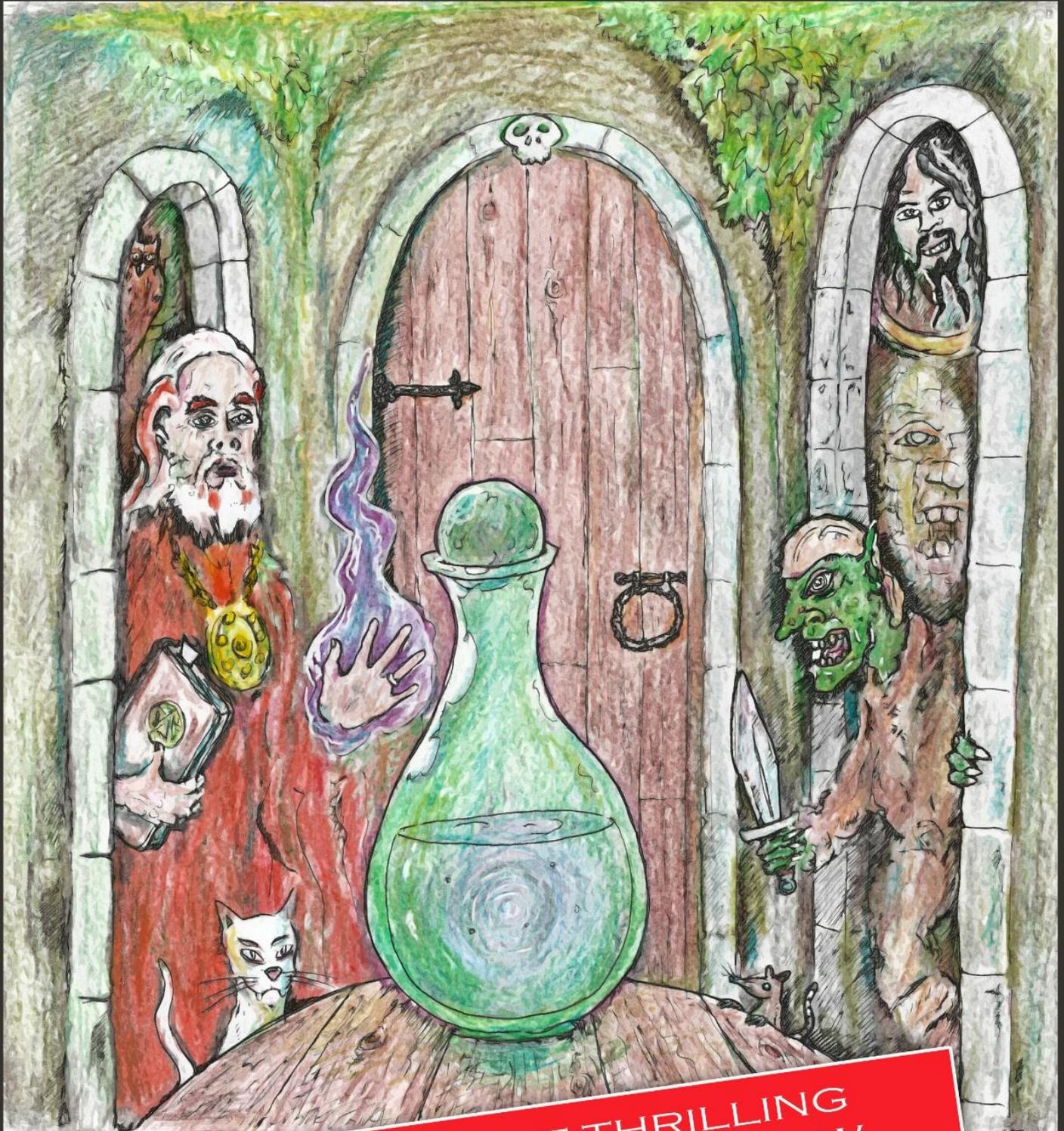


Knightmare Live!

The Phial of Freedom



BASED ON THE THRILLING
PIRATEMOUSTACHE SHOW
BASED ON THE TV SERIES

By Peter Pulstord

Introduction

This was written during the global pandemic 2020-2021, for the fans. I was a fan of Knightmare as a boy and enjoyed the Knightmare Live show online in 2020. I loved the escapism, the world of Knightmare, the characters, both in-world and in the community. I've played through the books and wanted to write my own as a tribute.

This is for all the Knightmare Live fans, especially those stuck in the lockdown. Stay safe, stay home, and remember it's only a fan-fiction gamebook laced with in-jokes... isn't it?

Thanks to Paul Flannery, Keil Wilson, Claire Hall, Ada Yum and Tom Pulsford for their help.

Artwork by Adrian Barber.

By Peter 'Krogg' Pulsford. 2021

1 Start

Your heart in your mouth, you stand before the legendary Lord Treguard of Knightmare Castle. You know the many tales of his adventures. The imposing warrior looks you up and down, assessing your suitability for the quest.

"Well young adventurer," he says, fixing you with a steely stare. "the time is here. You are almost ready." He takes a leather satchel and places it over your shoulder. "Take this knapsack to carry objects of use you may find in your travels. This is a rather advanced model that can hold any number of items. Keep track of your inventory carefully. Knightmare Castle has 3 levels, and you may take objects from one to another without penalty.

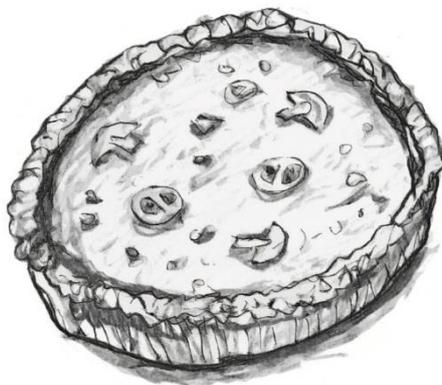
To beat the dungeon, you must progress through all 3 levels and return to me, here, with the quest item. You may never return the way you've come; the only way is onwards. You must choose wisely which path to take. I've always found that if there are no other indications it is wisest to take the prime path.

Keep track of your lifeforce throughout your journey. Your lifeforce level is now green. If you lose a level, it will become amber, another and it will be red. Lose any further lifeforce and you die in the dungeon. You may, however, find food items on your quest. Each one restores your lifeforce by one level up to a maximum of green. You may eat food at the start of any entry.

I am able to provide some small aid before you start. I offer you a choice of a flan or a spell. The flan is a delicious food item. The spell is called FINGER. It is especially valuable. You may cast it before an important choice, and it will allow you to return to the previous entry. Spells, including this, may only be used once." Decide which you choose and add it to your inventory.

Treguard lifts a horned helmet from the table next to him. "This is the Helm of Justice. wear this, that I may communicate with you through your journey." He places the helmet on your head, and though it has no eyeholes you find you are able to see perfectly. "Well, the time is now. Unless you want to quit before you start...?" You shake your head, 'no'. "well then, fare you well brave adventurer." You step through the portal into the Knightmare dungeon.

[Turn to 8](#)



2

You hold the beautiful red gem up in the air for her to see. It catches the light of the braziers fascinatingly. To your amazement the gem rises from your hand and begins to float towards her, carried on the air itself. Halfway across the chasm it suddenly drops. You note that after several seconds you still haven't heard it hit the ground. You look up at Lillith, her face a mixture of contempt and anger. "Idiot child. What on earth made you think red was my colour?" You stammer an apology and hastily rummage through your bag but are suddenly transfixed by the snake's head as it begins to move upwards from the rock, winding gracefully as it gains height. The last thing you see is its wide-open mouth descending upon you to the sound of Lillith's laughter. Your quest ends here.

3

You spring forwards, snatching the club from his hand and hurling it far away. He begins screaming at you, but you calm him, desperately hoping no one heard. You remove your helmet and working together you are able to use one of the horns to free his leg. He yelps in pain, but soon finds he can stand with some difficulty. Replacing the helmet, you watch as he limps away to find his club. Some distance from you he turns and hisses angrily. He looks at you quizzically for some time. He rummages through his pockets and places a disgusting lumpy rag on the ground before limping away.

You hear Treguard's voice again: "You did your good deed, but don't make a habit of trusting goblins."

Will you:

Open the rag? [Turn to 10](#)

Or move on and ignore it? [Turn to 18](#)

4

Before you can react, roots have encircled you and lifted you up in front of his great face. "I see you little goblin! I will not abide treefoe in my glen!" he bellows, as his roots crush the life from you.

5

You ready your shield as you run. The hounds are hot on your heels as you approach the clearing with the oak. You are fast, but one hound is faster, biting you in the ankle. Lose one lifeforce level.

If you are still alive, you turn and belt him ferociously with the shield, sending him flying. As another leaps at you, you throw the shield, striking him hard in his maw. You escape to the clearing, without your shield.

[Turn to 34](#)

6

You're sure she'll be fine with her magic to protect her. You pick your time and make a break for the door. As you run past him, a swish of the giant cat's tail buffets you against the wall, knocking the wind out of you. Lose one life force level.
If you are still alive you make it through the door.

[Turn to 13](#)

7

You are working your way along a ledge round the castle. On your right are several doors, but all of them locked. On your left is a deep drop to the ground far below. You are startled by Treguard's urgent voice, crackling inside your helm: "I can't pull you out. I'm being blocked. I can voice. Keep moving or he'll get a fix on you. He...". He goes silent again.

Continuing on your way you are surprised to see a man with a nose like a squashed tomato peering out through the bars of one of the doors. He is clearly in a kind of jail as there is no door on the other side.

"Help me." he pleads "I shouldn't be here. I've been trapped here 40 years. The only human contact I get is a horseman who rides past some weeks. I've not been given my water. Won't you let me out? At least give me some water? I'm ever so thirsty." He is pointing at a water butt you hadn't noticed and a key hanging above it. You can't see a bucket or ladle to contain the water though.
what will you do?

Use the phial to scoop up some water and pass it through the bars.

[Turn to 14](#)

Use the key to free him. [Turn to 32](#)

Ignore him and move on. [Turn to 24](#)

8

Immediately as you step through the door into a tiled room you are alarmed to see an enormous bomb taking up nearly half the room. It is lit and the fuse is burning down. There is only one exit. You will have to make straight for it.

will you run for it? [Turn to 29](#)

Or attempt to sneak past it slowly and carefully? [Turn to 22](#)

9

You dismiss her objections. Maybe she just needs a firm hand. "You will magic me across this chasm this instant, or whatever it is you need to do, and damn your little pet. Chop chop." you demand.

You are watching her face for a sign of weakness, doing your best to ignore the snake still hovering above you. You flinch. The last thing you see is its wide-open mouth descending upon you to the sound of Lillith's laughter. Your quest ends here.

10

You open the rag at arms-length. Inside you find a piece of amber. Probably quite valuable. Doing your best to wipe the snot off it, you move on.

[Turn to 18](#)

11

"Well enough. I will let you pass. You are not treefoe. Now begone."
You have no choice but to leave.

[Turn to 38](#)

12

You are fast, but the hounds are faster. One lunges at you, latching onto your ankle as you climb a fallen log. You manage to fight it off, just as another leaps at you. With some effort you manage to remove it from your other leg and hurl it far from you. Lose 2 lifeforce levels.

If you are still alive, [Turn to 34](#)

13

You arrive in a courtyard with several exits. In the middle is a robed man packing urgently. He is loading glass potions and salves from a table into a large wheelbarrow. He sees you.

"Ah, welcome, welcome, bit of a hurry, bit of a hurry. Need to relocate in a bit of a rush you see. Haven't done this since the old ah, Grimdale bat dropping incident.

Anyway, what can Rothberry the Apothecary do for you? Always time for one last customer I say, as my old dad used to say before that business with the mob. What is it you're looking for, eh? How can I help you? Sleeping potion is it? Salve for your salvation, huh? Bleach for your leeches, mmmm? Very much here to help." He spreads his hands wide over his half-packed stall.

"I think you can trust him." advises Treguard through the helm. "While not aligned to the Powers That Be, he's a decent kind of chap and has an interest in a stable market. Without Merlin, his medical skills may be invaluable."

Rothberry is looking at you, hands clasped expectantly. He seems to have run out of words for a moment. You tell him of your quest and Lord Fear's plans as best you know.

"Ah, Lord Fear, hmmm, he's a bad sort. Very handsome, in an evil way. Well, bit of a rush here, but I've time for one question, maybe leading to you, ah, paying me if that's how it goes. Well, what's it to be?".
Will you ask him

For help against Lord Fear? [Turn to 35](#)

About the Phial of Freedom? [Turn to 28](#)

The difference between maggots and worms? [Turn to 21](#)

14

You know the purpose of a knight must be to help the less fortunate. With reverence, you fill the phial from the butt. It seems to lose a little of its glow. You pass the phial through the bars. The prisoner takes it and downs the water eagerly.

