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# A Familiar Story

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### *Introduction*

Freedom. It's a simple thing and yet more precious to you than all the gold and jewels of the mortal kingdoms combined. You spend your existence wandering the planes in search of new experiences and fun. Gods do not bother with you and you for your part avoid them, for your small form means you are deemed insignificant and that suits you just fine.

It started out as a normal journey but you were constantly distracted by a small buzzing, like a voice whispering so quietly you couldn't hear the words. At length the noise rose in pitch but not clarity and before long your vision began to blur and you struggled to make any headway at all. Your surroundings became very faint and indistinct, like a crazed artist's impression that you couldn't interpret. Next came a rushing and roaring noise like a tempest replaced by sudden darkness and silence.

"It worked!" Said an excited voice, the last thing you heard as your world went black again...

### *The Game Rules*

You are a Familiar, a creature summoned by a wizard to act as a servant in the magic arts. You are about to embark on an adventure that will irrevocably change your life and the life of those around you. Although you start off relatively weak as you progress you will have the opportunity to gain new Abilities and Items which will ultimately serve you in your goal. You begin with the following Statistics (or Stats):

#### Strength (Str, Physical Attack)

Your Initial Strength score is 1, be sure to note this on your Adventure Chart. Strength is a general measure of your physical abilities and a combination of speed and combat prowess as well as actual muscle power. All physical attacks are modified using the Strength Stat.

#### Magic (Mag, Magical Attack)

Your Initial Magic score is also 1, be sure to note this on your Adventure Chart. Magic is a measure of you spellcasting abilities and knowledge of the arcane. All magic attacks are modified by the Magic Stat.

#### Armour (Arm, Physical Defense)

Your Initial Armour score is 0. Armour modifies all physical attacks made against you by enemies and vice versa. If you are in combat with an opponent with a high Armour value you may find using Magic, rather than Strength, to attack a good idea.

#### Protection (Pro, Magical Defense)

Your Initial Protection score is 0. Protection modifies all magical attacks made against you by enemies and vice versa. If you are in combat with an opponent with a high Protection value you may find using Strength, rather than Magic, to attack a good idea.

#### Life

Arguably the most important Stat, Life is quite literally a measure of your character's health and well being. You begin with 12 Life, note this on your Adventure Chart. If at any point in combat your Life reaches 0 you are dead and the adventure is over. Luckily your Life returns to its maximum after a fight - after all you are a magical creature with quick restorative powers.

#### Bond

Your Bond is a measure of your magical link between yourself and your master. For each point of Bond you may have one Ability (see below). As you adventure your Bond will increase in which case you will gain new abilities, conversely if you should perform any actions that worsen the link between your master and yourself you will lose one or more points of Bond and the relevant number of

Abilities but you may choose which of your Abilities you lose; however, you may never lose your Initial Ability unless you have lost all other Abilities first.

You begin the game with 1 point of Bond and therefore one Ability, your Initial Ability.

### Abilities

You have one Ability for each point of Bond. Your Heritage is a strong factor in determining which Abilities you have. You may either choose your Heritage or Roll a Six Sided Dice (also known as D6):

<i>D6 Result</i>	<i>Heritage</i>	<i>Initial Ability</i>
1	Divine - Infernal	Bat Wings*
2-3	Dragon	Dragon Wings (+1 Armour)
4-5	Fey	Gossamer Wings (+1 Protection)
6	Divine - Angelic	Feathered Wings**

\* 'Shadow & Flame' - In the First Round of Combat (only) your opponent will be too terrified to attack effectively and as such their Strength & Magic scores should be treated as 0, they do not gain any Strength/Magic Bonuses from Items in this Round either.

\*\* 'Blinding Glory' - In the First Round of Combat (only) your opponent will be unable to see clearly enough to defend against you and as such their Armour & Protection scores should be treated as 0, they do not gain any Armour/Protection Bonuses from Items in this Round either.

Note your Heritage and Initial Ability on your Adventure Chart. Whenever your Bond increases and you gain a new Ability you should roll for it on the Table matching your Heritage using Two Six Sided Dice or One Six Sided Dice twice (2D6). Powers marked with an asterisk (\*) may only be learnt once, if you already possess it then you gain Vitality (+2 Life).

