow inlets, one to the west, one to the south, but depth soundings with a plumbline soon convince you these are too shallow for the ship to navigate. If you want to investigate the island, you must use the tiny rowboat stored on the ship's upper deck; but this means going alone ...

If you decide to risk a solitary journey, turn to 19.

If you feel this gloomy place is best left alone, try navigating to another island on the Sea Chart.

13

Now there's posh! Well, sort of. This used to be a very well-appointed room, but now it's in a bit of a mess, as if you kept a pig in a boudoir. It's sleeping quarters and living quarters combined; and for only one person by the look of it, which means somebody important, since it's a large room.

Among the interesting contents are three chests. One has a skull and crossbones on the lid. One is well polished and new looking. One is pretty battered.

If you want to search the room further, go to 7.

If you want to risk trying to open the skull and crossbones chest, go to 24.

If you want to risk opening the new chest go to 62.

14-15

If you want to risk opening the battered chest, go to 72.

If you figure you'd be better off elsewhere, go to any other section shown on Plan 1.

14

That's it, Pip. Done for. Crushed beneath the relentless heel of Fate. Clapped out. Wasted. Passed on. In short, you are one very dead adventurer.

Being dead is quite fun, actually. You get to re-roll your LIFE POINTS for one thing. Then you get to start again, fresh as paint.

You've lost any gear, weapons, equipment, spells, booty, loot, treasure you may have collected, of course, which is a pity: but since you doubtless remember where you found it, you can always zip through the sections quickly and collect it up again. Unlike earlier GrailQuest adventures, any monsters you may have killed don't stay dead and will be waiting to zap you in the relevant sections. But second or subsequent times around, they will only have *half* the LIFE POINTS they had first time, which gives you a distinct edge.

Now don't hang about being dead. Zoom off and roll up your new LIFE POINTS so you can get back on the adventure trail.

15

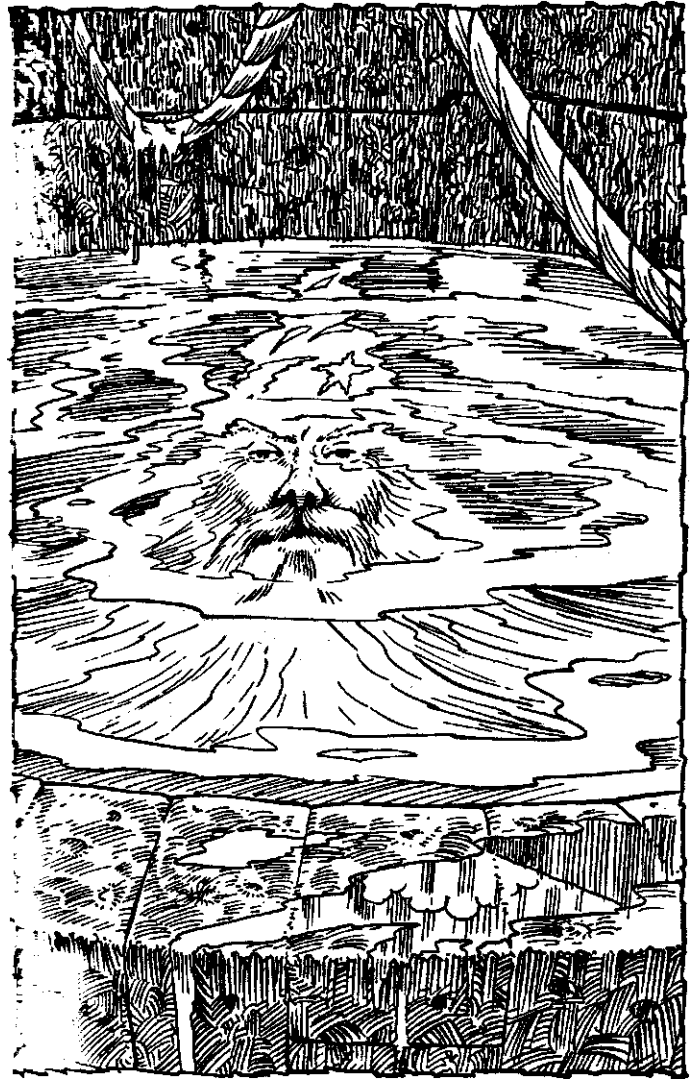
The Court and Castle of Camelot was situated on a hill overlooking the tiny market town of Glastonbury. Like many similar towns in Avalon, Glastonbury had grown up around a market

square. And like many similar squares, the market square of Glastonbury had grown up around a public well.

This well had a drystone wall surround and a thatched roof supported by stout oakwood uprights which also held in place the winch, rope and bucket people used to draw the water.

At around 6 a.m. in summer (later in winter because of the dark mornings) the women of Glastonbury used to gather at the well to draw the day's supply of water and exchange the day's supply of news. The men of the town remained in their comfortable chauvinistic beds, idly waiting for the women to return and make them breakfast. As a result, the Glastonbury women were the only ones who knew what was going on in the world, while the men had to rely on a heavily censored version of events passed on to them by their wives. No man ever went to the well in the mornings, partly because it was not the done thing, and partly because men then, as now, were terrified of large congregations of women.

But while no ordinary man ever went to the well in the mornings, one rather special man *was* frequently at, or near, the well at that time. That man was Merlin, the Druid wizard. The reason he was frequently at or near the well was that he lived in it, a fact not known to many and not known at all to the women of Glastonbury, who would never have talked so freely amongst themselves if they had realized the old fool might be listening.



15 Merlin passes through the surface of the well water .

Merlin, whose fearsome eccentricities sprang from his Welsh nationality rather than the fact he was a wizard, had several dwellings — a log castle in a forest, a crystal cave, an ancient, hollow, lightning-blasted oak tree amongst them. The well was a comparatively recent acquisition, prompted in part by a bubble-making spell he had created. The spell was one of those spectacular magical efforts which nonetheless appear totally useless at first glance. Merlin, however, was a man of great imagination and having discovered how to generate magical bubbles, he went quietly at midnight and generated one of immense proportions in the water at the bottom of the well. Then he tossed in a few sticks of furniture, several spell books, various items of equipment and an alchemical furnace. These passed through the walls of the magical bubble without affecting its structure and came to rest on the well bottom.

With a quick glance around to ensure he was not observed, Merlin then held his nose and jumped. He passed through the surface of the well water (now risen appreciably since the bubble was established) and emerged in the bubble itself. Once he had the alchemical furnace going, both he and his chattels soon dried out and he took up comfortable residence.

In less than a week, Merlin discovered his new home placed him at the centre of a most useful information network. Every morning at six he would be awakened by the sound of female voices, magnified by the effect of the water around his massive bubble and while at first he was silly

enough to try to ignore them, he soon found to his amazement that the women of Glastonbury knew absolutely everything there was to know about anything (including, incidentally, those naughty goings-on between Queen Guinevere and Sir Lancelot which the Public Relations officers at Camelot had taken such pains to hush up).

It was in this way that Merlin learned of the Saxon invasion and decided, on his own initiative, to call up the famous hero Pip to deal with it.

Now turn to 30.

16

The good news is that the chests are not locked. The bad news is that there doesn't appear to be anything of interest in them except old clothes and worthless personal items. You go through each systematically until, on opening the last chest but one, you are bitten by a snake.

You stare at the reptile in horror as it slithers away. What sort of idiot keeps a snake in his chest? Then you stare in horror at the fang marks on your arm. Your arm is beginning to burn, then turn numb as the sensation creeps up towards your shoulder. Your skin is turning brown, then bluish as the venom creeps relentlessly towards your loudly beating heart. You feel dizzy. You sway. You are on the point of blacking out. You are dying, poisoned by -

Oh, pull yourself together. The snake wasn't venomous. All it's really done is bite off one silly little LIFE POINT and even that's coming back as

17

the wound begins to heal.

Now, since you aren't really poisoned, better decide what you're going to do.

If you want to examine the last chest, turn to 100.

If you've had enough of this room, try another section of Plan 1.

17

It's empty! No, it's not - there's a false bottom. Not very well made, so you discover it almost at once. In a compartment beneath the false bottom is a very nasty little weapon; a poison stiletto.

You examine this lethal horror very carefully. The handle is hollow and filled with an oily liquid poison. The blade is hollow, too, so that the liquid flows down into it. When you score a hit with this nasty, it does +1 damage by stabbing, but also gives your opponent a dose of poison which will cost him the *automatic* loss of 2 LIFE POINTS every combat round thereafter. What's more, if you successfully hit him again with the dagger, it will cost him a further two automatic losses every time. There is enough poison in the handle for twelve hits, after which the stiletto reverts back to being an ordinary +1 dagger (unless, of course, you can find more poison somewhere).

If you want to search the room, go to 7.

If you want to open the new chest, go to 62.

If you want to open the skull and crossbones chest, go to 24.

18-20

If you want to move on, go to any other section shown on Plan 1.

18

This door's locked, which probably means there's something interesting inside. Now how does a seasoned young adventurer tackle a problem like that?

Kick the door in? Go to 105.

Pick the lock? Go to 139.

You can, of course, always try any other section on Plan 1.

19

A brave decision!' exclaims one of the Argonauts. But which inlet will you take?'

Which is, of course, the \$64,000 question (or will be when dollars are invented).

If you decide on the western inlet, go to 23.

If you head for the southern inlet, go to 33.

20

This is a smallish room, so far as you can judge, although judging is difficult on account of the fact that it's absolutely jam-packed with wooden casks and barrels.

If you want to find out what's in the barrels, knock out a wooden bung and go to 77.

If you want to find out what's in the casks, knock out a wooden bung and go to 125.

21-23

If you couldn't care less what's in the grotty casks and barrels, leave the bungs alone and move on to another section of Plan 1.

21

You awaken on a rocky shore. Your body is bruised and aching and your head feels as if it has been put through a mincer. The weapons and equipment you brought with you are gone with your boat. You try to stand and stagger weakly. It is obvious you have lost LIFE POINTS. But how many? And can you survive? Roll two dice. The score indicates how many LIFE POINTS you have lost.

If the loss kills you, go to 14.

If not, hunt around until you find a piece of driftwood which you can use as a weapon (+2 damage) then stagger off to 38.

22

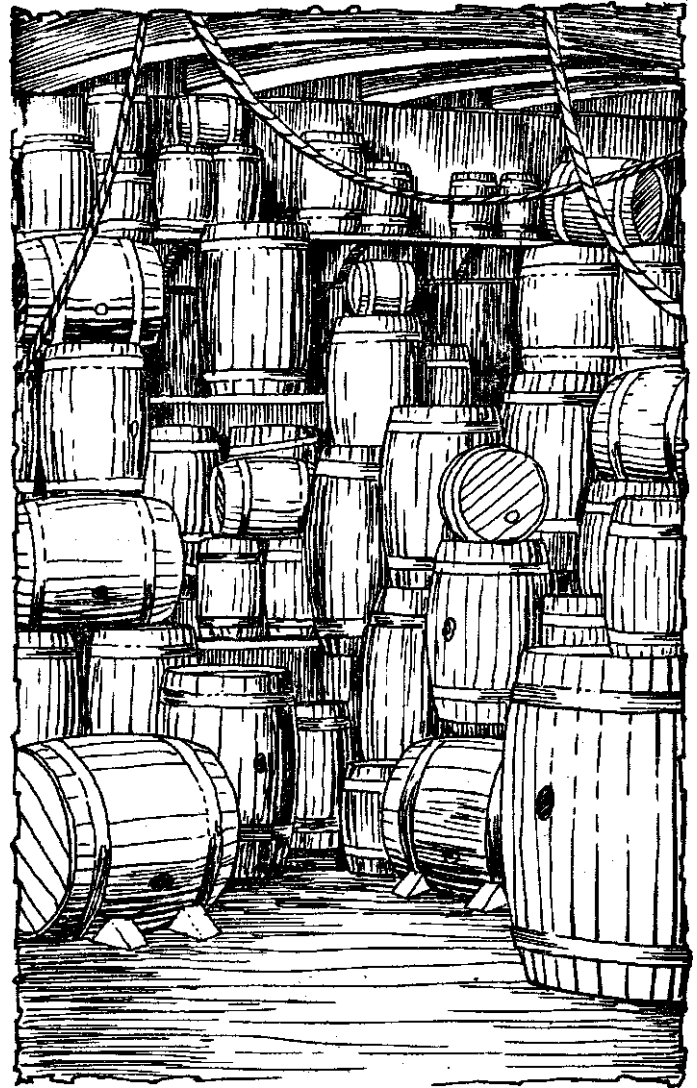
Okay, so you've made up your mind to jump. Roll two dice.

Score 6 or more and go to 54.

Score under 6 and go to 35.

23

As you pull bravely towards the inlet, a sweep of white water across its mouth catches your attention, and while you're new to this seafaring business, you suspect it indicates a line of reefs. The problem now is can you navigate them safely. And since you have no chart to guide you, it



20 A smallish room jam-packed with wooden casks and barrels.

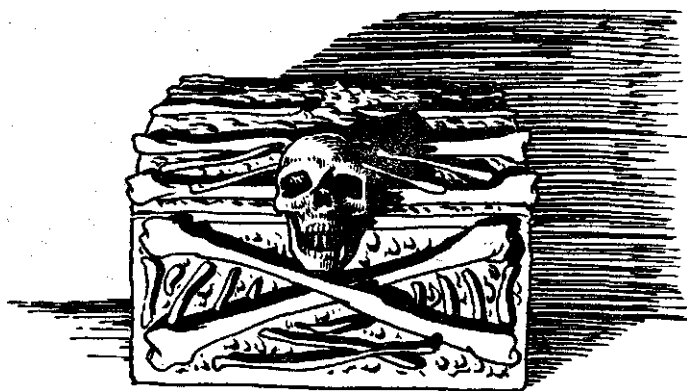
seems to be largely a question of luck.

You could always turn back, of course. But if you do, your crew (a superstitious lot who believe in golden sheep) will insist you leave this island alone from now on. But the choice is yours and you have the option of selecting another destination from your chart.

*Alternatively, you may roll two dice. Score 2-4 and go to **53**. Score 5-9 and go to **63**. Score 10-12 and go to **73**.*

24

A seasoned adventurer like yourself will not be totally astounded to discover this chest is trapped. Throw one dice to determine your present level of LUCK. Now throw another. If your second throw is lower than your first, your LUCK holds: you



have avoided the trap and can open the chest safely at **9**.

If your second throw is higher than your first, then start sucking your thumb, which has just been punctured by a poison needle. You will now lose 2 LIFE POINTS every time you visit a new section until you die or find an anti-poison potion. (Healing potions and salves will renew LIFE POINTS lost by poison but will NOT cure the poison itself.)

*If you want to search the room further, go to **7**.*

*If you want to open the new chest, go to **62**.*

*If you want to open the battered chest, go to **72**.*

If you want to get out of this room, go to any other section shown on Plan 1.

25

For a moment it looks as though you are going to make it. Then a foothold abruptly crumbles. You scabble desperately at the cliff-face with your fingernails, momentarily teeter, then plunge downwards to the rocky valley floor beneath.

*The fall costs you 15 LIFE POINTS. If this kills you, go to **14**.*

*If not, your troubles are only starting: go to **92**.*

26

'Out!!!'

The greeting comes from a fat man with a meat cleaver, who is (perhaps fortunately for you) all alone in what appears to be an extremely large



27 Stalacmites and stalactites seal off the entrance like a cage.

kitchen. He seems to be in the process of preparing food for quite a lot of people. He also seems to resent interruption.

'Excuse me, sir,' you begin politely.

But he does not let you finish. 'Out!' he says again. 'Out! Out! I know what you young people are like - always trying to scrimp an extra share of nosh. Well, I won't have it! Out!'

He speaks with a most peculiar accent, as if he wasn't a native-born Englishman and his skin is very deeply tanned, despite the fact he's stuck in here cooking. Odd that.

But enough of these philosophical mysteries. If you want to search this room, you're obviously going to have to fight the fat man. Alternatively, you can withdraw gracefully.

If you want to withdraw gracefully, simply go to any other section shown on Plan 1.

If you want to fight the fat man, you should know that cleaver will do you +3 damage and despite his size, he can hit you successfully on a roll of 5 or better. He has 30 LIFE POINTS. IF you kill him (or better yet, render him unconscious) you can search the place at 4. If he hacks you up with the meat cleaver, go to 14. (If he only renders you unconscious, you can visit any other section on Plan 1 but this one.)

The narrow passageway runs north-west for only a short distance before widening, then opening

out into a high-roofed cavern chock-a-block with stalactites and stalacmites.

Although it's difficult to see any exit, you recall from the diagram that there should be one to the west somewhere and move in that direction. Sure enough, you find the passage leading west. You also find a problem. The passage may have been open when the diagram was drawn, but it is now neatly sealed off with stalacmites and stalactites which have grown there in the interim to form bars across the entrance like a cage.

If you want to try smashing them in with your makeshift club, you may proceed as follows:

There are six of the natural pillars sealing the entrance, but a slimly handsome adventurer like yourself will need to demolish only one of them to squeeze through. Each pillar has a natural STRENGTH factor which you can determine by rolling one die. When you have determined the STRENGTH of each, select the weakest and see if you can break it by rolling *two* dice. If you score at least 8 points more than the STRENGTH of the pillar then it will smash. You have only one chance to test each, but you can, if you wish, test all six.

Should you manage to break through, go to 32. If not, your only option is to return to 48, check the diagram and try another direction.

28

You've found something! It was half buried in a small heap of rubble in the corner and not at all easy to see, but your eagle eye spotted it and now

you are scrabbling at the rubble to find out what it is.

Strewth, it's a crossbow! It must have been left here by a previous adventurer, since crossbows certainly weren't invented in this Time. But it's definitely a crossbow and it has six bolts buried with it in the rubble.

The crossbow is a very useful weapon here for a variety of reasons. First off, since you can fire it before an enemy reaches you with his sword, you will always get first strike. Next, it is deadly accurate, so you only need to throw a three of better to hit. Once you do hit, those little metal bolts will score 15 damage, whatever the dice show. The only bad news is that once you have used up all six bolts, the thing is quite useless to you since you can't make any more and it won't fire anything else.

If you wish to go east, go to 34.

If you wish to go north, go to 36.

If you wish to go north-east, go to 55.

If you wish to go back the way you came, return to 48.

29

Vulcan flexes his muscles and moves towards you. 'Now then,' he says, 'the ground-rules. I have 100,000 LIFE POINTS and -'

Excuse me, sir,' you interrupt. 'How many LIFE POINTS?'

'One hundred thousand. It's the active life I lead. I'm also immune to damage from weapons, even magical weapons, so you're going to have to use your fists. I shall be using my hammer in the contest, of course: it's not strictly a war-hammer, but it gives +50 on damage so it will just have to do.'

*Are you sure you want the armour this badly? You may still go back to **32** and pick another direction.*

*Alternatively, the great contest with Vulcan will take place at **144**.*

30

Although the spell required to get young Pip into heroic action was pretty complicated, Merlin anticipated no difficulties with it. He had, after all, managed the trick very successfully on three previous occasions and saw no reason why the fourth should give him any trouble now.

Pip's *body* was already in Avalon, of course, wandering about in its usual daze on the small but well-appointed farm run by Freeman John and Goodwife Miriam a few miles outside Glastonbury. Pip's *mind* was a different matter, of course. It was currently attached to a young person living in the distant future and required to be netted by a magical Time Warp in order to take control of the actions of Pip during an adventure.

Time Warps are extremely advanced magic, even for a Druid, and require considerable concentration if they are to function effectively. Unfortunately for Merlin, he was right in the middle

of this difficult operation when a scatterbrained, young woman named Ludmilla dropped a wooden bucket down the well.

*On which ominous note it is now time to turn to **40**.*

31

This is an extremely large room, almost certainly used as communal sleeping quarters to judge by the hammocks slung from the rafters. The room is empty of people, but there are twelve large and interesting chests set at intervals around the walls.

If you fancy investigating those chests, roll two dice.

*Score 2-4 and go to **3**.*

*Score 5-8 and go to **16**.*

*Score 9-12 and go to **135**.*

If you feel you'd better not, you may go directly to any other section in Plan 1.

32

The passageway runs westwards for quite a distance before you see light at the end - real daylight, that is, not the grotty fungus glow that seems to be all over this place.

You race ahead and find yourself staring down a sheer cliff-face: the tunnel you are in opens as a small cave-mouth in the face. For a moment you wonder why you bothered following this route (and also wonder, no doubt, why the coded message should have suggested it) but then you



33 A great head emerges from the water.

notice the narrow ledge path which clings to the cliff-face and leads down to the valley below. You take it, moving cautiously, and eventually find yourself on the valley floor.

The valley itself runs north/south, more or less. To the south you can see smoke of some sort rising. To the north the valley seems to open out on to a flat, if rocky, plane.

To go south, turn to 107.

To go north, try 68.

33

Drawing steadily on the oars you approach the southern inlet. The stretch of still water points like a finger inwards. Beyond you can see the barren beach and sullen pall of this lonely, menacing island. What will you find there? What adventures await you? What —

If you had been paying attention, you might have noticed the great head emerging out of the water directly in front of you. It is approximately the size of the head of a horse; and somewhat similar in shape, except that it has the most remarkable fangs you ever saw, fully six inches long and dripping green slime, and it is attached to a long, sinuous neck.

Courageously you pull the boat around and try to run for it, but the creature moves far too swiftly for that manoeuvre. In a moment, it has reared up and is towering high above you, poised to strike.

You hardly need telling this is trouble. What

we have here is undoubtedly a sea-serpent (and a big one). These creatures, who enjoy a breakfast of maritime adventurer, have never been known to give a Friendly Reaction or accept bribes of any sort. Thus it's fight or be eaten. The Serpent has fully 80 LIFE POINTS, strikes on 6 or better and does +4 damage with those fangs.

If you get really lucky and kill it, you will lose your boat, weapons and equipment in the fight, but you will reach shore without further hassle. There you can use a piece of driftwood to fashion a +2 basher, then proceed to explore Demondim Island at 38.

If it kills you, just zip off to 14.

34

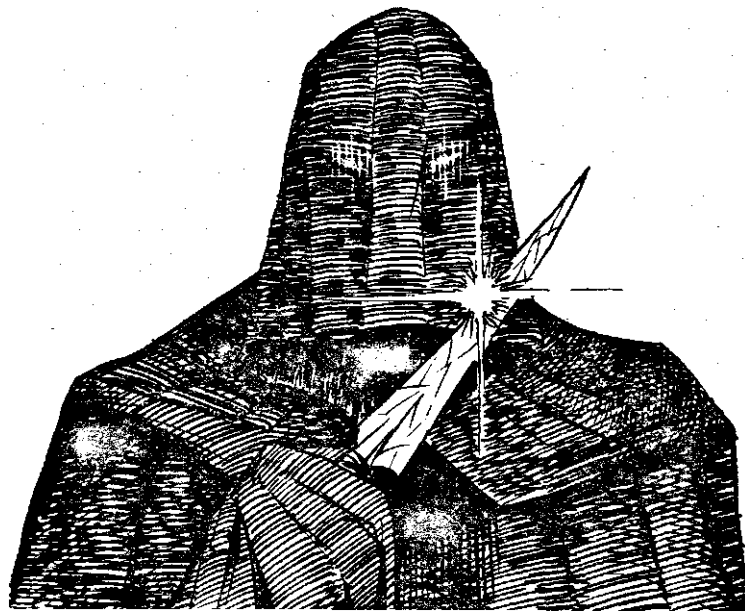
This is not, by and large, the one place you would naturally choose for a picnic. You are in a vast natural amphitheatre, open to the sullen sky, with rock terraces packed to capacity with Demondim. The noise is terrifying, since the creatures continually call to one another in their weird, high-pitched, trilling voices as they leap from terrace to terrace before squatting to regard you grimly with those huge black orbs of eyes.

On the floor of the amphitheatre itself, lonely as a Roman gladiator, you stand prepared for the worst, wondering vaguely why you ever let Merlin talk you into these lunatic adventures - especially since the old fool can't even get his spells right. You look around you, desperately searching for some means of escape. But there is

none. The entrance to the arena is now sealed by a solid wall of Demondim fighters, grinning muscular creatures armed with granite clubs that look as if they could do +10,000 damage even on a near miss.

In the exact centre of the arena is a rectangular granite slab, suspiciously like a sacrificial altar, with a basalt pillar set at either end. Even in your present extremity, those pillars intrigue you, for they do not seem to be natural formations. Embedded in each at intervals are tiny shards of mica and both are topped by a multi-faceted block of crystal.

But before you have much time to contemplate the mystery of the pillars (or worry about the sacrificial altar, come to that), the horde of Demondim fall abruptly silent. You swing round at a



tiny sound behind you to find the Demondim fighter guards have parted to allow the entrance of a tall robed figure, face totally hidden by a heavy hood through slits in which two red eyes glitter ferally as they lock on to your own.

The figure (which seems more human than Demondim from its posture) walks slowly towards you, carrying an extremely nasty looking curved and crystal-bladed knife.

Although the Demondim seem immune to attack, you might like to try your luck at slaughtering this hooded figure, in which case go to 58.

Or you could try cunning by falling down on the ground, drumming your heels, frothing at the mouth and generally trying to convince these creatures you are, essentially, a harmless lunatic. If so, go to 71.

Or you can simply wait to see how things turn out, in which case go to 45.

35

The pain! The pain! You've done in your ankle. Sprained it good and proper. What a grotty start to an adventure - and not even a bandage to support it unless you start tearing up your linen tunic (which is the only thing that stands between you and indecent exposure).

This means you're slowed down for the next twelve sections, Pip. (Sprained ankles take forever to get better.) Should you get into a fight in any of the next twelve sections you visit, your opponent

will get two bashes at you for every one you take at him. Life can be very unfair when you have a duff ankle.

Now pick carefully what you are going to do next.

Try the door at 8.

Search the room at 70.

Check yourself for rabies at 50.

36

The luminous fungus is growing on the floor here as well as the walls, giving a better general level of illumination than the other caves you have visited. You step forward to search and find, to your horror, the fungus growth has completely concealed the mouth of a narrow shaft which plunges down into the depths of the earth and carries you, screaming horribly, all the way to 14.

37

The Argonauts stare at you dumbfounded.

'Not land?' asks Jason.

'Not land?' growls Telamon.

'Not land?' sings Orpheus.

You shake your head firmly. 'It's too dangerous, my trusty companions,' you say.

At which one of your trusty Argonaut companions biffs you from behind with a trusty betraying pin, cracking your skull and sending you directly to 14.

38

After all the hassle getting here, you might be wondering why you bothered. This is quite the grottiest island you have ever visited. The towering cliffs you noticed when you were trying to find a way in with your boat aren't just confined to the coastline. Towering cliffs are everywhere. The island itself is almost bare of vegetation - no more, really, than a gigantic rock which has lurched out of the seabed. But out of the rock have been gouged craters and valleys so that cliff-faces seem to rise around you wherever you go. It's also quite chill here, which is peculiar considering the overall climate.

Wonder why it's called *Demondim* Isle?

You begin a systematic search, although to be honest, you aren't all that sure any more what you are actually searching for. You need to get back to King Arthur's time, of course, but how to do so is another matter. Basically you are searching for something that might come in useful.

You enter a valley (more towering cliffs on either side) and travel westwards until, to your chagrin, you discover you are in a dead end. The valley simply stops at another towering cliff to the west. Nothing else for it but to come back the way you came.

You turn and discover why they call this *Demondim* Isle. No more than 200 yards away are ranged six *Demondim*. The creatures are about the size of baboons (and not unlike them in general appearance). They are hairless, black skinned and

fearsomely fanged, moving restlessly, sometimes upright, sometimes on all fours, but always quietly. Their faces are almost featureless, save for the huge black orbs which presumably serve as eyes.