You immediately regret giving him your quest object and plead for it back.

He agrees on condition that you let him out.
What will you do?

Let him out. [Turn to 39](#)

Leave him there. [Turn to 47](#)

15

Granitas glares at you: "Falsehood. His sword was wyrmslayer."
However, Treguard's voice rings out through the chamber, audible to you
both.

"Ahem. I did once wield Morpheus.
It's rather flattering you know my stories so well, adventurer, though
they may have been exaggerated. well done."

"Very well" grumbles Granitas.

[Turn to 64](#)

16

As you get closer, he turns in alarm. He jabbars at you and flails
around with his club. You're in no danger for now as you're still out
of range and he can hardly move. After about a minute he calms
noticeably but still eyes you warily.

Do you:

Join him to help him lever the trap open with his club? [Turn to 23](#)

Grab his club and throw it far away then use the horns of your helmet
to pry the trap open? [Turn to 3](#)

walk away and damn his impudence? [Turn to 18](#)

17

Granitas glares at you: "Falsehood. His sword was wyrmslayer."
However, Treguard's voice rings out through the chamber, audible to you
both.

"Ahem. I did once wield Aquillo. The adventurer is correct. I was a
different person then.
well done."

"Very well" grumbles Granitas

[Turn to 64](#)

18

After some searching, you arrive in a small room, seemingly bare, walls shrouded in oppressive shadow. You can't see any exit.

Treguard's voice rings out in your helm: "Look carefully here. In the middle of the room."

Peering intensely, you make out the shimmering, almost perfectly invisible form of what looks like a ninja in a seated position, though he seems to be sitting on nothingness.

"Be very careful. This is an assassin. I have fought them before. Confidence is the key."
what will you do?

Launch an attack on the assassin. [Turn to 154](#)

Cast the REVEAL spell. [Turn to 26](#)

Yell at him. [Turn to 33](#)

shake Motley's wand. [Turn to 57](#)

19

"well played adventurer. You are wise for a groundling. I call you treefriend and give you this spell as a gift. It is called REFORM and can return someone to their essential form".

You thank Oakley and depart his glen. Note down the spell.

[Turn to 38](#)

20

You scatter aniseed quickly all about you before running on towards the oak. Looking over your shoulder you see hounds arriving where you were.

They are still sniffing around in confusion as you approach the oak clearing.

[Turn to 34](#)

21

"Ah, well, maggots you see are fly larvae, useful for eating away at dead flesh, while worms you know are fully grown animals, more likely to burrow through you after your death so to speak. Do you see? Hope that helps."

[Turn to 42](#)

22

You're tiptoeing past the bomb when it explodes and kills you. Why would you sneak past a lit bomb? Your adventure is over, and it's probably for the best.

23

Arms spread, to show you mean no harm, you join him on one end of the club. Using your combined strength, you are able to open the trap. He pulls his leg out and carefully gets to his feet. Whilst you are still getting to your feet he swipes at you with his club. You are knocked to your knees. Lose one lifeforce level. The goblin limps off as fast as he can.

If you are still alive, you hear Treguard's voice "well, so much for doing a favour for goblinkind. You'd better move on."

[Turn to 18](#)

24

Deciding that it's wisest not to go letting out prisoners, you move onwards to find the fountain.

[Turn to 54](#)

25

Granitas seems disappointed "wyrmslayer it was" he says.

[Turn to 64](#)

26

"Spellcasting: R-E-V-E-A-L" you announce.

A wellway materialises beneath the assassin, as if forged from an ethereal mist. This must be the passage to level 2. The assassin looks round. Quick as a flash, a knife flies out from somewhere within his sleeve, slicing deep into your shoulder and landing somewhere off to your side. Lose 1 lifeforce level. He stands ready, as if guarding the well.

If you are still alive, what will you do?

Charge past him to the well. [Turn to 48](#)

Yell at him. [Turn to 55](#)

Freeze and hope he can't see you. [Turn to 62](#)

27

As an aspiring knight, you see this as your chance to prove your might. You take a warrior's stance between 2 trees and wait for the hunters to reach you. You manage to deal out a few good licks on the hounds, but soon the goblins arrive and together they overwhelm you. Your quest ends here.

28

"Phial of Freedom eh? No, I don't have anything like that, but I could, ah, sell you an empty phial perhaps. Then all you'd need to do is have a wizard bless it and then fill it with magic water. A finely made phial such as those I have in my bag will be essential. I could let you have it for say, some valuable substance. I want to help, but, you know, moving is never cheap...."

Rothberry will accept an ingot of gold or silver, or a piece of amber. Decide if you buy it and adjust your inventory.

[Turn to 42](#)

You run past the bomb, making it comfortably through the door before the fuse is 2/3 burnt. As you exit you spot a message scrawled with candle wax, high on the wall: 'Save the wizards'.

Recovering your wits, you now find yourself in a large room- bare except for a table in the middle. There is an exit to the side, and a large blank wall opposite you. You walk over to the table.

"well done." says Treguard through your helmet.

"This is what we call a Clue Room. You may take some objects from the table, but they're usually guarded."

Looking at the table, what catches your eye first is a crusty crescent-shaped baked food item. You also see 2 beautiful gems: one blue, one red, as well as an acorn and what looks to be a large magnifying glass.

"Ooooooh... pasty." says Treguard. "Put that in your sack for later."

Add the pasty to your inventory. As he's speaking, an enormous face appears in the wall, with a sound like grinding gears. You turn to face it.

"Warning, this is a level one wall monster. Do not touch the items. Wall monsters are very touchy and guard the dungeon against the unknowing. I think this one is called Olgarth."

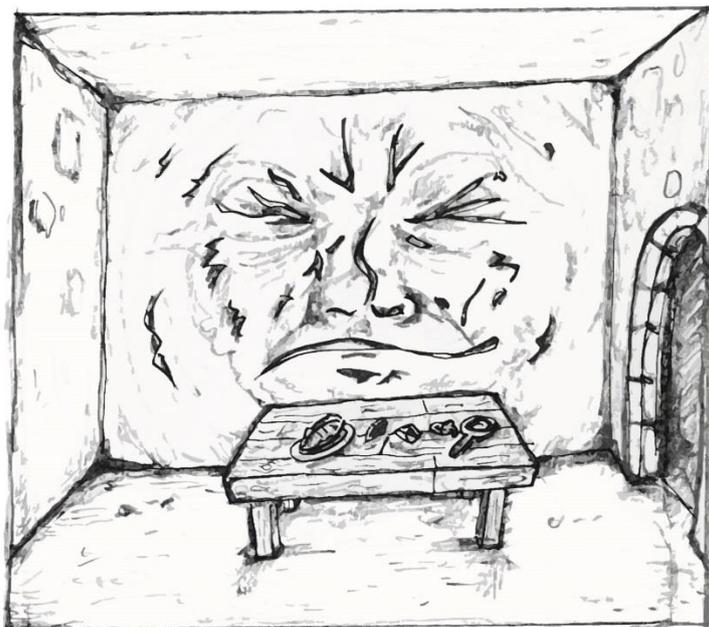
"I am Granitas of legend." interrupts the giant stone face, with a voice like deep rock. "Answer my riddles. Answer correctly and I will reward you. Feed me falsehoods and I feed on you."

Riddle 1

'The dragon was hot on the heels of the hare.
So the story goes.
The Emperor's race was tough, not fair.
Which animal rode the ox's nose?"

Decide on your answer.

[Turn to 36](#)



You emerge into a small dark room with 2 exits. Its walls are almost entirely covered with scary looking punishment devices. In the middle, is a pillory, occupied by a man dressed in bright yellow and red clothes.

"'Ere" he calls, "lend an honest entertainer an 'and won't you? I'll tell you a joke."

"This is Motley the Jester." says Treguard in your ear. "He seems to have got himself into a spot of bother. I'm not one to interfere with justice, but he could prove useful."

what will you do?

To free Motley from the pillory [Turn to 37](#)

To leave through the right-hand door [Turn to 120](#)

To leave through the left-hand door [Turn to 44](#)

You step through the door into what seems to be a wizard's laboratory. You see desks and shelves covered in mysterious looking artefacts and scrolls. Rather more pressing however, is the enormous cat in the middle of the room, partially blocking your way to the exit and in danger of smashing some no-doubt valuable antiques. The height of a man, the cat has beautiful white fur with streaks of red around its head.

"Excuse me? You there. I need your help." calls a voice from behind the cat.

You hadn't spotted a lady in a pink and purple dress. She seems to be trying to calm the cat, who is becoming more and more agitated by the moment.

"Hi, yes, you. I'm Sidriss, I can do magic... after a fashion. I really need your help. It's my father here, you see, he's been turned into a cat. He's not normally a cat you know. I just found him here. I'm pretty sure I could turn him back if I could just reach some magical tools you see. But he's being very grumpy. Maybe he thinks I'm a big mouse. I just need you to distract him for a little while. Would you?"

It looks like a dangerous mission, and you think you probably could squeeze past to the exit. Will you help her?

Yes. [Turn to 67](#)

No. [Turn to 6](#)



32

You take the key down from the hook and open the door. Freeing people is what being a knight is all about after all. Bubbling over with gratitude he staggers out of his cell, breathing in the crisp air. He brings you in for a hug. Just as you're thinking it's lasting a bit long you feel a stunning blow to the back of your helm. Turning around you see him running off and a rock at your feet. Lose 1 lifeforce level. Regretting your decision to free a prisoner, you move on along the path.

[Turn to 54](#)

33

You scream at the assassin to 'get lost'. You've never seen someone run so fast as he clambers to get away. He is gone in moments, though you can't see where. "Brilliant" says Treguard "They're so highly trained as silent killers they can't abide noise."

Do you have the REVEAL spell?

Yes. [Turn to 69](#)

No. [Turn to 76](#)

You run into the clearing, exhausted.

You put your back to the mighty oak, glad to have something solid behind you for a final stand. The hounds arrive and begin to circle, growling and snapping at you. Something seems to be holding them back.

With nowhere to run, you prepare to defend yourself. After a brief standoff, 4 Goblins arrive, waving clubs. They confer with each other and begin to jabber at the dogs. The first dog leaps at you, fangs bared. You watch, stunned, as a branch from the oak behind you whips the dog clean out of the air, mid-leap. "Begone leafmoulds!" booms a voice that seems to come from inside the tree itself. The goblins and hounds freeze, all staring at the tree. It rustles its leaves menacingly as a face appears on its trunk. When you look round, the hunters have all disappeared.

It bellows a threat into the woods after them "I will not have goblins desecrating my glen. Root and fen, I will not!".

You stare at the tree, feet rooted to the ground in amazement "Beware" warns Treguard's voice from inside the helm, "This is Oakley, a tree troll. He may yet help you but be wary. In this glen, his power is absolute."

Oakley turns his attention fully towards you, his anger seeming to subside somewhat. "Those who walk the path must understand the path they walk." he announces grandly. "We will not abide clumsy feet and closed minds. Test you, we will. Crush you we will if you are treefoe. Help you we will if you are treefriend. 3 riddles you must answer to prove your worth".

You dumbly nod your acceptance of his challenge. He continues regardless.

Riddle 1:

"King Arthur's knights did rarely fail,
but who was sent to find the grail?"
will you say:

sir Gawain? [Turn to 45](#)

sir Galahad? [Turn to 52](#)

sir Bedivere? [Turn to 59](#)

sir Krogg? [Turn to 40](#)

"Ah, yes Lord Fear. An evil man, handsome, and clever. Or did I say that? I have heard something of his plans, from the er, medical community. Nasty old plague he's unleashing. Could be good for business, though, eh? I hear sunlight won't work on it, but apart from that you'll want some kind of potion only a wizard can provide. It's magical you see, so you'll need magic to counter it. Look for wizards among the animals."

[Turn to 42](#)

"Rat (or mouse) it was." grumbles Granitas.
Make a note of your result.

"My second riddle is this:

Mighty ram Chrysamалlos gave Helen a stormy ride,
but to win a throne, who sought its noble hide?"

Decide on your answer.

