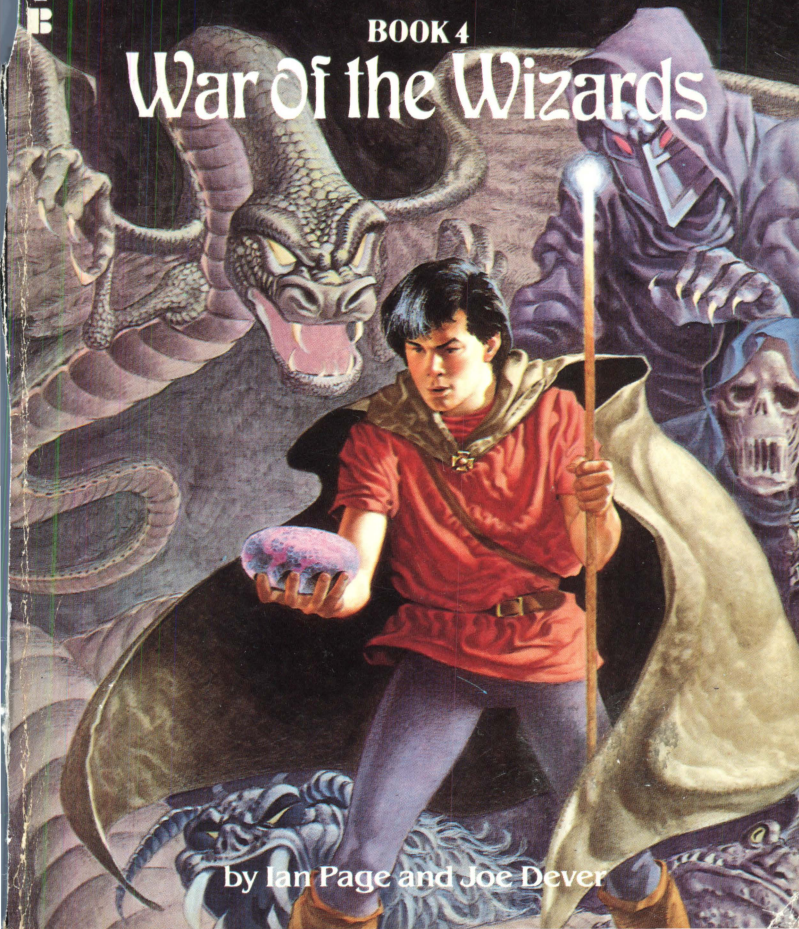
YOU ARE GREY STAR—DETERMINE YOUR DESTINY!

THE WORLD OF LONE WOLF

BOOK 4

War of the Wizards



by Ian Page and Joe Dever

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the Shadakine
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E
S
Sadi
Lake Tilos
River Dosar
Mount
Great Lissan Plain
Lake Dolani
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Andui
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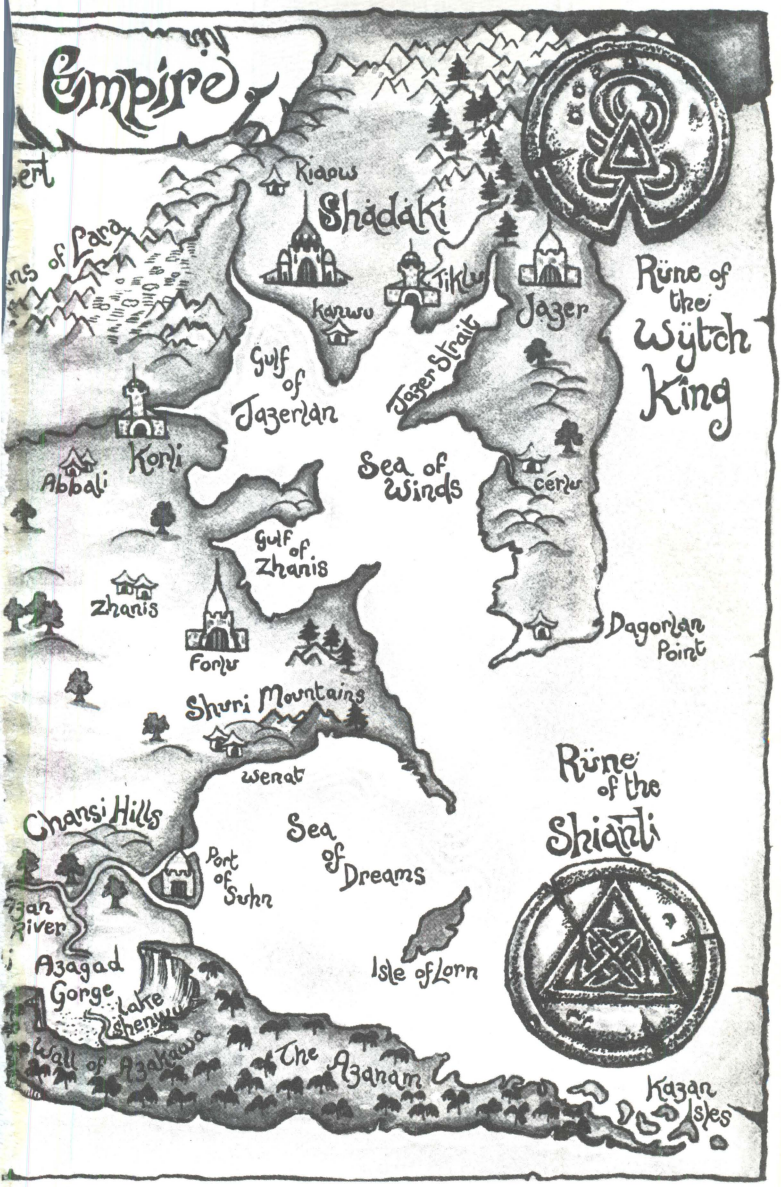
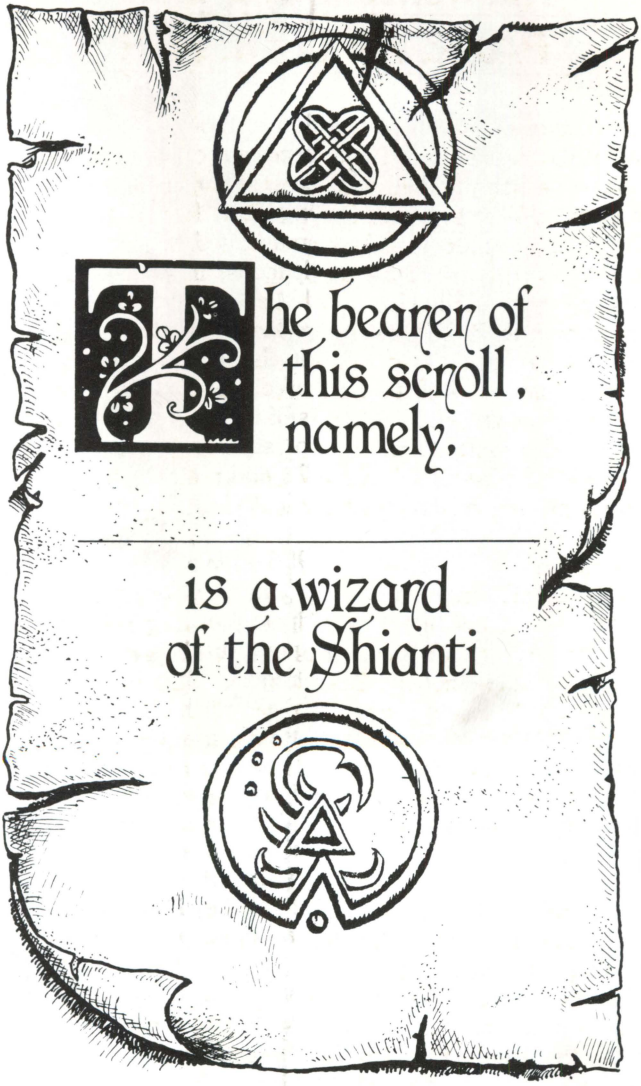
Lake Iss
Lissan Mountains
Kashima Mountains
Sena
Desolation Valley
Forest of Fernm
Mountains of Morn
Forbidden City
Selgan River
Suhni River
Gurlu Marshes
Key.
Scale 100 miles
mountains.
hill country.
jungle.
barren wasteland.
stone desert.
cliff face.
Deciduous forest.
Swamp.
Evergreen forest.
desert.