One of them moves a little forward from the pack, stands upright and gives vent to a high-pitched wailing howl before dropping back on all fours and moving restlessly to join his fellows. You are painfully aware of the cliff wall at your back, the cliffs to your sides (not to mention the fact that the only weapon you have handy is that stupid driftwood club). The pack moves towards you a few yards, then halts, and this time all six emit that eerie, high-pitched howl. The black orbs of their eyes seem to stare hungrily into your very soul. Isn't this chilling?



You grip your club more firmly and sensibly look around you for some means of escape. At first there seems to be none, then suddenly you notice a cave mouth (little more than a crack really) about thirty feet above you in the face of the northern cliff. Climbing to it would not be easy - especially with a Demondim pack snapping at your heels - but your judgement is that it would not be impossible either.

The Demondim pack wails again and starts forward in your direction, a cautious, erratic, restless movement that will nonetheless bring them on you within moments. This is make-your-mind-up-time.

*You may move forward bravely to meet the Demondim, in which case go to **86**.*

*You might try climbing up to the cave in the hope there is a way out of this mess, in which case go to **131**.*

39

You climb aboard the ship's rowboat and after a brief hassle with Jason about who should be stuck with the rowing (guess who loses?) you pull on the oars and move slowly in the direction of Shipwreck Isle.

At first your initial impressions seem well founded: there does not appear to be a single safe inlet for your craft. But as you draw closer, a strange thing happens. The rotting wrecks, clinging like smashed skeletons to the wicked reefs, begin to shimmer slightly.

'Did you see that?' you ask Jason.

'See what?' asks the Argonaut.

'Nothing,' you tell him, realizing he won't be paying much attention with his head full of golden sheep and beautiful princesses. But you watch the wrecks carefully and no more than a dozen oar strokes later, you can see the nearest of them suddenly disappear. Even more remarkable, the reef on which it was broken disappears as well, leaving a clear stretch of calm sea.

You shake your head to clear it, but the sea in that direction is definitely calm. What's more, several other more distant wrecks are fading out as well, so that after a few moments, you are rowing towards a delightful sunlit isle entirely surrounded by calm, clear seas, with not a wreck in sight. What is happening here? Everyone saw the wrecks and now they are gone! But gone they are, quite definitely. It is not your imagination for you are now rowing through the stretch where the reefs used to be and rowing with no trouble at all.

Eventually the boat grounds on a white sand beach. 'Oh good, you got us through the reefs,' remarks Jason as you ship the oars. With a deep sigh, you make the boat secure and look around you. This really is a very pleasant island. Beyond the beach, across some rocks, the fertile grasslands begin, studded with copses of fine trees.

You climb with Jason on to the rocks and, with the advantage of height, you can now see a number of well-made roads within quite easy reach. One wends its way to an imposing mansion

set almost on the shore a little further down. Another leads to a grimly imposing castle set atop one of the hills. Another passes close by a small farm. Another leads directly into a village where, so far as you can tell from this distance, some sort of activity is going on. Paths branching from the roadways lead towards a deserted cottage, a well of some description and a still, dark lake.

What a choice. Have a little confab with Jason, then decide where you will go.

To reach the mansion by the shore, go to 51.

To reach the castle, go to 61.

To reach the farm, go to 112.

To reach the village, go to 65.

To reach the cottage, go to 120.

To reach the well, go to 97.

To reach the lake, go to 88.

Alternatively, you may simply return to your ship and pick another destination.

40

Something wrong here. You're lying on a heap of filthy straw in a tiny little room with a single round window. And you're dressed funny. None of the highly polished armour that's *de rigeur* in Camelot; not even a decent Dragonskin jacket. Instead you have on a very light (and very greasy) linen tunic that doesn't even cover up your knobby knees. You've no leggings either, or boots, come to that—only a pair of worn leather sandals.



You look around for old EJ, your magical sword that's never very far from your side, but old EJ isn't there. What on earth has happened? Where's Merlin? Have the Saxons overrun Avalon before he could get you into Pip's body? Have you been cast into some smelly dungeon to rot?

Or are you simply crazy, imagining this whole thing? You may have a fever: it's certainly very hot in here, far hotter than you ever remember Camelot, even in summer. And the room seems to be going up and down, up and down, up and down, up and down -. Better stop thinking of the movement, it's making you feel quite sick.

There's a door in one wooden wall. *Wooden wall?* Who ever heard of a dungeon with wooden walls? Maybe you've fallen ill and gone mad on the farm of your adoptive parents; an attack of rabies, perhaps, so that they locked you away in an outhouse. But wherever you are and whatever your situation, you really should do something. The problem is - what ?

Do you examine your mouth to see if it's foaming with the rabies? If so, turn to 50.

Do you try to look out through that funny little round window? Then turn to 60.

Do you search this grotty room thoroughly by moving on to 70.

Do you try the door by going on to 8.

You stare down the narrow shaft beneath its

rotted canopy of thatch and note that while the water level is high, the water itself is scummy, oozing slow bubbles from somewhere deep beneath the surface. There is a small wooden container on a frayed rope, so you can certainly draw up some to drink. But do you really want to?

If you decide to drink the water, go to 56.

Alternatively, you may return to 39 and pick another direction.

42

That sheep could still get away. Roll two dice to determine the sheep's speed. Now roll two dice on behalf of Jason and yourself. If you took more than three combat rounds to kill the ram in the last section, subtract 1 from your score for every round above three that it took. Now compare your final figure with the sheep's speed. If your roll is higher, go to 75. If not, you have lost the sheep.

Should you lose the sheep, you have the option of returning to 39 and trying another destination, or risking another bout with the ram at 59.

43

This is ridiculous. The boat won't move an inch! You pull on the oars with all your might and the stupid thing simply will not budge.

'You try,' you tell Jason. But though his muscles bulge and strain, he is no more successful than you were.

Looks as though the boat idea was a bummer. Go back to 88 and try something else.

44

There's something right at the bottom. You hurl away bits of rotting straw with gay abandon to find a rusty +2 dagger. Not a great weapon; and certainly not a patch on old EJ, but at least it's something to use in a fight. Since it's not magic like EJ, you will need to throw a 6 on two dice to strike something successfully and the blade will give you 2 extra over and above any damage the dice might show, but that's about it. Still, beggars can't be choosers.

Now you're armed to the teeth, you can:

Try looking through the window at 60.

Test yourself for rabies at 50.

Try the door at 8.

45

The hooded figure throws back its hood to reveal a chalk-white face with glittering red eyes and canine fangs protruding delicately over his lower lip. With the hood back, the robe falls open at the neck to give a glimpse of a high wing collar and white tie over the ruffled opera shirt.

The once-hooded figure speaks:

'What a pickle you're in, my dear young friend,

But fear not,

Nor get hot

Under the collar

For you can bet your bottom dollar

I will save you in the end!'

A huge cheer erupts from the terraces of Demondim. It's the Poetic Fiend - famed to every adventurer the length and breadth of Avalon as the worst versifier in the history of the universe. But what on earth is he doing here, in another Time, on Demondim Isle?

Swiftly you compose a suitable reply:

'I shall not fear,

For you were here,

Right from the start,

Oh Master of the Poetic Art!'

Not very good, but at least it's flattering, which is all that really counts with the Poetic Fiend; and another cheer goes up from the terraces.

'Well said!' exclaims the Fiend delightedly. 'What a great joy for me to meet a fellow Poet. And how our audience loves us!' He turns and bows, smiling, to the delirious Demondim. 'Really they do so enjoy a good rhyme. I could scarcely believe my luck when I found this island. No sooner had I composed my first ode for them than they made me King and High Priest all rolled into one. A remarkable show of appreciation. But enough of this nostalgia: we have to get you out of here. The last I heard, the Saxons were invading Avalon, Excalibur had been stolen, and Merlin was suffering from concussion, so the sooner you find your way back the better. I wonder if you'd mind awfully stretching out on that sacrificial altar stone.' And he gestures vaguely with that wicked crystal-bladed knife.

Do you go quietly and lie on the altar stone at 148?

Or do you think, 'Blow this for a melodian band,' and take another swing at the Poetic Fiend in the hope of making your escape! If so, go to 141.

46

Splud. .. crunch!!

That was you diving into the water, and as you can gather from the sound, it was not exactly up to Olympic standards. In fact it was positively lethal as a dive. Instead of breaking water, you seem to have broken your neck.

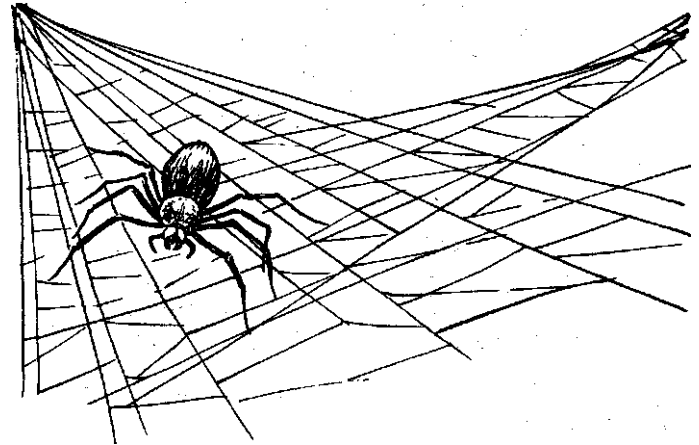
Maybe you'll find an aspirin at 14.

47

Now this is interesting. Not very useful, but interesting. This room is full of provisions; sacks mainly. And when you investigate, as you surely do, you find they're full of grains, dried fruit, vegetables and some utterly revolting leathery stuff which might be dried meat (or then again might be the remains of old boots). That's about all there is in here, apart from the poisonous spider.

The Poisonous Spider? On your bike - this means action!

The Spider has only 6 LIFE POINTS and, since you were very, quick to notice it, you have first strike. As against that, if the insect survives your blow, it will strike successfully on 5 or



better and kill you outright. If you squash the Spider, you may proceed to any other section shown on Plan 1. If not, you may proceed only to 14.

48

Below you, the Demondim are congregated, staring upwards and wailing, but making no attempt to emulate your climb. You reach the cave mouth and squeeze through without a backwards glance.

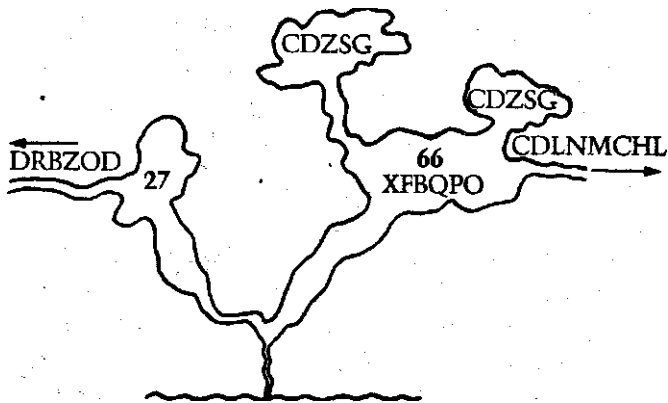
You are in a rock fissure, narrow at the mouth, but widening slightly as it penetrates northwards. Ahead of you, strangely, is a dim, blue-green luminescence which, as you move forward, you discover originates from clumps of mould and fungus on the walls. The light it gives off is low, but as your eyes adjust, you find it gives you at least an outline of your surroundings.

The fissure widens again, then branches, one nar-

row route going to the north-west, the other, more open, leading north-east. Although still concerned that the Demondim may yet follow, you nonetheless take time to consider your alternatives. The route to the north-west is so confined that should you meet anything, you would scarcely have room to swing your club. The other route is definitely wider, but if there are enemies here it is certainly the wider route they would use. And, of course, you have no means of knowing where either route leads.

Or have you? Scratched on the rock wall near the divide is a diagram which might — just *might* — be a plan of the caves you have entered.

Study the diagram below and make your choice.



'A Golden Sheep, eh?' you nod, narrowing your eyes shrewdly. You glance back towards the wreck-surrounded island where the Golden Sheep has now disappeared from sight. 'This wouldn't have anything to do with the special Quest you Argonauts set yourselves before I appeared on the scene, would it?'

'It would! It would!' shout the Argonauts delightedly.

'In point of fact,' says Jason, 'it is our appointed task to rescue the Golden Fleece - preferably with the sheep still inside - from King Colchis, a fearsome villain we all knew lived around here somewhere, although we didn't quite know where. We feel it our bounden Destiny to bring the Fleece back to Greece.'

'Why?' you ask curiously.

The Argonauts begin to giggle. 'Why? He asks why?' they mumble delightedly, one to another.

'Yes, why?' you ask again.

The giggling dies down to be replaced by growing frowns. After a while, Jason says uncertainly, 'I'm not quite sure. That's simply the way it has to be. I think it has something to do with Media.'

'Media?'

'Princess Media. King Colchis's beautiful daughter. You know how these Quests go. Handsome hero. Beautiful princess. Evil enemy. Golden sheep. They all work themselves out eventually

50-51

and give the people something to talk about.' He gives a shy grin. 'I'm the handsome hero, actually. I suppose -' He blushes.' - the Gods have ordained I shall marry the beautiful princess.'

You place a friendly arm around his shoulder. 'In that case, Jason, we shall definitely have to get to that island and catch the Golden Sheep. I don't think we dare risk the ship any closer, but with luck the rowboat may make it through. I am willing to make the attempt and you, at least, shall certainly come with me.'

'Thank you, Captain! Thank you! Thank you!' And to your profound embarrassment, Argonaut Jason kisses you on both cheeks.

'Save that for the princess,' you tell him brusquely. 'Now let's get the boat launched and see if there is some way on to that island.'

Which you do. But now you need to turn to 39 to find out if there is any practical means of reaching the island.

50

Nope, no foam. So you aren't rabid (yet). But the room's still going up and down and it's still hot. Will you:

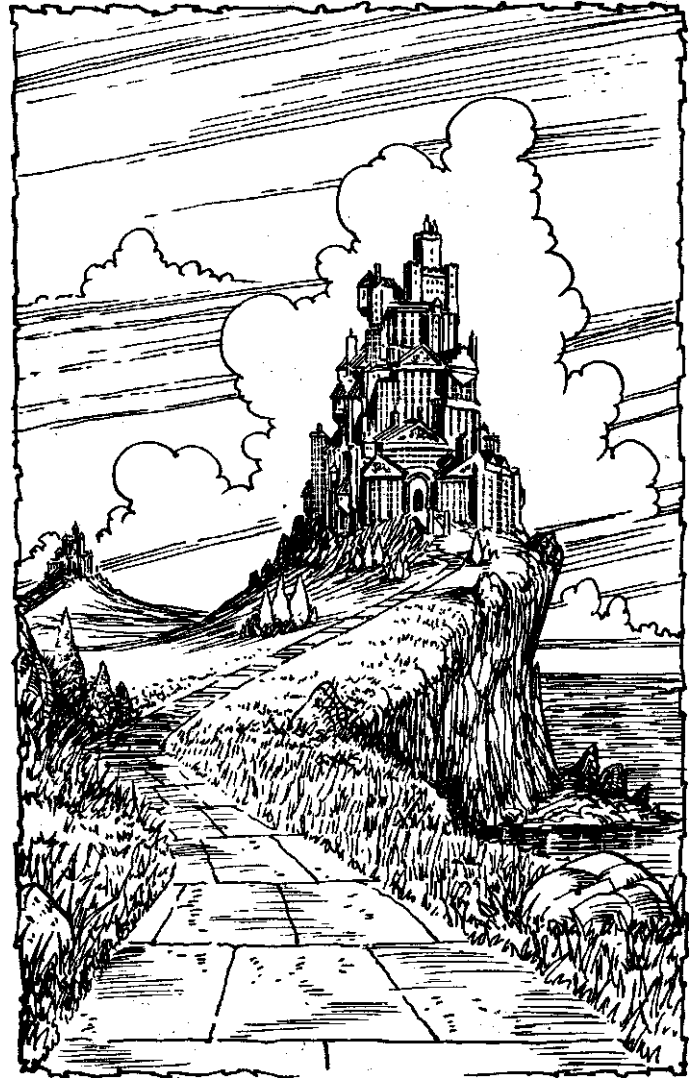
Try to look through the window at 60?

Try the door at 8?

Search the room at 70?

51

What an imposing edifice. Corinthian pillars, flying buttresses, Grecian arches, bas reliefs, tiled



51 The building has a certain grandeur... but will you enter?

52-53

mosaics, fluted columns and baroque murals are all featured in the structure, certain indication that the architect was drunk. But drunk or not, it has a certain grandeur and it must have cost a fortune to erect.

There are no guards that you can see, nor is there any sound from within. Should you enter?

If you decide to do so, turn to 96.

If not, you can always return to 39 and try another destination.

52

A locked door, which presumably means something absolutely fascinating inside. Roll two dice to find out if you can get through it.

Score 2—6 and the answer's no: you may never enter this room - although you may, of course, try any other room shown on Plan 1.

Score 7—12 and race off rejoicing to 6.

53

You have scarce made your decision when a current seizes your little craft, carrying you swiftly towards the white water and the reefs. Frantically you pull on the oars, but it takes no more than an instant to discover you are out of control. The rowboat smashes into an underwater reef and spins, miraculously escaping serious damage. But no sooner are you congratulating yourself than it strikes another. Still no serious damage, but now you are in the midst of a churning maelstrom.

54-55

Craash! You are flung from your craft into the icy torrent. You gasp and breathe water. Coughing, you surface momentarily in time to see your boat smash to pieces. For an instant you catch a glimpse of the golden hull of the mother ship - alas, too distant to give you aid. You sink again, lungs near to bursting, but fight your way back to the surface. Desperately you try to swim, to hit out for shore. An errant wave seizes you and flings you bodily on to a half-submerged rock. You strike your head a fearsome blow and suddenly all noise and movement ceases. There is only blackness ...

Only one option here go to 21.

54

You catch a brief glimpse of clear blue sky and bright sunshine before a splash of water catches you in the eye.

Not much to go on and you can make of it what you will. Now stop acting like a jack-in-the-box and do something sensible.

Check yourself out for rabies at 50.

Search the room at 70.

Try the door at 8.

55

It's quite bright in here: very bright in fact. The light is coming from what looks like a lava pool bubbling in the very centre of this cavern.

Cautiously you approach the pool, half convinced the heat will keep you from the edge. But in fact

the fiery surface of the pool lies some ten to fifteen feet down a natural shaft, so that while you are sweating profusely by the time you reach the edge, you remain unburned.

You peer over curiously. At that precise instant, the lava erupts, throwing an absolutely delightful and spectacular fountain of fire upwards. You appreciate the memory of this natural wonder all the way to **14**.

56

There's a turn-up: it's a healing draught! One good swig and you have restored a double dice roll of LIFE POINTS. Unfortunately the water loses its power if you try to take it away from here, but if you're prepared to risk the quicksand, you can always come back via **39** while you remain on this island.

*Now better return, invigorated, to **39** and decide where to go next.*

57 B**

Here's trouble. One glance tells you instantly that this is a guardroom. Another glance tells you instantly there are twelve guards in here. A third glance tells you instantly they are not at all pleased to see you.

You're free to try Bribery, if you have any money. Those who accept a bribe will not harm you.

You're also free to try for a Friendly Reaction, which may cut down the odds a bit.

*You may decline to fight and pretend you've simply lost your way, in which case the guards will beat you up and throw you out for the loss of 10 LIFE POINTS (which may kill you, of course, in which case go to **14**).*

*You may decide to fight, in which case you are welcome to collect 10 gold pieces from every Guard you slaughter; or, if you lose, you will be equally welcome at **14**. Each Guard has 15 LIFE POINTS, each hits on 5 or better with a +2 sword and wears —2 leather armour. If you win, return to your Plan.*

58

'Ayah-splat!!' you shriek, using your best martial arts warcy as you fling yourself upon the hooded figure, who, however, dodges nimbly aside. An excited trilling erupts from the Demondim terraces, but the fighter guards (rather surprisingly) make no move to interfere with you.

'Stop and desist, Adventurer Bold,' exclaims the hooded figure. 'For though you find yourself in days of old, this impetuous move may yet prove not exactly worth its weight in gold.'

*What an odd thing to say! But odd or not, will you take the advice and stop attacking the hooded figure? If so, go to **45**.*

*If you prefer to continue with the attack, go to **143**.*

*If you decide belatedly that you are going to pretend to be a lunatic, go to **71**.*

59

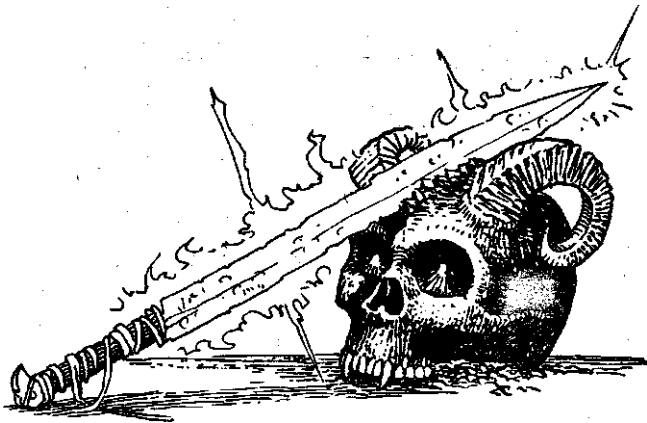
Feeling like a complete idiot, you step on to the surface of the dark and threatening lake. Reflex action causes you to hold your nose and stiffen in certain anticipation of being swallowed by the waters. But nothing happens. The water feels as firm underfoot as an English meadow.

Cautiously you step forward. It's still firm!

'Eeeeyaaaa!' With an excited howl, Jason streaks past you heading for the flock of sheep. With just the barest hesitation, you race after him. As you do so, the lake seems to fade and you are running headlong over a grassy plain. The lake was a magical illusion!

But the sheep are real enough; and now you are racing closer, you can see there is definitely a Golden Sheep in the centre of the flock.

Can you catch it? That excited cry of Jason's has



spooked the whole flock good and proper. They are milling around a bit at the moment in the stupid way sheep do, but they're bound to find somebody to follow soon, in which case you might never reach them.

Suddenly the flock divides. The Golden Sheep bounds off towards a distant clump of trees. You must head off the creature before it reaches them, otherwise you might lose it forever.

But before you can even make the attempt, you're going to have to do something about the giant Ram which is now thundering towards you, intent on guarding his flock. The Ram has 30 LIFE POINTS, strikes successfully on 5 and can do ferocious +4 damage with his horns. As against that, there are two of you to fight him. If the Ram wins, go to 14. If you kill the Ram between you in three rounds or less then you can chase the Golden Sheep to 42. If it takes you more than three rounds to kill the Ram, you can still go on to 42, but you may find it more difficult to catch the sheep.

(In this instance, your dice roll, Jason's dice roll and the Ram's dice roll together count as one round of combat.)

60

The window's a bit too high to see out. You could try jumping, of course, although it could be tricky with the room moving up and down.

Will you try jumping? If so go to 22.

Do you check yourself for rabies at 50?

61-62

*Or try the door at **8**?*

*Or search the room at **70**?*

61

The castle looms grimly over you as you approach. It is solidly built from granite slabs, a sinister collection of Gothic spires and turrets, vaguely reminiscent of the Castle of Darkness where you once put paid to the Wicked Wizard Ansalom. The recollection makes you hesitate momentarily, but where a lesser adventurer might have run off screaming, you are made of sterner stuff and press on stupidly.

Hiss-thud! It sounds as though an arrow has just whizzed past your ear and buried itself in a tree. But when you look round there is no sign of it. You press on.

Hiss-thud! Another arrow? Again you turn, but can see no sign of the missile. All the same, it might be time to have second thoughts about this place.

*If you want to go on, turn to **126**.*

*If you prefer to turn back, you can pick another destination from **39**.*

62

Wow! Gold! There are 1,000 gold pieces in here! All yours now. Heh! Heh! Heh!

*If you want to open the skull and crossbones chest, go to **24**.*

*If you want to open the battered chest, go to **72**.*

63-65

*If you want to search the room further, go to **7**.*

If you want to go somewhere else, go to any section shown on Plan 1.

63

Swiftly, decisively, you turn your boat in the direction of the reefs. Bravely you pull on the oars. Terrifyingly your craft is seized by a current. Closer and closer you race towards the white water...

You really don't want a graphic description of what happens next, do you? You just slip away quietly to **14**.

64

This place is full of foodstuffs - sacks of grain, dried fruit, vegetables and what looks like dried meat. Have a little munch on anything you fancy before moving on to any other section shown on Plan 1.

65

What's going on here? You set out for a village and you've ended up in a pigsty! No question about it. The moment you set foot within the boundaries of that pleasant little village, it turned into a monumental pigsty. Full of pigs, too, although they're nothing to worry about.

What you do have to worry about is the Boar. It is ignoring Jason and attacking you. It has 35 LIFE POINTS, strikes on 5 and can gore you with +3 tusks. If you kill the beast you may return to 39 to pick a new destination or turn to

66-67

76 if you fancy searching the sty. If the beast kills you, all you'll find is 14.

66

You negotiate the wider passage to the north-east without incident until it opens abruptly into a large cavern. Now that your eyes have become accustomed to the fungus glow, you notice immediately that this cavern has three exits — a passageway leading due east, a passageway leading almost due north, and a third opening, wider than the others, that seems to lead into a second, smaller cavern to the north-east.

If you wish to go east, go to 34.

If you wish to go north, go to 36.

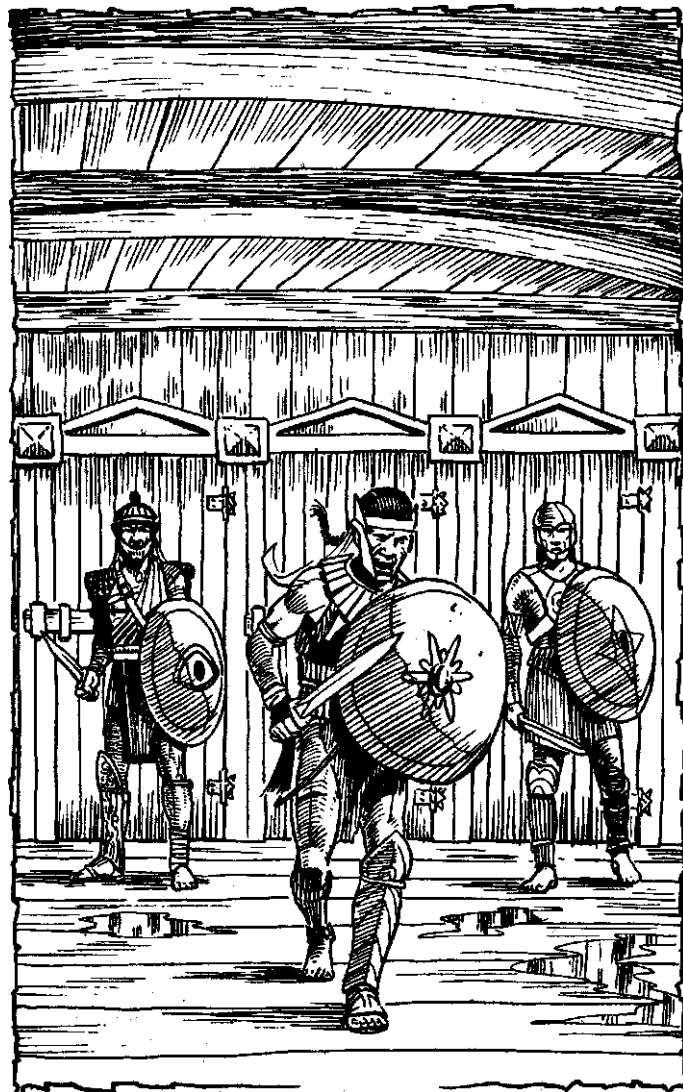
If you wish to go north-east, go to 55.

If you wish to search the cavern you are in, go to 151.

67 B**

The door opens easily enough, but as you step inside, you can see a series of three further barred doors, with a villainous-looking Guard before each.