[Turn to 43](#)

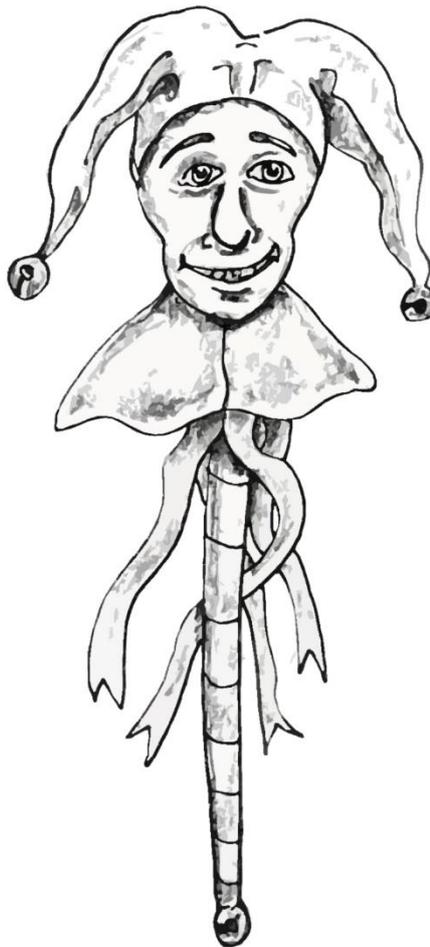
You find a simple latch mechanism on the pillory just out of reach of Motley's hands. You use it to release him from his prison. "Hey, thank you ever so much." he says, stretching his back. "Now, I'd better away pretty sharpish. But before I do, take this." He hands you a red and yellow jester's wand with jingling bells on it- like a miniature of himself. "If you need my 'elp, give it a shake. I can deal with bullies, guide you through a room or cheer you up when you need it." with a cheery wave, he goes to leave through the door you came through.

A thought crosses your mind. He did promise you a joke before you let him go. will you call after him and ask him about the joke?

[Turn to 151](#)

or will you exit through the right-hand door? [Turn to 120](#)

or left-hand door? [Turn to 44](#)



38

Do you have an acorn?

Yes? [Turn to 46](#)

No? [Turn to 60](#)

39

Reluctantly you open the door for him. He pushes past you, shoving you to the ground. By the time you get up he is gone. And so is the phial. You move on.

[Turn to 54](#)

40

Not entirely sure, you suggest your answer.
"A wise knight, but it was not he." comes the reply.

[Turn to 66](#)

41

You step through the portal to find yourself fully submerged with a mouth full of salty water. Turning round you find you can no longer see the portal you came through. You see a green reptilian looking humanoid watching you from a short distance, looking delighted at your struggles.

You desperately try to figure out which direction is up. Finally swimming upwards, your lungs fill with water. Too late, you realise your error.

42

"well, I must be going." says Rothberry, looking around nervously. "Especially having been so very helpful to one side. I do wish you all the very best of luck in your quest. A lot of people are counting on you. Let me give you this." he says, slipping an object into your hand. "It's a new invention of fried dough, made into a round sort of a nut. Very moreish. Might be able to sell them to the Moors, eh? Aha." he chuckles. Add 1 food item to your inventory. "Now if you're looking to get to level 3 I can show you the way. And remember this: to defeat the most powerful of villains takes many steps and allies."

Rothberry shows you to one of the arches, leading to a set of stairs going down into the dungeon. He returns to his packing.

[Turn to 49](#)

43

"Wise Jason it was."
(If you said 'the argonauts', or named any of them, know that Granitas begrudgingly accepts this instead: Argus, Hercules/Heraclēs, Iolaus, Medea, Theseus, Orpheus etc)

"My third and final riddle:

Mightiest of Saxons is Treguard of Dunshelm.
His foes' blood flows like a pulsing ford.
His fierce strikes will overwhelm.
Can you name his terrible sword?"

For this riddle, use the alphabet code: A=1, B=2, C=3 etc. Turn to the number corresponding to the second letter of your answer. For example, if you think his sword is called Pickle, turn to 9.

If you're right, the paragraph will start with the word Granitas.

If it doesn't,

[Turn to 64](#) instead.

44

You arrive in a cavern with small rocks strewn all around. You have to stoop to get in. You see a man pacing angrily near a cart. Not wanting to disturb him, you head stealthily towards the only exit.

"Hold on there, youngster." he calls out. "That's right dangerous down there. Not properly shored up yet. Had a rockfall just yesterday. Set us back a week it did."

You hastily step back towards the middle of the main chamber.

"Let me introduce myself. I am Bumptious, proud member of the Miner's Guild here. Of course, I say proud member. It's just me right now and I'm not having much luck. It's the wife you see. Promised her a gem, a little trinket from the mine. All I've had so far is regular rocks you see. A bit of coal, that's nice, but I daren't go home without something a bit shinier really. You couldn't help me out, could you? I might be able to help you. That's the guild way."

what will you do?

Give him a blue gem. [Turn to 79](#)

Give him a red gem. [Turn to 65](#)

Teach him a love poem (decide what you will say). [Turn to 58](#)

Leave through the only exit. [Turn to 72](#)

45

Not entirely sure, you suggest your answer.
"Falsehood" comes the reply.

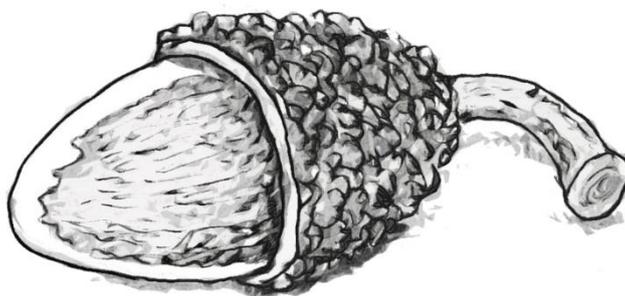
[Turn to 66](#)

46

As you are leaving, he calls out:
"Wait, adventurer. I sense something of the forest about you. You have returned to me my lost acorn.". He calls you back and you place the acorn at his roots as instructed. From one of his highest branches, he drops the most beautifully shaped leaf you have ever seen. It seems to glow with the warmth of summer.

"Take this in return and know that plants will aid you where they can." Somewhat confused, you thank him, add the leaf to your inventory and leave the glen.

[Turn to 60](#)



47

You are at a standoff. The prisoner simply refuses to give back the phial, however much you threaten or plead. Reluctantly you go on without it.

[Turn to 54](#)

48

Suddenly you dart towards the well. Your sudden attack catches him somewhat by surprise as he sidesteps to his left. You leap towards the well, tucking your body, and clearing the top. You land like a gymnast, though wincing in pain. Looking down, you see one of the assassin's knives has sliced deep into your leg. Lose one lifeforce level. You notice to your relief that the assassin has not followed you.

If you are still alive, [Turn to 50](#)

49

At the bottom of the stairs is a small room with a wellway. Knowing this must be the way to level 3, you climb into it and trust to your luck.

[Turn to 100](#)

50

Start of Level 2

You are standing in a large plain room beneath the wellway from level 1.

"Welcome to level 2." says Treguard through your helm. "You have done well to get this far, but don't celebrate too early. Level 1 was a test to weed out those both foolish and fainthearted. Brave fools and cowardly wisemen might yet survive." he chuckles, "The true nature of your quest can now be revealed. My scouts have confirmed Lord Fear's plans to unleash a plague of sorts on the dungeons. Who knows how far it will spread from here? I'm trying to contact Merlin. So far all I can glean is that you need to find the Phial of Freedom- a powerful elixir that grants immunity. Once you obtain it, I should be able to simply pull you out of the dungeon and make use of it. You may be able to find allies to help against Lord Fear. Try to make your way to level 3. Remember, your focus must be on finding the phial. Do not be distracted."

As you digest this information, you look around the room for an exit. there are 2 large doors. One door has a coffin engraved above the frame. The other has a wizard's wand. You also think you can see a small door over in an alcove. Where will you go?

The door with the coffin. [Turn to 95](#)

The door with the wand. [Turn to 133](#)

To investigate the alcove. [Turn to 117](#)

51

You tentatively hold out your arm and are pleased when the bird perches on it. It stares at you intensely. What will you do?

Cast the REFORM spell. [Turn to 107](#)

Leave the bird and move on. [Turn to 121](#)

52

Sir Galahad you say, confidently.
"Ah, that's true enough"

[Turn to 66](#)

53

Stepping through the door, you find yourself in a forest. "This is the Forest of Dun." says Treguard "Beware its dangers and keep only to the elf path."

With only one path leading through it, you decide it is best to follow that and you make good progress. Before long, though, you hear horns behind you. "Beware the hunt." says Treguard "There is something unnatural about this, I fear. If you can make it to that tall oak just ahead and to your right, you may be safe for now.". You see a mighty oak sticking out above the tree line some 500 paces ahead.
what will you do?

Drop aniseed and run for the oak. [Turn to 20](#)

Run for the oak. [Turn to 149](#)

Stand and fight. [Turn to 27](#)

54

You find your way back inside, and following Merlin's instructions down a series of labyrinthine passages you finally come to the magic fountain. It is tucked away in the corner of a large courtyard with a single chair. Do you have the blessed phial?

Yes. [Turn to 68](#)

No. [Turn to 61](#)

55

The assassin is shocked by the sudden noise and scampers away, though you can't see where he went. "Brilliant" says Treguard "They're so highly trained as silent killers they can't abide noise."
You climb into the well.

[Turn to 50](#)

Never one to back down from a fight you decide this is your chance to take on Lord Fear's minions directly and make your name as a knight.

Screaming a war cry, you run straight for them like a helmeted bowling ball. They freeze in shock, unused to this tactic from a dungeoneer.

You barrel into one of them, snatching the club from his hand as he falls. You land gracefully on his chest, throwing the club hard into the face of another even as you jump to your feet. 2 more come at you from opposite sides. You dart to your right, launching a ferocious attack at the bigger of them. He dodges back, wrong-footed by a low roundhouse. You land forwards, step through and shift into a pushing sidekick to his chest, knocking him flying. Before you can turn, his comrade clubs you in the leg from behind. You bellow in pain and rage as your mighty backfist sends him flying. Another goblin leaps at you. You sidestep to the left and grab him by the neck, taking him to the ground before unleashing a flurry of blows to his face.

As you turn to get up another club catches you across the shoulders, the impact lessened slightly by the Helm of Justice. You stagger forwards but dispatch him with a back kick like a mule's. You just catch sight of 3 more goblins coming at you in a coordinated attack. You leap into a spinning whirlwind of kicks, knocking one of them to the ground, but a well-aimed jab hits you square in the nose, mid-air. You land hard. You are dazed, and before you can get to your feet, you are pummelled to death by their clubs.

There were just too many of them.

You shake the wand, the jingling echoing off the walls. The assassin has definitely seen you. He gets up, stalking towards you as you look around.

With a backflip and a cheery shriek, Motley enters. The assassin backs off warily.

"It's noise you see, they can't stand it. Shout with me." yells Motley.

Together you yell at the assassin, driving him off into the shadows.

"Good work" says Treguard in your ear. "They're so highly trained as silent killers, they can't stand loud noise."

Motley takes back his wand "Now, my debt is paid. Mind how you go. Oh, all you need to do now is cast your REVEAL spell. Trust old Motley. He knows."

You watch, still a little bewildered as he cartwheels away.

[Turn to 69](#)

58

He listens as you recite the poem with as much feeling as you can muster, but he remains nonplussed.

"Well that's grand if that's your thing, but we're simple folk. I was hoping for something a bit more material like. For the wife, you see?"

What will you do?

Give him a red gem. [Turn to 65](#)

Give him a blue gem. [Turn to 79](#)

Leave through the only exit. [Turn to 72](#)

59

Not entirely sure, you suggest your answer.
"Falsehood" comes the reply.

[Turn to 66](#)

60

You move safely along the elf path and before long come to a wall hidden amongst the trees. Moving along it some distance you find a door, and seeing no alternative, you pass through it.

[Turn to 13](#)

61

Well, you have at least found the fountain. You look around for something to hold the water hoping that will be enough. You open a cupboard door, only to see Lord Fear standing inside in a long grey robe. You stagger backwards in shock.

"Ha, you got this far only to fail. Absolute idiot. Well, it's curtains for you." He holds up his hands and concentrates. An aura seems to shine around him, but more worrying is the fireball growing in his right hand. When it reaches the size of a melon, he sends it slowly towards you. You sidestep to the left, but it changes course towards you. In panic you back towards the wall.

"Spellcasting: R-E-C-A-L-L" Treguard's urgent voice echoes off the walls. You disappear just at the last moment, finding yourself back in Treguard's chamber.

You failed the quest, but at least you have your life.

62

You stand as still as you can. The assassin gets up. He stalks you, walking behind you. The next thing you feel is the first of his knives sticking into your back. You have no defence against the many that follow.

63

You trail them for a while, like a ninja, trying to get that one goblin on his own, but it's hard to be stealthy in the helmet. Finally, you manage it. From a bush, you call out in a whisper. He looks quizzically at you. Does he recognise you?