Empire
Kiapu
Shadaki
Tikku
Kanwu
Jager
Jager Strait
Gulf of Jazerlan
Rune of the Witch King
Korli
Abbali
Sea of Winds
Cerlu
Gulf of Zhanis
Zhanis
Forlu
Dagorlan Point
Shuri Mountains
Wenat
Rune of the Shianti
Chansi Hills
Sea of Dreams
Port of Suhn
Agan River
Isle of Lorn
Azagad Gorge
Lake Shenyu
Wall of Azakawa
The Azanam
Kagan Isles


The bearer of
this scroll,
namely,
is a wizard
of the Shianti

THE WORLD *of* LONE WOLF

PAGE AND DEVER

The Author

IAN PAGE was born in London in 1960. Since the age of sixteen he has pursued a successful career as a singer/songwriter. With the band *Secret Affair,* he had a string of chart hits to his credit including 'Time for Action' and 'My World'. His interest in the fantastic worlds of 'Sword and Sorcery' dates back to his early teens, and to his love of the novels of J. R. R. Tolkien and Michael Moorcock. It was in 1979, when Joe Dever introduced him to role-playing games, that his involvement in the world of Magnamund began. He has since contributed greatly to the development of the southern reaches of this fantastic world, and has worked closely with Joe on several other role-playing games projects that include TV and radio appearances.

The Editor

JOE DEVER was born in 1956 at Woodford Bridge in Essex. His involvement with role-playing games dates back to 1977 when, on a trip to Los Angeles, he discovered 'Dungeons and Dragons'. In 1982 he won the Advanced Dungeons and Dragons Championships in America, where he was the only British competitor. His bestselling Lone Wolf adventures (available in Beaver Books) are the culmination of many years of developing the world of Magnamund. Printed in several languages and sold throughout the world, they have earned both him and co-author Gary Chalk recognition as masters of the gamebook craft. Joe Dever also writes for modelling journals, is a contributing editor to *White Dwarf*—Britain's leading role-playing games magazine, adapts the Lone Wolf adventures for computer play and is noted for his model photography. Together with Gary Chalk, he produces the Lone Wolf Club Newsletter and enjoys answering letters from readers all over the world.

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THE WORLD OF LONE WOLF

BOOK 4

War of the Wizards

Written by Ian Page
Edited by Joe Dever
Illustrated by Paul Bonner

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text of the original hardcover edition.

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10 9 8 7 6 5 4 3 2

To Alison

ACTION CHART

LESSER MAGICKS

1	
2	
3	
4	
5	
6	

If completed any previous World of Lone Wolf adventures

HIGHER MAGICKS

1	thaumaturgy
2	telegy
3	Physiurgy
4	theurgy
5	visionary
6	necromancy

If completed any previous World of Lone Wolf adventures

HERB POUCH (Maximum 6 articles)

1	2 Empty vials
2	Sal-petre
3	Sulphur
4	Pestle + Mortar
5	1 Calcaceous powder
6	Temers

Only carried if you possess Magical Power of Alchemy

MEALS

5

(Carried in Backpack)
– 3 EP if no Meals available when instructed to eat

BELT POUCH

containing Nobles (50 maximum)

50

COMBAT SKILL	WILLPOWER	ENDURANCE POINTS
	May go above Initial Score	Can never go above Initial Score 0 = dead

COMBAT RECORD

ENDURANCE POINTS	WILLPOWER POINTS		ENDURANCE POINTS
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY

SPECIAL ITEMS

DESCRIPTION	KNOWN EFFECTS
Water Bottle	
1. Sword	
Masbata Bottle	
Horn	

BACKPACK ITEMS 1.	2
1. Rope	
2. Tinder boxes	
2 tarma seeds	
2 zerima seed	
1 Flether	
2 Laumspes	
Can be discarded when not in combat	

WEAPONS (maximum 2 Weapons, Wizard's Staff counts as 1 Weapon)
1
2
If combat entered without Wizard's Staff −6 CS. If combat entered without a Weapon −8 CS.

CS = Combat Skill EP = Endurance

OF THE COMING OF GREY STAR

Ancient days they were when first the Shianti set foot upon the land that men call Magnamund. Long had they journeyed through the void, homeless wanderers in search of a place to call their own. And so it was that when the Shianti first looked upon the face of the land, their hearts were raised in wonder. They saw a world of nameless mountains, untamed forests and lands both wild and free. Here they chose to cease their wanderings and to devote themselves to the study and appreciation of this new found land.

To the delight of the Shianti, the race of man first emerged at this time and they watched his early struggle towards civilization with eager concern. Like gods, the Shianti seemed to the minds of primitive men. Tall and proud, shining with a radiance that spoke of magic and arcane mystery, the Shianti moved among them and with their powers of wizardry, aided man in his development.

As the centuries passed, man fell to worship of the magicial Shianti and the power of these wizards grew even stronger. With hungry hearts they sought to unlock the mysteries of knowledge, sending their minds into other planes of existence and strange worlds beyond the sphere of the material plane. Their foresight was now unmatched and the power of their thought was mighty indeed. It was at this time that they created the Moonstone. Woven of the very

fabric of the astral plane of Daziarn, this translucent gem was the greatest achievement of Shianti wisdom. It was the binding force of all Shianti magic, containing the combined might of all their wizardry, the sum of all their knowledge. The Golden Age of the Shianti had come and the Moonstone was the instrument of their dominion throughout all Magnamund. Man stood as little more than a shadow, blinded by the shining white light of Shianti glory. But, in creating the Moonstone, the unwritten laws of nature had been transgressed. For the Moonstone, like the Shianti themselves, was something outside of man's own world; it defied the natural order laid down by the creators of the Earth and disrupted the balance that the gods had designed.

The Goddess Ishir, High Priestess of the Moon and mother of all men, showed herself to the Shianti and spoke to them of the destiny of man: 'The children of this world must claim their inheritance. Their time has come and they must learn to stand alone. They are lost in their worship of you and the day draws ever nearer when they will covet the power of the Moonstone.'

And the Shianti said: 'Forgive us, Great Goddess, for we intend no harm. We love mankind even as you do. We have sought to do good and protect your children from harm.'

But Ishir replied, 'Of this there can be no doubt, but this world is not your realm. Man must be free to pursue his destiny alone, and you must leave, for you trespass on his domain.'

The Shianti were filled with sorrow. They feared a

return to the void and to their lonely wandering, and pleaded with Ishir that she might allow them to remain. Ishir was filled with pity for them. She spoke again, saying, 'If you are to remain you must obey my command. You must take a vow never to interfere with mankind's fate. As a token of good faith you must lay aside the Moonstone, and return it to the plane where it belongs.'

Solemnly, the Shianti agreed. The vow was sworn before Ishir, and the Moonstone was returned to the Daziarn. The Shianti abandoned their cities and moved south to the Isle of Lorn. They encircled their new home with a web of enchantments, magical mists and mage winds to prevent man from ever finding their place of refuge in the Sea of Dreams. Knowledge of the Shianti faded with time, save in southern Magnamund where it became enshrined in legend, and the worship of them endured. Priests of the Shianti religion preserved their lore and patiently awaited the day when the 'ancient ones' would return, bringing with them lasting peace and the blessing of a new golden age.