If you want to find out what's behind those barred doors, it looks as though you will have to fight the Guards. Each has 25 LIFE POINTS and carries a short sword which will do +2 damage and a shield which will save them -2 damage. Fortunately they're a bit arrogant and will elect to fight you one at a time if you attack, which could be their fatal mistake (or



67 The Guards will fight you one at a time.

yours). If you fight and lose, go to **14**. *If you fight and win against all three, go to **95**.*

Alternatively you may Bribe the guards with a bit of luck, if you happen to have any money.

Or you may tug your forelock, smile ingratiatingly, cringe a little and back out to try another section of Plan 1.

What you can't do is get a Friendly Reaction: these three are too bad-tempered for that.

68

As you reach the rock-strewn plain at the head of the valley, the glint of water catches your eye. You move in that direction and find yourself on a narrow strip of sandy shore.

Before you stretches the ocean with the great golden ship standing at anchor near the horizon, patiently awaiting your return. And before you too is the most exciting find you could possibly imagine: a rowboat, swept up on the beach!

Breathlessly you rush to the rowboat, half thinking it might be holed. But a quick examination shows it is intact. Even the oars are there, ready to take you away from this dangerous isle.

You climb in delightedly and are just fitting the oars to the rowlocks when your eye catches a scrap of paper in the bottom of the boat. Curiously you pick it up and read the writing scrawled on its surface:

Farewell, young friend! We should have met

*But we can meet yet
Should you pronounce the magic word
Which will let you fly like a bird
To somewhere never seen before -
The horrid **34**.
Think well before you utter it:
The Word is called PRODUCTOVIT!*

The note is unsigned, probably a forgery and certainly very dangerous advice. However, the choice is yours as always.

*If you pronounce the magic word PRODUCTOVIT go direct to **34**.*

If you feel you should get back to the Argonauts and your ship, simply row away. When you have reached the ship (which you will do in a very short space of time) you may consult the Sea Chart and navigate to a new destination.

*The magic word PRODUCTOVIT works only once, but it does work. This means that if you decide NOT to use it straight away, you can still use it once at any time during your adventure — even during combat — to transport you directly to the mysterious **34**. This could be worth remembering, so take a note of the word and the section it leads to if you decide to row back to your ship.*

69

You just got lucky. There's one hidden in a clump of bushes not more than a hundred yards from where you were standing. And not even a dice roll needed to find it.

You examine the boat carefully, convinced this has been just too easy, but it seems sound enough: all the timbers are intact and there are even two oars stashed neatly inside.

*There might be one small problem, though: it looks a fairly heavy boat and you are going to have to carry it to the water's edge. Throw one die to calculate the weight of the boat. Now throw one die for yourself and one for Jason. If your score plus Jason's score is higher than the boat's score, then you can carry it between you to **43**. If not, you'll have to go back to **88** and decide on another course of action.*

70

It's not difficult to search, since there isn't a single stick of furniture in the place. Not a chair, not a couch, not a table, not a cupboard. In fact the only place you can search is the filthy straw you're lying on.

You scabble about (feeling even sicker from the smell of the straw) and discover a battered metal goblet and a wooden plate, neither very clean. You also discover a half-eaten jam butty, now a little mouldy round the edges. Is it really worthwhile searching through this rubbish tip?

*If you continue searching, turn to **44**.*

*Or check yourself for rabies at **50**.*

*Or look through the window at **60**.*

*Or try the door at **8**.*

71

You place a thumb in each ear and waggle your hands. You jump up and down on the spot three times. You wobble your lower lip with your forefinger while making a funny noise. You cross your eyes while scratching underneath each armpit in the manner of a monkey. You fall down on your back and lie there rigid, staring up at the sky.

The hooded figure bends over you curiously. 'I say there, are you all right?' he asks.

That voice sounds terribly familiar.

*Go at once to **45**.*

72

This chest is locked. To find out if you have the **SKILL** to open it, throw a die. Now throw another. If your first roll is greater than your second, you may open the chest at **17**. If not, you'll have to leave it.

*If you want to search the room further, go to **7**.*

*If you want to try opening the skull and cross-bones chest, go to **24**.*

*If you want to try opening the new chest, go to **62**.*

If you want to go elsewhere, go to any section shown on Plan 1.

73

Your keen eyes spot an area of calm in the white water. Struggling with the oars, you manage to reach it. The going is easier now and soon you are

approaching the barren shore. High cliffs enclose you on both sides. You strain at the oars, excitement rising.

Suddenly your boat jars, splinters, overturns! Your world changes in the instant. You are in the water, fighting for your very life. A current seizes you and sweeps you onward. High breakers carry you forward and fling you breathless on the rocky shore. You pick yourself up and find, to your surprise, that you are uninjured. But your weapons and equipment have been lost with your boat.

Cunningly you search around until you find a piece of driftwood which will make a +2 club. Then you set out to explore Demondim Island at 38.

74

There's a whole lot of gear in here. A lot of it could be quite useful to an adventurer like yourself. You might reckon on carrying half a dozen items before you collapse with exhaustion, so pick carefully. In the room are:

- Rope (50ft coil)
- Grappling hook
- Backpack
- Flint and steel (for lighting fires)
- Drinking horn
- Blowing horn (i.e. a sort of trumpet)
- Small, ornamentally carved rosewood box (empty)
- Packet of salt crystals
- Bone needle and spool of rough thread
- Cooking utensils



73 Sheer cliffs on either side and a narrow passage to navigate.

Leather belt
 Spare sandals
 Spare tunic
 Container of olive oil
 Ceramic lamp
 Wooden mallet
 Bone saw (i.e. a saw made from bone, NOT a saw for cutting bone)
 Box of biscuits
 Kite
 Goosefeather quill and parchment
 Small drum (musical variety)

When you've picked six, take them with you to any other section of Plan 1.

75

'We've caught it!' Jason roars excitedly as he brings down the sheep in a rugby tackle.

'Yes,' you agree with a little less enthusiasm since you aren't quite so hung up on sheep as the Argonaut.

'Well, now you've done your macho bit, perhaps you could see your way to taking your great ugly hands off me,' says the sheep coldly.

Jason leaps back as if stung. (And even you, hardened adventurer though you are, are just a little surprised.) 'You can talk!' Jason stammers.

'Of course I can talk!' snaps the sheep (which has quite an upper-crust accent now you come to listen carefully).

A thought suddenly occurs to you. That old fool back in Avalon was always big into shape shifting. 'Excuse me,' you say, 'but you aren't Merlin, by any chance?'

'Don't be ridiculous!' the sheep tells you shrilly. 'My name is Media.'

Jason falls back even further, a stricken look on his handsome features. '*Princess Media?*' he gasps.

'Quite.'

'But what are you doing in the shape of a sheep?'

'I'm not in the shape of a sheep,' says Princess Media. 'I merely look as though I'm in the shape of a sheep. There's a big difference.'

'Is there?' Jason frowns stupidly.

'Of course there is. My father, King Colchis, is a most remarkable illusionist — a rather specialized type of wizard, you appreciate. He has spells going all over this island, so almost nothing is what it seems to be. Pigsties look like villages, palaces look like hovels, plains look like lakes... he's even made the calm seas look like rocks around the island: it stops people bothering us. You are the first visitors we've had for nearly fifteen years.'

But why has he made you look like a sheep?' Jason asks, then adds as an afterthought, 'Your Highness.'

'Because I am stunningly beautiful,' says Princess Media matter-of-factly. 'If men knew how

beautiful I was, we'd have invasions all the time, illusionary rocks or not. Look what happened to Troy, just because of Fair Helen.'

'But don't you mind looking like a sheep?' Jason asks.

'Not in the least. Besides, I only look like a sheep to outsiders. All the people who live here see me as I really am. That ram you fought was my latest boyfriend, actually: a young noble by the name of Pericles.'

'I'm sorry,' says Jason, looking sheepish.

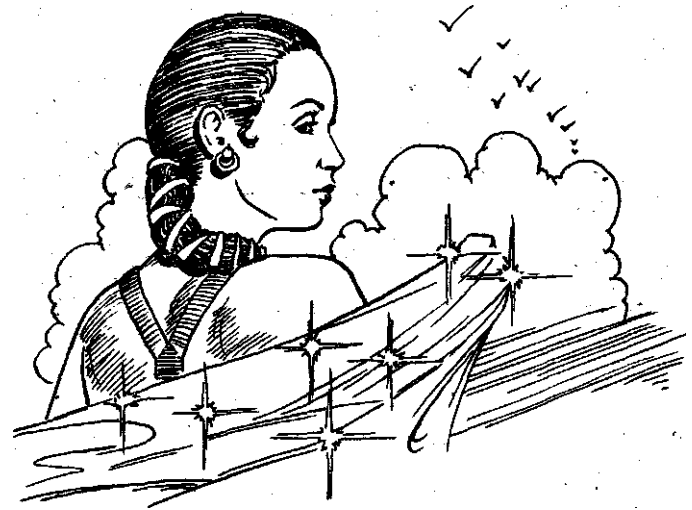
To divert this embarrassing turn in the conversation, you ask curiously, 'Why is your fleece golden?'

'I'm wearing a yellow sweater,' says the Princess. She sighs. 'Oh, I suppose I'd better break the illusion and let you see me the way I really am or you'll never be satisfied.' And with a wave of her front hoof, she transforms into one of the most stunningly beautiful young women you have ever set eyes on.

Jason stares at her thunderstruck for a moment, then asks, 'Will you marry me?'

'Now, just a moment, Jason -' you begin, for in truth you are not at all sure this Media would make a good wife for Jason, Princess or not.

But Media is shaking her head in any case. 'Don't be silly,' she tells him severely. 'I have no intension of marrying anybody until I'm too old to have fun any more. But you can have my sweater as a keepsake, if you like. I have a tunic on under-



neath, so I shan't catch cold.' With which she peels off the sweater and tosses it to him before racing off towards a clump of trees which are probably an illusionary herd of deer.

Jason stares after her open-mouthed, then turns to you. 'What shall I do? She has stolen my heart away.!''

'Pull yourself together, man!' you tell him firmly. 'Your life would be a misery married to her. You've got the Golden Sweater now: be content with that.'

'No no - I shall pursue her to the ends of the Earth. I shall conquer lands for her. I shall fight foes for her. I shall trek across deserts for her. I shall battle through flames for her. I shall -'

'Not on my time you won't!' you snap, utterly fed

up with this lovesick lunatic. 'Right now, we shall return to **39** and see if there is anything more worth exploring on this stupid island; and if not, we will return to the *Argo*.'

76

This is not a particularly pleasant place to search. (But maybe you didn't think it would be.) Nonetheless you do find something: a little golden key, very small - like something you would see on a charm bracelet.

*Keep it carefully and return to **39** where you can decide on somewhere else to go.*

77

You knock out a wooden bung and a clear liquid gushes out, splashing all over your legs. Within seconds, you are standing in a widening pool, trying desperately to stuff the bung back in and wondering why you can't leave things alone.

What's this?' demands an angry voice behind you. 'Wasting water, is it? Splice my mainbrace, but you'll be in trouble for that!'

You turn to find yourself confronted by a grizzled (and deeply tanned), villainous-looking old sea dog. He is wearing a tunic much like your own, sandals much like your own and a kerchief tied around his forehead. More to the point, he is carrying a nasty-looking club which would certainly give him +1 on damage should he decide to strike you with it.

'A quick bash with my club is what you need,

young 'un, to teach you a lesson,' he says and leaps towards you.

*If you want to fight this old sea dog to the death, you are quite at liberty to do so. He has 25 LIFE POINTS and, as you suspected, does +1 damage with his club. He strikes successfully on a 6 or better; and since he surprised you messing about with the water barrel, he will have first strike. If you kill him, or render him unconscious, you may proceed to another section of Plan 1: If he kills you, you may proceed to **14**.*

*If you decide not to fight, he will bash you once with his club, deducting exactly 4 of your LIFE POINTS in the process, sling you out of the water store into the corridor, lock the water store behind him, then leave through the door to **5**. This leaves you free to go anywhere on Plan 1 except **20**.*

78

Frowning, you step forward, your feet echoing on the floor. At once the entire place caves in, giving you a fleeting glimpse of a ramshackle, jerry-built structure, not at all what you had been looking at, before you plunge headlong to the dreaded **14**.

79

If these islands were called the Five Toes instead of the Five Fingers, this one would be the little piggie who went 'wee-wee-wee' all the way home. It's the Little Finger Island, or the Pinkie Island, or whatever you want to call it. Which all suggests —

correctly - that it's small. Too small for the mother ship to dock, so you make your approach by rowboat and alone, since there is no sense in subjecting the crew to danger. Not that there is much indication of danger. This speck in the ocean looks as peaceful as a village green in Avalon.

You beach and secure your boat carefully like the trusty mariner you are learning to be. Then you look around you. Tiny though it is, the island is fertile. Apart from a narrow strip of sand, grass and shrubs grow everywhere.

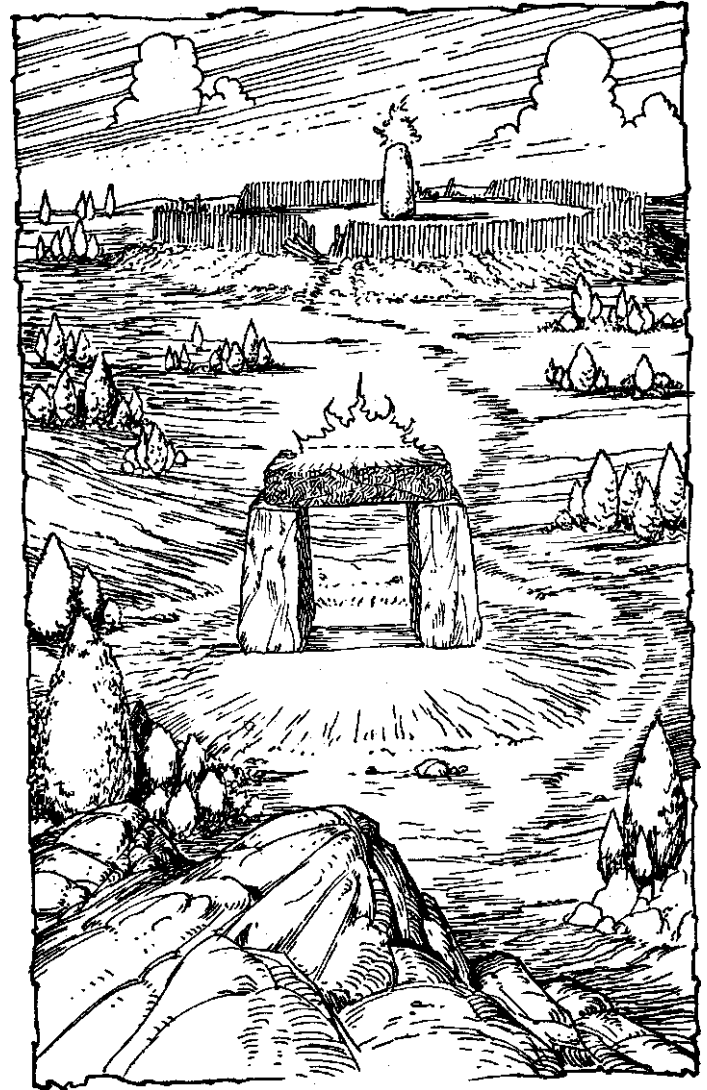
You climb on to a nearby height, the better to view the whole. And, somewhat to your surprise, you find this island is not uninhabited. Or at least it wasn't. Set somewhere near the centre is a massive trilithon: two standing stones with a third across the top, rather like those ancient monuments of the Giant's Dance on Salisbury Plain in Avalon. To the north of this structure is another, a ring fort earthwork with a single standing stone set central.

And unless it is a trick of the light, you can see a blue light playing around the trilithon and a green light dancing above the standing stone of the ring fort.

If you decide to investigate the ring fort, go to 179.

If you decide to investigate the trilithon, go to 91.

If you decide to investigate neither, you can still return to your ship, consult your Sea Chart and sail off somewhere else.



79 At the centre of the island is a massive trilithon.

80 B***(each)

*This door opens into another hallway. There is a door to the north to **110**, a door to the west to **136**, a door to the south to **160** and (heh, heh) a broad flight of marble stairs leading upwards.*

But before you go racing off to explore further, there is the small matter of the two guards. They are both quite massive women, dark haired, beetle browed and armed with, of all things, +4 battleaxes. Each has 25 LIFE POINTS and strikes successfully on 5 or better. They are standing, as it happens, at the foot of the stairs, but they do not seem disposed to let you go anywhere, let alone, up them.

*If you succeed in getting past these Amazons, you may leave the hallway to any of the sections mentioned: or, alternatively, climb the stairs to **98**.*

*If the Amazons kill you, go to **14**.*

Note Should you decide to return to this section for any reason, you will find the guards have been replaced.

81

Trudge trudge trudge... Northwards you go, with no company other than the sound of the birds in the branches, hassling interminably about who owns the particular tree.

Trudge trudge trudge ... Still nothing of interest. This is the sort of place that could bore *you* to death.

'I say, you down there!'

You stop abruptly and look around. There is no one in sight.

Tip here,' calls the voice. 'Up above you.'

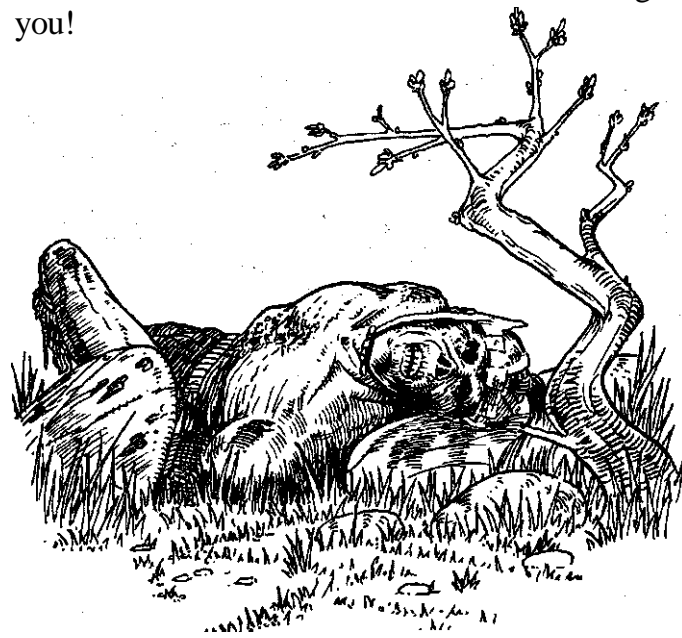
You look up into the branches of an overhanging tree, but there is no one there. Frowning, you look around you again.

'No, no - *up here!*' insists the voice.

You look up again, but there is no one in the branches except a pair of small, dun-coloured birds. You look around you again.

'I say, will you kindly have the decency to look at me while I'm talking to you!'

It's one of the birds! One of the birds is talking to you!



'I'm sorry,' you say, wondering if it could be an oddly shaped parrot. 'I didn't realize it was you.'

'Quite all right, Old Thing. I was just wondering if you could settle an argument between my colleague and myself.'

'I'll certainly try,' you tell the little bird, bemused by this turn of events.

'Well,' says the bird, 'we got tired of squabbling about "who owns this stupid branch, so we set to discussing classical mythology. (We're extremely well-educated birds, you appreciate.) Specifically, we set to discussing the Cyclops. You've heard of the Cyclops, haven't you?'

'Yes,' you say, poker-faced.

'Most interesting chappie,' continues the little bird, 'and quite an ornithologist in his own small way. However, after we'd discussed the Cyclops for a little while, we had a minor disagreement. We could not decide how many eyes he has.' The bird cocks its head to one side and regards you beadily. 'Can you help us?'

'Yus,' puts in the second bird before you have time to answer. 'Orl we want to know is 'ow many eyes this Cyclist bloke 'as. If you can tell us the right answer, we'll tell you 'ow to get yer grubby little 'ands on sqmefing valuable.'

You stare at these two peculiar birds, trying to remember all you ever learned about the Cyclops.

If you think the monster has one eye, go to 99.

If you think he has two, go to 157.

If you think he has three, go to 181.

82

You're in luck: the snake slithers away without biting you. Unfortunately you're not in luck with the chest, since, like the others, it contains only old clothes and worthless belongings.

Better get out of here before any more snakes turn up. You may go to any other section of Plan I.

83

You have entered a large, crystalline cavern, glinting blue sparkles from walls, floor, and high, vaulting roof. As you move forward cautiously, the sound of your footsteps, muted though they are, echoes to set up a high, soft, musical vibration which sings pleasantly in your ears.

Set in the centre of the cavern is a blue crystalline slab, cut and polished like a giant gemstone. On the slab is a transparent box, within which you can see a massive blue-green egg. Inlaid in the lid of the box are three coloured squares, one red, one green, one blue. Something tells you that pressing these squares will open the box. But in what order?

If you press red, followed by green, followed by blue, go to 164.

If you press green, followed by red then blue, go to 175.

If you press blue, then red, then green go to 188.

If you press red, then blue, then green go to **121**.

If you press green, blue, red, then go to **134**.

If you press blue, green, red, then go to **108**.

84

'Ahoy there!' you call. 'Don't think you can frighten me with that ghostly bow. Your ghostly arrows will go right through me without doing any damage!'

'That's true,' agrees the Phantom Archer in sepulchral tones. 'As against that, my ghostly touch is so chilling that I can drain half your present LIFE POINTS every time I get my hands on you!' With which he drops his phantom bow and launches himself upon you with bare (and somewhat transparent) hands.

No getting out of this one. Your only consolation is that he can't actually kill you since dividing your current LIFE POINTS in half, however often it happens, will never reduce them to zero. But he could render you unconscious, in which case you will come to at 39 and be forever debarred from visiting the ruined castle again. If, however, you kill the ghost (in a manner of speaking) you are free to explore the ruin at 173.

The Phantom Archer has 35 LIFE (?) POINTS and hits successfully on 8 or better, removing half your current LIFE POINTS on each successful strike whatever the dice show.



84 The Archer launches himself upon you!

85

It's empty. What a swiz! You've searched every inch of this stupid island and there's not a thing on it. Some pleasant scenery, of course - glades, brooks, waterfalls, that sort of thing, but no treasure, no weapons, no magic, no monsters. Zilch.

Except for the well shaft in the north-west segment. Somebody made that well at some time, although there certainly isn't anybody about here now. Still, it might be worth a look. Or then again, it might be a waste of time.

If you want to examine the old well more closely, go to 129.

If not, return to your ship and Sea Chart and pick another destination.

86

The creatures hesitate at your brave move and for a moment it seems as though they might actually be considering a retreat. But they carefully count how many of you there are and when they fail to get higher than one, they break into a delighted wailing and rush towards you swiftly.

Staunchly you grip your makeshift club and prepare to do battle at 92.

87 B***(each)

With your eyes fixed firmly on the doorway ahead, you can see there are no guards approaching, so your decision seems sound. Carefully, slowly, you cross the walkway, senses alert, never taking your eyes off the doorway.

Which probably explains why you never noticed the flying Harpies who are now swooping down on you from above.

Harpies are not the most pleasant of monsters since their talons cause +3 damage. There are three of them altogether: more than enough since each has 25 LIFE POINTS. Worse still, they hit on 5 or better and, because they can manoeuvre easily in three dimensions, they are extremely difficult to hit - requiring you to roll 8 or better for a successful strike. Apart from that and the fact you lost any chance of surprise by watching that stupid door, you have nothing to worry about.

If you survive the Harpies, you may proceed recklessly to 160. If not, there are worse places than 14. (Not much worse, of course...)

88

There is definitely something peculiar about this place. As a seasoned adventurer, you've seen dark stretches of water before - lots of them. You've seen boats on them and birds on them and even the occasional Loch Ness type monster on them, but this is the first time you've ever seen one that grazed a flock of sheep!

You blink twice and rub your eyes, but the sheep are definitely there, calmly grazing on the surface of the lake. You glance across at Jason, who is staring slack-jawed, just as amazed as you are, so presumably he is seeing the same thing.

The flock moves restlessly and from somewhere

in its centre the sun picks out a glint of gold. Jason's jaw closes with an audible snap. 'The Golden Fleece!' he hisses excitedly. He turns and grips you by the lapels (or at least by where the lapels would be if you weren't wearing a Grecian tunic). 'You said we could go after the Fleece! You did! You promised! You promised we could go after the Golden Fleece!'

'Calm yourself, man,' you tell him sternly. 'Of course we shall go after the Fleece.'

But how? That dark, water looks miles deep and the flock is grazing so far out that swimming the distance could be tricky. Maybe you could walk across - the sheep seem to be doing all right. Or perhaps it would make more sense to look around for a boat.

If you decide to swim, dive in at 64.

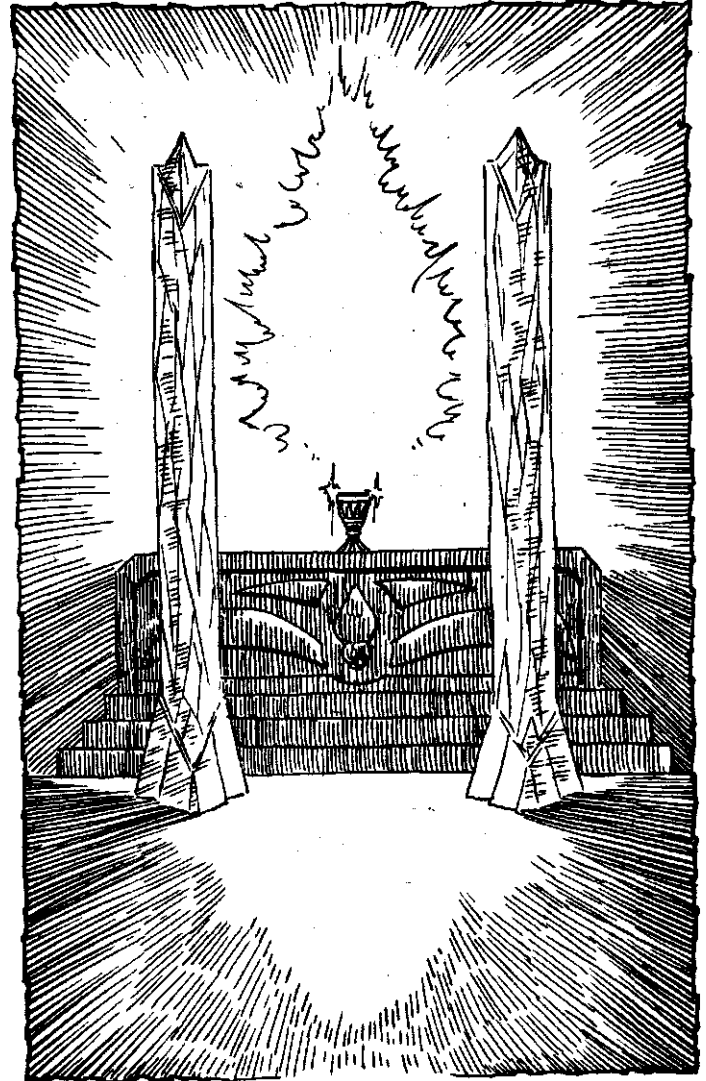
If you want to try walking, stride forward to 59.

If you prefer to search for a boat, a good place to look would be 69.

89

What a pleasant room - a private temple of some sort to judge by its appearance. The walls are painted light blue, as is the ceiling; and there is a blue carpet on the floor.

Towards the centre of the room stands a twin pair of blue crystalline pillars and behind them a blue altar. Blue light shimmers between the pillars, casting a pool of illumination on the carpet. On



89 On the altar stands a crystal chalice.

the altar stands a crystal chalice which contains liquid of some description.

Interesting options here. You can, of course, simply leave the way you came in without doing anything, in which case turn to 110.

Alternatively, you can try drinking the liquid in the chalice, in which case you have two further options:

1. Approach the chalice through the pillars, which means standing in the pool of blue light.
2. Reach the chalice by going around the pillars and thus avoiding the blue light completely.

If you decide on the first course, go to 176.

If you decide on the second, go to 130.