He starts jabbering at the other goblins, who surround you before you can get out of the bush. They encircle you, waving their clubs menacingly.

The one goblin limps forwards, eyeing you suspiciously before saying something in his language.

Do you have a leaf from Oakley?

Yes [Turn to 77](#)

No [Turn to 84](#)

64

How many did you get right?

0 [Turn to 71](#)

1 [Turn to 78](#)

2 [Turn to 85](#)

3 [Turn to 92](#)

65

He appraises the red gem you offer him "well it's certainly shiny, but you know it's not really her sort of thing. No, you keep it. Thanks anyway.". You put the gem back in your knapsack.
what will you do?

Give him a blue gem. [Turn to 79](#)

Leave through the only exit. [Turn to 72](#)

66

Riddle 2:
"Trees bore the mighty vikings,
to keep their invasion afloat.
They sailed the cold North sea.
Name their victorious boat."

Choose your answer

Longship [Turn to 73](#)

Hulk [Turn to 179](#)

Carrack [Turn to 87](#)

Galley [Turn to 94](#)

"Oh thank you brave adventurer" squeals Sidriss. Now just get his attention. I need about a minute. Maybe 6. I'm trying to interfere with other magic and it's a bit tricky you see."

what will you do?

Distract him with cat food if you have it [Turn to 74](#)

Try to distract him on your own [Turn to 81](#)

You fill the phial quickly from the magic fountain. It's glowing brightly now. You have the Phial of Freedom.

"Treguard, I have it, but how do we find Lord Fear?" you call out. Nothing happens. You look round.

Suddenly, a terrifying man in a silver helmet and flowing grey robes is standing across from you. This must be Lord Fear.

He claps his hands slowly, sarcastically. "Trying to find Lord Fear? You found your death." he sneers. With a gesture from Lord Fear you find yourself dragged across the room by invisible hands and sat forcefully on the Courtyard Chair of Solitude. You can't move.

"Ha! Simpleton! Do you know how clever I am to manufacture a deadly plague through pure technomagic? Do you think your tiny brain can stand against me, you baboon? Do you know how many dungeoneers I've beaten?"

with another gesture, a shimmering aura appears around him.

He circles you, stalking like a cat playing with a mouse, voice dripping with contempt "Shame you didn't visit a clue room for a stack of clue, isn't it? Now, let's end this charade."

He raises his other hand. You watch in horror as a fireball grows to the size of a durian and slowly moves towards you. You can do nothing.

At the last moment, you hear Treguard's voice booming out through the courtyard: "Spellcasting A-E-G-I-S". A shield like Lord Fear's appears around you. The fireball breaks against it, engulfing you. You can almost taste the scorching heat outside. Your shield holds, though it seems weakened and the chair has been damaged.

Lord Fear stands, stunned for a moment, mouth trying to form words. "Quick" urges Treguard. "He's using up too much energy with all his spells. Now is our chance to imprison him and get you out of there. All you need to do is ..."

"Begone" shrieks Lord Fear. "I always hated him. Right. You're on your own, 'adventurer'. The end game is my domain. Now, where was I?" He holds out his hand, making gestures as before. A fireball begins to form but flickers out. Lord Fear seems tired, but he tries again, this time with more success.

You find with a little effort you can get up out of the chair. Just as you shake off his magical bonds, he hits you with another fireball, weaker than before. Your shield aura looks worryingly thin now and you think you hear goblin horns. This is your chance. What will you do?

Throw the phial at him [Turn to 104](#)

Throw the chair at him [Turn to 89](#)

Smash the chair to pieces and throw one piece at him [Turn to 96](#)

Cast Summon [Turn to 82](#)

Throw a magic leaf to the ground [Turn to 75](#)

69

"Spellcasting: R-E-V-E-A-L." you call out. The well the assassin was sitting on appears in the middle of the room. You climb down it.

[Turn to 50](#)

70

With cunning use of distance and cover, you are able to avoid the goblins.

[Turn to 153](#)

71

"I will not tolerate ignorance in my dungeon." grumbles Granitas with a voice like distant thunder. Before you can react, Granitas' mouth opens wide. You are sucked in and crushed between his granite teeth.

72

You leave the annoying miner to his own devices. You haven't gone far along the recently mined passageway when you hear shifting rock above you. You are crushed in a mercifully swift rockfall.

73

"Longship it was" says Oakley

[Turn to 101](#)

74

You pull out the bag of cat food from your knapsack and empty it out into a little mortar you find. The cat turns and begins to eat contentedly.

"Oh you came prepared. How clever." claps Sidriss in delight. She grabs a scroll, and closing her eyes, chants:
"Spellcasting: T-R-A-N-S-M-O-G-R-I-F-Y."

The cat shrinks, forming the shape of an austere yet naked crouching man. He gets to his feet and quickly grabs his red robes from a pile on the floor while you and Sidriss avert your eyes.

[Turn to 145](#)

75

You throw the leaf at the ground expectantly.

Lord Fear smirks, content to let you watch it for some time, "Ha. Forest magic won't work inside, treehugger.". With a flick of his wrist, the leaf bursts into flame.
Now, will you

Throw the phial at him? [Turn to 104](#)

Throw the chair at him? [Turn to 89](#)

Smash the chair to pieces and throw one piece at him? [Turn to 96](#)

Cast Summon? [Turn to 82](#)

76

Well that is odd. You must have got lost on the way here somehow. Maybe fire your record keeper? Without a way to find the well, your quest ends here.

77

In response, the other goblins advance menacingly. Stifling your sense of betrayal, you brace yourself to defend against the horde. As you adjust your stance the leaf flutters out of your pack. It lands to the ground, and seems to sink into it. The goblins stumble, halting their advance. They look down in amazement at the leafy roots growing from the ground at their feet. The roots entangle them and hold them in place as they thrash around. Seeing your chance, you make a run for it through the widest gap you can see between 2 goblins. As you pass through, one swipes you across the temple with his club, knocking you from your feet. Lose one lifeforce level. If you're still alive, you land awkwardly, but roll up into a ninja stance. You quickly make your escape.

[Turn to 153](#)

78

"Ignorant fool. I see you've already taken my food. You may keep the food and one more item and consider yourself lucky. You may not use my spyglass. Rock I was and rock I now become." He fades into the wall.

You survey the table. You see a red gem, a blue gem, an acorn and a spyglass.

Select the item you want and note it down.

will you leave through the only door? [Turn to 30](#)

or try to use the spyglass? [Turn to 99](#)

79

He looks delighted at the beautiful blue gem you offer him. "Eeee, that's right grand young'un. She'll love it." He gives you a huge bear hug.

"Now, let me see what I can do for you."

"Here's an old miner's cantrip we use to get from one level to another. It's the spell: REVEAL. Now, let me show you the safe way out of here."

He slaps you on the shoulder, leading you over to where he was digging. He shifts a few rocks out of the way to reveal a small crawlway. You follow him through it and are pleased to find it opens into a much wider tunnel that looks safer than the other exit. He waves goodbye and you carry on your way.

[Turn to 113](#)

80

You shake Motley's wand, and soon enough, scampering downstairs comes the jovial entertainer.

"'cor blimey you've got yourself in deep. There's powerful magic here. I barely heard my wand."

He strides over to you, taking his wand from your hand. You explain the situation and ask for his advice.

"Well, there you're asking. It's more powerful magic than I care to handle. If I were you I'd leave, pronto. But then you're not me, are you, eh? Maybe you can handle it. Those who've listened to the old oracle have learnt a lot. But then I'm 'appier as a fool. I'm no hero. I do know there are hunters out looking for you, so I'm off, sharpish."

with that, he runs off the way he came.

will you close your eyes and raise your helmet to hear the oracle?

[Turn to 155](#)

or leave the room through the portal on the other side? [Turn to 91](#)

81

You try to distract the cat. All you can think of is to make a squeaking noise like a mouse. The cat turns on you, fangs bared. "Good, good, brilliant. I think I've got it." she says, as the cat swipes at you, hard. Lose one lifeforce level.

If you survive this, you hear her proclaim

"Spellcasting: T-R-A-N-S-F-O-R-M, I think".

Everything happens in slow motion as suddenly the room seems to grow around you. You realise you have shrunk to about the size of a mouse, and now the cat is looking more and more terrifying.

"Eek sorry, ah, I know what I did. I've got it now. Wrong spell. Don't worry, it should wear off very soon. Save yourself."

You see a mousehole just to your side as the cat prepares to strike you again with its paw.

will you stand your ground? [Turn to 88](#)

or run through the hole? [Turn to 124](#)

82

"Spellcasting: S-U-M-M-O-N" you announce.
Lord Fear looks concerned. You think you hear the screech of a bird,
but you can't see any:
"Ha" sneers Lord Fear "I've blocked that weak old fool. And now it's
over."

Though he seems exhausted from the effort he fires another fireball at
you. This one disintegrates your shield. The next one roasts you.

83

"My lady, I have nothing more to give, but I offer you my er...." you
stutter.
You are cut off by the sound of grating stone. The snake's head begins
to move upwards from the rock, becoming more graceful as it gains
height. The last thing you see is its wide-open mouth descending upon
you to the sound of Lillith's laughter. Your quest ends here.

84

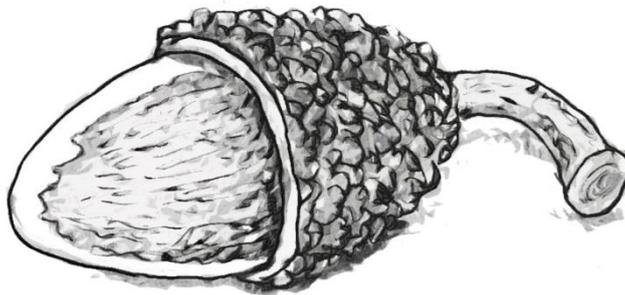
They all leap on you at once and pummel you to death with their clubs.
As you look up at the goblins a last thought crosses your mind: it
probably wasn't the same goblin anyway.

"Very well, you may take two more items. You may also use my spyglass. Rock I was and rock I now become." He fades into the wall as you watch.

You survey the table. You see a red gem, a blue gem, an acorn and a spyglass. Treguard explains that the spyglass can only be used here. You may add up to 2 of the other items to your inventory.

On Treguard's instruction, you hold the spyglass up to your helm. The dark cloud clears, and a vision appears.

[Turn to 106](#)



Progressing through level 2, you find yourself walking along a narrow ledge with a sheer drop on one side. A large man dressed in a dark green warrior's jerkin and furs stands in front of you, blocking your path. He is wearing a Viking's horned helmet and is brandishing a club.

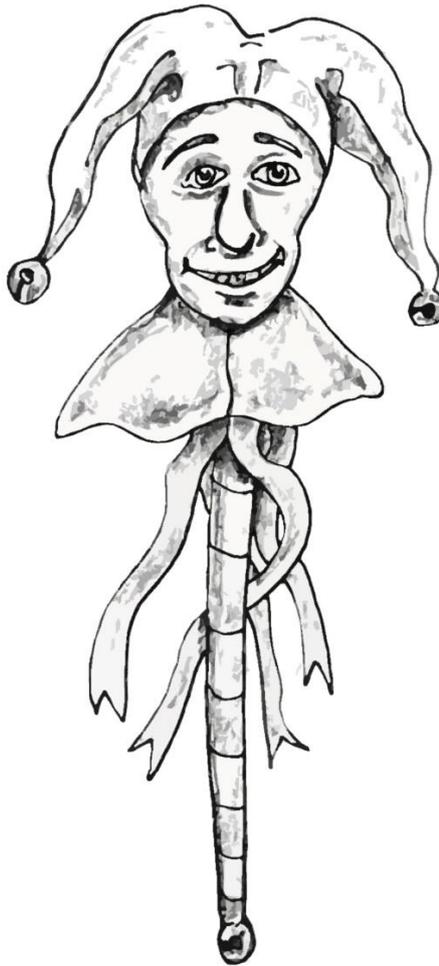
"Halt!" he demands, blocking your path. "I am Olaf. I am doing the lootings and the pillagings. You must pay the toll for my path."

He holds out his hand expectantly for the toll, waving his club menacingly with the other.

What will you do?
Pay his toll (if you have gold, silver, amber or a gem)? Remove one item from your inventory and [Turn to 102](#)

Shake Motley's wand. [Turn to 130](#)

Refuse to pay him. [Turn to 109](#)



87

"Falsehood" grumbles Oakley

[Turn to 101](#)

88

You stand your ground.
Do you have a shield?