Two thousand years strode by and man advanced as Ishir had foretold. He built great cities and cultivated the land; his kingdoms rose and fell; he made war and loved and laughed and became master of his fate. But a new power arose in the province of Shadaki. There Shasarak the evil Wytch-king ruled. The black necromancer commanded an army of brutal soldiers and had a devoted following of men who upheld his religion of demonic worship and sacrificial rites. Devotees of the Shianti and other religious cults were persecuted in a merciless purge. Ruthlessly, the

Wytch-king destroyed all his opponents and began a terrible war with the peoples of the neighbouring provinces. From the ruins of war Shasarak shaped the Shadakine Empire, subjugating whole nations to his evil rule. And, as the provinces fell to his might, the Shianti looked on helplessly, bound by their vow to the Goddess Ishir never to interfere in the affairs of man.

On the night of the crowning of Shasarak as Overlord of the Shadakine Empire, a great storm broke upon the Sea of Dreams, a storm that raged with unnatural intensity. Lashed by wind and rain, illuminated by wild lightning, the waters heaved and danced in fury to the thundering music of the storm, unchecked by even the enchantments of the Shianti. When finally the tempest died, the Shianti looked out in amazement on the shattered hull of a ship drifting towards their shore. Never before had this occurred, for the enchantments and mage winds had kept them secure from the curiosity of man by forcing him to sail close to his own land.

The Shianti went quickly to the ruined ship where they found only one survivor – a baby. They perceived the sudden arrival of this human child as a sign of great portent, and they conceived a plan by which they might lawfully aid mankind. They named the orphan child Grey Star because a star is the symbol of hope in the Shianti faith, and because of the silver streak in the child's jet-black hair. In the shadow of the wrath of the Goddess Ishir, they raised the child as one of their own and taught him their secrets. Diligently they set about their instruction, for their aim was to provide a saviour for mankind. Armed with the

might of Shianti wizardry and wisdom, their hope was to create an adversary equal in power to the evil Wytch-king of Shadaki, for they realized that only with the death of Shasarak would man once more be free to determine his destiny.

THE STORY SO FAR . . .

You are Grey Star, trained in the ancient lore of a Shianti wizard. For sixteen years you have dwelt in safety on the Isle of Lorn, the hidden realm of the magical Shianti race, until Acarya, High Wizard of the Shianti, sent you upon a dangerous quest to save your people, the race of man, from the evil rule of Shasarak, the tyrannical Wytch-king of the Shadakine Empire. Held by their ancient vow to the Goddess Ishir, the Shianti are unable to leave their island and come to the aid of man themselves but no such promise prohibited you from leaving the island and you were sent to recover the Moonstone and use its power to defeat the Wytch-king.

The Moonstone, an artefact that possesses the combined force of all Shianti wisdom and power, was hidden on the Daziarn plane and you first had to find the invisible gateway to the Daziarn, the Shadow Gate. To help you find the Gate, you sought the Lost Tribe of Lara, a race of magical but primitive creatures called the Kundi, who possess the gift of astral vision, enabling them to see magic portals and gate-

ways to other planes and dimensions. When Shasarak's Shadakine army first invaded the free provinces of the south, they came through the forests of the Mountains of Lara where the Kundi lived, and were constantly ambushed and delayed by the Kundi. The Kundi always eluded them, disappearing into the dense forest before the Shadakine could retaliate and, finally, in wrath, the Wytch-king burnt down the forests and forced the Kundi to flee south. No one knew where they came to rest.

Voyaging across the Sea of Dreams, you came first to the city of Suhn, the largest port in the Shadakine Empire. There you were befriended by a cheerful merchant named Shan Li, a widely travelled man. Your questions about the Lost Tribe aroused suspicion in Suhn and you were captured and taken to the House of Correction, the prison of Suhn, and subjected to the truthsay of Mother Magri, Shadakine Wytch and Law-giver. With the aid of the power of the Kazim Stone, she attempted to read your mind, but you were able to preserve the secret of your quest.

With the help of Tanith, a young and beautiful girl learning the ways of wytchcraft in the service of Mother Magri, you were able to escape from the House of Correction. With Shan as your guide, you eventually turned south and headed towards the region known as the Azanam, for it seemed likely that the Lost Tribe had settled there. However, again using the power of the Kazim Stone, Mother Magri summoned a Kleasá against you – a demon shadow that feeds upon the soul. Neither your Magical Powers, nor the might of your Wizard's Staff were

able to defeat the Kleasá, and it had almost destroyed you when Tanith cast a spell and called the demon against herself. She was totally consumed by the Kleasá and both disappeared in flames. Her brave sacrifice saved your life.

At the Azanam you found the Kundi and they gave you their Shaman, Urik the Wise, to guide you to the Shadow Gate. You travelled across the hostile lands of the Shadakine Empire and, close to the gates of the city of Karnali, you freed a man named Samu, a former king of the extinct tribe of the Masbaté, from a Shadakine slave train. Then the leader of the rebel Freedom Guild, Sado of the Long Knife, enlisted your aid in freeing the city of Karnali from the rule of its Shadakine Wytch and her warriors, but you did not, for still you had to find the Shadow Gate. You journeyed on, accompanied by Samu, Urik, and a thief by the name of Hugi. On this later stage of your journey, you discovered that Shasarak was once a Shianti Master. So now you know your eventual confrontation will be with one versed in the same magical arts as yourself. You finally found the Shadow Gate beneath the wasteland of Desolation Valley, only to discover that the magic portal was guarded by a demon Kleasá, holding in its grasp Tanith, who had not after all been slain in her attempt to save you. Instead, the Kleasá had offered her to its master, Shasarak, as a prisoner. Using Tanith as a shield, the Kleasá withstood your attempts to gain entry to the Daziarn portal but, at last you managed to force the Kleasá away from the Shadow Gate and stepped through to be reunited with Tanith.

Together you entered the Daziarn plane which held

many mysteries and perils, the worst of which was the Jahksa, a creature created in your likeness by Shasarak. You travelled through this strange, abstract world until, at last, you came to the Trianon, a chamber floating in the void. Within the Trianon was the Moonstone and, after a last paradoxical confrontation with the Jahksa in which the lawful and magical effects of the Moonstone were used, the Jahksa was defeated and the Moonstone made yours.

With the Moonstone now resting in your hand, you begin the final part of your quest to defeat the Wytch-king. Armed with the might of the Moonstone, you now possess the only known power that can destroy Shasarak the renegade Shianti Wizard.

THE GAME RULES

To keep a record of your adventure, use the *Action Chart* at the front of this book. If you run out of space, you can copy out the chart or have it photocopied.

Before you set off on your adventure, you must discover how well your Shianti masters have prepared you for your quest by determining your fighting prowess – COMBAT SKILL – your state of mind – WILLPOWER – and your physical stamina – ENDURANCE.

To do this, take a pencil and, with eyes closed, point with the blunt end of it on to the *Random Number Table* on the last page of this book. If you pick *0* it counts as *zero*.

The first number that you pick from the *Random Number Table* in this way represents your COMBAT SKILL. Add 10 to the number you picked and write the total in the COMBAT SKILL section of your *Action Chart* (eg, if your pencil fell on the number *4* in the *Random Number Table* you would write in a COMBAT SKILL of 14). When you fight, your COMBAT SKILL will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you need is one to represent your WILLPOWER. Do not use the *Random Number Table*. You begin this adventure with a WILLPOWER total of 50, as your first touch of the Moonstone of the Shianti regenerates your Magical Powers immediately. If you possess unused WILLPOWER points from earlier Grey Star adventures, add them to the 50 WILLPOWER points which possession of the Moonstone grants you. Write the total in the WILLPOWER section of your *Action Chart*. If you decide to use a spell or the power of your Wizard's Staff, then you will lose WILLPOWER points. If at any time your WILLPOWER falls to zero, or below, you may not use any spells or any additional WILLPOWER points in combat to increase the ENDURANCE loss of an opponent. Lost WILLPOWER points can be regained during the course of the adventure and it is possible for your WILLPOWER score to rise above the total with which you start your adventure.