90

This really is superb wine. Slips down like lemonade (and in huge quantities, too, since you've no chance of only sipping from the gushing stream). You glug some more. Perhaps a Montrachet '69, or possibly a Chateaufeuf du Pape '82 ... or, indeed, a-

'Here, what do you thing you're at, young 'un?'

You turn (a little unsteadily) to confront a grizzled (and deeply tanned) old sea dog wearing a tunic much like your own, with a kerchief tied around his forehead and carrying a club.

'Whosh yoush?' you ask him, slurring your words just a little. 'Where sham I?'

'Drunken scoundrel!' roars the old sea dog.

'Should be ashamed of yourself at your age! What you need is a clip round the earhole with my trusty club!'

With which he approaches you menacingly.

If you want to fight this old man to the death, you are quite at liberty to do so. He has 25 LIFE POINTS and does +1 damage with his club. He strikes successfully on a 6 or better; and since he surprised you messing about with the wine casks, he will have first strike. Furthermore, since you are well gone with the drink, you will miss every second strike whatever the dice show. If you kill him, or render him unconscious, you may proceed to another section of Plan 1. If he kills you, you may proceed to 14.

If you decide not to fight, he will bash you once with his club, deducting exactly 4 of your LIFE POINTS in the process, sling you out of the wine store into the corridor, lock the store behind him, then leave through the door to 5. This leaves you free to go anywhere on Plan 1 except 20

91

As you approach the triliton, you can see the blue light was no illusion: it dances over the entire structure, forming a sheet of light between the two uprights. The only thing is, are you prepared to enter that blue light by passing through the structure itself?

If you decide to enter the blue light, go to 185.

If not, you'll find little else of interest here, so

92-93

you may as well return to 79 and pick another option.

92

You roll your dice, record a massive hit and swing your club. A jarring shudder half paralyses your arm as the club makes contact with a Demondim head. But the creature only grins at you, unharmed.

Swiftly you swing again: and again the dice indicate a hit with damage. But again the creature only grins at you, obviously unhurt. You swing at another and another, striking successfully each time, but scoring no damage whatsoever. These Dim are absolutely immune to your attacks!

The six circle you, then close in efficiently, calling out to one another in their eerie, high-pitched voices.

With nothing better to do, you keep on swinging, but the pack grab you with steely fingers, lift you bodily from the ground and carry you off to 34.

93

You seem to have been walking forever when you reach the western coast. A bit of disappointment that since there was absolutely nothing of interest to you along the way.

All the same, there is a boat here, a trim little vessel painted black (for some reason) and decorated with curious symbols. You examine it carefully, noting it has no sail or oars. It seems

94-95

seaworthy enough if you could find some means of propelling it. Wonder who left it here?

If you decide to enter the black boat, go to 166.

If not, you'll have to trudge all the way back to 127 and pick another option.

94

You've found a little golden key! What a curious place to hide it. There's no indication of what it might be used for, but best to keep it carefully.

Now return to 160 and make your way from there.

95

The cell behind the first of the three barred doors is empty. Not a good start after all that hassle with the guards. But wait - behind the second door, squashed into the small space, are twelve handsome, square-jawed, clean cut, fair-haired men, muscular as athletes, but unarmed and fast asleep. Nor are your attempts to wake them (calling, shaking and the odd gentle kick) in any way successful.

You proceed, for want of anything better to do, to the third door...

'Thank the gods!' exclaims the handsome, square-jawed, clean-cut, dark haired man within. 'Have you come to rescue my trusty crew and myself?'

'Well, yes, I suppose so,' you say hesitantly. 'But who are you?'

'Jason,' replies the man. 'I am - or was - Captain

of this vessel until it was boarded by those scumbags of pirates, three of whom I perceive you have but recently slain. These villains drugged my trusty Argonauts and thus seized the ship for their own nefarious purposes, unconnected with the noble quest for the Golden Fleece which we perceived to be our destiny. Thus it was that those of my Argonauts who were not killed were incarcerated (as was I) within the confines of these miserable cells, fed but infrequently on pigswill, deprived of all but bilgewater to drink, beaten senseless each hour on the hour at the whim of our brutish gaolers, tormented by vermin and lice, deprived of sleep, threatened constantly with death, tortured -'

'Yes, yes,' you put in quickly, having got the picture. 'I can appreciate your problems. My problem is I cannot wake your men, and if we are to tackle an entire pirate crew, then we are going to need every man we can get.'

But even as you speak, your mind is reeling. Jason? Argonauts? Golden Fleece? You'd suspected you were on board a ship, of course, but this isn't any ship of Avalon, or even of Saxon invaders. You seem to have ended up somewhere in ancient Greece! What a monumental screw-up this has turned out to be! Merlin's fault, no doubt, although you'll have to wait to find out all the facts.

'Fear not on that score, Noble Rescuer!' exclaims Jason 'For I have secreted in my sandal a magical conch shell which, having one charge remaining, will awaken my valiant followers on the instant

and, incidentally, completely cure anybody within earshot from the effects of poison.'

So saying, he removed from his sandal a large seashell (which must have been absolutely crippling him), places it to his lips and blows a penetrating blast.

At once the sleeping beauties in the other cell wake up (and any poisoned misfortunate in the area is instantly cured). Jason turns to you. 'We are indebted to you for our freedom and perhaps our lives, oh noble one. For this reason we will follow you to death or glory, serve you to the very ends of the universe, protect you from -'

'Yes, yes,' you say hurriedly. 'I appreciate all that, but frankly what I really want is to get back to Avalon. I don't suppose you know the way, do you?'

'Avalon?' frowns Jason. 'Isn't that north of Crete?'

'No,' puts in one of his followers, a muscular fellow called Hercules, 'it's a suburb of Troy.'

'You're thinking of Avala,' remarks another. 'Avalon is twenty-five stadia north-east of Athens.'

'That's not Avalon,' exclaims a third. 'Avalon is the local name for that chain of volcanic islands beyond the Pillars of Hercules: the ones with the goonybirds and vampire rabbits.'

That's the Avalonian Archipelago,' sneers a fourth. 'Avalon is the underground necropolis guarded by eighty-five pegasi and a tribe of harpies to the south-west of -'

'It doesn't matter,' you put in, since it is patently obvious these mariners couldn't sail their ship out of a bottle if it got stuck in one. 'Our first job is to get back in control of this vessel, which means hacking up the pirates who took it over.'

'What a military strategist!' exclaims Jason in admiration. 'What an instant grasp of the overall situation. You shall lead us in this brave endeavour and even I, Captain Jason, shall do your bidding!'

*Which just shows what a big mouth can land you into. Captain Jason will tell you that the pirates are on the upper deck which you can reach via **5** or **11**. But before you launch your suicide mission, you will need to find weapons for the Argonauts. You will also need to know a bit about their stats, which are as follows:*

Jason has 25 LIFE POINTS and needs to roll 5 or better to hit.

Hercules has 48 LIFE POINTS, needs a 6 to hit, but scores a natural +4 damage (on top of any weapon damage) by reason of his enormous strength.

Ten of the remaining eleven Argonauts average out at 20 LIFE POINTS and all require a 6 to hit.

The final Argonaut, Achilles, has 30 LIFE POINTS, hits on only 2, scores a natural +1 damage (on top of weapon damage) but has weak ankles so that he can only get in a hit every second round.

Equip them as best you can from whatever

source you can, then proceed to the upper deck and the Battle Royal with the pirates.

96

As you step forward, the tiled floor beneath your feet feels peculiar, as though it were far rougher than it looks. Nonetheless you continue forward to an arching doorway. You knock politely and the door falls in. This is very peculiar.

You find yourself within a towering entrance hall with a high, domed ceiling of such magnificently sweeping proportions that it makes you slightly dizzy. You lean on the wall to steady yourself and the wall shakes.

There is something badly wrong with this structure, however fine it looks.

*Are you sure you still want to investigate it? If so, turn to **78**.*

*If not you can still return to **39** and find a new destination.*

97

The approach to the well is not quite so easy as it looked from a distance. In fact, it is positively marshy.

'Stay close to me,' you order Jason, who seems to be in something of a daze, possibly due to marsh gas. But as you press further towards your objective, you realize these surroundings are not merely difficult, but positively dangerous. The marsh gives way to swamp and but for your eagle



97 To reach the well, you must somehow cross the quicksand.

eye, you would certainly have slipped into that small patch of quicksand.

*But how long you can continue to avoid the quicksand is a different matter. To reach the well, you must throw two dice. Score 8-12 and go to **41**. Score less and you leap gaily into a patch of quicksand.*

*Once trapped in the quicksand, there is a small chance Jason may be able to pull you out. Roll one die. Score 5 or 6 and you are safely rescued, - in which case you may make another attempt to reach the well if you wish. Score anything else and you are sucked all the way down to **14**.*

*If you decide not to bother with the grotty old well, you can return to **39** and pick another option.*

98

You climb the stairs, weapon at the ready, taking no chances now after your fight with the Amazons, but the upper floor, when you reach it, seems to be unguarded. A carpeted corridor has several doors leading off it, but when you explore, these turn out to be no more than empty bedrooms. A door at the end looks more interesting, however, since it is prominently labelled 'King's Bedchamber'. There are guard posts at either side of it, but these are presently deserted. Cautiously you try the door itself: it is locked.

*To attempt to pick the lock, throw one die. Score 5 or 6 and you succeed, in which case go to **197**. Score anything else and your only*

option is to return to 80, where the Amazon Guards will, unfortunately, have been replaced. (And even if you defeat them a second time, you will still not be able to open the door to the King's Bedchamber.)

99

'By George!' exclaims the little bird. 'That is precisely the correct answer.'

'Yus, says the other little bird. 'Yus, I fink it is.'

'You said something about telling me how to get my grubby little hands on something valuable,' you remind them.

'That is perfectly true as well,' says the first bird. It turns to look at its companion. 'You have it, don't you, Clarence?'

'Yes,' says Clarence. 'Yus, I do.' With which he flies down from the branch and drops a small gold key into your grubby little outstretched hand.

'Just a minute!' you call, as the other bird takes to wing. 'What's this key for?'

But both birds are disappearing swiftly upwards now. 'Can't stop. Got to migrate.'

Nothing else for it but to continue trudging, which will take you in a circle to 127 where you may pick another option.

100

There's a snake in this one too, Pip! You really are a glutton for punishment.

Roll two dice.

Score 9-12 and go to 82.

Score 2-8 and go to 145.

101 B* Special

You can see you are in trouble the moment you enter this cavern. (And you can guess what it was that slaughtered those mining dwarves.) No wonder they call this Dragon Island, for while the creature is definitely not a dragon, it might easily be mistaken for one by an adventurer less experienced than yourself. The body is fully eighteen feet long, weighing perhaps thirty tons and ending in a scaly tail. The head, small in proportion, is nonetheless bigger than a horse's head and the mouth is remarkably well equipped with six-inch fangs. One glance is enough to tell you that you are facing something quite impossible, a Tyrannosaurus Rex!

All the books insist this most vicious of all the dinosaurs became extinct millions of years ago, yet here this one is, large as life and twice as nasty.

There is, however, a small chance that it might be asleep when you enter, since even the large lizards seem to kip a lot. Throw two dice. Score 9 or better and you can creep past (this time!) without disturbing it. Score anything else and your troubles are only starting.

*The Tyrannosaurus Rex will not give a Friendly Reaction in any circumstances, but it is open to Bribery of a sort. You can offer **everything you have** with the sole exception of any tiny golden keys you may be carrying. This offer must in-*

clude all weapons, booty, magical scrolls etc, you have collected. If the Tyrannosaurus accepts, you may leave its cavern by either of the passages leading to **191** or **115**. If it refuses, you will have to fight it without magic or weapons.

Should this disaster actually come to a fight, you may as well know the Tyrannosaurus has **80 LIFE POINTS**, strikes successfully on a roll of 4 or better, causes + 7 damage on a successful hit and has such a thick hide that it acts as -5 armour. Losing the fight will, of course, send you to **14**.

Note: If you do not succeed in killing this creature first time around, it will be waiting should you return this way.

102

Since it's small, you decide you may as well explore this island alone and now you are wondering if it was worth the bother. After covering just about every inch of it, you can find absolutely nothing of interest.

Eventually you head back to the beach off which your ship is moored. As you do so, an errant glint of sunlight catches your eye and you notice, half hidden in a clump of grass, a tiny golden key. Beside it lurks a multicoloured beetle.

*If you decide to take this key as a keepsake, go to **161**.*

*If you decide to take the beetle as a keepsake, go to **194**.*



101 You're not going to believe this - you have met a dinosaur!

103-105

If you decide to leave them both alone, return to your Sea Chart and pick another destination.

103

At once a huge, crackling, electrical arc leaps from one crystal to the other and races down the pillars, spitting and hissing with a distinct smell of ozone until it reaches the altar stone where you are lying prostrate.

You are enveloped in a flash of bright blue flame. Your surroundings vanish. Momentarily all is blackness. You look around, firmly expecting to find yourself in **14**, but are, in fact, back on board the Argo, clutching your crystal-bladed knife and little golden key.

When the Argonauts get over their surprise at your sudden appearance, you may turn to the Sea Chart and set sail for a new destination.

104

It's a fuel store. Wood mostly, neatly chopped and stacked, with a mound of peat drying off in one corner. There is an axe just inside the door, very sharp, but too unwieldy to use as a weapon. You can nick it if you like, although the chances are it will weigh you down to no great benefit.

*If you want to search further, turn to **94**. Alternatively, you can return to **160**.*

105

That hasn't done your foot any good. Didn't you remember you were only wearing light little

106

sandals? Deduct 3 from your current LIFE POINTS and limp a little. Meanwhile, there's still the problem of the door, which is just as solid as it ever was.

*If you want to try to pick the lock now, go to **139**.*

If you want to leave the stupid door and limp off somewhere else, you may turn to any section shown on Plan 1.

106

'Are they back yet?'

The question comes from a small group of burly cooks who, fortunately, seem to imagine you have every right to be here in what are very obviously the kitchens. There is not much cooking going on, however, since the cooks are playing a game of dice. (And losing a lot of their money at it as well.)

'Are who back yet?' you ask, frowning.

'The King's hunting party, of course. We can't get on with the dinner until they bring us back a side of venison.'

'No,' you say, 'they're not back yet.' (Guessing there would be more people about if they were.)

'That's all right then,' says the cook. 'Want a game of dice?'

If you decide to join in the dice game, all you have to do is stake any number of gold pieces above 10, then throw one die for the cook and one for yourself. If you score higher than the

cook, you win back double what you staked. If you don't, the cook wins and adds your stake to his own money. The cook begins the game with 5,000 gold pieces and is quite prepared to keep playing until he loses them all or until you decide to call it a day. The game must also stop if you run out of gold.

If you decide not to bother, refer to your Plan and move on to any allowed section.

107

This does not look particularly promising. The smoke you saw is not smoke at all, but volcanic fumes. They rise from craters in the rocks, filling the air with a choking pall. All the same, your choice of direction may not have been entirely bad. From beyond a rise you can hear a peculiar sound, like the hammering of metal. You move forward cautiously to investigate, peer over the rise half hidden by a rock, and find yourself staring down at one of the most remarkable sights you have ever seen.

You are undoubtedly staring into a shallow volcanic crater. A lava pool bubbles in the centre of the crater floor. Beside it, naked to the waist and streaming sweat, is a bearded giant of a man, toiling with a massive hammer as he beats out what is undoubtedly a metal breastplate on an armourer's anvil.

Fascinated, you watch as he dips the breastplate into the lava pool to heat and soften the metal. More fascinating still, he uses no tongs, but handles the red-hot metal with bare hands — and



without any apparent injury. He works with remarkable speed and skill, for you can see the armour forming before your very eyes, moulded in the Roman manner and finished with a craftsman's delicacy.

'You there!' the man calls suddenly. 'Come down!'

He has not looked round, nor is there any way he could have heard you over the noise of his own hammering, but all the same there can be no doubt at all he is aware of your presence.

You emerge a little sheepishly from behind your rock and move down the slope of the crater. As you near him, he turns and throws the breastplate at your feet. Even in this moment of surprise, you note that the size and shape seem made for you.

He sets down the hammer and wipes the sweat from his brow. 'There now: let it cool then you can wear it.'

'Excuse me, Sir,' you say hesitantly, 'but is this breastplate for me?'

'It is. Or it will be if you pass the test.'

Test? There's always a catch. All the same, it's a fine breastplate. 'May I ask who you are, sir?' you enquire politely.

'You may. And since I am in good humour I shall answer. My name is Vulcan. I'm a smith by trade.'

'I see,' you nod. He is, of course, quite barmy. Everybody knows Vulcan is a myth. The ancients thought of him as the God of Blacksmiths, but

what did they know? All the same, it pays to humour anybody as big as this, so you simply say politely, 'Pleased to meet you, Mr Vulcan.'

'And I to meet you. I've heard quite a bit about your adventures, although I never thought it likely we'd actually meet. What do you think of your breastplate?'

'It seems very well made.'

'It is very well made. It will stop the first two blows delivered against you completely, whatever the dice show. After that, it acts as — 4 armour for the rest of the combat. Cunning workmanship, eh?'

'Very cunning, sir. But...' you add hesitantly, '... you said something about a test...'

Vulcan shrugs. 'A small thing. You have only to defeat me in unarmed combat.'

You stare at this muscular giant, wondering if you dare. He looks as though he could break you in half with one hand nailed behind his back. But it is a very fine breastplate and you could certainly do with some decent armour.

If you decide to accept the challenge, go to 29.

If not, Vulcan will allow you to return to 32 and pick another direction.

Looks like you did it - the box has opened! Or maybe you didn't, since the egg inside is cracking open too. And emerging from it is (you're not

going to believe this) a tiny Tyrannosaurus Rex!

If you think you're going to have an easy time with the baby, you have another think coming. New bom or not, this little horror stretches out to almost six feet long, has 50 LIFE POINTS, strikes on 5, does +4 damage, is never friendly and is too young and innocent to accept bribes. It has thinner skin than an adult Tyrannosaur, but even so you will have to deduct 2 from any damage scored against it.

If Babysaurus Rex kills you, go to 14.

If you kill it, you will find a tiny golden key in the remnants of the eggshell and may leave the cave by returning to Section 115.

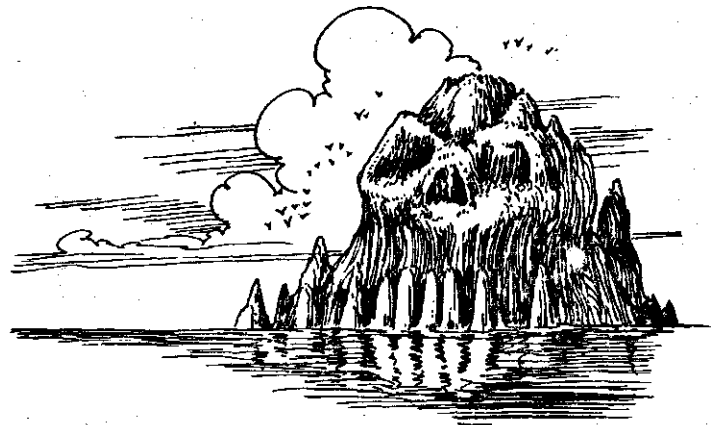
109

It looks like you're on your own with this one. (What else is new?) The Argonauts, intrepid adventurers that they are, took one look at this island and promptly threatened mutiny if you insisted they should land.

And it *is* a daunting sight, admittedly. Small enough to be sure, but almost totally devoid of vegetation and with crawling rock formations stretching as far as the eye can see. It's those formations which have given the place its name probably. From a distance they merge to give a perfect illusion that you are sailing towards a gigantic skull rising out of the sea. Of course it's *only* an illusion. Nobody in their right mind could imagine there was anything really sinister about this island. Just peculiar rock formations, that's all.

Still, as you step ashore (alone) from the rowboat, you can see why the Argonauts weren't too keen on this place. The rocks throw peculiar shadows, which seem to creep up on you. And the wind moans and sighs incessantly. But of course this is all perfectly natural: absolutely nothing to worry about. Certainly nothing sinister.

You move inland, followed by those creeping shadows, with the wind moaning all around you. It's hard going over the rocks and soon they tower around you, casting a perpetual gloom across your surroundings. Nothing sinister, of course, although the funny thing is the shadows are still creeping after you despite the fact there is now very little sunlight to make shadows. But there must be a perfectly natural explanation for it all. Certainly nothing -



A shadow has clutched your ankle! If there's a perfectly natural explanation for that I'd like to hear it!

You jerk your leg free and step back, only to find another shadow reaching out from a rocky ledge to grip your arm.

Quickly: roll one die to find out how many shadows have crept up to hassle you.

Each Shadow will grip you firmly on a throw of six or better on a double dice roll and absorb 6 of your LIFE POINTS every combat round. The only way to break free is to kill the Shadow. Unfortunately this is not so easy.

Shadows do not have LIFE POINTS since they aren't alive. You can't hack at them with a sword or bash them with a club. (At least you can, but it won't do anything to them.) The only way you can get rid of a Shadow is to zap it with light. Which means you need a lamp or a torch and something to light it. If you brought the right equipment from the ship's store, you should be okay. All you need do is light up and throw a 4 or better for each Shadow that has gripped you. If you haven't got a light source with you, or if the Shadows absorb all your LIFE POINTS before you can throw enough 4s to kill them, then you've had it - it's off to 14.

If, however, you get out of this mess, you can move on to 117.

110

You have entered a wide corridor running along

the centre of which is a series of glass-topped cases. Inside are a variety of quite valuable-looking ornaments in silver and jade.

If you decide to snaffle the ornaments, which will involve breaking the glass, go to 198.

If not, check your Plan and continue to any allowable section.

111

Boldly done. Now let's see if it was also wisely done.

As you step ashore, you feel yourself compelled to roll one die. If the score is 5 or 6, turn, directly to 116. *If the score is anything else, turn to 127.*

112

What a pleasantly bucolic scene! What a peaceful rural setting! There are chickens pecking in the yard and cattle grazing in the meadow. It reminds you so much of home (your home in Avalon, that is, on the farm of Freeman John and Goodwife Mary near Glastonbury) that a nostalgic tear wells up in your eye.

A rosy-cheeked woman in a green apron, who has been scattering corn for the chickens from an earthenware bowl glances up smiling at your approach. 'My, oh my!' she says. 'Visitor, and me with only my work clothes on! Will you come in and have a bite to eat and drink?'

You glance at Jason, who nods enthusiastically, doubtless thinking a bit of home cooking would make a nice change from ship's rations.

113

All the same, something tells you this may not be quite such an idyllic setting as it seems. Maybe it's the way those chickens are eyeing you hungrily. Maybe it's the glint in the rosy woman's eye. Or maybe it's just the fact that everything you do these days seems to end you up in big trouble.

*Do you accept the woman's invitation? If so, go to **132**.*

*Do you refuse? If so go to **140**.*

113

You emerge on to the upper deck of a huge sailing vessel, crafted from wood, the hull of which has been finely plated in what looks suspiciously like solid gold. Vast sails billow out above you against a serene and cloudless sky. All around you, stretching to the distant horizon, is the clear blue sea.

This would be a great place for a pleasure cruise were it not for the horde of cutthroats racing in your direction, brandishing wicked Asiatic swords (+3 damage) and shouting insults about your parentage.

There are ten of these scoundrels, each with 25 LIFE POINTS, each hitting successfully on 6 or better and each out to make a name for himself by slaughtering yet another enemy.

If you are not alone at the moment, it might be a good idea to be cautious, although you are perfectly free to fight them all if you like. Should you decide to retreat, roll two dice.

114

*Score 5 or better and you are able to duck back below decks, slamming the hold behind you and escape into any section of Plan 1. Score 2, 3 or 4 and you're going to have to fight them, in which case you can save yourself a lot of bother by going direct to **14**.*

*If you are not alone, then let the Battle Royal commence. If you are all slain, go to **14** with your companions and bring them back with you (having rerolled their LIFE POINTS) for another sortie. If you personally are killed, wait patiently in **14** to see how the rest of the battle turns out. Should your companions win with Jason still alive, he will blow his magic conch to resurrect you with full LIFE POINTS, in which case you can all proceed to 10. (Should both you and Jason be killed, you can forget about resurrection.) If you survive your own fight and you and your companions win the battle, the survivors may stagger triumphantly to **10**.*

114

You are in a darkened cell, no more than 10'x 10' in size. By dint of scrabbling around a bit you find the only door, which is locked.

*And you have one chance only to try to pick the lock. Throw two dice to determine how difficult the lock is to pick. Make a note of your score. Now throw again. If you throw less on your second throw than your first, then you are unable to pick the lock. (This is bad news since it means you will eventually starve all the way to **14**.) If your second throw is higher than your*

115-117

first, then the door swings open allowing you to nip off to **159**. If your second throw is exactly equal to your first then you may try a second time.

115

You enter a smallish cavern, the walls of which are covered in greenish moss, which smells vaguely of apple-mint.

*You can try nibbling a piece of the moss at **156**.*

*There are two exits from this cavern, to **101** and **83**.*

116

You hear singing. It's quite the most beautiful singing you have ever heard. Seductive. Hypnotic. Charming. Thrilling. Compulsive. Irresistible. And very bad news, since it will keep you rooted to the spot, smiling inanely, until you starve to death.

*This is the most pleasant way to reach **14** in the entire adventure.*

117

Those Shadows may have gone, but the surroundings haven't got any more pleasant. In fact, the whole island seems to be composed of nothing except these twisted, distorted rock formations. After a couple of hours, you have managed to explore almost all the island and the only thing left to examine seems to be that sinister-looking cave you've been avoiding - the one near the centre.



117 An island totally composed of twisted rock formations.

118-119

The thing is, do you really want to go there? It may have something in it that's harder to handle than the Shadows.

*If you want to explore the cave, go to **124**.*

*If you'd prefer not to bother, try **172**.*

118

The island, it transpires, is ringed with deep water; and there is even a deep water inlet to a natural harbour, which means you can actually bring the Argo to dock without messing around with rowboats, long-distance swimming or anything of that nature. The only problem is, your crew refuse to go ashore.

'It be the women,' one of the older crewmen explains, adjusting his eyepatch and parrot nervously. But when you ask him to enlarge on this cryptic statement, he goes away muttering to himself.

*If you are prepared to risk a visit to the island on your own, braving the women (whoever they might be), turn to **111**.*

If not, you are free to return to your Sea Chart and pick a new destination.

119

The tunnel you have entered slopes downwards with an ever-increasing gradient until after only a few hundred yards it has become so steep you are having real difficulty in keeping your footing. Up ahead, you notice the floor glistens slightly, as if wet or possibly oily.

120-121

*The thing is, do you want to keep going this way? If so, move on cautiously to **192**. If not, you still have the option of returning the way you came and following the green arrows to **196**.*

120

This cottage has a moat round it. No, seriously, it has. Quite a wide one too, and while drawbridges haven't yet been invented in this era, the approach to the front door (over a narrow wooden walkway) would be remarkably easy to defend if an army decided to attack the cottage.

Puzzled, you look around for possible men-at-arms, but there are none. Apart from the moat, it looks like a perfectly ordinary cottage.

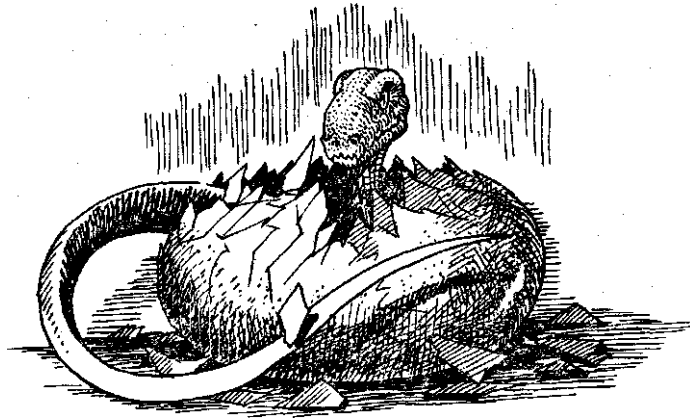
*The point is, are you prepared to risk crossing that narrow walkway? It's the only way in and it takes you to **87**.*

*If you decide the cottage isn't worth investigating, return to **39** and try another option.*

121

Looks like you did it - the box has opened. Or maybe you didn't, since the egg inside is cracking open, too. And emerging from it is (you're not going to believe this) a tiny Tyrannosaurus Rex!