Yes [Turn to 103](#)

No [Turn to 110](#)

89

You grab the chair, and manfully hurl it at Lord Fear. Direct hit. It smashes against his shield, clattering to the ground. The shield seems thinner now. Lord Fear locks you in his gaze as a fireball grows in his hand. It smashes into you, weakening your shield too.
what will you do now?

Throw the phial at him [Turn to 104](#)

Cast Summon [Turn to 118](#)

Do nothing [Turn to 111](#)

90

You pull the flan Treguard gave you from your knapsack and hurl it at the pail. Direct hit.
But now the pail is flanny and you have no flan. That was silly.
what will you do now?

To leave [Turn to 86](#)

To pull back the messy pail [Turn to 98](#)

Emerging through the portal, you find yourself in a tiled courtyard. There is one exit opposite you and a tall tree in the middle with many birds perched in its branches. You note that one of them seems out of place and is looking straight at you. It seems to be from the family falconidae whilst the others seem to be corvids. Beside the tree is a table with a single green potion bottle labelled 'Shrink'. The unusual bird leaves its perch to land directly in front of you, near the base of the table. Now you can see long white feathers round its face.

You call to Treguard to advise you but get no response.

Will you:

Leave the courtyard? [Turn to 121](#)

Cast the REFORM spell? [Turn to 114](#)

Drink the potion [Turn to 152](#)

Hold out your arm like a falconer? [Turn to 51](#)

Shake Motley's wand? [Turn to 173](#)

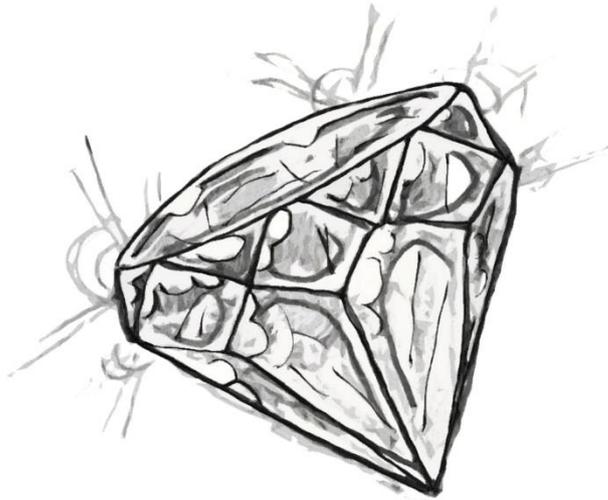
92

"Well done indeed. You are wise for a mortal. You may take all 3 items and may use my spyglass. Remember this: 'The lady favours blue'. Rock I was and rock I now become." He fades into the wall.

You survey the table. You see the red gem, blue gem, and acorn. You may add all 3 to your inventory.

On Treguard's instruction. You hold the spyglass up to the helmet. The dark cloud clears, and a vision appears.

[Turn to 106](#)



93

You emerge into a paved street as the door shuts behind you. Seeing people on their phones, you realise something is wrong. You turn, just in time to see the door shut behind you.

[Turn to 180](#)

94

"Falsehood" grumbles Oakley

[Turn to 101](#)

95

Passing through the portal, you find yourself in a dark room with one exit. In the middle of the room you see a pall covering what looks like an open coffin from its shape.
what will you do?

Throw flan at it [Turn to 90](#)

Leave through the exit [Turn to 86](#)

Pull back the pall [Turn to 98](#)

96

You lift the chair above your head and smash it manfully against the flagstones in a display of force. It breaks into 4 or 5 main pieces. You hoist a leg above your head and hurl it at Lord Fear. Direct hit. His shield shimmers but holds. He laughs contemptuously. What will you do?

Throw another part of the chair at him [Turn to 125](#)

Throw the phial at him [Turn to 132](#)

Cast Summon [Turn to 118](#)

97

Passing through the door, you soon find yourself moving round the side of the castle to circumvent a rockfall. It will add some time to your journey. You hear goblin horns in the distance ahead of you and soon catch sight of a troupe of about 30 of them. They haven't seen you and you think you can avoid them and reach a door into the castle.

You notice one of them is trailing behind as he is limping on his left leg and you think it might be the goblin you saw trapped earlier- but then they do all look similar.
will you:

Stay out of sight and try to reach the door? [Turn to 70](#)

Approach them stealthily, trying to catch the eye of the limping goblin? [Turn to 63](#)

Challenge them to a fight? [Turn to 56](#)

You pull back the pall and peer inside the coffin. There is an old skeleton there in clothes that must once have been quite fine. Under its leg, you see a gold ingot- half sticking out. As you are considering your options, a ghostly skull appears in the corner of the room, floating near the ceiling.

"Warning." says Treguard, urgently "These sprites are the remains of dungeoneers who died violent deaths. They are best avoided, or they will leach your lifeforce.". The skull is moving slowly towards you. You may have time to grab the ingot.
what will you do?

Grab the ingot. [Turn to 126](#)

Hurry away. [Turn to 135](#)

With Granitas departed you chance your luck. You hold the spyglass up in front of the Helm of Justice.

A dark cloud clears and you see an image of an evil-looking man with dark eyebrows and a grey nose peering into his own scrying pool. "Warning" cautions Treguard "This is the evil Lord Fear. He and I have been at loggerheads for some time. Something is afoot and I suspect him."

You focus on Lord Fear, searching for some clue as to his evil plans.

"Lissard! Lissard! I know you can hear me." He seems to be talking to a green reptilian man, looking nervously around inside his pool. He seems to be calling one of his henchmen. "Yes Lordness, all is going to plan." simpers the reptilian face.

"Oh is it?" snaps Lord Fear "well what have you done? I have personally taken care of the two most powerful wizards in the dungeon...."

You are startled by the sudden sound of grating rock. A section of wall, where Granitas had been, falls on you. You leap out of the way, but your leg is injured by falling masonry. Lose one lifeforce level. The table and all the remaining items have been crushed by rubble.

If you are still alive, you limp away through the only exit.

[Turn to 30](#)

100

Start of Level 3

You land in a dark empty room with 2 large identical doors opposite each other.

"You have done well indeed to get this far." says Treguard. "Few make it to level 3. Your quest object can't be far. I still haven't been able to contact Merlin. I will guide you where I can. I'm afraid that without Merlin I must ask more of you. I worry that once we have the Phial, Lord Fear may be able to make a variant of the plague and we will be back where we started. I must ask that once you get the Phial, you find a way to prevent him making another. This is now your quest. Good luck adventurer."

which exit will you take?

To take the left door [Turn to 97](#)

To take the right door [Turn to 93](#)

101

Riddle 3:

"Trees play their part to help in wars,
As every Englishman knows.
But which tree grows in churchyards
To arm our men with bows?"

Choose your answer

Beech [Turn to 157](#)

oak [Turn to 122](#)

Yew [Turn to 108](#)

Elm [Turn to 129](#)

102

Reluctantly you hand over the precious item.

"Oh very good. Thanking you. This is very shiny." he says, admiring it.

"I'm stockpiling valuables just like this. Now give me another."

He brandishes his club once more.

What will you do?

Give him another precious item (remove another gold/silver/gem/amber item from your inventory). [Turn to 123](#)

Shake Motley's wand. [Turn to 130](#)

Refuse. [Turn to 116](#)

103

You bring your shield up just in time. The cat's claws smash it to pieces. You had better run through the hole.

[Turn to 124](#)

104

You throw the phial at Lord Fear, scoring a direct hit. It smashes against his shield, weakening it. Shards of glass fall to the floor to Lord Fear's contempt. He laughs and hits you with another fireball. Your shield flitters and disappears as another fireball grows in his hand.

What will you do?

Cast Summon. [Turn to 118](#)

Or do nothing. [Turn to 111](#)

105

Your survey the silver ingot from all directions. You can't see any signs of a trap, but then Merlin wouldn't make it obvious. Finally, you pick it up... and it's fine. Nothing seems to be going wrong. Add it to your inventory.

Meanwhile, the pie looks very tempting.

To take the pie [Turn to 119](#)

To move on [Turn to 112](#)

Holding the spyglass up to the Helm of Justice, you see an image of an evil-looking man with dark eyebrows and a grey nose peering into his own scrying pool. "Warning." cautions Treguard "This is the evil Lord Fear. He and I have been at loggerheads for some time. Something is afoot and I suspect him."

You focus on Lord Fear, searching for some clue as to his evil plans.

"Lissard! Lissard! I know you can hear me." He is talking to a green reptilian man, looking nervously around inside his pool. He seems to be calling one of his henchmen "Yes Lordness, all is going to plan." simpers the reptilian face.

"Oh is it?" snaps Lord Fear "well what have you done? I have personally taken care of the two most powerful wizards in the dungeon. I have upgraded my shield magic, and I've developed a plague that will lock down dungeoneer activity for a long time indeed. All this magical exertion takes a lot of energy and all I need from you is to take care of this one dungeoneer. Have the hunters found them yet?"

"Hunters Lordness?" Lissard shifts uncomfortably "Goblins Lordness? Yes Lordness. Yes Lordness."

"You've found them? Finally. well, where are they?"

"well, not yet Lordness, I mean, they are close Lordness. It is but one person. A bit bigger than usual. Surely one dungeoneer is no threat?"

"well don't say yes then, idiot. what you mean is no, isn't it?"

"Yes Lordness."

"well get on with it. Begone."

He waves his hand and the pool clouds over. "Honestly, do I have to do everything myself? One little dungeoneer?" He looks around curiously.

"Speaking of dungeoneers..." He turns his head sharply to look straight at you! A wicked grin flickers across his face as fire appears in his outstretched hand. It grows alarmingly into a full fireball the size of his head and starts to move straight towards you.

"Drop it quick!" urges Treguard. You quickly drop the spyglass face down on the table and step back.

"This is bad news indeed." he warns. "A plague? I had heard reports of some of my usual allies getting sick. There were rumours it had come from Smirkenorff, but now we know. Lord Fear knows we're here so you must be extra careful. I need to check on some of my allies. Be on your guard."

Digesting this information, you leave through the only exit.

[Turn to 30](#)

107

"Spellcasting: R-E-F-O-R-M" you announce. The bird grows rapidly into an old man. Whilst not a big man he is too heavy for you and drags your arm to the ground, trapping it. Lose one lifeforce level. The wizard Merlin steps off your arm and turns to address you.

[Turn to 128](#)

108

"Well done groundling. You are wise in the ways of trees."

[Turn to 136](#)

109

You stand your ground, unwilling to reward his criminal venture. However, unarmed, you are no match for a trained Viking warrior in his prime. With a speed you couldn't have anticipated he bonks you hard over the head. You lose consciousness briefly, coming round only to find him going through your knapsack. You moan an objection. He turns on you again, this time beating you more thoroughly.

Lose 2 lifeforce levels.

If you are still alive, you come round some time later to Treguard's voice in your ear. You stagger to your feet, finding that any silver, gems and gold you have are gone. You carry on your way and make it through a portal at the end of the ledge.

[Turn to 142](#)

110

The cat's claws cut through your tiny jerkin and deeper. Lose one lifeforce level. If you are still alive, you hurry through the hole.

[Turn to 124](#)

111

With no more tricks up your sleeves you are a sitting duck for Lord Fear. He conjures another fireball and your quest is over.

112

Preferring not to risk the consequences of any further intrusion, you move swiftly on, exiting through the only door.

[Turn to 86](#)

You find yourself in a large courtyard with one exit far across on the other side. Making your way across, you hear a moaning sound like an animal in pain. Moving slightly closer, in one of the corners you see a goblin with his right foot stuck in a trap. He hasn't seen you as he's preoccupied trying to pry his leg out with his club, though he can't quite get the angle and is in pain.
will you

Approach the goblin carefully? [Turn to 16](#)

Continue on your way? [Turn to 18](#)



114

"Spellcasting: R-E-F-O-R-M" you announce.
You watch, mesmerized, as the bird grows, twisting and turning,
transforming into an old man. It is the wizard Merlin, of legend.

[Turn to 128](#)

115

Stepping through the portal, you barely have time to take in the room
you're in, when a large net descends over your head, trapping your
hands at your sides. An oily-looking man in leathers and a cloak is
controlling it. Try as you might, you can't break free as it tightens
around your waist.

"Snipper snap, snipper snap,
look what's fallen in my trap."
he rhymes gleefully.

He holds you still with the net with one hand. Where his other hand
should be is a small red dragon. It seems to move independently,
snapping menacingly at you. You can't tell if it's a magic creature or
simply a dragon puppet.

"No need to wriggle, no need to fear,
I've trapped a tasty dungeoneer.
No need to wriggle, no need to writhe,
be wise with me and you'll stay alive.

Snapper Jack's my name
and taking fools is my game.
3 questions I'll ask of you.
Snap you I will if you don't pass two.