The third attribute is your power of ENDURANCE. You start with a total of 30 ENDURANCE points when your

first touch of the Moonstone fills your body with energy and power. Add any ENDURANCE points gained from playing previous Grey Star adventures to your initial score of 30 and write the total in the ENDURANCE section of your *Action Chart*. If you are wounded in combat, you will lose ENDURANCE points. If at any time your ENDURANCE score falls to zero, you are dead and the adventure is over. Lost ENDURANCE points can be regained during the course of the adventure but can never rise above the number with which you began the adventure.

MAGICAL POWERS

There are thirteen Magical Powers, the first seven of which are called the *lesser magicks*. Possession of the Moonstone reveals to you the secret of the magical powers known as the *higher magicks*, of which there are six. If this is your first Grey Star adventure, you may choose five lesser magicks and four higher magicks. If you have successfully completed any of the previous Grey Star adventures, you may choose six lesser magicks and five higher magicks.

The Magical Powers available to you are listed below. When you have chosen your powers enter them in the Magical Powers section of your *Action Chart*.

This power allows a wizard to transform his thoughts or desires into magical energy. By concentration of the will it is possible to create magical shields of force to bar doors or move objects. Sorcery drains more WILLPOWER points than any other Magical Power, and is most effective when your WILLPOWER points are high.

If you choose this power, write 'Sorcery' on your *Action Chart*.

The power of Enchantment enables a wizard to charm or beguile other creatures, and create illusions in the minds of others. He will be able to extract

information from others, place thoughts and compulsions into another's mind or cause them to believe that imaginary events are actually taking place. Some magical or highly intelligent beings may be immune to the powers of Enchantment.

If you choose this power, write 'Enchantment' on your *Action Chart*.

The power of elemental magic allows a wizard some control over the natural elements of Air, Fire, Earth, and Water. By entering a trance and chanting incantations, you may summon aid from the spirits of the Elemental plane. Elementals have very little understanding of man, and for this reason a wizard can never be sure of the nature of the aid the Elementals may send.

If you choose this power, write 'Elementalism' on your *Action Chart*.

A wizard who possesses the power of Alchemy is able, through the mixing of various substances, to create magical potions. Given the correct ingredients, a potion may restore lost energy (ie, ENDURANCE points, WILLPOWER), or temporarily improve various abilities (eg, COMBAT SKILL). The use of alchemy may also allow a wizard to alter the nature of substances (eg, change lead into gold), but the necessary ingredients and the correct equipment (eg, a pestle and mortar) must be at hand. The use of the power of Alchemy drains no WILLPOWER

If you choose this power write 'Alchemy' on your *Action Chart.*

The power of prophecy allows a wizard to foretell the future through meditation. A meditative state will allow a wizard to make the correct decision when

facing conflicting choices or difficult actions; to discover the whereabouts of a person he has once met, or an object he has once seen. It may also allow him to determine the true nature of a stranger or a strange object. Magical beings or objects are sometimes hidden from the power of divination.

If you choose this power, write 'Prophecy' on your *Action Chart.*

This power bestows upon a wizard the ability to deduce facts about events by touching objects connected to them. Through deep concentration, a wizard may lay his hands upon any inanimate object and visualize scenes that have affected it. Visions brought about through the use of Psychomancy are often cryptic, taking the form of a riddle or puzzle. Some magic items are resistant to the use of Psychomancy and may, sometimes, impart misleading information.

If you choose this power, write 'Psychomancy' on your *Action Chart.*

Mastery of this power permits contact with the spirit realm. A wizard wishing to speak with the dead, or to call up a form from the spirit world, must draw a magic pentacle and enter a trance, when the use of the correct spell-chant will reach out to the Spiritual plane. Standing within the protection of a magic pentacle, a wizard may consider himself to be relatively safe from harm. If he wishes to speak with a corpse, especially one whose former life was good and righteous, then a wizard can expect help and advice. However, contact with those whose former lives were evil or selfish can be a perilous, and often fatal, experience. Evil spirits are reluctant to return to the realm of the dead and may try to trick a wizard into freeing them into the world of the living. All spirits, good and evil, will require some service of the wizard in return for their aid. Any failure to perform this task, however difficult, may result in the wizard losing his life.

If you choose this power, write 'Evocation' on your *Action Chart.*

This higher magick is an advanced form of Sorcery, the craft of magical energy. Where Sorcery allows a wizard to affect external things, Thaumaturgy affects the wizard himself. The power of Thaumaturgy can bestow upon a wizard the power of levitation, a limited form of flying; invulnerability and increased strength; the ability to bend metal or warp wood by disturbing their molecules; and, perhaps the most useful of all, teleportation, that is, the ability to travel great distances in seconds by simply visualizing the destination.

Of you choose this power, write 'Thaumaturgy' on your *Action Chart*.

An advanced form of Enchantment, Telergy is the power of mind control, telepathy and auto-suggestion. It enhances the tangibility of the illusions of Enchantment and allows you to control the minds of others. However, like Enchantment, some magical beings will be able to resist this power.

If you choose this power, write 'Telergy' on your *Action Chart.*

Where Elementalism allows a wizard to summon the aid of the elemental spirits, the higher magick of physiurgy grants the wizard mastery over the elements. It allows him to command winds, open cracks in the earth, cause earthquakes, raise storms and create other weather effects.

If you choose this power, write 'Physiurgy' on your *Action Chart.*

Theurgy is an advanced form of Alchemy. Possession of the Moonstone of the Shianti makes the casting of a larger number of spells possible. It unlocks the knowledge of more ingredients for mixing potions and reveals some of the special times, or ways, that they must be mixed. The power of the Moonstone acts as a charm for these potions. No WILLPOWER points are required to make use of the power of Theurgy but you are dependent on discovering the necessary ingredients for your potions during the course of your adventure.

If you choose this power, write 'Theurgy' on your *Action Chart*.

With the aid of the Moonstone, you may use the skill of a Visionary to look upon events that are taking

place elsewhere. The power of a visionary is generally concerned with visual images of the present.

If you choose this power, write 'Visionary' on your *Action Chart*.

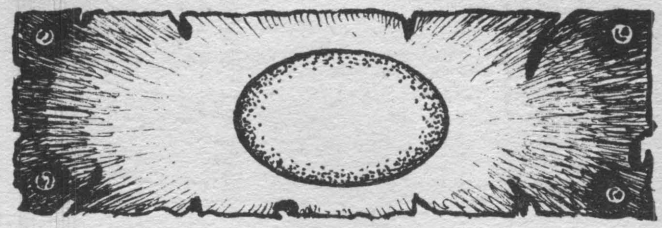
Necromancy is a higher form of Evocation. Where Evocation allows contact with the spirit world, Necromancy allows a wizard to command the dead, though this is forbidden by Shianti law. It also allows him to make an incantation that will imbue the Moonstone with a protective aura of light to keep away all creatures of evil, dead or alive.

If you choose this power, write 'Necromancy' on your *Action Chart*.

Your Staff is your most valuable possession. It looks and feels like an ordinary quarterstaff, yet it is stronger than any known metal. This is your only combat weapon, for you are untrained in the use of any other form of armed combat. It contains a potent force that is unleashed at will by the power of your mind, and causes a beam of destructive power to hurtle from its tip. Every time you unleash this power you must deduct 1 WILLPOWER point.