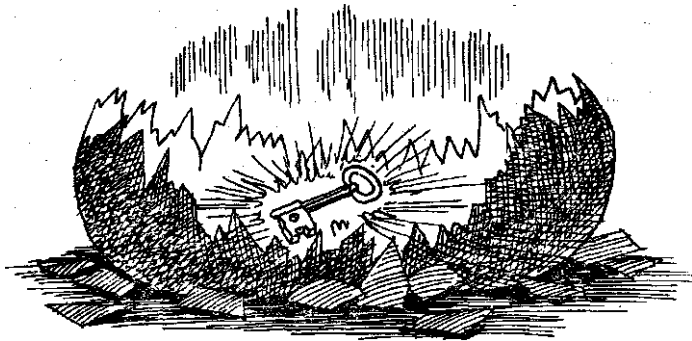
If you think you're going to have an easy time with the baby, you have another think coming. New born or not, this little horror stretches out to almost six feet long, has 50 LIFE POINTS, strikes on 5, does +4 damage, is never friendly



and is too young and innocent to accept bribes. It has thinner skin than an adult Tyrannosaur, but even so you will have to deduct 2 from any damage scored against it.

*If Babysaurus Rex kills you, go to **14**.*

*If you kill it, you will find a tiny golden key in the remnants of the eggshell and may leave the cave by returning to **115**.*



122

This island is impossible! You've sailed the Argo all the way round it four times running and not only are you unable to find a mooring, but neither are you able to find even a yard of beach where you could land a rowing boat. No wonder it's called Lost Island.

It looked welcoming enough at a distance, but now you are closer, you can see that it is a veritable bastion, its entire coastline enclosed by a massively ancient stone wall, high as cliffs, and built, to all appearances, by giants.

Your crew are not happy at this development. The superstitious bunch are already muttering that perhaps this place would be better left alone. You, of course, are made of sterner stuff: but how to get on to the island?

On your fifth circuit, your eagle eye catches sight of what might just be an opening in the wall. It's narrow indeed: even a single rowboat would have trouble negotiating the inlet, but it might just be possible. Ignoring the mutterings of the Argonauts — none of whom has volunteered to accompany you - you set out in the little boat, rowing strongly towards that narrow gap.

You reach it and experience a moment of panic as a strong current seizes your craft and sweeps it inwards. Yet this might be a blessing in disguise, for the current runs true, carrying you squarely between the looming walls before slackening into still water near what was obviously built as a mooring.

You look around. You are bobbing lightly in a tiny, totally enclosed harbour, built, presumably, when that great wall was constructed, aeons of years ago. Before you is a dock, little more than a ledge really, and beyond it, set into the wall, is a gigantic door of solid bronze.

You tie up your craft and approach the door. It towers above you as if it had been made for someone at least four times your height. Experimentally, you press your hands against it, and find, with no surprise at all, that it does not move. There is a massive bronze handle, some distance above your head and below it, just within reach, no fewer than ten tiny keyholes.

Those keyholes intrigue you. They are totally out of proportion with the door, yet something tells you that they, and not the massive handle, hold the secret of opening this portal.

*If you happen to have ten tiny golden keys, you may fit them in the keyholes and see what happens at **153**.*

If you do not have all ten keys, your only option is to return to the Argo and pick another destination. Unfortunately this is not as easy as it sounds, since the current running in the entrance passage will make the manoeuvre very dangerous. Roll two dice. Score 2-4 and your craft is dashed against the wall so that you sink through the icy waters all the way to 14. Score 5-8 and you reach the Argo minus one third of your LIFE POINTS due to exhaustion. Score 9-12 and you reach the Argo without mishap.

123

Not an easy battle, but at least you now have the farm to yourself. A little look round soon shows you various goodies: a healing potion in the kitchen, good for three doses, each restoring a double dice roll of LIFE POINTS; an anti-poison potion in the winecellar (wonder why she kept it there?) which will completely cure one poisoning; and...

And what's this? You find it in a back bedroom, rolled up in a little leather pouch. It's a leathery membrane of some sort, but not like anything you've ...

Hold on, there's a little note in here, telling you what it is. A caul! Now there's a find for a seafarer like yourself! If you hang on to it, it will save you from drowning!

*Once you have the caul, you may safely ignore any indication that drowning sends you to **14** and proceed instead as if you had not drowned, gone some other direction, or whatever may be relevant in the specific case.*

*What's relevant in this case is that you can now return to **39** and there select a different option.*

124

You enter the cave without managing to get yourself killed ... yet. Inside it smells of rubbish and old socks. To the right of the entrance, somebody has chiselled a message into the rock-face. The message says:

'I have my eye on you.'

125-126

You move forward cautiously, trying to see into the gloomy recesses of the cave. It seems to be a habitation of some sort. Straw and bones are scattered across the floor and a huge cooking pot stands over the dead ashes of an old fire. Hanging from the ceiling are salted carcasses of what might be pigs. (And, admittedly, might not.)

To the back of the cave, two high-roofed tunnels lead downwards. Near the mouth of one of them (the one on the right to be exact) is a scrap of cloth on which somebody has scrawled in blood the single word 'Help.'

To take the right-hand tunnel, go to 167.

To take the left, go to 189.

Alternatively you can still leave this island and return to your ship to chose another destination.

125

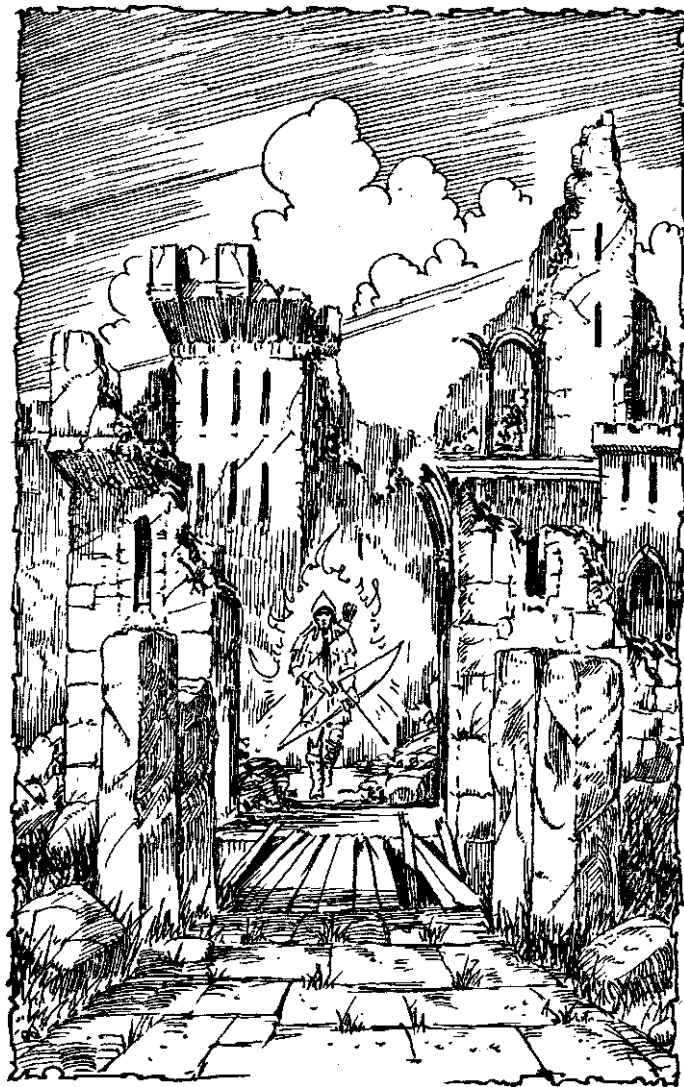
You knock out the bung and a dark maroon-coloured liquid spurts out, staining your tunic and legs. It smells like wine (and a good class of wine at that).

If you'd like to taste it, better hurry to 90 before it all runs away.

If you decide to stay teetotal, you have the option of investigating a barrel at 77 or moving on to another section of Plan 1.

126

With a wary lookout for the hidden archer, you move forward again. Then stop, bewildered.



126 Not just a ruin, but a haunted ruin, and the Phantom Archer approaches.

The castle which was looming stoutly over you a moment ago is now a crumbling ruin, roofless, part overgrown - little more than a few walls outlining what was once a proud building.

You step back in amazement - and the castle is back, strongly build and sound as ever. You step forward again, and again you are looking at a ruin. It does not take you long to decide what is going on here. Magic, that's what! There is some sort of spell cast around this place so that it looks like a castle at a distance, but dissolves into a ruin as you approach closely.

You pull yourself together and kick a wall. It's definitely a ruin: the ruin of an ancient castle. It's also a haunted ruin. You can see right through the archer who is approaching you, phantom arrow notched in phantom bow.

*Do you stick around to deal with the spook? If so, go to **84**.*

*Or do you decide discretion is the better part of valour, in which case return to **39** and pick another destination.*

127

Nothing much in the way of noticeable features on this island, so there is little to choose when it comes to deciding on a direction. Since you have landed on the south coast, you can explore north at **81**, west at **93** or east at **170**.

But remember that each time you wish to enter a new section of this island, you will feel yourself

compelled to roll a die. If you score a 6, you must turn to **116** instead of the section you had decided on. (Score anything else and you can go to the section of your choice.)

If all this seems too much of a hassle, you can always return to your Sea Chart and pick another destination.

128

Since the name of this island strikes terror into the hearts of the Argonauts, you decide to explore it alone. And as the great ship sails into the natural harbour at the south of the island, you can scarcely blame your crew for their trepidation. Dragon Isle is a volcanic husk rising out of the waters, without a single hint of vegetation. The vast, contorted rock is honeycombed with caves and fissures, clearly discernable even before you dock.

You leave your ship to tearful (and rather worrying) farewells from your crew and move to a looming cave mouth which will give you entrance to the honeycomb. To your surprise, you see signs that others have been here before: a dried-out, cracking water-sack and a rusty, useless dagger both lie near the cave mouth. But you press on grimly and eventually reach **199**.

129

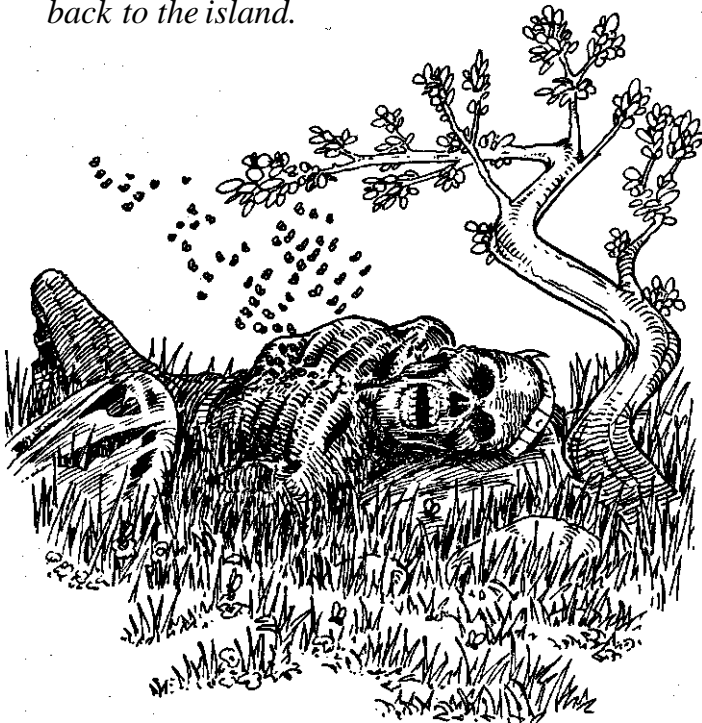
The well is a straight, narrow shaft, stone lined and extremely deep. To climb down it with any

degree of safety, you will certainly need both a rope and a grappling iron.

*If you happen to have a rope and grappling iron, you may climb down the well to **201**.*

*If you don't, you can risk your neck by throwing two dice. Score above six and you climb down the well successfully to **201**. Score 6 or below and you fall all the way to **14**.*

Alternatively, if you don't have a rope and grappling iron, you can always return to your ship to get them. Unfortunately you will have to risk your usual Cross-Eyed Navigation to get back to the island.



130

Yuuck! It tastes foul. What's more, the potion has so weakened you that next time you fight, you will automatically score only half the damage shown each time you hit. Fortunately the effect wears off after one combat.

This is not all bad news. If you take the rest of the liquid with you and throw it at a monster (which requires a 6 or better on the dice) it will have the same effect on the monster during the ensuing fight. Of course, if you try to throw and miss, the monster will never give you a Friendly Reaction since monsters generally don't like liquid being thrown at them.

Check your plan to find out where you can go when you leave the temple.

131

This will not be an easy climb. Especially since the creatures are moving faster now and will almost certainly be at the foot of the cliff before you are even halfway up.

*Throw two dice. Score below 9 and go to **25**. Score 9 or above and go to **48**.*

132

You begin to feel much more reassured as you enter the farm kitchen. There is much scrubbed pine furniture in evidence here and the smell of newly baked scones hangs heavily in the summer air.

The rosy-cheeked woman fusses around you in

that motherly fashion which is extremely pleasant so long as you don't experience it very often, sitting you down and producing a plate of scones, some home-made cake and a jug of heady purple wine, this being the local substitute for tea.

'Eat hearty! she invites. 'Eat hearty.'

Never one to resist a scone for long — especially the home-made type with little dried grapes in them - you tuck in with a vengeance, taking a deep draught of the purple wine to wash it down. It's strong wine, for your head begins to spin almost immediately.

'It's strong wine,' you remark to the woman, who seems to be watching you closely as you sink slowly into darkness.

Keep sinking until you reach the confines of 114.

133

This punch-up may not be quite so easy as you imagine. Long John himself has 35 LIFE POINTS, and a flintlock pistol which will do a fearsome 25 points of damage if he manages to shoot you with it on a throw of 6 or better. Fortunately the pistol may only be fired once, so that thereafter he will fight with his crutch, which hits on 5 or better and scores +3 damage.

But along with Captain Silver, you will have to contend with his parrot, which is in fact a rare example of the near extinct Pollyrotten breed. Pollyrottens are fearsome fighters, having 50 LIFE POINTS, striking successfully on 4 or better and



134-135

scoring +4 damage with their beaks. Silver and the Pollyrotten will strike alternately at you during this combat.

If they kill you, go to 14.

If you kill them (both) you will find 5,000 gold pieces in the chest and a tiny golden key. You may take your booty back to the ship and pick a new destination on the Sea Chart.

134

Looks like you did it - the box has opened! Or maybe you didn't, since the egg inside is cracking open too. And emerging from it is (you're not going to believe this) a tiny Tyrannosaurus Rex!

If you think you're going to have an easy time with the baby, you have another thing coming. New born or not, this little horror stretches out to almost six feet long, has 50 LIFE POINTS, strikes on 5, does +4 damage, is never friendly and is too young and innocent to accept bribes. It has thinner skin than an adult Tyrannosaur, but even so you will have to deduct 2 from any damage scored against it.

If Babysaurus Rex kills you, go to 14.

If you kill it, you will find a tiny golden key in the remnants of the eggshell and may leave the cave by returning to 115.

135

For a while it looked as though you were out of luck there - most of the chests contained only old clothes (many of them smelly). But in the last

136

chest, you come across a little leather purse which contains 10 gold pieces. The funny thing is they don't have King Arthur's head stamped on them. But they're definitely gold pieces and well worth snaffling as legitimate booty.

Now you can try any other section of Plan 1.

136

This is someone's study. The shelves around the walls are full of parchment scrolls, quite possibly containing the most powerful and useful spells in the known universe.

Unfortunately there is someone in the study, a rather feeble grey-haired, grey-bearded old man with spindly legs, wearing a ridiculously short Grecian tunic. He is studying one of those interesting scrolls at a table as you enter.

He looks up short-sightedly. 'I'm afraid you're not allowed in here, whoever you are,' he says in a quavering voice. 'King Conchis only permits me in here, so you'd better, ah, "shove off", as the young people say nowadays, before you get into trouble.'

You could possibly try for a Friendly Reaction, although it hardly seems worth the bother since this old idiot can't have more than 15 LIFE POINTS to his name. You can see immediately that he would need an 8 or better to hit you and is so short-sighted that he would miss altogether every second blow. More to the point, he is unarmed and so frail that he would only score dice damage on a successful hit.

If you decide to try for a Friendly Reaction and succeed, turn to 158.

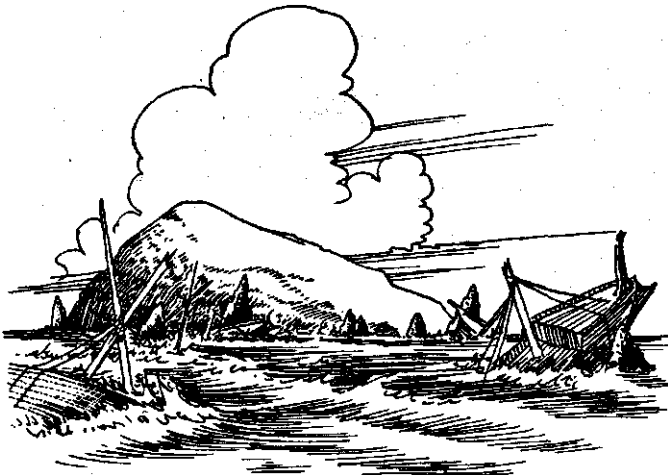
If you decide to fight him and get it over with, turn to 195.

If you decide to shove off, go to any allowable section of your Plan.

137

It's easy to see how this island got its name. As your golden vessel approaches, you can see the rotting hulls of scores of sailing ships which have run aground all along the rocky coastline. This is a positive ship's graveyard.

Cautiously you sail around the entire island, searching for a safe inlet. But everywhere seems to be rocks and reefs, white water and smashing



waves. The island itself doesn't look too bad: in fact it is positively appealing, with rolling grassland, shady clumps of trees and the pleasant undulations of low, soft hills. But getting to it is a different matter. Getting to it is an invitation to disaster.

Sailing as close as you dare, you search for a passage which, if it would not take your ship, might still allow a rowboat to squeeze through. But there does not seem to be even this. You are just teetering on a decision to call this one quits and seek out another island when the voice of an Argonaut echoes down from the crow's nest:

'Sheep ahoy! Sheep ahoy!'

Sheep ahoy? Surely he means 'ship' ahoy?

'Sheep ahoy! Sheep ahoy!'

He definitely said 'sheep'. Maybe he's a Mexican Argonaut. You scan the ocean, but there is no sign of any ship.

'Sheep ahoy! Sheep ahoy!'

Suddenly you are surrounded by the remaining Argonauts, all of whom seem extremely excited.

'Look, Captain - look there!' says one delightedly. His name is Castor. Or possibly Pollux. It's impossible to say which, since both are on the crew and both are identical twins.)

'What is it, Castor?'' you ask.

'Pollux, actually, Captain. Look -' He points. You follow his finger and see, atop one of the gentle bills of Shipwreck Isle ... a golden sheep!

138-140

It's definitely a golden sheep all right. Even at this distance, its fleece glints with an unmistakable metallic sheen in the bright sunshine. What a remarkable animal. Heaven only knows what must be in the grass there. But you have heavier responsibilities than gawking at a gilded ewe. As Captain, it is your decision to risk a landing on this Isle or to search for safer havens.

*If you decide to try to reach Shipwreck Isle, go to **49**.*

*If you feel it makes more sense to try another destination, go to **37**.*

138

You have just time to note this looks like an opulent living room before the Guard inside the door biffs you on the head with a massive club, knocking you unconscious.

*Go to **114**.*

139

Lock-picking is a skilled job. Roll two dice and we'll see if you have the knack.

*Score 9-12 and go to **150**.*

Score anything else and the lock resists your best efforts so you will have to pick another section from Plan 1.

140

'I'm afraid,' you say politely, 'that due to pressing engagements elsewhere, my friend and I must regretfully decline your most gracious invitation.'

141

'The heck you will!' shrieks the rosy-cheeked woman. 'Get him, girls!'

With which the twelve Chickens she Was feeding launch themselves upon you.

*These are not, as you may have imagined if you have been on other GrailQuest adventures, Savage Chickens. Savage Chickens can only do 1 LIFE POINT of damage. The twelve monsters who have launched themselves upon you are, in fact, giant Ferrets masquerading as Chickens: a very different, and vastly more dangerous, barrel of monkeys. Each Ferret has only 4 LIFE POINTS but there are twelve of them, all immune to Bribery or Friendly Reaction. They strike on 6 or better and do +1 damage with their sharp little teeth. You and Jason will have to fight six each. If either of you is killed, you should go to **14** to reroll LIFE POINTS and start again.*

If you survive the Chickens, there is still the woman to contend with — a spell-user with the ability to slay using the Evil Eye if she gets a 12 on double dice. She has 20 LIFE POINTS in total and when not using the Evil Eye will batter you with her fists on a roll of 6 or better for full dice damage.

*Lose out here and it's **14** for sure. Win through and you may go to **123**.*

141

Dumb move. A seasoned adventurer like you should know nobody takes a swing at the Fiend

and gets away with it. Leaping nimbly to one side, he propounds a quick war ode ('Have at you, Treacherous Former Friend, With this dumb move you must meet your end!') and stabs at you with the crystal knife. And though the blow seems quite wild, the blade somehow reaches its mark. You have just time to see the knife shatter before a silent explosion carries you off to 14.

142

You step from the rowboat alone, since the island is so small you have decided to explore it by yourself, thus hogging any loot or glory that might be going here.

You look around you. The island seems to be almost entirely covered in sand, with only a few clumps of trees here and there. It's the sort of place you would be pretty sure must be deserted, but your attention is attracted by some curious marks in the sand.

Closer examination convinces you they are footprints, but footprints of a very odd sort, as if somebody was walking along hopping on one leg. You follow the trail to where it disappears behind a clump of trees and find yourself on a little rise looking down to where somebody has been digging a deep hole in the sand. You move closer until you can see within the hole an oakwood chest. You are still wondering what to do about this interesting discovery when a heavy hand falls on your shoulder.

'Ah-hahr, Jim-lad, I thought ye'd never get here!'

You turn to find yourself looking at a tall, villainous-looking man with one leg, a crutch, an eye-patch, a three-cornered hat and a parrot on his shoulder.

He frowns at you in surprise. 'You bain't Jim-lad!' he says.

'No, indeed, Villainous One-Eyed Sir,' you say politely. 'My name is Pip.'

'Pieces of Eight!' remarks the parrot.

'Pip, is it, ahr?' asks the one-legged man. 'Well, me hearty, I be Cap'n Silver.'

'Not...' you ask hesitantly, 'not... *Long John Silver?*'

'Shiver me timbers if ye ain't right at that!' exclaims Captain Silver. 'Long John is the name my mother gave me to stop confusion with my brother Short Sam. But what would you be doing on Treasure Island, young sir?'

'But this isn't Treasure Island, Captain Silver,' you say, considerably bemused. 'It's an entirely different adventure in an entirely different Time.'

'Pieces of Nine!' remarks the parrot.

'Pieces of *Nine?*' you frown.

'Ignore him - he's allowing for inflation,' says Captain Silver. He adjusts his crutch carefully and sits down on the sand. 'But if what you say is true, I be marooned!'

Indeed you be - indeed you are, Captain Silver.



You must have sailed through a Time Warp or something similar.'

'Belay my breeches!' roars Long John Silver. 'But this is a pretty tale to tell over a mug of grog!' He looks at you shrewdly. 'Will 'e help an old sea dog find his way back home?'

'I'm not sure I can,' you tell him. 'To be honest, I think the only person I know who might help you is a magician named Merlin and I haven't been able to find him myself yet.'

'This Merlin swarb, would be open to a little bribe of -' He rolls his good eye alarmingly.'- gold?'

'I'm certain he would,' you say, knowing how greedy (and broke) Merlin usually is.

'Then ye must find the blackguard for me and offer him a hunnerd pieces on my behalf to get me out of here. Will 'e do that for an old sea dog?'

'Well, yes, of course,' you say. 'But I think he might want to see the gold.'

'Oh ahr,' says Captain Silver, 'that be true.' With which he jumps with remarkable alacrity for a one-legged man into the hole and opens the chest. It is chock-full of thousands of glittering gold doubloons.

*Which brings you to a decision. A quick fight with Silver could earn you all that gold, not just a miserly 100 pieces. If you feel like chancing combat, go to **133**.*

If, on the other hand, you prefer to carry his

142 This character seems to have wandered through a Time Warp from another story.

bribe to Merlin (assuming you can find the old fool) go to 163.

143

'Never mind all that rhyming rubbish!' you cry and launch yourself into the attack again.

Nonchalantly, the hooded figure pokes at you with the crystal-bladed knife; and though it shatters instantly against your chest, you are seized by a silent deadly explosion and transported instantly to **14**.

144

'Now I do appreciate,' Vulcan continues as you stare at him wide-eyed and quaking (but courageously standing your ground for all that), 'that a straight fight would be somewhat unbalanced in my favour, so in order to make it interesting, I propose that you wear the armour. This will absolutely protect you from the first two blows, even from a +50 hammer. Furthermore, I neglected to mention that while strong, I am not particularly skilled in fighting, so I require to roll 9 or better in order to score a hit. Finally, since I'm not very good with pain, I shall surrender if you manage to hack off 18 or more of my 100,000 LIFE POINTS.' He smiles benignly. 'Now, why don't you roll to see who gets first strike?'

Well, why don't you? If Vulcan kills you in this combat, go to 14. If you force him to surrender, give the V for Victory sign and take your new breastplate to 32 where you can pick a new direction.

145

It's fanged you - and this time the Snake is poisonous. You will now lose 10 LIFE POINTS each time you move to a new section unless you can find (a) a Healing Potion (which will restore LIFE POINTS but will NOT cure the poison) or (b) a cure for snakebite (which will not restore LIFE POINTS, but will stop you losing any more).

Any section of Plan 1 is open to you.

146

Well, it's somewhere to hang your hat if you had one (which presumably you don't). This is a cloakroom.

What a bore. Go back to your Plan to find out where you can go next.

147

Your rowboat beaches gently and you step out on to the little island, pausing only to give a cheery wave to the crew of the Argo which is standing to offshore. Almost at once you hear a distinct call for help from somewhere inland.

Quickly (but cautiously since you've been caught out far too often on these adventures) you race in the direction of the cry. After hacking your way through some shrub, you burst into a clearing then stop in amazement.

Tied to a stake in the middle of the clearing is the ugliest brute you have ever seen, a villainous, bald-headed giant of a warrior, his bulging muscles straining vainly against the bonds.

'What on earth happened to you?' you ask, not at all sorry he's tied up.

'I was overpowered and captured by a beautiful young Princess who wanted to marry me for the sake of my muscles,' growls the warrior. 'When I refused, she tied me to this stake and left me here to perish from hunger and thirst if the wild animals don't get me first. You must release me.'

Do you believe this story? If so you can release the ugly great brute at 165.

If not, better turn to 182.