My job it is to weed the worst,
now can you solve this question first?

(Riddle 1)

Some kings on death replace their dad,
and some succeed their mother
but tell me now in English lands,
which Norman replaced his brother?"

If you want to answer his question, decide on your answer
and [turn to 163](#)

or will you challenge him to a game of snap? [Turn to 160](#)

116

You stand your ground, refusing to give him anything else. With a speed you couldn't have anticipated he strikes you hard across the helmet with his club. Lose one lifeforce level.

Fortunately, he strides off, leaving you alone. You wait a little while and get to your feet. Dusting yourself off, you move along the ledge and walk through a portal you find at the end.

If you are still alive, [Turn to 142](#)

117

You enter the alcove, looking around for a gap, perhaps a hidden lever to open the wall, but you can't seem to find a way through.

"Ahem. I don't think there's a door there..." advises Treguard. You'd better pick one of the doorways.

Will you choose:

the door with the coffin symbol? [Turn to 95](#)

the door with the wand symbol? [Turn to 133](#)

118

"Spellcasting: S-U-M-M-O-N"

You hear a screeching of birds. You both look to the skies, to see a merlin swooping in to land. Lord Fear has a fireball ready and lets loose. The merlin swerves at the last moment but his right wing is badly burnt. He just manages to fly over the wall as Lord Fear conjures another fireball. He turns on you, but the distraction has allowed Treguard to break through.

"Spellcasting: R-E-C-A-L-L" booms Treguard. You disappear just before the fireball hits. You find yourself back in Treguard's chamber. You have failed the quest but at least you got out alive, and the phial will help.

119

You can't deny it. The pie has been calling to you ever since you came in. You can't worry about traps now. There's just something about it.

The gleam of the crust, an almost magical aura surrounding it, beckoning you. You are sure this will be the most delicious pie you have ever eaten. You think you can hear Treguard's voice calling you urgently, but you block it out.

There is only pie.

You wolf it down without even checking the filling. It barely touches the sides. In the glorious afterglow you feel a worrying rumbling from your stomach. This is the last feeling you experience before the pie explodes, killing you.

120

You walk along a corridor for some time. You notice it becoming rougher, hewn from the bedrock itself. You finally emerge into a cavern, stopping yourself safely short of a precipice. Peering over the edge, you notice to your concern that you can't see the bottom. Looking back up, you notice a beautiful lady on the other side, draped languidly on a throne of rock.

She addresses you "I am Lillith, and you need me, little mortal, if you want to get across.". She gestures towards a cave entrance across the cavern, beneath a huge carved snake head. "Well, if you need me, you'd better pay your way, hadn't you? What have you got to amuse me?".
What will you do?

offer her an acorn. [Turn to 134](#)

offer her a blue gem. [Turn to 141](#)

offer her a red gem. [Turn to 2](#)

offer her nothing- demand she lets you across. [Turn to 148](#)

Try to charm your way across without paying her. [Turn to 127](#)

121

You move on, leaving through the only exit, progressing deeper into level 3. Moving through a long corridor you can just make out a crackly message from Treguard at last. "...can't get to you.... Fear blocking.. bad conne... need help..... need allies"

You ask him for help but get no reply. Turning the next corner, you are hit by a fireball which kills you instantly.
without a protector you were doomed.

122

"That tree it was not"

[Turn to 136](#)

123

Reluctantly you hand over another item, hoping this is the last demand.
He admires it and puts it in his knapsack with the other.

"That is all. Very good."

Fortunately, he seems satisfied. He pushes past you, leaving you be.
You continue on your way.

[Turn to 142](#)

124

You sidestep through the hole as the cat's claws hit where you were just standing. Still confused, you look around, finding yourself in a tiny room inside the wall, furnished with doll's furniture. Looking behind you, you see the cat's claw poking around just inside the entrance, searching for you. At least you have distracted him.

A squeak reminds you of your quest. A handsome mouse jumps out of a tiny mouse-alcove and is now pointing frantically with his tail towards another mousehole that leads back into the lab. You begin to feel the spell's effect wearing off as the room appears to shrink around you.

Will you go through the hole he's pointing to? [Turn to 138](#)

Or stay where you are for now? [Turn to 131](#)

125

You continue throwing pieces of chair at him. Gradually his shield weakens until it vanishes, just as you run out of chair. What will you do?

Use the Summon spell. [Turn to 150](#)

Throw the phial at him. [Turn to 144](#)

Call for Treguard. [Turn to 140](#)

126

You lean in, grabbing the edge of the ingot, which you now realise is wedged under the corpse's knee. You manage to grip enough of it that you can yank it free. Add it to your inventory.

As you dash towards the exit, your hand brushes the ghost's face, passing right through, sending a shocking chill down your spine. You fall to the floor, numb. Lose one lifeforce level.

If you are still alive, you are able to pick yourself up and reach the exit. As you stagger through the door you see something hastily scrawled on the wall, possibly in blood:
"Don't free the".

Recovering your wits, you make your way deeper into the dungeon.

[Turn to 86](#)

127

"My lady." you say with a deep bow, "No mere trinket can come close to your beauty. Will you not let me cross your chasm? I would consider it the highest of honours to venture forth in your name.". You smile obsequiously.

"Well that's lovely, thank you. Now give me a trinket or my snake will eat you."

will you:

Change tactics and demand she lets you across? [Turn to 148](#)

Present her with an acorn? [Turn to 134](#)

Present her with a red gem? [Turn to 2](#)

Present her with a blue gem? [Turn to 141](#)

128

Merlin quickly gathers his wits. Fortunately, his long beard covers much of his nakedness.

"Well that was most unusual. Lord Fear caught me by surprise and forced me into my animal form. I got away, but didn't have the strength to reform myself. He's also been blocking communications from Treguard, so you've got him worried. Yes, I know of your quest, brave dungeoneer. I've guided others like you. That was a long time ago of course. Or was it in the future?"

Now, to receive your reward, you must spend 3 nights in a haunted house. Then...."

"Ahem..." interrupts Treguard, "I rather think you owe them, and it is a particularly important quest."

"Yes, yes, very well then. Oh, so glad you could break through Treguard. Tell me, dungeoneer, do you have an empty phial?"

Yes. [Turn to 146](#)

No. [Turn to 137](#)

129

"That tree it was not"

[Turn to 136](#)

130

You slowly reach into your knapsack, pulling out the jester's wand.

Olaf looks confused and a little angry as you jingle it.

Just as he raises his club to attack you, he is distracted by Motley, who cartwheels in, coming to a stop between you.

"'Ang on a minute. Now here's fun. Quit 'yer quarrelin' and have a look at this." He begins juggling 4 clubs, faster than you can follow. Olaf is transfixed as Motley throws 3 of them high in the air. Olaf is looking up at them as Motley strikes him a jarring blow hard across the face with the other. Olaf turns on Motley, just as the other 3 land hard on his head, knocking him to the floor.

Motley bends down, reaches into Olaf's knapsack, coming out with a banana.

"Right, I think we'd better scarper quick. My debt is paid." he says, with a wink. He snatches his wand from your hand and leaves the banana in its place before running off in the direction you came from. You hurry along your way, pausing only to stomp on Olaf's satchel as you leave.

[Turn to 142](#)

131

Too late, you realise your mistake as the spell's effects wear off completely and you are crushed by what, to you, is a shrinking room. A nasty end indeed for both you and a mouse's lovely home.

132

You throw the phial at him, scoring another direct hit. It smashes against his shield, weakening it. Shards of glass fall to the floor to Lord Fear's contempt. He laughs and hits you with another fireball. Your shield flitters and disappears as another fireball grows in his hand.

what will you do?

Throw more chair. [Turn to 139](#)

Cast Summon. [Turn to 118](#)

Passing through the door, you find yourself in a cluttered library.
There are magical artefacts all around, though you can't see any glassware.

"This is Merlin's library," advises Treguard "we could really use his help right now, but he doesn't appear to be home. Try calling his name."

"Merlin?" you call, but there is no answer.

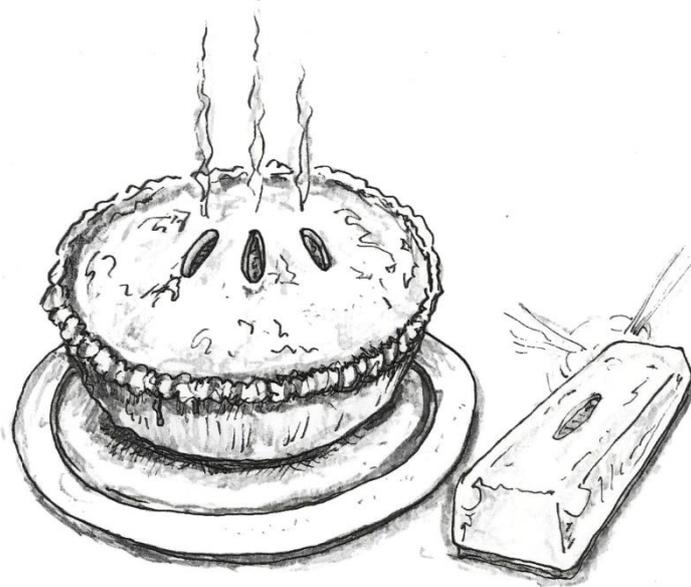
Still, looking around, there could be something that might help you. You see an ingot of silver on a table and an especially delicious looking pie that almost beckons you. You are worried about booby traps and the wrath of a wizard, but then if something here could help the cause, wouldn't it be wrong not to take it? You decide not to rummage through his shelves.

will you take something?

To take the silver [Turn to 105](#)

To take the pie [Turn to 119](#)

To take nothing, and move on [Turn to 112](#)



134

"I give you the gift of forest life." you say with a bow. You hold an acorn up in the air for her to see. To your amazement the acorn rises from your hand and begins to float towards her. Halfway across the chasm it suddenly drops.

"Idiot, what use have I of a seed down here in my cavern? Did you think it would grow here? Try again little mortal."

To offer her a red gem [Turn to 2](#)

To offer her a blue gem [Turn to 141](#)

Or do you have nothing left to give? [Turn to 83](#)

135

Not wishing to take your chances with the ghost, you leave the gold and dash towards the exit.

[Turn to 86](#)

136

How many did you get right?

0 [Turn to 4](#)

1 [Turn to 11](#)

2 [Turn to 19](#)

3 [Turn to 143](#)

137

"oh dear. Then you can't complete the quest I'm afraid. I will return you safely to Treguard." says Merlin. He waves his hand and teleports you back to Treguard's chamber.

You failed, but at least you got out alive.

138

By the time you reach the mousehole you have doubled in size and barely squeeze through. You come out of the wall behind Sidriss, rapidly approaching your normal size.

"Spellcasting: T-R-A-N-S-M-O-G-R-I-F-Y" she proclaims.

The cat turns to her and begins to change.

As you watch, the cat shrinks, forming the shape of a naked man. He gets to his feet and quickly grabs his red robes from a pile on the floor while you and Sidriss avert your eyes.

[Turn to 145](#)

139

You continue throwing more pieces of chair at Lord Fear. On your fourth hit his shield vanishes. The next piece rings off his helmet. He is dazed, but you are out of ammo.

You hear Treguard's voice: "Spellcasting: R-E-C-A-L-L"
You disappear just as Lord Fear begins to conjure another fireball. You have failed the quest, but you got out alive.

140

Taking advantage of Lord fear's confusion, you call Treguard.

"Spellcasting: R-E-C-A-L-L" he booms.

You materialise back in Treguard's chamber. Triumphantly you hand over the phial. Treguard hands the phial to Rothberry.

"Well done indeed adventurer. We can make copies of the cure and hand it out to all the denizens of Nightmare Castle and beyond. We'll have to coordinate some sort of efficient distribution system.

Sadly, with Lord Fear still at large I fear he will carry out his plan again with a new plague. A worthy attempt though, brave adventurer"

You hold the blue gem over your head, presenting it to her. She squeals in delight and you feel the gem levitate out of your hand, crossing the chasm. "Oh but it is simply delightful you clever little mortal. It will go perfectly with my new gown.

Rock to rock and stone to stone, span the pit and cross the zone." she calls out as a stone walkway materialises across the chasm, leading you into the cave below the serpent's mouth.

"Thank you my Lady" you say.
"You are welcome mortal. And I gift you this spell to find your way to the deeper dungeons. It is REVEAL. Use it wisely. Or don't. Now move along."

Add the spell to your inventory. You thank Lillith again and move carefully across the causeway, trying not to look down to the pit or up to the serpent's head that looks all too detailed. You pass through the cave entrance without incident.