In the event that your enemy survives such an attack or should you fall victim to a surprise attack, you will be forced to engage in close combat and must attempt to strike your enemy with the Staff. If your attack is successful, a bolt of energy will be released from the Staff that is capable of inflicting great physical harm. If you wish to increase the amount of damage that you inflict in this way, you must use more WILLPOWER points and multiply the number of ENDURANCE points lost by the enemy accordingly. For example, if you choose to expend 3 WILLPOWER points on your attack, all enemy ENDURANCE point losses would be multiplied by three.

If you enter combat with your Staff, deduct 6 points from your COMBAT SKILL. If you have no weapon at all, you must deduct 8 points from your COMBAT SKILL.



The Moonstone has many attributes, some of which are described in the higher magicks section and some of which you will discover during the course of your adventure. The Shianti have also given it the power to teleport you to Shasarak *once* during the course of your adventure. You will be told of that opportunity when the time is right.

EQUIPMENT

You wear the grey robe and hooded cloak of a Shianti Wizard. Your only weapon is your Wizard's Staff (note this on your *Action Chart* under Weapons). You wear a Backpack containing 4 Meals (note under Meals on your *Action Chart*), and you have been given a map of the Shadakine Empire (note under Special Items on your *Action Chart*), which you place inside your robe.

If you have chosen Alchemy as one of your Magical Powers, then you will have a leather pouch for herbs and potions hanging from your belt. The Herb Pouch contains the following:

2 empty vials for carrying potions
1 vial containing saltpetre
1 vial containing sulphur

Your Herb Pouch will carry a maximum of eight items.

How to carry equipment

Now that you have your equipment, the following list shows you how it is carried. You do not need to make notes but you can refer back to this list in the course of your adventure.

WIZARD'S STAFF – carried in the hand.
BACKPACK – slung over the shoulder.
MEALS – carried in the Backpack.
THE MOONSTONE – carried in the hand or in the Backpack, you must decide which. If carried in your Backpack, note it on your *Action Chart*. It counts as 1 item.

Any weapons and Special Items that you possess as a result of completing previous Grey Star adventures should be entered on the *Action Chart* at the beginning of this book.

How much can you carry?

Weapons
The maximum number of weapons that you may carry is *two*. Your Wizard's Staff counts as one weapon.

Backpack Items
These must be stored in your Backpack. Because space is limited, you may only keep a maximum of eight articles, including Meals, in your Backpack at any one time.

Special Items
Special Items are not carried in the Backpack. When you discover a Special Item, you will be told how to carry it.

Nobles (Shadakine currency)
These are carried in the pocket of your robe.

Food
Food is carried in your Backpack. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your *Action Chart* is given capital letters in the text. Unless you are told it is a Special Item, carry it in your Backpack.

How to use your equipment

Weapons
Your COMBAT SKILL depends on your Wizard's Staff. If you do not possess your Staff when you enter combat you must deduct 6 points from your COMBAT SKILL. If you enter a combat without a weapon,

deduct 8 points from your COMBAT SKILL and fight with your bare hands. If you find a weapon during the adventure, you may pick it up and use it. (Remember that you can only carry *two* weapons at once.)

Backpack Items

During your travels you will discover various useful items which you may wish to keep. (Remember that you can only carry a maximum of eight items in your Backpack at any one time.) You may exchange or discard them at any point when you are not involved in combat.

Special Items

Each Special Item has a particular purpose or effect. You may be told this when the item is discovered, or it may be revealed to you as the adventure progresses.

Currency

The currency of the Shadakine Empire is the Noble, which is a small jade stone. The system of money is alien to the Shianti and for this reason you begin your adventure with no money. Whenever you kill an enemy, you may take any Nobles belonging to him and keep them in the pocket of your robe.

Food

You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 ENDURANCE points.

RULES FOR COMBAT

There will be occasions during your adventure when you must fight an enemy. The enemy's COMBAT SKILL and ENDURANCE points are given in the text. Grey Star's aim during the combat is to kill the enemy by reducing his ENDURANCE points to zero, while at the same time losing as few ENDURANCE points as possible himself.

At the start of a combat, enter Grey Star's ENDURANCE and WILLPOWER points and the enemy's ENDURANCE points in the appropriate boxes on the Combat Record section of your *Action Chart*.

The sequence for combat is as follows:

1. Calculate your current COMBAT SKILL total, based on the weapon you are using. (Remember, if you enter combat without your Staff, you must deduct 6 points from your COMBAT SKILL. If you have no weapon at all, you must deduct 8 points.)
2. Subtract the COMBAT SKILL of your enemy from this total. The result is your *Combat Ratio*. Enter it on the *Action Chart*.
3. If you are using your Wizard's Staff, decide how many WILLPOWER points you wish to use. (Remember, you must expend at least 1 point.) Enter this number on your Combat Record in the box marked WILLPOWER.

Example

Grey Star (COMBAT SKILL 15, WILLPOWER 23) is ambushed by a Deathgaunt (COMBAT SKILL 20). He is not given the opportunity to evade combat, but he can use his Wizard's Staff against the creature as it swoops down on him. He subtracts the Deathgaunt's COMBAT SKILL from his own, giving a *Combat Ratio* of −5. (15 − 20 = −5). −5 is noted on the *Action Chart* as the *Combat Ratio*. Grey Star decides to use 2 WILLPOWER points, which is noted on the WILLPOWER box of the Combat Record.

4. When you have decided upon the number of WILLPOWER points you wish to use, and you have your *Combat Ratio*, pick a number from the *Random Number Table*.

5. Turn to the *Combat Results Table* on the inside back cover of the book. Along the top of the chart are shown the *Combat Ratio* numbers. Find the number that is the same as your *Combat Ratio* and cross-reference it with the random number that you have picked. (The random numbers appear on the side of the chart.) You now have the number of ENDURANCE points lost by Grey Star. To calculate the number lost by the enemy, multiply this by the number of WILLPOWER points that Grey Star elected to use. Now you have the final number of ENDURANCE points lost by both Grey Star and his enemy in this round of combat. (*E* represents points lost by the enemy; *GS* represents points lost by Grey Star.)

Example

The *Combat Ratio* between Grey Star and the Deathgaunt has been established as −5, and Grey Star's WILLPOWER points used as 2. If the number taken from the *Random Number Table* is a *6*, then the result of the first round of combat is:

Grey Star loses 4 ENDURANCE points.
Deathgaunt loses 5 ENDURANCE points, multiplied by 2 WILLPOWER points, giving a total of 10 ENDURANCE points lost in all.

6. On the *Action Chart*, mark the changes in ENDURANCE points to the participants in the combat, and Grey Star's amended WILLPOWER points total.
7. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
8. Repeat the sequence from stage 3.

This process of combat continues until the ENDURANCE points of either the enemy or Grey Star are reduced to zero, at which point the one with the zero score is declared dead. If Grey Star is dead, the adventure is over. If the enemy is dead, Grey Star proceeds but with his ENDURANCE and WILLPOWER points reduced.

A summary of Combat Rules appears on the page after the *Random Number Table*.

Evasion of combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a

round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only Grey Star may lose ENDURANCE points during that round, but then that is the risk of running away! You may only evade if the text of the particular section allows you to do so.

SAGE ADVICE

Now begins the last and most dangerous stage of your quest to vanquish the Wytch-king, Shasarak. Beware, for you must face many dangers before you are able to confront him at last.

You will find items that might be of assistance on your quest. Some Special Items will help you, others may be of no use at all. You must decide what to keep.

Special care must be taken when selecting your Magical Powers. Make sure that your combination of higher and lesser magicks covers every eventuality. Also, it is worth remembering that some of these Magical Powers will be of little use to you during this part of your quest: choose the powers you think you are most likely to require at this stage.

Be cautious in your use of WILLPOWER points, as your WILLPOWER is the energy source for both your Magical Powers and your Wizard's Staff. If you have a low WILLPOWER score when you confrton Shasarak, you may be easily defeated.