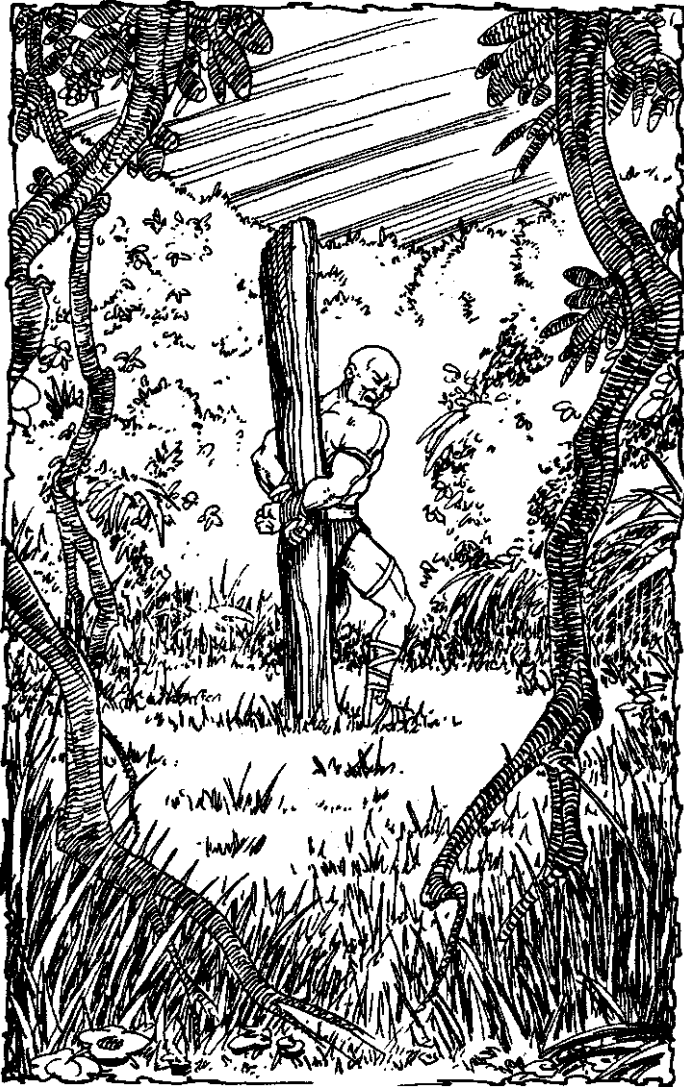
148

Meekly (stupidly?) you stretch out on the altar stone. The Fiend bends over you, clutching the wicked, crystal-bladed knife.

'Take that!' he exclaims, handing you the weapon. 'It is, of course, a magical blade. It never misses and will kill absolutely anything with a single blow: the only thing you have to worry about is getting in first strike. Unfortunately, once it hits, it shatters, so you can only use it once, but better than nothing, eh? Keep it carefully and use it wisely. Now, one more thing. You will need this as well...' And he hands you a tiny golden key, no bigger than the sort of thing you would find on a charm bracelet. 'Keep that carefully as well.'

'But what's it for?' you ask curiously.

'Never mind that now,' says the Fiend. 'Time is pressing. Just don't lose it (which is actually quite



147 Tied to a stake is the ugliest brute you have ever seen.

149-150

difficult to do since it will remain with you even in 14). Now close your eyes and listen carefully. I am about to compose another of my modestly brilliant verses. It will be incomplete. Your job is to think up a final line.'

He takes a deep breath, smiles at the waiting Demondim, and intones:

'An adventurer bold named young Pip,
Was required to return to his ship.
But he never dreamed
With the help of the Fiend,
.....'

He pauses expectantly, waiting for you to complete the limerick.

When you do so, but not before, turn to 103.

149

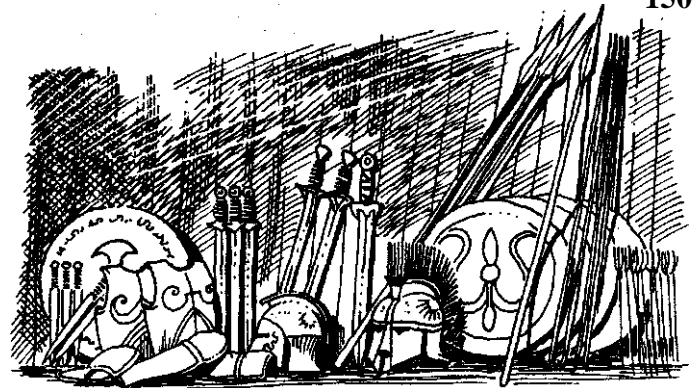
Somebody eats in style: this is a dining room and a very impressive one at that. The table has been laid as if for a banquet, although there are no signs of any guests yet.

If you're peckish, you can sample some of the goodies at 174.

If not, turn to your Plan and decide where to go next.

150

Strewth, this is a find and no mistake. The place is full of weapons. Good ones, too. Swords, spears, javelins, daggers and arrows (no bows, unfor-



tunately, which is a bit of a disappointment). There are also several pieces of armour: unusual breastplates, helmets, leg-guards, arm-guards and so forth. Greek design, by the look of them, which is peculiar considering the fact you're in Avalon. Since you don't have old EJ with you at the moment and no armour whatsoever, you may feel tempted to kit yourself out here. If so, the following information may prove useful:

Swords

The swords here are not magical, but they are extremely well made and unused, with a fine edge. Any one of them will allow you to strike at +3 damage in a fight. (But unlike EJ, you will have to roll 6 or better to hit with them.)

Spears

Spears are funny things to fight with, especially if you're not used to them. They can be used for jabbing or throwing.

Since you've not really been trained to it, you will need to roll 8 or better to *throw* a spear successfully. As against that, it will strike with a massive +10 damage when you do succeed. Unfortunately, once you've thrown it, successfully or not, it will take you three combat rounds to get it back.

Jabbing with a spear requires a 6 or better, exactly like a sword, and does +5 damage, which is better than the swords here and, in fact, as good as old EJ. The drawback is that a spear is more unwieldy than a sword, so you can only get in *one* jab for every two swipes your opponent takes with a sword. Of course, if your opponent is jabbing with a spear as well, you're evens.

Daggers

These daggers only do +1 damage, but they have certain other benefits. First they are extremely well balanced and light, so you can get in two strikes with a dagger for every one your opponent might get with a sword (and three strikes for every one if your opponent is jabbing with a spear).

Armour

You can wear up to three different items of armour in this heat. (Any more will leave you prostrate before you walk a hundred yards.) Each item deducts 2 points from any damage scored against you, which means if you kit out fully, there is a —6 on any damage scored by your opponent.

But before you start buckling the stuff on, you

need to know this isn't the world's greatest armour. After the first strike in every combat, you need to roll two dice to find out if it's going to last the pace or shatter. (If it does shatter, it will do you a straight 20 damage, which is not good news and may quite possibly kill you.)

If you are wearing one piece of armour and throw a 12 on the dice, the armour shatters. If you are wearing two pieces, 11 or 12 on the dice shows it shatters. If you are wearing three pieces, 9, 10, 11 or 12 on the dice shows it shatters. Armour is tricky stuff, but it's up to you what you wear.

When you've made your decision about weapons and armour, you may go on to any other section of Plan 1.

151

Since this is quite a large cavern, you begin to search methodically, mentally dividing it into sections, visualizing mini longitude and latitude lines criss-crossing the floor, allocating letters of the alphabet to those running north/south and numbers to those running east/west, correlating these co-ordinates and memorizing segments you have already searched by means of an ingenious system of colour-coding.

While you are engaged in all this psychological rubbish, you are attacked by an enraged Superlizard which was hiding in the shadows.

The Superlizard gets first strike by reason of surprise. It requires a 9 or better to hit but scores six times the damage shown by the dice

152-153

if the hit is successful. The Superlizard fortunately has only 18 LIFE POINTS.

If the Superlizard kills you, go to 14.

If not, you may continue searching at 28.

Alternatively, you may go east to 34, go north to 36, or go north-east to 55.

152

This is a loo, but luckily it's empty so you didn't embarrass anybody by bursting in the way you did.

All the same, you'd better consult your Plan and hurry off somewhere else before any of the Guards decide to come and use it.

153

You insert the keys one after another. As the tenth is pushed home, there is a grinding of massive gears and the huge door swings slowly open.

Behind it is a stone-lined corridor, as gigantic as the door itself. Although gloomy and forbidding as the door opened, the walls of the corridor quickly begin to glow with a soft, warm, inviting light. Encouraged, you step forward, wondering what you will do if the great door slams shut behind you, but nothing happens. You take a cautious step forward.

The great door slams shut behind you.

For a moment you stand seized by panic, then, with a gentle musical note, a luminous green arrow appears in the floor almost beneath your feet. Then another appears a short way ahead,

154-155

then another and another, making a trail. With nowhere else to go, you follow.

The arrows continue to appear as you move forward, taking you some two hundred yards along the massive corridor until, quite suddenly, it branches. The arrows continue to the right. To your left, another corridor opens.

To continue following the arrow trail, turn to 196.

To turn left, go to 119.

154

Even your best friends wouldn't tell you how you smell right now. Searching a heap of monster manure is not a bowl of cherries. You pong to high heaven and your skin has turned the same luminous green as the manure. All in all, you are not a pretty sight. Worse still, the only thing you found under the manure was more manure. Now stop messing about and return to 162 where, hopefully, you will make a more sensible decision about what to do next.

155

Quickly you jerk the knots on the principle that if you're into a fight, it will do no harm to have an ally - even a great, ugly, musclebound ally like the warrior. But no sooner has he been freed than the man races away as fast as his huge legs can carry him, leaving you to face the beautiful young princess alone.

'Now you've really made me mad!' she hisses,

raising one slim hand and pointing a finger in your direction. Hurriedly you dive aside as a flare of brilliant purple light erupts from her finger and sweeps towards you.

This beautiful young female is obviously a witch. But the important thing is whether you have reacted quickly enough to dodge her magic. Throw two dice separately. If the score on your second throw is greater than the score on your first, then go to 200. If it is less, then go to 171.



156

It's restored your LIFE POINTS! What an interesting find! The only problem is that however much you eat, it will only do the trick once. But still, it was a bit of a bonus and an unexpected one at that.

Cavern exits lead to 101 and 83.

157

'There,' exclaims one of the little birds after you have given your answer, 'I told you that's 'ow many!'

'Rubbish!' says the other. 'It's patently obvious this young person wouldn't know a Cyclops from a sago pudding. Or you either for that matter.'

'Oo are yer calling a sago puddin'?' asks the first little bird aggressively.

'No one,' says the other. 'I certainly wouldn't insult the intelligence of a sago pudding by comparing it with anything as essentially dimwitted as yourself.'

With which, predictably, the squabble turns to physical violence as the two little birds commence to balance on one leg while punching at each other with the other.

'Just a minute!' you call. 'Stop that at once! Or at least stop it until you tell me where I can get my hands on the valuable item you mentioned.'

To your surprise they do stop, looking at each other, then at you. 'Greedy little haggis, wouldn't you say?' remarks the one with the Oxford accent.



157 Overhead, you hear the beat of powerful wings ...

'Gives us the wrong answer and then expects a reward.'

'Yus,' agrees the other. 'Let's duff this one up!'

'Now just a minute!' you protest, 'You're only very *little* birds. I'm certainly not going to fight you.'

'Then maybe you'll fight our big sister!' snaps the one with the East End accent, placing one clawed foot in his beak and giving a piercing whistle.

'No really -' you begin. But before you can finish, the air above your head is filled with the beat of powerful wings. You look up with a sinking feeling to see, swooping down on you, a huge creature with the body of a bird and the face of an angry woman.

This is a Harpy, one of the less pleasant monsters to threaten adventurers in Ancient Greece. She has 30 LIFE POINTS, hits on 5, does +3 damage with those vicious claws and, being airborne, is extremely difficult to hit so that any dice roll you make is automatically —2.

If the Harpy kills you, go to 14. If you kill the Harpy you may continue to explore, but will find you have gone in a circle and ended up at 111.

On second thoughts,' says the frail old man, 'you look like a nice person, so you can stay. But only for a minute.'

Are these magical scrolls?' you ask curiously,

indicating the various parchments on the shelves.

'Good gracious no! They're just Palace Inventories - lists of foodstuffs, contents, financial reports, that sort of thing. Are you interested in magic?'

'Very,' you say, having had precious little of it to use on this particular adventure.

'In that case,' says the old man drawing a small leather pouch from inside his tunic, 'you might find some use for these.'

You open the pouch to find it contains three white objects which look vaguely like small bones. 'What are they?' you frown.

'Dragon's teeth,' says the old man. 'Very rare, but very useful. At least to anybody who isn't too old to fight, like me. If it looks as if you are going to get into trouble, you simply use your first strike time to sow one or more of the Teeth in the ground. You'll find you can sow them in anything, even solid rock. By the time your opponent has bashed you, germination will have started. All you need do then is throw two dice and if you score 6 or better, a warrior grows up out of the ground for every Tooth you sowed. The warrior will have 30 LIFE POINTS and comes fully equipped with +3 sword and —3 armour. He will fight to the death on your behalf.'

'Will the warriors stay with me after the fight?' you ask delightedly.

'No,' the old man shakes his head. 'Once they have been through a combat, Dragon Teeth warriors turn into buttercups. But you have three

Teeth there, so you have one warrior for three fights or three warriors for one fight if you can get decent dice rolls.'

You thank the old man with genuine enthusiasm then politely leave jot another section on your Plan.

159

Ah, freedom! There's nothing like a good escape to get the old adrenalin flowing. You bound away gaily to **39** where you may pick any of the options given there.

160

This place is bigger inside than it is on the outside, like a Tardis or a Mini Minor. As you step through the door, you find your footsteps echoing in a marble-flagged, high-ceilinged hallway: not at all what you'd expect to find in a little cottage, even if there was room for it, which there certainly shouldn't have been. There is a doorway to your left and a doorway up ahead to your right, but before you race off through either, your attention is caught by a beautifully drawn plan of the place, ornately framed and hanging on the wall beside the door.

You will find that plan on Appendix, p.237. You can use it to explore the building you have entered, but note that you cannot, of course, go directly to any section you fancy. You must start from the hall and move through in sequence.

When you have finished your explorations (or

before, if you wish) you can return to 39 to pick a new destination.

161

It's bitten you! The multicoloured little brute has bitten you, clinging to your finger with all six legs and fanging you viciously with multicoloured teeth.

You shake off the beetle which scurries away giggling to itself and suck your finger which, you notice, is turning a curious blend of red, white and blue.

The bite itself is not particularly serious since you



have lost only 1 LIFE POINT (although if this kills you, you should go to 14) but there is no doubt it is making you feel most peculiar and turning your entire skin surface multicoloured.

You pick up the key (which got you into this mess in the first place) and stash it away carefully, but as you head back to your ship, you can't help feeling something pretty awful has happened to you.

As indeed it has. Apart from turning your skin multicoloured (which will cause the Argonauts to talk a lot behind your back, although they will be far too polite to say anything to your face) the beetle bite has caused a subtle inner change to occur in you. The next time you find yourself in combat, you will quickly discover you have taken on certain characteristics of the multicoloured beetle itself. For one thing, you will find you have only 25 LIFE POINTS and strike successfully on 7 or better. As against that, your new colouring is extremely confusing to opponents and will make you so difficult to hit that they will strike successfully only every second round whatever the dice indicates. This effect will last for the remainder of your adventure or until you are killed, whichever is the sooner.

Now better return to your ship and Sea Chart to find another destination.

162

The smell in here is absolutely abominable and the cause is not difficult to find: slap bang in the

middle of the floor is the largest heap of luminous green monster manure you have ever seen. Fortunately the monster which deposited it doesn't seem to be about right now.

There are two exits from the cavern, one leading north to 183, the other leading north-east to 177. You may take either, or search the manure heap by going to 154.

Alternatively, you may return the way you came to 199.

163

Captain Silver carefully counts out 100 golden pieces and hands them up to you. 'There ye go, me hearty!' he says cheerfully. 'Use that to bribe the blackguard Merlin and tell 'e to send old John back to his rightful place with Jim-lad and his shipmates. And for your trouble, young 'un, take 'e this little present from the Cap'n...' With which he draws from a pocket of his tattered frockcoat a bottle of grog and a tiny golden key. 'Stole these from Blind Pew,' he murmurs. 'Old fool never saw them go.'

'Thank you, sir,' you say politely, quietly vowing to leave the grog alone, since you have a sneaking suspicion it was what made Pew blind in the first place.

'Hurry on now,' Silver says, 'and look sharp about it, for until you find this Merlin swarb I am marooned here with nobody to talk to but me parrot.'

Nothing else for it but to return to the Argo as

quickly as possible, consult your Sea Chart and find another destination.

164

Looks like you did it — the box has opened!

Or maybe you didn't, since the egg inside is cracking open too. And emerging from it is (you're not going to believe this) a tiny Tyrannosaurus Rex!

Or then again, maybe you did: the little terror looks friendly. In fact, he gives your hand a lick before bounding off to find a good cave to live in where he can grow big enough to savage unwary adventurers.

You will find a tiny golden key in the remnants of the eggshell and may leave the cave by returning to 115.

165

You move (a little reluctantly) to the stake and begin to unknot the warrior's bonds.

Stop!

You stop and turn to find a beautiful young woman has entered the clearing. She stares at you angrily. 'That is my future husband you are messing around with! If you insist on releasing him, it will be the worse for both of you!'

The warrior pales and slumps in a near faint. 'Save me!' he moans. 'I'm far too young to marry!'

'I'm warning you ...' the beautiful young woman threatens.

You do still have a choice. If you decide to leave this ugly great brute to a fate worse than death, you can slip away quietly and return to your ship.

But if you insist on freeing him, the chances are you will have a fight on your hands at 155.

166

No sooner have you stepped into the boat than it pulls away from the shore at a truly alarming rate of knots ... so suddenly, in fact, that you sit down in the stern on your stern quite painfully. By the time you recover your composure, you are heading for a fog bank, but you can see no way of stopping your craft (let alone see what is propelling it at this fantastic rate).

Frantically you search about in the boat for the secret of its controls and for a moment you think you have found it in the shape of what might be a piece of magical parchment stowed away under the seat. But there is no spell written here, although there is a very curious series of diagrams drawn on it. Frowning as you try to make sense of the diagrams, you unfold the parchment, but it gets bigger and bigger until it is so big and flapping so much that you are forced to fold it up again.

By the time you finish messing about with the parchment, you have entered the fog bank; and after a moment of mind-wrenching confusion find

yourself beached on a tiny rock almost too small to be called an island and certainly not shown on your Sea Chart. The black boat is nowhere to be seen. Nor is anything else for that matter except the folded parchment which is still clutched in your hand.

If you're not very careful you could find your next stop is 14. However, a seasoned young sea dog like yourself is nothing if not resourceful. You consider the situation carefully until curiosity impels you to examine the parchment diagrams again. To your intense delight, they are instructions for making a boat. Complicated instructions, to be sure, but in your present situation, anything that gives you a boat is better than nothing.

Study the diagrams on Appendix, p.223 and if you can follow them well enough to make yourself a paper boat, you may return to the Argo and pick a destination from your Sea Chart. Furthermore, you may if you wish, take the folding boat with you on any subsequent trip to an island and use it to sail directly to the next nearest island when you have finished *without the need to check for Cross-Eyed Navigation!*

If you can't manage to make yourself a paper boat, you will rot on this island until exposure, exhaustion and starvation carry your wasted corpse to the gloomy depths of 14.

167

The tunnel leads downwards for almost a hundred yards until it opens out into a smallish cave

168-169

sleeping in the centre of which is a large snake. As you enter, it opens one eye blearily and murmurs, 'One step further and I'll fang you.'

Do you take one step further to 193?

Or will you return the way you came and take the other tunnel to 189?

168

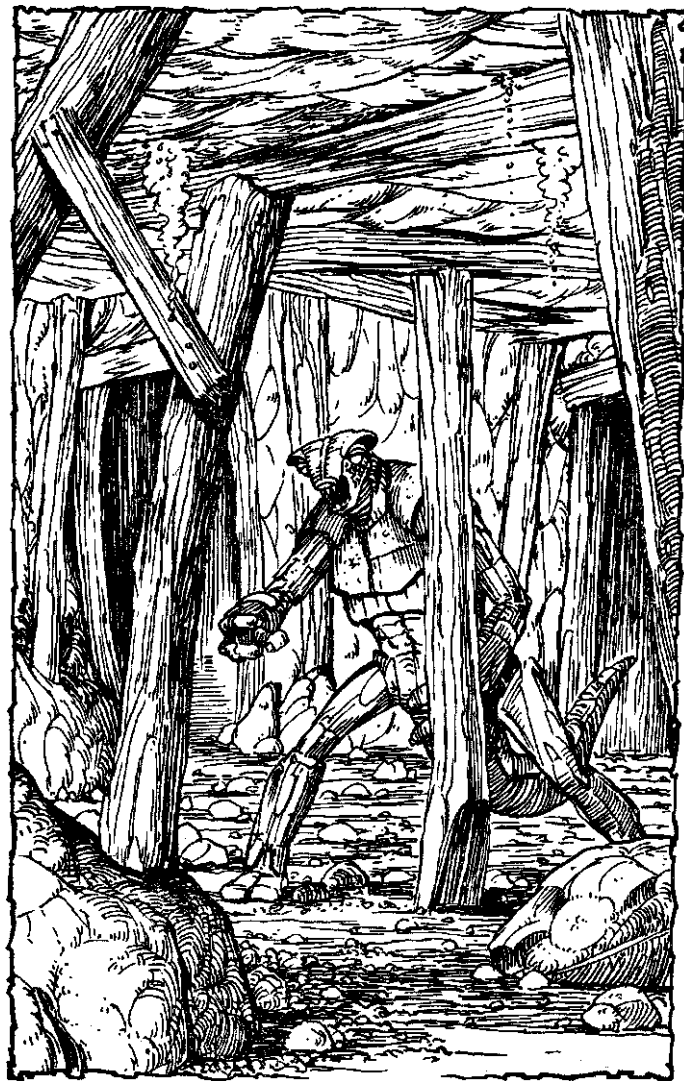
There's nothing in the casket except a very tiny key; and though it *is* gold, it's really too small to be of much value. Being a bit of a magpie, however, you stow it away carefully with the rest of your possessions.

You now have the choice of investigating the trilithon at 91 or returning to your ship and picking a new destination on the Sea Chart.

169

You reach another cavern with all the signs of having been cut out from the volcanic rock, or at least artificially enlarged. The floor of the cavern is strewn with rubble and rotting wooden props support the ceiling in half a dozen places. It does not, frankly, look terribly safe to cross.

Not is it. In fact, this particular cavern is trouble all the way. As you step forward, a squat, heavily muscled Rock Them emerges from the shadows and skeeters aggressively towards you. This creature, which stands about as tall as an armadillo (and looks vaguely like one) has only 15 LIFE



169 The Rock Them ... slow, but dangerous!

POINTS, but heavy scales across its entire body surface form a natural armour with subtracts 6 full points from any damage caused by every blow scored against it. The Rock Them is a slow fighter, so you will get in two blows for every one it can manage. As against that, it is extremely strong with a natural +5 on any damage it manages to score. The Thern hits successfully on 5.

As if all this were not bad enough, any fight in here is very liable to bring down the roof. For each blow struck, you should throw two dice. A score above three indicates the fight can go ahead safely (well, as safely as fights ever are). But a score of 2 or 3 indicates that you inadvertently knock out a roof prop. The resultant cave-in will send both you and the Thern to **14**.

*If you survive, the passage north leads to **191**, the passage east to **199**.*

170

You move eastwards, travelling for nearly twenty minutes until you find yourself approaching a huge stone statue, very similar in many respects, to those found on Easter Island. As you move closer, you discover that the mouth of this great head has been cleverly articulated so that it might, under certain circumstances, open and close in a lifelike manner. (Well, comparatively lifelike manner.)

As you move around to the back of the statue, you notice three levers set near its base. Above the levers a notice has been chiselled.

WARNING ONLY ONE LEVER MAY BE PULLED WITH SAFETY

Think on where you are, Wanderer. That which, if multiplied by five, then ten, then the same added, plus a further score, equates to your present location, will gain you ample reward for your insight. Aught else spells doom.

*

On closer inspection you find each lever has been numbered — 1 to 3.

*But axe you prepared to risk pulling one on the promise of 'ample reward'! Should you pull Lever 1, go-to **202**. Should you try Lever 2, go to **178**. Should you reach for Lever 3, go to **186**.*

*You may, of course, leave them all alone, in which case you may return to **127** and pick another direction, or return to your ship and find a new island on your Sea Chart.*

171

Not fast enough. The wave of purple light hits you fair and square.

Oink!" you shout in panic.



Oink? The rotten sow has turned you into a pig! This is the worst witch of them all, Hecate, who has a reputation for turning Ancient Greek adventurers into swine.

The pig you have now become has only 15 LIFE POINTS, strikes on 6 and does no more than dice damage, pigs generally being very poor fighters: Not a lot to go on, but it's all you have now that Hecate is bearing down on you intent to cut you into rashers. Hecate, in a straight fight, has 25 LIFE POINTS, hits on 4 or better and scores +2 on damage on account of her long fingernails.

If you are killed in the ensuing hassle, go to 14.

If you manage to kill Hecate, your troubles are still far from over since you are stuck in the form of a pig. Make your way back to the Argo and explain the position to the Argonauts, who will be very sympathetic but not particularly

helpful. You can use your Sea Chart to pick your next destination, but you will remain a pig, with a pig's LIFE POINTS and fighting ability until you finish the adventure or are killed off, whichever happens soonest.

172

You move away from the cave and begin to make your way back to the rocky shoreline where you left your boat. The problem is that all these twisted rock formations are extremely confusing,...

Better throw two dice. Score 8 to 12 and you find your way back to the rowboat and may return to your ship and Sea Chart to seek another destination.

Score under 8 and you Wander in a circle straight into the mouth of the cave at 117.

173

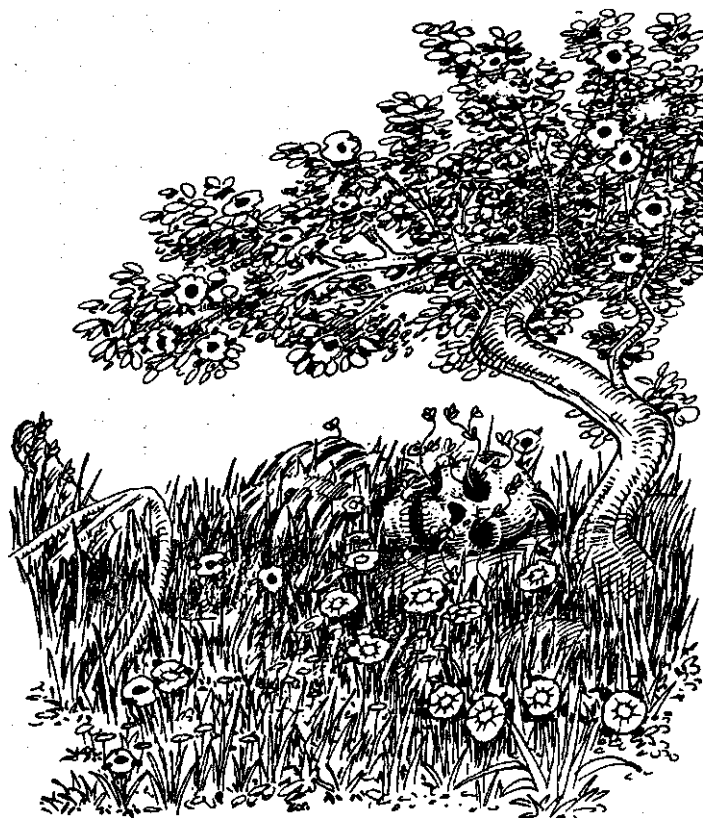
The ruins were well worth exploring. Beneath the remains of a crumbling wall you find a smallish casket and within the casket is... A second casket!

And inside this is another; and inside this another still and so on, like Chinese boxes, until you are down to a little weeny casket no larger than a snuffbox. You open the final casket then step back in alarm as something bright orange expands out

of it, growing larger and larger until it looms over you like the side of a candy-striped house.

It's a balloon - a hot air balloon complete with collapsible wicker basket! What a find! You can use this balloon to fly direct to any of the other sections on this island (although not, unfortunately, to any other island.)

Your choices are 51, 112, 65, 120, 97 or 88.



174

What a stupid time to start stuffing your face! And while you're doing it, you've been surprised by a huge contingent of Guards.