[Turn to 113](#)



142

You come to a large room with two exits opposite you. On a table in the middle you see 3 items:

a bag of aniseed, a shield, and a bag labelled 'cat food'.

There is also a message carved into the table:

"Take just one or you'll be gone".

Deciding not to risk the wrath of whoever wrote that, you take one item only- add it to your inventory.

[Turn to 147](#)

143

"Well played indeed adventurer. You are wise beyond your years. I call you treefriend and give you this spell as a gift. It is called REFORM and can return someone to their essential form. I also gift you this apple from the heart of the forest." He holds out a branch containing an apple, though he is not an apple tree.

You thank Oakley and depart his glen. Note down the spell and the apple.

[Turn to 38](#)

144

Direct hit. The glass smashes off his helmet, pieces falling to the ground. "Well that was stupid, wasn't it? I'm not a wicked witch." he sneers. "Right. It's time to end this charade."

With no ammo or magic shield left, you can't avoid Lord Fear's fireballs. You meet a grizzly end. And you were so close.

The old man addresses you.
 "One's name is Hordriss and one is most grateful. One is a powerful wizard, well known around these parts. One was minding one's own business, cogitating on the deeper mysteries of the universe when suddenly Lord Fear turned one into a rather fine cat. A cheap shot if you will. Most disturbing."

He sits down, looking tired as Sidriss brings him a drink. "One is suddenly feeling very weak. Normally one is more than a match for any simple technomancer, but now perhaps Lord Fear would get in another lucky spell if we were to meet again you see. Your quest is a noble one and you will need help where you can get it. Phials and such aren't entirely one's speciality, but one gifts you this spell to undo his scurrilous plans. It is called REFORM. Come now Sidriss, let me show you how to conjure mouthwash while we regroup."

You watch as, with some effort, Hordriss takes his daughter's hand and teleports them away. You leave through the human-sized door.

[Turn to 13](#)

"well done young dungeoneer."

Merlin takes the phial you offer him.
 "Spellcasting, P-A-N-A-C-E-A" he says, waving his free hand around it.
 The phial takes on a magical glow.

"There. I've blessed your phial. The final stage of your quest is to fill it with water from a certain magical fountain. Only this will do."
 Merlin gives you directions to the fountain and has you repeat them back to him several times.

"I'm too weak to face Lord Fear alone just now and he is well protected." says Merlin, sounding tired, "But I should be able to help Treguard break through, and if you can weaken or distract Lord Fear, I may be able to help you again.

I gift you this spell: SUMMON. Use it to call on me. But beware, Lord Fear has grown strong and you must time your actions wisely. Now I must
 away.

Don't worry.", he says with a wink. "I can control it now."

He turns swiftly back into a merlin and flies away, followed by the other birds from the tree in neat formation.
 You leave the courtyard and find yourself outside again.

[Turn to 7](#)

147

Leaving 2 items on the table you turn to make your exit. There are 2 doors from the clue room. One has a tree design on the door. The other has a scroll design. whilst pondering your choice, you look around and note that the room is otherwise entirely devoid of features; almost too plain, in fact. Which door will you take?

If you go through the door with the tree design [Turn to 53](#)

If you go through the door with the scroll design [Turn to 31](#)

148

"You will let me across your little chasm now, Lady, and you will never need to see me again. Do not dare to chance my wrath." you say with all the threat you can muster in your voice. Her face darkens. You hold her glare, not backing down. You don't see the snake's head, sprung to life from rock until you feel it bite you hard on the leg. Lose one lifeforce level.

If you are still alive, what will you do?

Stay your course. Demand more forcefully that she let you across. [Turn to 9](#)

Present the red gem. [Turn to 2](#)

Present the blue gem. [Turn to 141](#)

149

Do you have the shield?

Yes [Turn to 5](#)

No [Turn to 12](#)

"Spellcasting: S-U-M-M-O-N" you call out. A flock of birds descends on the courtyard, led by a merlin.

The birds circle Lord Fear, swooping and pecking at him as he tries in vain to spellcast. The lead bird lands and swiftly grows into Merlin, now clothed in green.

"Spellcasting: Q-U-A-R-A-N-T-I-N-E"

The shimmering glow surrounds Lord Fear again, but this time he is unable to move. Merlin has trapped him inside, unable to summon a defence. Merlin turns to you.

"Well done young adventurer. We'll take it from here. Get that phial back to Treguard."

As the birds come in for a bombing run, you hear Treguard's voice, loud throughout the courtyard. "Spellcasting: R-E-C-A-L-L".

You materialise back in Treguard's antechamber. Triumphant, you hand the phial over to him. He hands it to Rothberry.

"Excellent, you have the cure. We'll make copies of this and get it out to all the denizens of Nightmare Castle.

You have saved us all from a nasty disease, and with Lord Fear out of action he won't be pulling that trick again. You have earned your spurs. You are a true hero."

Treguard hands you a small ornate box. Proudly you open it to find 2 beautiful silver spurs. The spurs of squiredom. Beaming with pride, he guides you to the portal.

"Well young adventurer. I wonder what new adventures await you on the road ahead."

Finally, you leave Nightmare Castle, victorious.

151

You call after Motley just before he enters the portal and ask him about the joke he promised. He turns.

“well ‘ang on a minute sunshine, didn’t I give you my wand? That’s pretty valuable you know. Better than a joke, no?”

You nod, but raise a quizzical eyebrow. He relents.

“well, thing is you see, truth be told, I’m, er, running a bit low on material. Like a maid’s, er... you know, or, no... a... a troll’s shoe or something. See? I just ‘aven’t got it no more. That’s what got me into this fine mess. Not the first time either.

Say, you couldn’t do me a solid could you? Give me one of your best jokes and I’ve got some info about level 3 could save your skin. Maybe shouldn’t be giving it out so easy like, but er, you won’t let on, eh? So, what’s it to be?”

will you tell him a joke? If so, decide what it is and [Turn to 156](#)

Or, will you politely decline and exit through the right-hand door?
[Turn to 120](#)

or the left-hand door? [Turn to 44](#)

152

Tentatively, you drink the potion. There is very little liquid and it goes down in one gulp. Almost immediately the world seems to grow around you. The tree and the birds on it appear giant as you shrink down to around the size of a mouse. Disoriented, you spin round, trying to get your bearings. You have no warning before the crow’s enormous beak bites you almost in two, killing you instantly. It flies off with its meal.

You manage to work yourself back inside the castle, arriving in a small plain antechamber. Across from the entrance are 4 short stairways, each leading down to a dark portal. Above one is a faded picture of a Jack of clubs. Above another is a picture of a hand. Another shows a picture of a question mark, and the other has 2 wavy lines, indicating water.

You try again to call Treguard but receive no response.

You could shake Motley's wand to ask for his advice. [Turn to 176](#)

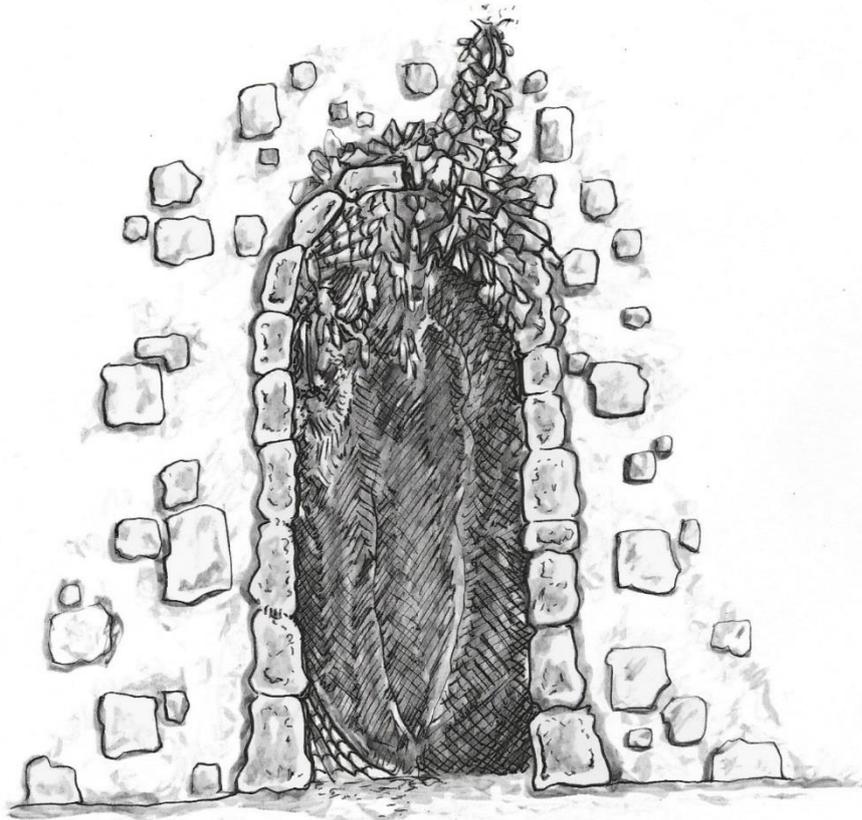
Otherwise, which portal will you take?

The Hand: [Turn to 159](#)

The Jack: [Turn to 115](#)

The Question Mark: [Turn to 178](#)

The Water: [Turn to 41](#)



154

You advance as stealthily as you can manage towards the shimmering image of the assassin. Suddenly, when you've closed the distance to about 2 strides, he turns. His hands are a blur as a flurry of knives shoot out and find their marks deep in your neck. This is the last thing you see.

155

With your eyes squeezed shut, you lift the helmet above your head. After perhaps a minute of unnerving silence, you shudder as you realise you can hear a low murmuring coming from all around you, flowing through you, like 1000 soft voices falling over each other. They gradually become more coherent and you find you can pick out words.

"..... fhqwdas... potion.....disruption..... outside game... time.... time is coming and all is past..... save the wizards.... free the bird.... prisoners....ware the brollachen.... chair the fear.... feed the cat... shun the potion.... chair the fear.... time flies.... your eyes can deceive you, don't trust them... choose hands, skip hands, wash hands... consciousness is the wisdom of mortal creativity.... fear the doorway to the sea.... the Atlantean stalks.... consider the lily.... number 47 will be lucky tooooooo....."

Amidst her baffling words, you realise you can hear heavy footsteps in the middle distance, perhaps at the top of the stairs where you came in. Perhaps whoever it is is being confused by the Oracle as they seem to have stopped.

will you lower your helmet and leave quickly through the portal?

[Turn to 91](#)

will you open your eyes immediately? [Turn to 158](#)

will you ignore the footsteps and keep listening? [Turn to 161](#)

You tell him your joke in your best jester's manner.

He looks at you, baffled.

"I don't get it. Is it meant to be a pun? Bit surreal for me. Nah, you'll have to do better. I did say one of your best, eh? I was looking for something, you know, funny?"

You scratch your head to come up with another joke. Decide what you will say. You try once more.

Motley looks at you.

He giggles.

He bursts out in uncontrollable laughter and collapses to the floor. He rolls around, unable to stand for several minutes. You stand back, surprised at the response, but then it really was an excellent joke. Finally, he picks himself up, using the pillory for support as he recovers his breath.

"That was amazing. Wowzers. Don't go telling too many like that or you'll be taking my job from me. It was clever, subtle, yet direct. Layered and cerebral with a zeitgeisty kind of wit. Brilliant. I was thinking you meant one thing and you confounded my expectations and no mistake. Well, one good turn deserves another."

He beckons you in, conspiratorially.

"Now, don't go telling old Dunshelm I told you this, but well..." he looks around nervously. "Now this is level 3 info. I don't normally mess around with stuff from the deep dungeons. But word on the ramparts is that if riddles are your thing, it's best to follow the Jack. No questions asked. No, wait, I mean 3 questions asked. By Jack, apparently."

Anyway, you've got my wand and my advice. Just hoping you don't drag me into level 3 stuff. Good luck to 'ya."

He bows and skips off towards the portal you came through, chuckling to himself and repeating your joke.

Now, will you exit through the right-hand door? [Turn to 120](#)

or left-hand door? [Turn to 44](#)

"That tree it was not"

[Turn to 136](#)

158

You open your eyes to check for danger. You see an ogre, twice your height, closing in on you. In panic, you turn to run, but the Oracle's words pierce you like a blinding spear of light into your brain. You are filled with boundless agonising understanding. You know everything, and suddenly nothing. Your mind begins to implode. You feel nothing but pain. And then it's gone. Meaningless sounds now, resonating with your soul, tearing at your psyche. What is left of you begins to gibber uncontrollably as you fall to your knees.

You are dimly aware of a giant man, writhing about on the floor. Or is it you? You try to scream as the final traces of understanding flee your mind. The Oracle's words strip the last of your sanity. Nothing is left of either of your personalities when the goblins finally drag away your bodies.