Follow the path of wisdom, Wizard Grey Star. The way of fools is the road to destruction!

1 – *Illustration I (overleaf)*

At last you hold the fabled Moonstone in your hand. It pulses and glows with a strange milky light. Tanith's eyes shine wildly, and your heart pounds with excitement. the Moonstone; ancient vessel of all Shianti wisdom. What secrets, what powers, does this magical artefact hold in its glowing heart? The stone exudes a comforting warmth as it nestles in the palm of your hand and you feel a presence in your mind. You hear a familiar voice and your heart lifts to ever greater heights, for it is Acarya, High Wizard of the Shianti, speaking to you.

'Hail Wizard, son of man. You have succeeded. We, the Shianti, rejoice and praise you. That which you hold in your hand contains the power that will enable you to defeat the evil Wytch-king, Shasarak.

A crowd of excited voices fills your mind as each of the Shianti sends words of congratulations and admiration. The last of these voices is Maiteya, your old friend, the Shianti master who taught you all you know. 'And so, "little one",' he says, affectionately 'now you possess the Moonstone, Shasarak's bane. While you hold it, we, the Shianti, are able to speak with you but this communication cannot be maintained much longer. Because you have the Moonstone, we have sufficient power to return you to the world, but there is much you should know before we do so. Listen well, Grey Star, for I know not when we will speak again.

I. At last you hold the fabled Moonstone in your hand

'Though it seems to you but a short time since you arrived at the Daziarn, seven years have passed here in the material world. During your search for the Shadow Gate, you visited the city of Karnali. Your arrival there inspired a revolution, led by Sado of the Long Knife and his Army of the Freedom Guild. After your departure, the Freedom Guild withstood a great siege by Shadakine warriors, who eventually withdrew defeated, much to Shasarak's displeasure. Word spread of this victory and the strength of the Army of the Freedom Guild grew. Strategically, Karnali was too isolated to make a great impact against the Shadakine Empire, but, due to the surrounding Gurlu Marshes, it remained self sufficient. Soon, many were travelling to Karnali to escape the tyranny of Shasarak's rule. Pockets of resistance broke out in the townships of Wenat, Zhanis, Sena and the city of Forlu, and the Freedom Guild soon dominated the hills and the plains of the south. They raided Shadakine supply trains and succeeded in depriving the empire of much of its wealth, cutting off all land routes to the Port of Suhn, the wealthiest and most important trade centre of the empire. An army is now formed in Karnali and, in three days, it will march against the Shadakine Empire, hoping to take Port Suhn in the first of many conquests. But, unknown to Sado and the Army of the Freedom Guild, a vast Shadakine force has been mustered in the Sadi desert. Soon, it will march against them. The Army of the Freedom Guild number ten thousand to the Shadakine's thirty thousand. The Freedom Guild cannot hope to succeed against such overwhelming odds. You must save them. Take then to the Forest of Fernmost. It is most important that you go there. There is little time and much to do Grey Star . . .'

2–3

The voice grows faint and you realize that the Shianti will be unable to maintain contact for much longer. 'And now, Grey Star, the contact breaks and we must return you to the world to begin the last of your great labours. Are there any last words of advice we can offer you?'

Your mind races as you think of all that you might need to know.

If you wish to know where the Shianti intend sending you, and where in the Shadakine Empire your quest will begin, turn to **348**.

If you wish to hear the Shianti's own advice, turn to **6**.

If you wish to see Shasarak himself, and perhaps discover something of his plans, turn to **340**.

2

Alas, you have been too much weakened by earlier struggles. His strength has mastered yours as the last of your own life force is drained from your body. You have lost the duel and doomed all humanity to endure the reign of Shasarak's evil cruelty.

You have failed, your adventure is over.

3

You and Tanith each grab a handle and begin to turn them. The wheels creak as the rope coils slowly around one end of the mounting. Pick a number from the *Random Number Table*.

If the number you have picked is *5–9*, turn to **63**.
If the number you have picked is *0–4*, turn to **79**.

4

You walk over to the Phinomel plant and examine it closely. It is flowering well and should provide a large supply. Gingerly you reach forward. The secret is to reach behind the pods and twist their stalks with a swift, nimble movement: it will require a cool, steady hand.

Add together your current WILLPOWER and ENDURANCE totals. Pick a number from the *Random Number Table* and add it to the result.

If your total is *50* or more, turn to **11.**
If your total is *30–49* turn to **16**.
If your total is less than *30,* turn to **40**.

5

You triumph and, with a last surge of energy, throw Shasarak tumbling to the end of the hall. Unfortunately the force of the attack shatters your Staff. On hands and knees, Shasarak crawls towards the wall of fire, muttering in choked breaths, 'You shall not have me. You shall not have me.'

Suddenly he reaches out with his hands. 'Agarash, our bargain!' he screams. Agarash laughs once more. A plume of flame snakes out from the wall and wreathes itself around the Wytch-king.

If you wish to allow Shasarak to step through the flaming wall, turn to **350**.
If you possess 3 WILLPOWER points, and wish to fill the Moonstone with your power and hurl it against the wall, turn to **316**.

6

'We will advise you as best we can,' he replies. 'Although it is your own wisdom that has brought you, this far, you should not be afraid to trust your own judgement. In the matter of the inevitable challenge of Shasarak, we advise you not to stand against him immediately. He embarks now on a war that will be costly to his strength and demanding of his powers. Wait for him to weaken himself with some great deed of sorcery before journeying into his dark halls for the final duel. First ensure the satety of the Army of the Freedom Guild. Without your help, they will perish. Be on the constant lookout for allies, for the Wytch-king has many enemies, and look to the Forest of Fernmost – a mighty power dwells there and it will do well in your service.'

His voice grows faint.

Turn to **326**.

7

At the expense of 2 WILLPOWER points, you summon the mighty powers of the waters of the river Dosar, bending the river to your need. Suddenly a tall tower of water explodes all around the bridge, breaking its stones and instantly destroying the once sturdy structure.

Turn to **75**.

8

It looks likely that you will have to do battle with the demon horde. You decide to take advantage of the protection the Theurgic Potion offers and quickly

swallow the dark, bitter liquid. Gradually your body begins to glow with a strange, blue light. Remember that the effects of the Potion will begin to fade in only a few hours.

Delete the Potion of Invulnerability from your *Action Chart*. You may keep the empty vial and include it as an item on your *Action Chart*: keep it in your Herb Pouch *or* in your Backpack.

Turn to **121**.

9

'Wait here,' you instruct Tanith.

'Wait?' she retorts, defiantly. 'Have I not stood by you in the face of terror, fought at your side, matched you, courage for courage, deed for deed?' She sniffs derisively. 'I'll not stand back now like some feeble girl afraid of her own shadow!'

You know there is no point in arguing with her, especially when so much of what she says is true. The two of you stride forward, prepared to meet whatever danger awaits you together.

You have travelled for two miles when Tanith stops, peering into the shimmering heat haze and shielding her eyes against the sun with her hand. 'They come,' she says, dispassionately.

Following the direction of her gaze, you see something stirring in the distance. You notice a low dust haze hanging in the air, a running cloud drifting against the flat expanse of the plain. There are four runners and they are heading straight towards you. As they come closer, you are able to see that they are

ghastly, malformed creatures, each deformed in a different way. These are demons, summoned long ago by the Wytch-king, Shasarak, to plague the tribe of the Masbaté, the warrior people that ruled here before Shasarak unleashed the demonic horde that destroyed them. When the demons had fulfilled their purpose, Shasarak left them to roam these plains at will, instead of returning them to the deep hell from which he summoned them. The leading creature has green, shining skin and a tail. Its neckless head bears the features of a toad. With a feral scream it charges towards you. The others follow.