You put up a brave fight, hacking at them with a chicken drumstick and slashing viciously with a stick of celery, but they quickly overpower you and march you off to **114**.

175

Looks like you did it - the box has opened! Or maybe you didn't, since the egg inside is cracking open too. And emerging from it is (you're not going to believe this) a tiny Tyrannosaurus Rex!

If you think you're going to have an easy time with the baby, you have another think coming. New born or not, this little horror stretches out to almost six feet long, has 50 LIFE POINTS, strikes on 5, does +4 damage, is never friendly and is too young and innocent to accept bribes. It has thinner skin than an adult Tyrannosaur, but even so you will have to deduct 2 from any damage scored against it.

*If Babysaurus Rex kills you, go to **14**.*

*If you kill it, you will find a tiny golden key-in the remnants of the eggshell and may leave the cave, by returning to **115**.*

176

Tastes rather pleasant and has given you a very

invigorating tingling all up and down your spine. Although this does not affect your LIFE POINTS, you will find that next time you fight, your opponent will only be able to score half the damage shown on the dice. Unfortunately the effect wears off after one combat.

Check your Plan to find out where you can go when you leave the Temple.

177

A dead-end cavern - and empty by the looks of it. What a long way to come for a grotty dead end. Still, you weren't the only one. Somebody has scrawled something on one of the walls.

You study the graffiti, frowning. It reads:

*'The contents of the box are plain to see
But opening it requires great ingenuity.
Regard the rainbow. Note the order of its colours
Then follow them to make your choice,
otherwise death
Awaits you.'*

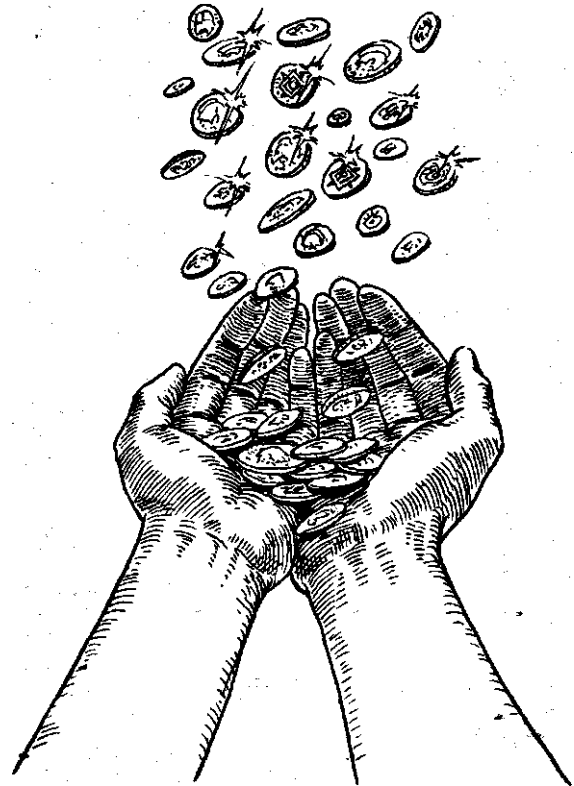
A dire warning and quite possibly helpful advice, except there is no box here. Or anything else for that matter.

Nothing else for it but to make your way back to 162 and pick another direction.

178

With a grinding of hidden gears, the great mouth opens, spilling out no less than 3,500 gold pieces and a talisman which has the effect of subtracting one from an opponent's first dice roll during combat.

Pick up this interesting load of booty and return to 127 and pick another direction, or return to your ship and find a new island on your Sea Chart.



179-180

179

Trouble, with, as they say, a capital 'T' (or in this case, a capital 'H' since there is a Hydra lurking in the ring fort). The huge seven-headed snake appears to be guarding a very small casket, which may or may not contain something of value.

Although not exactly pleased to see you, the Hydra will not attack unless you make a move for the casket. Should you decide to do so, it's best to know the creature has 10 LIFE POINTS *per head* and you will have to slaughter each of them separately before it becomes a late Hydra. In combat, each head will strike one after the other, with all seven striking before you get your turn. Each head requires 6 or better to hit and scores +1 damage. In other words, a very nasty monster unless you happen to have a bit of magic that might work against it.

Should you fight and successfully defeat the Hydra, you may search the casket at 168. If the monster kills you, the only thing you can search is 14.

Should you decide to avoid the Hydra (and who could blame you) then you may still investigate the trilithon at 91 or even return to your ship and pick a new destination on the Sea Chart.

180

This must be about the dumbest decision you've ever made in any adventure. There are now so many guards in the corridor that you've hardly room to use a weapon. There are guards swinging



179 A Hydra lurks, guarding a small casket!

181

from the chandeliers and guards swarming up from trapdoors in the floor and guards dropping down from trapdoors in the ceiling. Outside, the countryside reverberates with the sound of guard armies moving. Overhead, huge flocks of birds are carrying in more guards. Beyond the island, navies of guards are in full sail. All converging on **you!**

*All right, so it's a slight exaggeration. But there are still an awful lot of guards. Probably your best way to handle this situation is to throw a single die six times. If you can manage to score a 6 each and every time, then you've slaughtered the guards. Climb over the corpses and go to any other room on the Plan you can reach from this corridor. If you fail to score six 6s, roll two dice. Score 2 to 6 and you're off to **14**. Score 7 to 12 and you're overpowered and flung into jail at **114**.*

181

"There," exclaims one of the little birds after you have given your answer, 'I told you that's 'ow many!'

'Rubbish!' says the other. 'It's patently obvious this young person wouldn't know a Cyclops from a sago pudding. Or you either for that matter.'

"Oo are yer calling a sago puddin'?" asks the first little bird aggressively.

No one,' says the other. 'I certainly wouldn't insult the intelligence of a sago pudding by comparing it with anything as essentially dimwitted as yourself.'



180 The place is now so full of guards you have scarcely room to draw your sword

With which, predictably, the squabble turns to physical violence as the two little birds commence to balance on one leg while punching at each other with the other.

'Just a minute!' you call. 'Stop that at once! Or at least stop it until you tell me where I can get my hands on the valuable item you mentioned.'

To your surprise they do stop, looking at each other, then at you. 'Greedy little haggis, wouldn't you say?' remarks the one with the Oxford accent. 'Gives us the wrong answer and then expects a reward.'

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'Now just a minute!' you protest, 'You're only very *little* birds. I'm certainly not going to fight you.'

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'No really -' you begin. But before you can finish, the air above your head is filled with the beat of powerful wings. You look up with a sinking feeling to see, swooping down on you, a huge creature with the body of a bird and the face of an angry woman.

This is a Harpy, one of the less pleasant monsters to threaten adventurers in Ancient Greece. She has 30 LIFE POINTS, hits on 5, does +3 damage with those vicious claws and, being airborne, is extremely difficult to hit so that any dice roll you make is automatically-2.

If the Harpy kills you, go to 14. If you kill the Harpy you may continue to explore, but will find you have gone in a circle and ended up at 111.

182

'If you think I'm dumb enough to believe that load of old codswallop, you have another think coming!' you tell the brutish warrior. 'It is so full of logical inconsistencies that it is entirely laughable.'

'Logical inconsistencies?' gasps the bound warrior. 'Name me one! Go on - name me one!'

Well, the fact that a base-born oaf like yourself wouldn't want to marry a beautiful young princess, for one.'

'Have you ever been married?' he asks.

You shake your head.

'Well, there you are then. Neither have I, as it happens, but I am saving myself for Miss Right and have no intention of throwing myself away on the first princess who happens to throw a glance in my direction. Especially one who can't see further than a man's muscles.'

'You can say what you like,' you tell him firmly, 'I'm afraid I just don't believe there really is a beautiful young princess here at all.'

'Yes there is!' insists the warrior. 'In fact she is creeping up behind you at this very minute.'

'Pull the other one - it's got bells on,' you tell him

183-184

smugly a split second before a wave of purple magic hurled by a beautiful young princess who has crept up behind you lifts you high into the air and deposits you (magically) in a darkened cell on another island altogether.

Go to Section 114.

183

The bad news is this cave leads nowhere. The corridor you took brought you into a cavern with the only exit being the way you came in.

The good news is that this cave was once mined by somebody or other (perhaps the poor dwarves slaughtered at **199**) and there are rich nuggets of gold lying all over the place.

Roll two dice and double the result to determine how many nuggets you find. Now roll again and multiply the result by 50 to find the value of each nugget.

*When you have collected up your booty, your only option is to return to **162** and pick another option.*

184

You've found a tiny little golden key in the bottom of the cooking pot (lying between a potato and a carrot, to be exact). Apart from that, there's nothing else here except the chewed bones of old adventurers.

*You can now return to **124** and, if you wish, explore the bright-hand tunnel to **167**. Alternatively, you can simply leave the cave and return to your ship and Sea Chart.*

185-187

185

You've been teleported! No doubt about it, you're back aboard the Argo, surrounded by a bemused crowd of Argonauts.

Which means the only thing you can do is risk Cross-Eyed Navigation trying to get back, or alternatively pick another island altogether.

186

With a slow grinding of hidden gears the statue slowly topples, threatening to crush you like a gnat.

*Throw two dice. If you score 10 or above, you are definitely not a gnat and will escape the falling statue, but at such a cost to your nerves that you must return at once to your ship. If you score below 10, you will find your squashed remains at **14**.*

187

Ping!

A luminous green arrow has appeared on the floor beneath your feet.

'Well done,' whispers the Voice. 'Now all you have to do is follow the arrows.'

You step forward cautiously and another arrow appears, then another.

'A word in your ear,' whispers the Voice. 'A word of advice, since you've been clever enough to read my thoughts. If you ever finish this adventure, be sure to call on me again. I'm the only one who can

188-189

tell you where to find Excalibur.'

You stop in high excitement. Excalibur is King Arthur's sword! 'What do you mean?' you ask, quite forgetting to whisper in your excitement. But there is no reply.

How irritating, but no use worrying about that now. Follow the arrows out of the magical darkness to 196.

188

Looks like you did it - the box has opened!

Or maybe you didn't, since the egg inside is cracking open too. And emerging from it is (you're not going to believe this) a tiny Tyrannosaurus Rex!

If you think you're going to have an easy time with the baby, you have another think coming. New born or not, this little horror stretches out to almost six feet long, has 50 LIFE POINTS, strikes on 5, does +4 damage, is never friendly and is too young and innocent to accept bribes. It has thinner skin than an adult Tyrannosaur, but even so you will have to deduct 2 from any damage scored against it.

If Babysaurus Rex kills you, go to 14.

If you kill it, you will find a tiny golden key in the remnants of the eggshell and may leave the cave by returning to 115.

189

There's a light up ahead.

You move towards it and emerge into a cavern lit

190-191

by the dancing flames of a huge bonfire. Hanging over it is a cooking pot even larger than the one you saw in the first cave. Standing before it is a one-eyed giant.

He looks at you and licks his lips. 'Dinner time already!' he remarks with satisfaction.

The bad news is that you have stumbled on the lair of the Cyclops, a one-eyed giant whose favourite food is adventurers. Worse news is that he has 50 LIFE POINTS, carries a huge club which does +8 damage and strikes successfully on 5 or better. The worst news is that he can't be bribed and never gives a Friendly Reaction.

The good news is that the weather is still fine outside.

If the Cyclops kills you, he will eat you and throw the bones down to 14.

If you kill the Cyclops, you can search the cave at 184.

190

Good thinking. Nobody in their right mind would attempt to fight so many guards. -

They carry you off bodily and bundle you unceremoniously into the cell at 114.

191

There is a curious echo in this cavern, as *H* somebody was whispering to you: 'Go back... go back... go back ...'

The cavern is, however, empty, so you may well

decide to ignore the advice.

Exit *tunnels from the cavern lead to 169 and 101.*

192

It's slippery all right - so slippery that you can't keep your feet. You're falling, and sliding. The corridor becomes steeper and steeper until it's practically a chute, hurtling you downwards into...

It's dark in here. (Not to mention a bit chilly.) And the darkness must be magical since you find within seconds that absolutely nothing will dispel it. You begin to fumble round, hoping to find a wall, but after nearly fifteen minutes you're still fumbling with no sign of anything which will help you get your bearings.

Pssst!

You stop fumbling to listen. 'Is anybody there?' you ask a little nervously.

'No,' a voice whispers so close to your ear that you nearly jump out of your skin.

When your heart stops thumping and you catch your breath, you say bravely, 'If there's nobody there, how come I can hear you talking to me?'

'A good question,' whispers the Voice. 'But I have a better one. Pay close attention.'

'All right,' you whisper back. (Funny, isn't it, how you always feel obliged to whisper back when anybody whispers at you.)

'Good,' whispers the Voice.

After a while you whisper, 'You aren't saying anything.'

'That's because I'm thinking,' whispers the Voice. 'Specifically, I'm thinking of a number. Can you guess what it is?'

'Don't be -' you begin loudly. Then, remembering your difficult situation, you whisper, 'Don't be daft. How can I be expected to guess what number you're thinking? It could be anything from 6 to 128,753,209!'

'No,' whispers the Voice, 'it isn't either of those. I tell you what, I'll make it easier for you. I will add five to the number I'm thinking of. Now I'll subtract two. Now I'll add fifteen. And now I'll take away the number I first thought of. Now I'll multiply by two. Finally, I shall add one hundred and fifty-one. Can you tell me the number I'm thinking of now?'

Well, can you? If so, go to the section with the number you have calculated.

193

Bravely you take one step further. The snake rears to strike.

You leap forward to attack, but before you are anywhere near the reptile, a small furry animal appears as if from nowhere, chops with its forepaw, spins on one of its hindlegs and karate kicks the snake in the throat with the other, knocking it unconscious.

'I hate snakes,' remarks the small, furry animal in a curious accent, dusting itself down. 'Don't you, Sahib?'

'Well, yes, I do really,' you say uncertainly. 'But who are you?'

'Gopi Krishna at your service. Late of the Third Bengal Mongoose Lancers. Now available for mercenary work. If you care to hire me, the fee is 10 gold pieces per section visited together.'

Which could mount up if you have a long way to go. But while Gopi will avoid all other fights, if you meet any sort of snake or serpent, he will put paid to it at once without your having to strike a single blow, which could come in very handy in certain circumstances.

Should you decide to hire the Mongoose, deduct 10 gold pieces from your hoard for every new section you visit together. Should you decide against it, simply leave him here.

*In either case, you have the option of returning to **124** and taking the left-hand tunnel to **189** or returning to your ship and picking a new destination from your Sea Chart.*

194

You return to your ship with the multicoloured beetle, wondering vaguely if you made the right decision.

But too late to worry now. Get out your Sea Chart and pick a new destination.

195

'Have at you, you senile old fool!' you cry, leaping towards him with a triumphant whoop.

But the senile old fool waves a senile old hand and mutters, 'Scransion Azumopath Nectanebo Dumkoff!' At which you find yourself seized by a magical whirlwind, similar to those used by Merlin for his teleportation spells.

You spin in dizzying darkness for what seems like an eternity before you emerge to find yourself transported back on board the Argo with no option but to return to your Sea Chart.

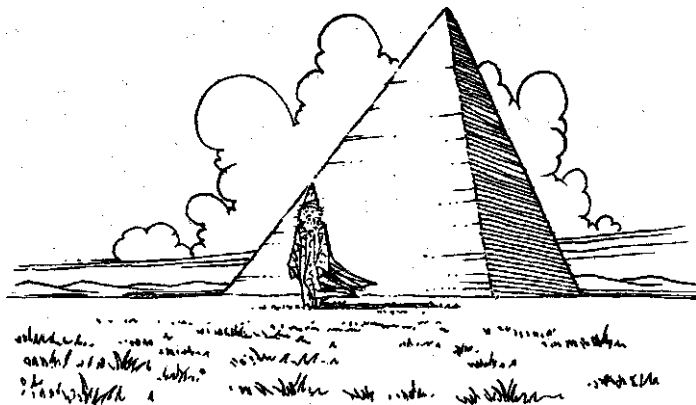
***Note:** you may, if you wish, return to the island you have just left, but you will have to risk Cross-Eyed Navigation and begin the whole island at the beginning if you succeed.*

196

You follow the luminous green arrows as the tunnel turns upwards and eventually emerge into blinding sunlight.

When your eyes adjust, you can see you are standing on a broad, flat, grassy plain, slap bang centre of which stands a towering pyramid. And hurrying towards you from the direction of the pyramid is a very familiar white-robed figure wearing his pointed wizard's hat over a thick bandage round his head.

'Merlin!' you call excitedly. 'Merlin, it's you!'



'Of course it's me!' Merlin exclaims grumpily. 'Who else would it be? And what kept you? Messing around with monsters, I'll be bound, like all young adventurers now. No sense of proportion. No, no indeed.'

'Excuse me, sir, but what happened to your head?'

'It collided with a bucket,' Merlin tells you irritably. 'But never mind that now. While you've been amusing yourself and lolling about in the sun, the Saxons have been invading Avalon. Hordes of them. Great hairy men in ships. Worse still, the King has lost his sword. Excalibur itself. Mislaid it, or had it stolen or some such, so he can't even fight. We have to get back. At least you do. You're the only one who can stop the Saxons. And find Excalibur, come to that, although that will have to be later when you've dispatched the Saxons. Quickly now.'

'I'm afraid I don't have my sword with me either,'

you tell him apologetically. 'I mean I haven't had old EJ on this whole adventure.'

'Sword?' asks Merlin. 'Sword? Why are you blathering about a sword? You can't see off a whole army with just a sword, however good it is. You need magic. Great magic. Superlative magic. Magic of almost unimaginable potency.'

I'm afraid I don't have any of that either: nothing that would put paid to an entire Saxon army.'

'Neither do I,' says Merlin, 'but there's something suitable in the pyramid. All you have to do is get it and we'll be off back to Avalon.' He hesitates, almost imperceptibly, then adds, 'Watch out for the Mummy.'

And since Merlin never gives you a choice about anything, you'd better enter the pyramid at 203.

197

The door swings open into an opulent chamber, empty like the rest (which probably explains why it was left unguarded). A curious tapestry hangs above the heap of silken cushions which presumably serve Colchis as a bed. The tapestry shows a large skull with a single eye socket set centrally in place of the usual two, while underneath has been ornately embroidered the single word 'BEWARE'.

Which is all very nerve-wracking, but doesn't get you anywhere. You begin methodically to search the room. While there is some very fine clothing (as you might expect in a king's room), nothing else of value catches your attention until you

think to look beneath the cushions of the bed itself. And there you find a scroll.

The penmanship is almost as bad as Merlin's, which suggests it must be a magical scroll, wizards generally having handwriting almost as illegible as doctors. But after a few moments' concentration, you manage to read the wording.

And it's a nice find, too. The scroll is headed ILLUSION SPELL and the instructions tell you how to create a marvellous magical effect. The spell itself is difficult since it requires you to throw an 11 or a 12 on two dice: nothing else will activate it. But if you do manage the proper score, you create an illusion of a massive flamestorm so powerful that it will destroy completely any enemy or enemy group ... *but only provided they believe it to be real*. In order to check whether or not the enemy believes the illusion, you must throw a further one die. Score above 3 and the enemy believes. (When thrown against a group, you must make the belief check for each enemy involved.) Casting the spell costs no LIFE POINTS and you may use it as often as you wish; but once an enemy disbelieves the illusion, the spell will never again become effective against him.

Keep the scroll carefully and return to 80 where you may like to try it out against the Amazon Guards who will have been replaced at the foot of the stairs.

Quietly you smash the glass.

All right: you smash the glass loudly, since that's the only way you can smash glass. However, since you didn't succeed, you have attracted just about every guard in this entire building. They pour in a great stream through doorways and along corridors so that the whole place vibrates with the sound of running feet. There are *hundreds* of them.

If you're prepared to fight hundreds of guards, go to 180.

If not, you can surrender by going to 190.

This is interesting. You have entered what appears at first glance to be a natural cavern, but strewn across the floor here are scores of broken and rusted mining tools - spades, picks, chisels, baskets and so forth. And scattered among them are the shattered remnants of close on a hundred dwarven skeletons.

The cavern is unnaturally quiet, like some vast mausoleum, but everywhere you look, you can see the signs of extreme violence which took place sometime in the distant past. Your imagination begins to paint a grim picture. It is the picture of a dwarven mining crew surprised at work by some unimaginable creature which slaughtered them wholesale where they stood. But what sort of creature could do such damage? And, more important, could it still be here, lurking in the warren of interconnected caverns you have entered?

200-201

You can, of course, still return to your ship and pick a new destination.

*But if you decide to go on, a tunnel leading east from the cavern will take you to **162**, while a tunnel leading north-west will take you to **169**.*

200

Well done - she missed you with that purple light. But now she's racing towards you, determined to do you mischief.

'I'll teach you to mess around with Princess Hecate,' she cries, aiming a karate kick at your head.

Hecate has 25 LIFE POINTS, hit on 4 or better and scores +2 on damage on account of her long fingernails.

*If you are killed in the ensuing hassle, go to **14**.*

If you survive, you will find a small golden key and a magical scroll on Hecate's person. The scroll contains a once-only spell for changing a single opponent into a pig with 15 LIFE POINTS, hitting on 6 or better and doing only dice damage. It's a nifty spell, but requires you to throw a 4 or better on double dice to set it going. And once you've used it, successfully or not, it's gone forever.

Now return to the Argo and pick another destination on the Sea Chart.

201

Something odd here. There is a huge bubble in the water at the bottom of the well: so huge that you

202-203

can actually stand up and breathe inside it.

When you have recovered from your surprise, you look around you. Pinned to the inner wall of the bubble with a small ornamental brass dagger is a scrap of parchment. Written on the parchment are the words:

VZSHMF ENQ XNT NM KNRS HRKZMC
RSNO RZWNM HMUZRHNM HLLHMDMS
RSNO BNLD ZS NMBD RSNO JDJ
DMBKNRDC RSNO LDQKHM RSNO

Which might be Greek or just possibly code. On the floor of the bubble beneath the note is a tiny golden key.

Whether or not you can read the note, there's nothing else here. Take your golden key and climb out of the well so you can get back to your ship and your Sea Chart.

202

With a slow grinding of hidden gears the statue slowly topples, threatening to crush you like a gnat.

*Throw two dice. If you score 10 or above, you are definitely not a gnat and will escape the falling statue, but at such a cost to your nerves that you must return at once to your ship. If you score below 10, you will find your squashed remains at **14**.*

203

You notice with growing alarm that Merlin is ranging well back as you step into the gloomy

tunnel which plunges into the heart of the towering pyramid. But there is nothing else for it except to press on.

The tunnel runs level for about a hundred yards, then ends in a flight of stone steps downwards. You descend into what seems to be a cubical; stone-lined crypt, in the centre of which is a granite sarcophagus. There is nothing else at all within the chamber; not even a hint of the superlative magic Merlin mentioned.

You move forward to examine the sarcophagus. The lid has been beautifully carved and decorated to resemble the reclining body of some ancient Pharaoh. Egyptian hieroglyphics have been cut into the sides. The workmanship is so perfect that it takes you nearly five minutes to discover the hidden clasp. But discover it you do and when you release it, the lid of the great granite coffin swings soundlessly open.

'Hello, Sucker!' says the Mummy within, reaching for you with huge bandaged hands.

Although largely rotted away, this animated corpse still retains 33 LIFE POINTS. Which may not seem all that much until you realise it is magically protected so that every dice roll you make to hit is at -5 . (Even magical weapons which would normally hit automatically require a roll of 5 or better to work against this horror.) The Mummy, on the other hand, scores full dice damage (no plusses) and hits successfully on four or better. What's even worse, the Mummy's touch is poison, so that after his first successful hit you



203 'Hello, Sucker!' says the Mummy, reaching for you.

will lose 5 additional LIFE POINTS during each subsequent combat round (including your own strikes) due to the poison eating away your insides.

The only good news is that you manage to kill the Mummy, the action of the poison stops. Should you fail, it's off to 14, although you may return directly to the island at 122 (with golden keys intact) when you have rerolled your LIFE POINTS. Should you manage to slaughter the Mummy, you will find a black ebony staff in the bottom of the sarcophagus. Take it quickly and read on...

THE SAXON INVASION

The sun glints on the armour of the massed armies facing each other across the sweeping plain. The only sound to be heard is the soft clink of the harness for the great warhorses and the occasional creak of armour binding as the knights move restlessly, waiting for the signal.

On a rise above the battlefield, King Arthur leans disconsolately on a large (but definitely unmagical) broadsword. By his side is faithful Sir Lancelot and the old warrior King Pellinore. The faces of all three are deeply troubled.

'Many good men will be killed this day,' Arthur remarks sadly. 'Whichever side emerges victorious.'

'Mais oui,' agrees Sir Lancelot, who sometimes reverts to his native tongue when he is particularly nervous.

'Pity we couldn't find that old fool Merlin,' says King Pellinore. 'A little magic would have gone a long way in this situation.'

'lie's never around when you need him,' sighs the King. 'I suppose I'd better give the battle signal. However much I regret wars, we really can't have the Saxons overrunning the whole country.'



You strike the ground with the heel of your ebony staff.

He turns away from his companions and raises his sword high above his head. At once there is an answering cheer from the men below (and a roar of outrage from the warriors across the plain). Like opposing tides, the two great armies begin to sweep towards each other, weapons flashing, bent on slaughter.

And a lightning flash of brilliant orange explodes across the plain between them!

The leading cavalry on both sides rein in with much plunging of the horses. On the instant, a stunned silence falls across the plain. In the wake of the gigantic lightning flash, a small figure carrying an ebony staff (and very curiously dressed in a Grecian-style tunic) has appeared between the two opposing armies.

'Who is it?' asks Pellinore. 'I can't see from here.'

'The build looks familiar,' frowns Sir Lancelot.

'By George!' exclaims the King. 'I think it's Pip!'

The men of King Arthur's army seem to have come to much the same conclusion, for a massive cheer goes up, rolling to the heavens like a sudden thunderclap.

The small figure takes three steps towards the startled Saxons, then strikes once with the heel of the ebon staff upon the ground.

For a moment, nothing more happens, then, softly as distant thunder, a low rumble swells from somewhere deep beneath the feet of the two opposing armies. The noise grows louder, a rolling

vibration which shakes the very ground until the land itself moves!

A fountain of brilliant violet light surges upwards from the ebon staff, then curls down and spreads swiftly to embrace the entire Saxon army. The mighty warriors are limmed with a sparkling violet aura, then it fades abruptly. For an instant all is still.

Softly at first, but increasing, the low grumbling begins again, like the approach of some gigantic juggernaut. And this time the land surges up for all the world as though it were a tidal wave at sea.

'Earthquake!' screams someone in the ranks below the King. But the ground by Arthur's army remains rock steady.

The wave begins to move, rushing forward at a gesture from the small figure with the ebon staff. The Saxon army erupts in noisy panic.

Howling with delight, King Arthur's men surge forward — and the Saxons break and run . . . pursued by the great wave which, though it has swelled to mountainous proportions yet passed over Avalon without the slightest hint of damage.

'It's a rout!' exclaims King Pellinore. 'The invasion has been halted with not a drop of blood shed!'

'Pip has done it again!' roars the King and leaps upon his horse to ride down and greet the greatest hero his realm has ever seen.