159

Stepping through the portal, you emerge into a larger room with an exit directly across from you. To your right, at the side of the room is a scruffy blunt-nosed man standing behind a wooden table with a small metal-bound chest on it.

"'Ere." he calls out. "You there. You're one of them dungywotsits, 'int ya? Yeah. Come over 'ere, I've got a treat for ya. Don't be shy, come on over. I wanna 'elp you, I do."

You call to Treguard for guidance, but again receive no response, like he's been muted.

Will you pass by the man, leaving through the only exit? [Turn to 91](#)

will you approach the man? [Turn to 162](#)

or will you shake Motley's wand? [Turn to 170](#)

160

"I challenge you to a game of snap." you declare.
He grins from ear to ear.

"Brave it is this dungeoneer.
Brave it is to face Lord Fear.
Brave it is to take on Jack.
My turn first..... Snap."

He speaks hypnotically, moving around you. As he does, his hand-dragon grows, weaving upwards, above your head, growing closer to Jack's own size. You just have time to let out a scream as its mouth opens preternaturally wide, biting off your head.

161

You listen intently to her words, captivated now.
"Brother Mace.... I see watchers watching me.... red and green will never do.... follow..... son of Jeremy aids you.... I see 2 Tonys... Pickle is the true master.... we'll take our leave and go..... subscribe... alcove leads to nook.... nook leads to recess.... leave the prisoner.... give kofi... chair the fear.... honour the sorcerer Tim.... listen to Riveting Rick... listen to the Martins... seasons don't fear the reaper... help the jester..... wear sunscreen.... follow the prime.... leave the union.... throw the flan...."

You realise you can hear the footsteps from before. They seem much closer now. And heavier.

Will you open your eyes immediately? [Turn to 158](#)

Will you ignore the footsteps and keep listening to the Oracle?
[Turn to 164](#)

Or will you lower your helmet, then open your eyes and leave?
[Turn to 167](#)

162

You slowly approach the man, standing in front of his table. Under the table you see a large brown sack.

"Yeah, that's right, it's your lucky day. Come closer. My name is Sylvester Hands, yeah. Hands like feet, but at the other end of your body, eh? Honest merch...er... seller and buyer of stuff. Help the Powers That Be I do. They love me. Never worked for anyone else. Now have I got a treat for you? Come closer. It's nice 'ere in level 3 int' it? Lovely.

Cor you're much more better lookin' than me int'ya? Even wiv ya silly 'at, eh? Now, what is it all you dungy guys need? Yeah? It's luck innit? Yeah, luck. Be lucky. Well you're in luck. Special offer for you today. If you put one of your fings in this magic box 'ere, what it does, yeah, is it blesses you with luck. And then I get to keep the fing. Good deal, eh? Anyfing you've got. Food's ok. So, what's it to be? You gonna take me up on my offer, or be a total plonker, eh?".

Will you leave through the portal? [Turn to 91](#)

Or agree to put an item into the box? Decide which item you will deposit and [turn to 165](#)

163

(Riddle 2)

"King Henry it was, replaced old will.
But show me, are you smarter, still?
Tell me this and tell me true,
Now we're on to Riddle 2.

A weapon for the Powers That Be
This sage enjoys a feast
Prove to me that you know he
And name our fighting priest."

Decide on your answer and [turn to 166](#)

164

You keep listening, enthralled by her voice.

"Space in all places and none.... 3 alcoves, 3 times 3... the saint
awaits... you know the game and you're gonna play it.... time is
near... the invisible quiets boundless shrud-knowledge... not today
Peter... wisest is he with a second scrying pool... Fear be foul
and..."

This is the last thing you hear as your head is crushed by the ogre's
mighty club.

165

You agree to his terms and pull out the item.

"Now, this box is magic right, so what you gotta do is put your lovely
item in. But, it don't work if you look inside. So I'll open the box,
you close your eyes and just pop it in like. I'll close my eyes too.
You can trust old Sylvester. You know you can. Then it does its magic,
yeah? You're gonna be so lucky."

Will you do as he says and deposit the item with your eyes closed?

[Turn to 171](#)

or try to look inside the box as you deposit it? [Turn to 168](#)

166

(Riddle 3)

"Yes I recall his ruddy face.
It was the meddling Brother Mace
One last chance to impress me
Can you solve my riddle 3?"

You feel the net around your waist tighten slightly.

"4 years ago
Tom was thrice the age
of my boy Snapper Lee
Now Tom is just twice his age
How much older is Tom than he?"

Decide on your answer and [turn to 169](#)

167

You lower the helmet all the way and open your eyes. Your helmet falls into place just in time to absorb the impact of a mighty blow that would have crushed your skull. You are sent sprawling across the floor. Lose one lifeforce level.

Staggering to your feet you see a huge lumbering ogre, perhaps twice your height, flailing around. He seems in some confusion but is staggering in your direction. He soon has you trapped against a wall. Bellowing, he swings his club- a small tree- at your head again. You duck. He reverses his swing for another shot and you take your chance.

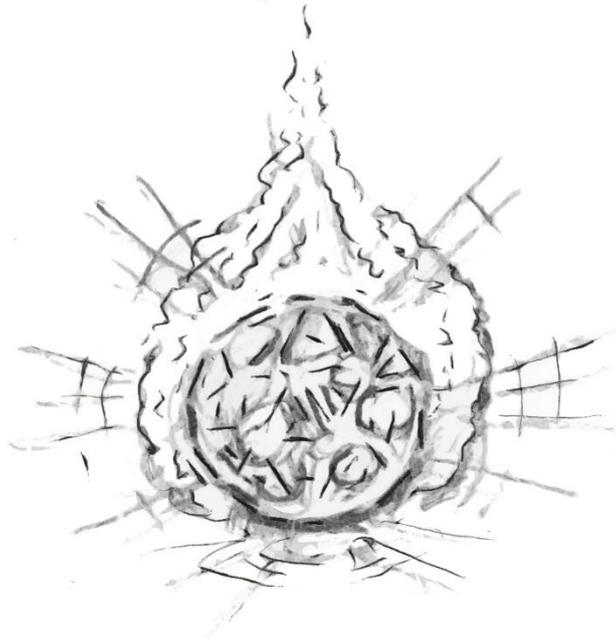
With some deft footwork you are able to duck under his swinging club. You deliver a sharp kick to his knee as you spin past his left shoulder. Without looking back you sprint through the portal.

[Turn to 91](#)

You place the object in the chest. As you do so, you sneakily peak inside. Inside the box is a single perfectly formed crystal the size of a small apple. You try to hide your surprise at such a valuable object. Will you try to take it?

Yes. [Turn to 177](#)

No. [Turn to 174](#)



169

"Now Lee is 8 and Tom 16,
with 8 years in between.

Now let us weigh your wisdom, fool
and see if you survive this duel."

How many did you get right?

0 or 1: [Turn to 172](#)

2 or 3: [Turn to 175](#)

170

You shake Motley's wand. Both you and Sylvester look around nervously.

You suddenly notice Sylvester looking over your shoulder. You turn to your left as the colourful Jester cartwheels past your right shoulder, snatching his wand from your hand. He comes to a stop in front of the grubby man's stall.

"Well if it isn't me old hustlin' chum Sylvester Hands eh? Up to your old tricks? What's got you here in Level 3 eh?"

"Er, well, you see..."

"Still working for Lord Fear eh?"

"Lord who? No, me, no, just tryin' to help I am. Not 'ustlin' no one. Anyway, I'll be on my way."

"No, no, no, let me see if I can win some luck on this little con of yours, sunshine."

Motley begins poking around under the table, where he seems to have found a crossbow. He gestures for you to leave. You take advantage of the confusion and make your exit.

[Turn to 91](#)

171

You follow his instructions, closing your eyes and dropping your item into the box.

"Yeah, yeah, you's dead clever. Now move along. And don't you go telling all your ugly mates about my offer yeah. I might raise the price you see. You was lucky. Can't put a price on luck innit? 'Cept I just did eh? You're gonna win your quest thingy now. Mind 'ow you go".

You leave him to his box and, feeling lucky, you leave the room.

[Turn to 91](#)

172

He grins from ear to ear.

"In it came from parts unknown
stumbling into Snapper's home.
Foolish it was, who knew so little
Finds its bones are all too brittle.

Brave it was this dungeoneer.
Brave it was to face Lord Fear.
Brave it was to take on Jack.
And now this fool is finished..... Snap."

As he speaks, he prowls around you, smoothly, hypnotically. His hand-dragon grows, weaving upwards, above your head, growing closer to Jack's own size. You just have time to let out a scream as its mouth opens preternaturally wide, biting off your head.

173

You shake Motley's wand and from behind, the colourful Jester cartwheels in.

"He looks around, worried: "cor blimey, what 'ave you dragged me into? Level 3? There's powerful magic 'ere."

He takes you by the shoulder, taking back his wand.
"Now, I'll tell you what to do and then I'm off. This is too rich for my blood. That merlin bird there is in actual fact the wizard Merlin."
He bows deeply to the bird, who watches him unmovingly.

"Wait 'til I'm out the way and cast reform. Just do that. Now I'm out of here.

You watch Motley leave and turn your attention to the unusual bird.

[Turn to 114](#)

174

Deciding not to steal from him, you simply deposit your item. As you're removing your hand, he slams the lid down hard. Lose one life force level.

"'Ere. I said not to look, didn't I?" he says rummaging through his bag.

"Now the magic won't bleedin' work will it? I cant believe you looked. Why didn't you listen to honest Sylvester? Just tryin' to 'elp everyone I am. I should shoot you, I should. Get out of here and don't come back, Faceache. Yeah, go on."

He pulls a crossbow out of the bag and points it at you menacingly. You back away.

"Yeah get lost. Stupid dungyfingy. No luck for you. And you're ugly too. Now I gotta set my con up all over again. I 'ope your fail your stupid quest."

You leave hastily through the door.

[Turn to 91](#)

175

"Oh wise it is this dungeoneer.
It may yet last this turbulent year."

His net relaxes and you are able to move again.

"Snipper snap, snipper snap
Fool around, and I'll be back."

You step back as he weasels away into the shadows.

Taking a moment to compose your wits, you walk through the portal he was guarding.

[Turn to 91](#)

176

You give Motley's wand a quick shake, hoping he can still sense you in level 3. Sure enough, the funnyman cartwheels in from behind you, taking back his wand from your outstretched hand.
"Cor blimey you've got yourself in deep, haven't you? I 'eard you've got old Lord Fear worried, and I don't want to be around much longer. There's hunters around. Still, a favour's a favour, so let's see what I can do."

He spends a short while surveying the portals.

"I dunno." he says, scratching his head, "If I were you, I wouldn't take that water one. Sounds dead fishy if you catch my drift. Apart from that, I can't help. Maybe they all get through. Bit rich for my blood round here.

Right, I'm off, good luck to you."

You watch him scamper off.

Which portal will you take?

The Hand: [Turn to 159](#)

The Jack: [Turn to 115](#)

The Question Mark: [Turn to 178](#)

The Water: [Turn to 41](#)

177

You quickly snatch the diamond from the box and make a run towards the exit.

Half-way across the room you drop suddenly to the ground as a crossbow bolt thuds into your spine. Unable to move your legs, you look up to see Sylvester standing over you, reloading his crossbow.

"Nasty dungywotsits. I conned you fair and square and you steal from me. Nasty thief. I really 'ates thieves I do. What I does to them is...."

Mercifully, you hear no more as his next bolt takes you in the neck.

Emerging through the portal, you find yourself at the top of another short staircase.

Treguard's voice comes through your helmet. He speaks urgently. "I've managed to get through at last. Lord Fear is blocking communications. Use caution. Present here is the Oracle of Confusion. Her magic must be keeping Lord Fear out and I probably don't have long. She knows much but there is no order to her knowledge. Some say she can see all of time. Her information may be invaluable, but you are being hunted and much of what she says is the ramblings of a mad woman. If you want to listen to her, close your eyes tight and lift your helmet. Do not open your eyes- it could be very dangerous. Do not tarry long. You must fill the phial and return it to me. We are counting on you. I have sensed Merlin is.....".

He cuts out abruptly.

will you close your eyes and raise your helmet to hear the oracle?

[Turn to 155](#)

Or leave the room through the portal on the other side? [Turn to 91](#)

Or you could shake Motley's wand and ask his advice. [Turn to 80](#)

"Falsehood" grumbles Oakley

[Turn to 101](#)

You see the spire of a cathedral in the distance, and soon realise you are in a Norwich Street. You have failed your quest. Your new quest is to find the hotel.



[Return to start](#)