If you wish to attempt a long-range attack with your Wizard's Staff, turn to **69**.

If you wish to wait for them to approach, so that you can engage them in close combat, turn to **187**.

If you have the Magical Power of Sorcery, and wish to use it to aid you in the battle, turn to **196**.

If you have the Magical Power of Thaumaturgy and wish to use this higher magick to aid you, turn to **203**.

If you have the Magical Power of Enchantment and wish to use it, turn to **211**.

If you have versed in the higher magick of Telergy, and wish to use it, turn to **217**.

10

It is the morning of the day you must attempt to close the demon portal of Tilos. You bid Tanith a sad farewell. Eyes brimming with tears, you share a fond embrace before she is led east along the mountain trail by a Masbaté warrior, towards whatever doom

awaits her at the hands of Mother Magri in the city of Suhn. She can be saved only by a swift and total victory over the Wytch-king.

You turn to King Samu. 'We must prepare to move,' you say. 'Gather your men. We must make plans.'

If you are versed in the higher magick of Theurgey, turn to **15**.
If you are versed in the higher magick of Thaumaturgy, turn to **19**.
If you are versed in the higher magick of Necromancy, turn to **24**.
If you do not possess any of these powers, or do not wish to use them, turn to **29**.

11

With consummate ease, you manage to strip the plant of its pods entirely. Your harvest yields nine pods. They are so small that nine pods only take up the space of three items in your Herb Pouch. Remember to write the Phinomel pods on your *Action Chart*. If there is not room in your Herb Pouch, you may carry some, or all, of the Phinomel pods as Backpack Items.

With a satisfied nod, you finish packing away your new find and continue on your journey.

Turn to **43**.

12

You smash the fabric that binds the skeleton's body but you are fighting the creature with magic. Your fellow soldiers do not have the same advantage and the air is filled with their terrified cries. Many are being

slain and, as they die, Shasarak's spell takes them, and they rise to fight once more as soldiers of the undead. Those that survive find themselves fighting their friends and comrades. The powers you possess protect only you from attack. You can save the Freedom guild only by destroying Shasarak. The time has come: you must go to him.

If you are versed in the higher magick of Thaumaturgy, deduct 2 WILLPOWER points from your total to cast a teleportation spell, and turn to **39**.

If you have a Temeris potion, you may use it to teleport without using any WILLPOWER points; turn to **39**.

If you are using the power of the Dimension door locked in the Moonstone, deduct 4 WILLPOWER points from your total to teleport, and turn to **39**.

If you are unable to teleport by any of these means, then you have failed in your quest and your adventure is over.

13

The creature falls dead amid a flurry of fiery blows. As you fought, the rest of the pack have been creeping towards you slowly and now stand only a few yards away. The death of their leader caused great consternation among their ranks, although they seem confident enough to attack at any moment. They realize now that you fight alone.

If you wish to fire a long-range blast from your Staff, before turning and running, turn to **22**.

If you wish to turn and run immediately, turn to **27**.
If you wish to stand against the demon horde, turn to **54**.

14

You turn east. The sun's heat grows less intense as the day passes and you are able to walk at a quicker pace. The afternoon passes and, though there are still several hours of daylight left, your anxiety grows. There has been no sign of a stream or water hole and you will never find one in the dark. You will be able to survive for some time without food but you must find water soon.

Tanith looks around uneasily. 'We are being watched,' she says. You nod. You can also feel the weight of many eyes bearing down on you. Malevolence hangs heavily in the air.

If you are carrying the Moonstone in your hand, turn to **81**.
If you are carrying it in your Backpack, turn to **213**.

15

In the Lissan Plain the herbs and flowers that you need to mix a potion of invulnerability grow in abundance. Made from the leaves of the Zakutsk flower and the root of the Demeril bush, the potion is mixed with salt and spring water beneath the rays of the mid-day sun. It will protect your body from physical harm for only a few hours, but might prove invaluable in your attempt to close the portal of Tilos should you be forced to face an attack by the demons of the Lissan Plain, either on your way to the portal, or afterwards, when you are trying to lure the demon

horde against the Shadakine army marching towards the birdge at Lanzi.

If you wish to ask the Masbaté to gather the ingredients for the potion, turn to **34**.
If you prefer to use the higher magick of Thaumaturgy, turn to **19**.
If you prefer to use the higher magick of Necromancy, turn to **24**.
If you prefer not to use the Magical Powers of Theurgy, Thaumaturgy, or Necromancy, turn to **29**.

16

Careful as you might be, you are unable to avoid disturbing a Phinomel branch to your left. Two pods emit a jet of viscid purple fluid. One jet misses but, unfortunately, the second splashes your arm, quickly burning through the fabric of your robe and causing a searing pain as it burns your flesh. You lose 2 ENDURANCE points. You have managed to procure six Phinomel pods. As they are so small, the six pods take the room of only two items in your Herb Pouch. If there is not room in your Herb Pouch, you may carry some, or all, of the pods as Backpack Items.

Despite a rather painful experience, you nod to yourself approvingly, sure that the Phinomel pods will be useful, and continue on your search for Lake Dolani.

Turn to **43**.

17

With a scream, the horseman falls dead. Quickly you run over to his body. By stealing the dead horse-

man's uniform, you will be able to lead the demon horde against the Shadakine Army more easily, for the Shadakine will think that you are one of their own.

If you still have your Simar stallion, turn to **285**.
If the stallion has been killed, turn to **292**.

18

Without the cognitive powers of Prophecy or Psychomancy, it is impossible for you to locate the mechanism that will open the doors. The only other solution is to use force but, judging from the thickness of the stone doors, it is likely to require a great deal of strength to break them open.

If you have the Magical Power of Thaumaturgy, and wish to use it to open the doors, turn to **295**.
If you have the Magical Power of Sorcery, and wish to use it to force open the doors, turn to **255**.
If you have the Magical Power of Elementalism, and wish to summon an elemental to open the doors, turn to **289**.
If you have learnt the higher magick of Physiurgy, and wish to use it, turn to **181**.
If you wish to resume your journey towards Lake Dolani or do not possess these powers, turn to **234**.

19

By using the Magical Power of Thaumaturgy, you will be able to weave a spell of invulnerability about yourself. The cost of this spell will be 4 WILLPOWER points if you wish the effect to last several hours.

If you wish to create this spell of magical protection about yourself, to help you in your bid to close the demon portal in the hills of Tilos, delete 4 WILLPOWER points from your WILLPOWER score and turn to **57**.

If you wish to use the higher magick of Necromancy in your bid to close the demon portal, turn to **24**.

If you do not wish to use either of these powers, or do not possess them, turn to **29**.

20

Stunned and dizzy, you lie on the floor, unable to defend yourself. The Demon Master hovers above, its leathery wings beating. It stoops to deliver a killing blow. Bravely Tanith steps forward, dagger in hand, ready to defend you to the last. The demon minions swarm forward in glee and the position looks hopeless. Then, amid the whirl of your thoughts, you hear the cries of men and the clash of steel. Joyfully you see a gleam of shining metal flash above your head and the Demon Master's back arch with pain. Howling in agony it begins to fall. With lightning reactions, Tanith drags you to one side, seconds before the life-less and bloody corpse of the beast hits the ground with a jarring crash. A long, slim javelin protrudes from its back.

'Grey Star,' Tanith cries. 'We are saved!'

She helps you into an upright position and you peer down the hall. Pouring through the entrance of the tomb comes a mass of tall warriors, swords bared and reaping a deadly harvest among the demonic ranks.

Turn to **38**.

21

At the cost of 1 WILLPOWER point you raise the Moonstone and light begins to pour from it. Shasarak scowls and takes a step back.

'So you think the Moonstone is enough to defeat me do you? You forget the need for a mighty hand to wield it. Are you mighty, Grey Star?'