APPENDIX

APPENDIX I

Dreamtime

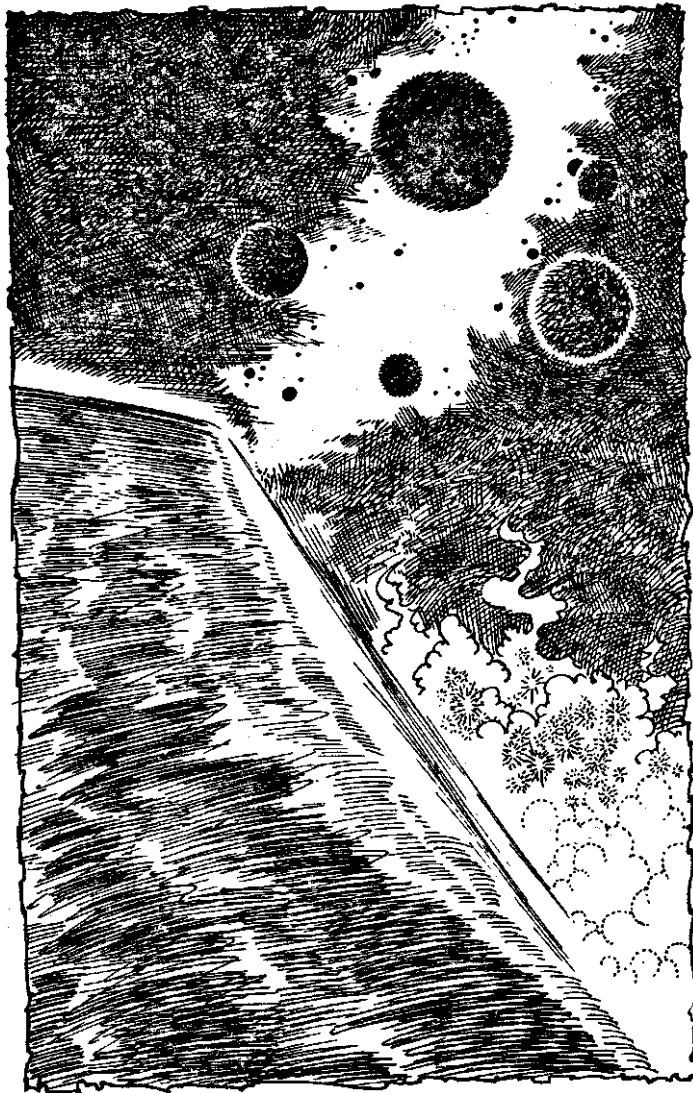
This section is used ONLY when you decide to SLEEP. If the dice direct you here, follow these rules:

1. You enter the Dreamtime with your LIFE POINTS at the exact level they were at when you decided to Sleep.
2. You have no magic, weapons or armour, except those which may be given you in a Dreamtime encounter.
3. You may take nothing back from the Dreamtime.
4. Any LIFE POINTS you lose in the Dreamtime must be deducted from your actual LIFE POINTS. If you are killed in the Dreamtime, you are really killed and must go direct to the dreaded 14.

Now enter the Dreamtime by throwing two dice and going to the section indicated by your score.

If you survive, you should return to the section where you decided to Sleep.

Dreamtime Sections



A vast waterfall plunges into the starry depths of space.

2. You are at the helm of a great ship on a voyage of high adventure. Your lookout in the crow's nest calls out a warning that your vessel is approaching the edge of the world. Although you know this is impossible since the world is round, you can nonetheless see he is right: a strong current is taking the ship directly to a vast waterfall in the middle of the ocean, a waterfall which plunges down into the starry depths of space. You swing hard on the wheel, but cannot divert the ship from its course. In minutes, your vessel is plunging over the edge. Roll one die. Score 1-3 and you plunge to **14**. Score 4-6 and you get lucky enough to fall back into the section where you decided to **SLEEP** without loss of **LIFE POINTS**.
3. You are standing before a broad mist-enshrouded lake, and you know the only way back to the section where you decided to **SLEEP** is across its gloomy waters. The distance is too far to swim, but there is a chance you may be able to call to the Ferryman on the distant shore. As you are about to do so, you are attacked suddenly by a Ragged Rogue armed with a +1 dagger. You yourself are unarmed, but you determine to put up a fight.

The Ragged Rogue has 12 LIFE POINTS. Both of you strike successfully on a 6 or better; but in your desperation you get first strike. If the Rogue kills you, go to **14**. If you kill the Rogue in three strikes or less, you will be able to call the Ferryman and return to the section where you decided to SLEEP. If you take longer to kill the Rogue, the Ferryman will have departed and you can only return to your adventure via **14**.

4. Although this is totally out of character, you are drunk as a newt and have just picked a fight with a very large man with 25 LIFE POINTS and a +3 club. Although you are equipped with old EJ (thus hitting on 4 or better and doing +5 damage) you are so unsteady on your feet that you can only get in one strike for every two bashes your opponent gets in. What's more, you take so long getting EJ out of his scabbard that your opponent gets first strike. If you lose this silly fight, you're off to **14**. If you win, you may return to the section where you decided to SLEEP.
5. At the lowest level of an horrendous dungeon, you have found an ornate casket made from transparent crystal. Within it is a glowing blue-green gemstone which you know will give you a double dice roll of LIFE POINTS (a rare thing in the Dreamtime). Your problem is to open the box safely. To attempt to do so, you must roll one die. Score 5 or 6 and you retrieve the gem safely and increase your LIFE POINTS. Score anything else and the box

shatters, hacking away 10 of your present LIFE POINTS. If this kills you, go to **14**. If not, return to the section where you decided to SLEEP - minus 10 LIFE POINTS.

6. You have fallen through the floor of a ruined castle into the pink marble Crypt of the Poetic Fiend who, you discover, is in a foul mood by reason of a bad toothache (or, more correctly, fangache). He insists you must write a Limerick beginning 'There once was a Poet called Dan ...' If you can complete the Limerick in less than fifteen minutes, you may return safely to the section where you decided to SLEEP. If not, he will fang you for the loss of 5 LIFE POINTS. (If this kills you, go to **14**. If not, return minus 5 LIFE POINTS.)
7. A sorcerer has given you a scroll containing a GNURLBASH spell. You have no idea what a GNURLBASH spell does, but are determined to find out. The instructions on the scroll suggest you roll two dice. Score 2-6 and the spell calls up a Gnurlbash Monster with 30 LIFE POINTS and +2 fangs which attacks you viciously, getting first strike. If it kills you, go to **14**. If you can kill it with your bare hands, go back to the section where you decided to SLEEP. Score 7-10 and the Gnurlbash Monster will appear but wander off, allowing you to return safely to the section where you decided to SLEEP. Score 11-12 and the Gnurlbash Monster will actually accompany you out of the Dreamtime and fight on your behalf against

- one (but only one) monster in your adventure before disappearing.
8. You have fallen into a gigantic bowl of sago (which presumably means you've shrunk in size alarmingly, or that you should stop eating cheese butties before you go asleep). Although the goo is so thick there is little chance of your drowning, you do notice a fin approaching across the surface. Throw a dice quickly. Score 1 to 4 and you're safe: the fin is only a floating cornflake. Throw 5 or 6 and it's a floating cornflake with a shark underneath. The shark has 20 LIFE POINTS and does +4 damage each time it bites you. Good luck with the encounter.
 9. Somebody has unscrewed your leg (the left one) and thrown it down a deep well. You are now in the process of climbing down the well to get it back. Throw two dice. Score 9-12 and you succeed. Score 2-8 and you fail. The problem is that if you don't get your leg back here, your real left leg will be numb for three sections after you return to the section where you decided to SLEEP. This means that if you get into a fight, you will automatically miss every third strike, whatever the dice show.
 10. On your arrival at a strange village, the peasants decide to burn you at the stake having apparently mistaken you for a witch. You are now bound and gagged, watching the village elders approaching with lighted torches. This worries you, since it is broad daylight. If you can break your bonds, you

- should be able to run back to the section where you decided to SLEEP. Throw two dice to decide the strength of your bonds. Then throw two more to represent your effort in breaking them. If the second roll is higher than the first, you get free. If not, make your singed way to **14**.
11. You have been knocked unconscious during combat, but Merlin, who is a bit short-sighted, decides you are dead and arranges a decent burial. You come to in an extremely comfortable coffin as it is being lowered into the grave. You have only a very short time to attract everybody's attention before your air runs out. You can attract their attention by throwing a 6 on a single die. But unless you manage to throw that six in five or fewer attempts, you're dead from suffocation. Take up your die ...
 12. You are lost in a dense fog which has completely disoriented you. You wander for hours, trying to find your way back to the section where you decided to SLEEP ... while at the same time trying to avoid wandering into the dreaded **14**. Throw one die. Score 1-2 and go to 14. Score 3-4 and you're back in the section where you decided to SLEEP. Score 5-6 and you're back in the Dreamtime so that you must roll two dice to find which Dreamtime section awaits you this time.

APPENDIX II

The Wallbanger Ritual

**DO NOT READ THIS SECTION
UNTIL READY TO CAST SPELL**

**WARNING: READING THIS SECTION
USES SPELL FOR THIS ADVENTURE**

To perform the terrifying, arcane Wallbanger Ritual, you will need a peaked cap, pencil, paper, bowl of porridge (hot or cold) and a spade.

1. Put on a peaked cap.
2. Turn peaked cap round so that the peak is sticking out the back.
3. Draw a five-pointed star on your paper with your pencil.
4. Write inside the star the word WALL-BANGER!
5. Bury the piece of paper in your garden (or anywhere else you can).
6. Return home and eat the porridge.

Once you have completed the Ritual the spell is activated. It works against a group of enemies of

any size or strength, paralysing them completely for six consecutive combat rounds and allowing them to strike only every second round thereafter (assuming you haven't hacked them to bits while they were paralysed).

This is one of the most powerful spells known and will cost half your current LIFE POINTS to throw. Even so, it can only be used once during an adventure and must be used as soon as you have read the instructions, otherwise the magic dissipates harmlessly.

Cross-Eyed Navigation Section

Welcome to the Cross-Eyed Navigation Section. The fact that you're here shows that (once again, perhaps) you have made a complete mess of guiding your ship where you want it to go.

But you have definitely ended up SOMEWHERE. Throw one die to find out where . . . and what hassles your cross-eyed navigation has got you into.

Score

1. You have beached on a mist-enshrouded island. It looks so spooky that none of your trusty crew will disembark with you. Bravely (and stupidly) you insist on going alone, since you must find your present bearings.

You walk up the beach, get lost in the fog, fall down a bog-hole, losing 3 LIFE POINTS in the process, and eventually find yourself entering a gloomy cave.

You know this is madness, but you press on until you encounter the nest of the Greater Spotted Pondoozlewazzle Bird, a short-legged creature the approximate size of a double-decker bus.

The Greater Spotted Pondoozlewazzle Bird is a very aggressive creature which, fortunately, does not fight very well, needing a 12 to strike you. Or rather sit on you - that being the way it fights. If it does manage to sit on you, however, you will be squashed so flat it can post you directly to **14**.

By reason of their great size, Pondoozlewazzles are extremely difficult to kill. This one has 100 LIFE POINTS. You get first strike. If you can kill it, you will find your present bearings written on a massive egg it was trying to hatch and may return to your ship and your Chart.

2. You beach on a coral island with glistening sands, waving palm trees, whispering breezes, balmy sunshine and an equally barmy tribe of cannibals.

Since the cannibals are stupid as well as loony, they may not recognize you as human. Throw two dice. Score above 6 and you're free and clear to return to your ship and your Chart. Score 6 or less and you have to fight the cannibal chief's daughter.

This worthy Amazon has 35 LIFE POINTS and hits successfully on 5 with her +3 club. If she renders you unconscious, she will keep you as a pet. If she kills you, she will serve you (with yams, berries, and wild rice) at the next tribal feast.

If you kill her; you still have to escape from

the remainder of the tribe (who don't know a thing about fair fights) which you may attempt to do by throwing two more dice. Score above 4 and you're free to return to your ship and your Chart. Score 4 or less and the tribe will eat you raw - a process you may watch from **14**.

This is a nasty island: try to avoid it next time.

3. You beach on a rocky island. You and your trusty crew set out to explore and find it uninhabited except for seabirds and mosquitos, one of which is fated to bite you. Throw two dice. Score above 6 and you are bitten by a seabird for the loss of 10 LIFE POINTS. (If this kills you, go to **14**.) Score 6 or below and you are bitten by a mosquito for the loss of only 1 LIFE POINT, but the insect gives you malaria which means you will henceforth shake so much that you can only hit every second round in a fight. The malaria will persist indefinitely unless you take some magic quinine or use up six full doses of Healing Potion and one application of healing salve to cure yourself.
4. You beach on a volcanic island and only when you are well inland do you realize the volcano is still active. You realize this because it erupts. You have a small chance of out-running the lava flow. Roll two dice. Score 7 or below and you're frizzled: go direct to **14**. Score 8, 9, or 10 and you're burned to the tune

of 15 LIFE POINTS, but if this doesn't kill you, you can return to your ship and your chart. Score 11 or 12 and you get back to your ship intact.

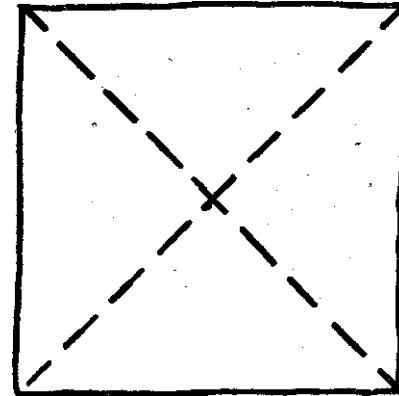
5. You beach on a bird sanctuary, on which are thousands of the forgetful Cricri birds. These brightly plumaged creatures lay tiny blue eggs and generally forget where they have laid them. Each egg has the interesting property of healing poison if eaten with purple spinach. Throw one die to determine how many eggs you find.

6. Just beyond the beach on this island is a patch of the extremely rare purple spinach (which, if eaten with a Cricri bird's egg will cure poison). Between you and the patch is an equally rare specimen of Zebra-Striped Kimono Dragon with 30 LIFE POINTS and +4 talons. The dragon will remain immobile until you deliver the first blow, but thereafter will fight very efficiently since it requires only 4 or better to hit. Dragons of this species never give a Friendly Reaction, but they can sometimes be bribed with Cricri bird eggs. If you have any to spare, roll two dice to see how many the dragon will accept.

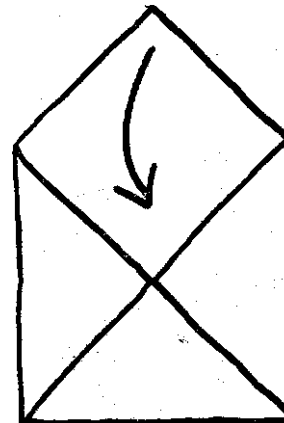
APPENDIX IV

Boat Building Diagrams (Section 166)

1. Take a *square* sheet of paper and fold it so ..

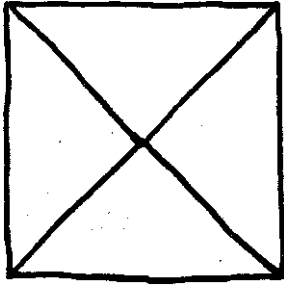


(Fold along dotted lines.)



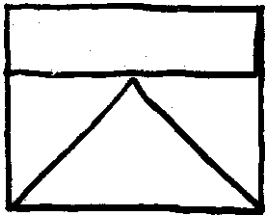
2. Now fold the four corners into the middle

(This is how it looks when you have folded three of the four corners)

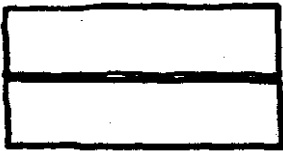


(And this is how it looks when you have folded all four)

3. Now fold the bottom and top edges towards the middle like this ...



(Top edge folded)



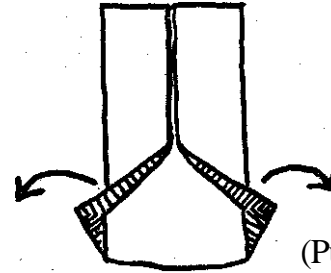
(Both edges folded)

4. Turn the paper round so it looks like this ...



and take a deep breath because it gets complicated from here.

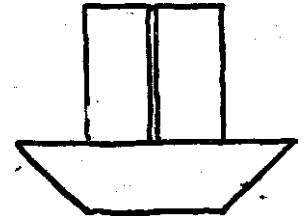
5. Open up the bottom corners and fiddle with them as follows



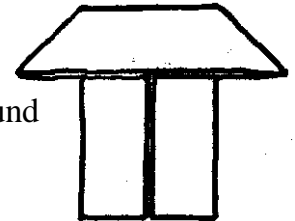
(Pull out corners)

6. Now fold the bottom edge upwards so you're left with this:

(No it's not your boat - don't be silly!)



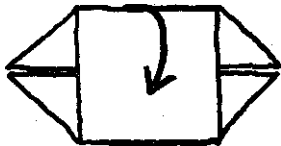
7. Turn the whole thing round again.



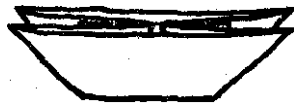
8. Open up the bottom corners and fold as in steps 5 and 6 so your whole confusing mess looks like this...



9. Now turn it over so the back is facing you.

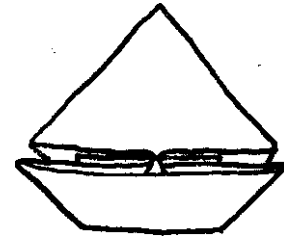


... And fold top to bottom as shown, leaving it like this ...

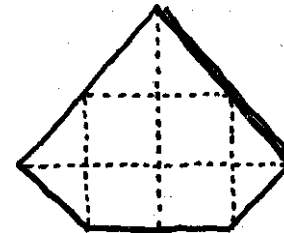


(No, it's still not your boat unless you want to risk drowning.)

10. This is tricky. Look down on your folded paper from above then reach in and take out the corner (careful — it tears easily).

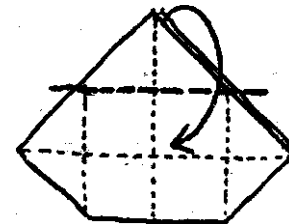


(This is how it looks with one corner pulled out)



(And this is how it looks with both. The dotted lines are old folds.)

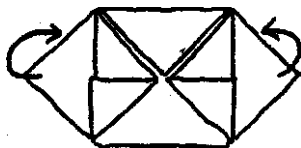
11. Now do this, both sides ...



Which leaves you with

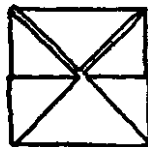


12. Fold in the sides ...

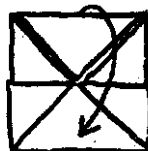


(The ones still sticking out fold over to the back the same way)

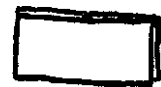
If you fool around long enough it will look like this.



13. Now fold the top edges down, front and back...



So it ends like this.



14. Open it out again from the bottom so it looks like this ...

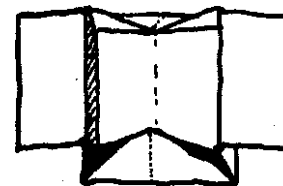


Now turn it round this way



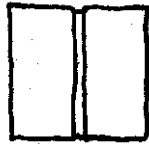
Pull these edges

15. And you'll end up with a funny sort of box!

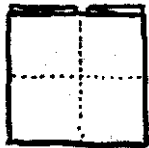


Which looks like this from the top.

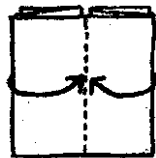
16. Now stop playing with boxes when you have a boat to build and push it back the way it was in step 14—



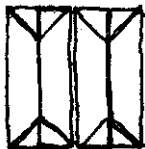
And turn it over so the back is towards you.



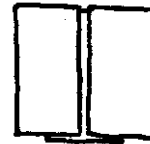
17. Fold the two outside edges to the centre.



If you're lucky it will end up like this.



18. Turn it over again ...

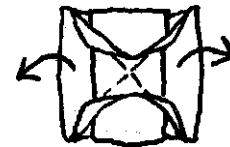


19. Now this is really tricky. Put your thumbs in here...

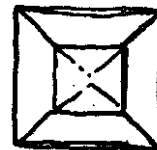
(Thumbs in here)



And pull the whole thing out and back on itself like so.



When you've flattened it, it should look like this



20. Right, nearly there now. Turn it over again.



21. And fold the whole top edge to meet the bottom edge.



You'll be left with this*



22. Turn it over and grip firmly where shown.

Grip here  And here

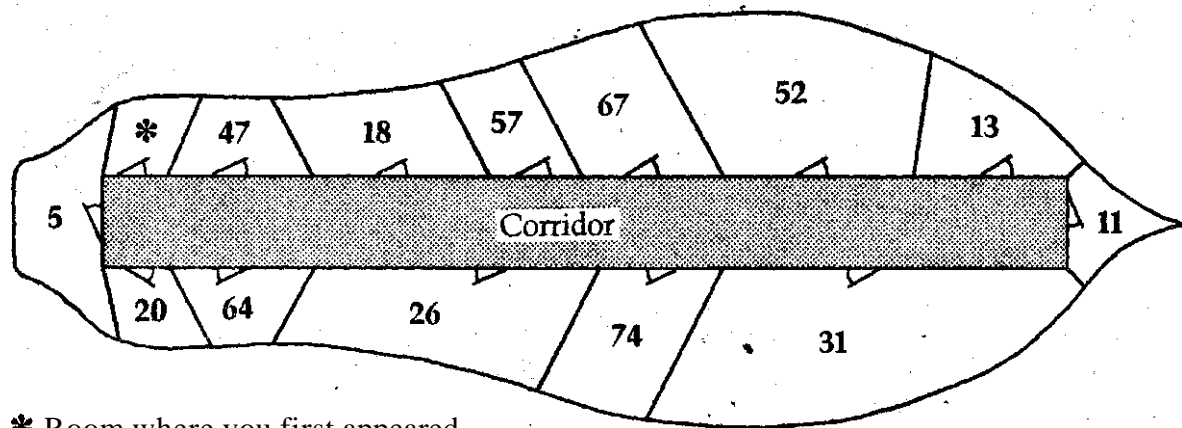
23. **Now pull!!**



And now you have your boat!!
(You can even pull up two sails.)



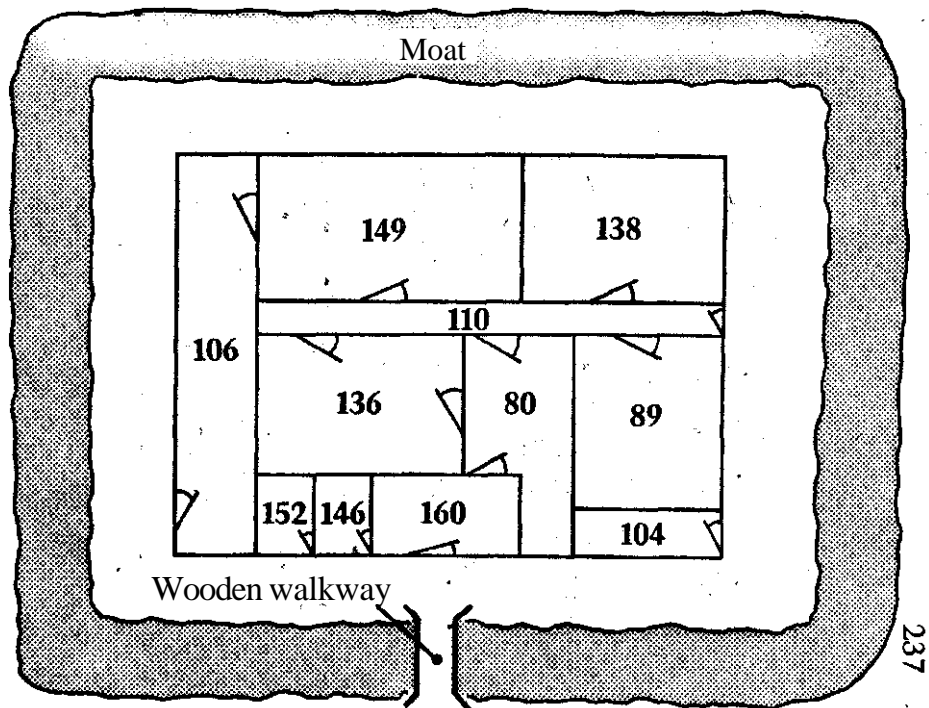
Plan 1



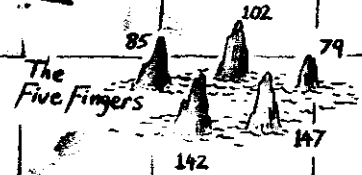
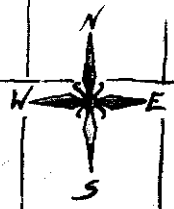
* Room where you first appeared

↙ Door

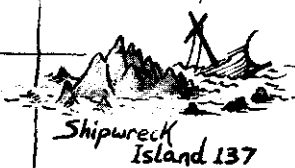
Plan 2
(Section 160)



Sea Chart



Demondim Isle 12



Quest Journal

PIP'S LIFE POINTS

Current:

Starting:

EXPERIENCE POINTS:

(20 = 1 PERMANENT LIFE POINT)

CURRENT EQUIPMENT

Shipboard:

Islands:

Demondim (12)
Skull (109)
Maiden's Call (118)
Lost (122)
Dragon (128)
Shipwreck (137)
Five Fingers
 (79)
 (85)
 (102)
 (142)
 (147)

BATTLE SCORES

Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:
Result:	Result:	Result:	Result:
Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:
Result:	Result:	Result:	Result:
Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:
Result:	Result:	Result:	Result:
Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:	Enemy: Section: Enemy LIFE POINTS:
Result:	Result:	Result:	Result:

Rules of Combat

(see Section 1)

To Find Your Starting LIFE POINTS

1. Roll two dice and add the scores together.
2. Multiply the result by 4.
3. Add any PERMANENT LIFE POINTS gained in other *GrailQuest* adventures.

To Strike an Enemy

1. Roll two dice for yourself and your enemy to see who gets first strike. Highest score strikes first.
2. Roll a 6 or higher on two dice to strike a blow.

To Damage an Enemy

1. Check how many points you rolled above the number needed to strike.
2. Subtract this from your enemy's LIFE POINTS.

To Knock Out an Enemy

Reduce his LIFE POINTS to 5.

To Kill an Enemy

Reduce his LIFE POINTS to 0.

Your enemies use the same method to attack you, as you throw dice for them.

Armour & Weapons

1. Using armour subtracts from damage scored against you.
2. Using weapons increases the damage you score.

Navigation

To navigate your ship, select any destination (section number) shown on the Sea Chart (see inside back cover), then throw two dice. If you score 5-12, you reach your destination. If you score 2, 3 or 4, turn to the Cross-Eyed Navigation section (Appendix H) and follow its instructions. If you survive, return to the Sea Chart and go directly to your chosen destination.

Magic

Standard *GrailQuest* magic is not available in this adventure. Various magical items and spells will be found on the journey and usage is explained at the time of finding. The most potent spell is *The Wallbanger Ritual* which may be read and used *once only*.

To Avoid Fights

a) *To Test for a Friendly Reaction*

Roll one die *once* for your enemy and one die *three* times for yourself. If you score *less* than your enemy, he is friendly. Proceed as if you had won a fight.

b) *Bribery*

1. *Bribery* is only possible in Sections marked *B. The number of asterisks indicates the amount of Gold Pieces (or object of equal or higher value) your enemy will accept. *B = 100 GPs; **B = 500 GPs; ***B = 1,000 GPs; ****B = 10,000 GPs.
2. To offer a bribe, roll two dice. If you score 2-7, your bribe is refused. If you score 8-12, proceed as if you have won a fight.
3. Whether or not you are successful, subtract the bribe amount from your gold store.

To Restore Lost LIFE POINTS

1. *Sleep*: You can sleep any time except when fighting. Roll *one* die. If you score 1-4, turn to *Dreamtime*. If you score 5 or 6, LIFE POINTS are restored equal to rolling two dice.
2. Other LIFE-restoring methods are given through the adventure.

LIFE POINTS cannot be restored to above your Starting total - except through Experience.

EXPERIENCE POINTS

1. 1 EXPERIENCE POINT is gained for each fight or puzzle won or solved.
2. 20 EXPERIENCE POINTS = 1 PERMANENT LIFE POINT. 10 of these can be taken into future adventures.

Repeat Journeys

%

In this adventure, enemies previously killed do *not* remain dead in repeat journeys, but they have only *half* the LIFE POINTS they had in your first encounter. Any items collected are lost unless you are told otherwise.