Shasarak's words strike you like blows but you do not fail in your resolve. Effortlessly, Shasarak drains 1 WILLPOWER point and 1 ENDURANCE point from your body. You stagger as the life force is dragged from you.

'You see?' Shasarak sneers.

If you wish to shield yourself with the Moonstone's light, turn to **92**.
If you wish to strike Shasarak with the Moonstone's light, turn to **190**.

22

At the cost of 2 WILLPOWER points, you fire into the demon ranks. Two fall dead instantly and the rest scatter with howling shrieks and bestial cries. You turn and run, Tanith at your side. Your attack has bought you time to try to escape the overwhelming number of demons.

Turn to **89**.

23 – *Illustration II (overleaf)*

Bathed in the radiant aura of the Moonstone's protection, you continue the journey east. You top a rise and look down its gentle slope. Ahead, you can see a

II. Four fearsome creatures mount the rise

sparkling river. With a cry of joy, you and Tanith run towards it. At the water's edge you both drop to your knees to drink. Scooping up great mouthfuls of the cool water, you quench your raging thirst. You are on the banks of the Dolani river. Tanith tells you that its source is to the north east, in the Kashima Mountains. Its southerly course leads to lake Dolani, which she guesses to be at least thirty miles away. The river is too wide and deep to be crossed here, although it is likely to be narrower and shallower further upstream. At this point the light of the Moonstone, which you laid on the ground beside you before beginning to drink, starts to flicker as the power of your incantation fades. Suddenly Tanith cries out.

'Grey Star!' she screams. 'We are attacked!'

You snatch up the Moonstone and spin round. Four fearsome creatures have mounted the rise behind you. As you watch, they rush towards you, coming to a cowering halt within twenty paces of you both. Afraid of the fading aura of the Moonstone as the light decreases, each takes another shambling step towards you. They are ghastly, malformed creatures, each with a different misshapen form. These are demons summoned long ago by the Wytch-king Shasarak to conquer the people who once inhabited the Lissan Plain. Having fulfilled their purpose, they were left to roam the plain by Shasarak. The leading demon – the largest – takes another step forward, its glistening green skin and toad-like features reflected in the dull light of the setting sun.

If you wish to continue the necromantic incantation of protection that has almost faded from the Moonstone, turn to **35**.

(continued over)

If you prefer to launch long-range attack at the leading demon with your Wizard's Staff, turn to **65**.

If you wish to wait to see what the demons will do, turn to **93**.

24

By using the Magical Power of Necromancy, you will be able to create an aura of protection against the forces of evil. You will have to expend 3 WILLPOWER points to light the Moonstone.

If you wish to use 3 WILLPOWER points to create an aura of protection, turn to **57**.

If you are versed in the higher magick of Thaumaturgy, and prefer to use this power, turn to **19**.

If you do not wish to use either of these powers, or do not possess them, turn to **29**.

25

You both drink long and deep: the large bowl is almost empty before your thirst is sated. When you have finished you walk to the far end of the hall. Two flights of stairs lead up to a large platform. At the rear of the platform a vast and elaborate frieze has been carved from the wall. In the centre, a woman stands with arms outstretched in a gesture of welcome. She is wreathed in light and, standing all around her, are rows of men and women of proud bearing. This building must be the work of the Masbaté. The woman is a representation of the Great goddess Ishir, High Priestess of the Moon, mother of all men, and the building is some form of temple or shrine.

Another flight of steps leads from the platform to one of the many galleries that line the temple's walls. Cautiously you both mount these steps, passing through a doorway that opens on to one of the galleries. The fading light from above does not illuminate the high archways that lead off the gallery, and, at the cost of 1 WILLPOWER point, you cause a light to glow from the top of your Staff. You peer through an archway to see a large chamber, its high ceiling lost in shadow, its corners shrouded in cobwebs. In the middle of the chamber stands a long pallet of grime-encrusted marble. With a start, you realize that a human form rests upon the pallet, but your panic soon subsides, for it is a dead man, a giant, with a huge broadsword clutched to his chest with withered hands. A necklace of blue stones hangs around his neck; a circlet of silver crowns his head. The brown, shrunken flesh has been partly preserved by some process of mummification, but the garments the corpse wears have all but mouldered away.

Inspection of the remaining chambers on this floor confirms that this is an ancient Masbaté tomb. Each chamber is a crypt, in which the Masbaté have laid their dead to rest with their weapons of war and personal effects. The tomb of the Masbaté was probably served by guardians before Shasarak summoned the plague of demons that eventually destroyed the Masbaté tribe. Tanith arms herself with a long dagger from one of the chambers. She also takes a sling and a number of stones. You may keep any of the following items that you find in the various chambers:

1 coil of Rope (Backpack Item)

1 Sword and Sheath (hung from the belt)
1 Spear (held in the hand)
1 Dagger and Sheath (hung from the belt)
1 Water Bottle (hung over the shoulder by a strap)
4 unlit Torches (1 Torch counts as 1 Backpack Item)
1 Tinder box (Backpack Item)

Remember to mark any items that you keep on your *Action Chart*.

The light from the shafts has faded completely. Night has fallen. You are both very tired and, after further exploration, you discover an empty chamber and both settle down to sleep.

Turn to **200**.

26

You focus your will on the stone fabric of the bridge, using 2 WILLPOWER points. With a thunderous explosion, it collapses into rubble and falls into the waters below.

Turn to **75**.

27

Instantly you make a dash in the opposite direction. With a murderous howl, the pack chases after you. They are hot on your heels, and within moments you are caught and dragged to the ground.

You have failed in your quest and your adventure ends here.

28

The demon opens its mouth and bares a tangle of fanged teeth. It lunges at you, and, as you swerve to receive its attack, you realize that your back is undefended against the other three demons. However, you must fight the toad demon first.

Toad Demon: COMBAT SKILL 17 ENDURANCE 16

You may only evade combat if you have lost less ENDURANCE points than your enemy in the first round of combat.

If you evade combat turn to **41**.
If you win the combat within three rounds, turn to **72**.
If you and the enemy are still alive after three rounds of combat, turn to **87**.

29

'You will need to be able to move fast to escape the demon horde,' says Samu. 'Long ago, we of the Masbaté bred a strain of horse called the Simar, renowned for its stamina and the ease with which it can be controlled. It will not shy away from danger.'

A great white stallion is brought before you, harnessed and saddled. Gratefully, you thank Samu for his gift. The Masbaté are summoned and stand fitted and accoutred for battle before their king in a rocky escarpment shaped like a vast amphitheatre. They number a thousand men: a small number perhaps, but a mighty army nevertheless, for the Masbaté are formidable warriors. In a rousing speech, Samu tells them of the battle to come at the bridge at Lanzi,

where you will rid their homeland of the demon plague forever. You receive a great cheer before Samu leads his people out of the mountains, towards Lanzi. A guide leads you to the other side of the mountains. The Shadakine Army is expected to reach the bridge at Lanzi within a day. In that time you must close the demon portal in the hills south of Tilos and lead the demons through the forested pass and against the Shadakine Army.

At last you come to the edge of the Lissan Plain and your guide prepares to leave. Before he goes, he offers you the following items to help you in your adventure. You may keep any or all of them.

1 Backpack
1 Coil of Rope (Backpack Item)
1 Water Bottle (Special Item–slung over the shoulder by a leather strap)
1 Tinderbox (Backpack Item)
1 Sword (Weapon)
1 Masbaté Battle Horn (Special Item–hung over the shoulder by a strap)

The guide returns to the mountains. You are alone. You urge the Simar horse into a trot and head north.

If you are already using the high magick of Necromancy in the form of an incantation, turn to **70**.
If not, turn to **76**.

30

With the Moonstone and your Staff held aloft you shout down at the demon horde, 'Begone creatures of darkness, minions of hell, slaves of terror! Beware