### Dragon Abilities Table

<i>2D6 Result</i>	<i>Ability</i>
2	CHOOSE any single Dragon Ability or Roll once on the Fey Abilities Table.
3	'Lightning Bolts'* - Enemies lose 1 point of Life in any Round in which you use Magic to attack, even if you lose the Round.
4	'Enchanting Gaze'* - You may add 1 to your Attack Roll UNLESS you lost the previous Round of Combat in the current fight.
5	'Jabberwock's Burble' (+2 Magic), this Ability may be gained more than once.
6	'Rune Magic' (+1 Protection), this Ability may be gained more than once.
7	'Vitality' (+2 Life), this Ability may be gained more than once.
8	'Dragon Hide' (+1 Armour), this Ability may be gained more than once.
9	'Wyrms Claws' (+2 Strength), this Ability may be gained more than once.
10	'Dragon's Hoard'* - When Rolling on the Random Treasure Table you may roll twice and choose which of the two results you wish to keep.
11	'Dragon's Breath'* - Enemies lose 1 point of Life in any Round in which you use Strength to attack, even if you lose the Round.
12	CHOOSE any single Dragon Ability or Roll once on the Divine Abilities Table; where Infernal/Angelic variation exists either choose Result or Roll D6, 1-3 = Infernal, 4-6 Angelic.

Fey Abilities Table

<i>2D6 Result</i>	<i>Ability</i>
2	CHOOSE any single Fey Ability or Roll once on the Dragon Abilities Table.
3	'Forest Warden'* - +1 Protection, additionally your knowledge of commonly found herbs and other organic catalysts means that any Potions/Consumable Items you find will automatically have all 3 Doses to begin with (See Treasure).
4	'Dispel'* - Enemies lose -1 Protection each Round you use Magic, even if you do not win the Round. The point is lost at the beginning of the Round. Dispel may also be used to temporarily reduce Protection Bonuses from Items the Enemy may be using in the same way, the Item returns to normal after the fight.
5	'Sylvan Sorcery' (+2 Magic), this Ability may be gained more than once.
6	'Song of Sanctuary' (+1 Protection), this Ability may be gained more than once.
7	'Vitality' (+2 Life), this Ability may be gained more than once.
8	'Invisibility' (+1 Armour), this Ability may be gained more than once making you even harder to hit.
9	'Noble Roots' (+2 Strength), this Ability may be gained more than once.
10	'Rust Touch'* - Enemies lose -1 Armour each Round you use Strength, even if you do not win the Round. The point is lost at the beginning of the Round. Rust Touch may also be used to temporarily reduce Armour Bonuses from Items the Enemy may be using in the same way, the Item returns to normal after the fight. N.B. You do not actually gain the Ability to turn Items into Rust, merely the power to reduce Physical Defense.
11	'Troll's Blood'* - +1 Armour, additionally you may Restore one point of Life at the beginning of each Round of Combat.
12	CHOOSE any single Fey Ability or Roll once on the Divine Abilities Table; where Infernal/Angelic variation exists either choose Result or Roll D6, 1-3 = Infernal, 4-6 Angelic.

Divine Abilities Table

<i>2D6 Result</i>	<i>Ability</i>
2	CHOOSE any single Divine Ability or Roll once on the Fey Abilities Table.
3	'Eternal Life'* - Familiar will lose -1 Life less than the Damage would indicate in a Combat Round. Other instances of Life loss, including Abilities such as Fire Sword, should be handled by Rolling a D6 - if the result is Odd 'Eternal Life' has no Effect, if it is Even the Damage may be reduced by one.
4	'Divine Defense'* Angelic - 'Halo of Sacrifice' - Enemy loses -2 Life if they WIN a Round of Combat by using Magic. 'Divine Defense'* Infernal - 'Horns & Spikes' - Enemy loses -2 Life if they WIN a Round of Combat by using Strength.
5	'Miracle Maker' Angelic (+2 Magic), this Ability may be gained more than once. 'Vile Curses' Infernal (+2 Magic), this Ability may be gained more

- than once.
- 6 'Sacred Ritual' Angelic (+1 Protection), this Ability may be gained more than once.  
'Dark Ward' Infernal (+1 Protection), this Ability may be gained more than once.
- 7 'Vitality' (+2 Life), this Ability may be gained more than once.
- 8 'Courageous Heart' Angelic (+1 Armour), this Ability may be gained more than once.  
'Black Heart' Infernal (+1 Armour), this Ability may be gained more than once.
- 9 'Righteous Wrath' Angelic (+2 Strength), this Ability may be gained more than once.  
'Power of Darkness' Infernal (+2 Strength), this Ability may be gained more than once.
- 10 'Godly Gift'\* Angelic. Familiar can summon a Golden Trumpet, counts as an Item held in one Hand, you may only summon one. In Combat instead of deducting Damage from Life you may instead deduct it from a foe's Magic or Protection, including points given to an enemy from Items.  
'Ungodly Gift'\* Infernal. Familiar can summon a Barbed Whip, counts as an Item held in one Hand, you may only summon one. In Combat instead of deducting Damage from Life you may instead deduct it from a foe's Strength or Armour, including points given to an enemy from Items.
- 11 'Flaming Sword'\* Familiar can summon a Flaming Sword +2 Strength & +2 Magic, counts as an Item held in one Hand. You may only summon one and for each Round you use it you must deduct -1 Life. If you have the 'Eternal Life' Ability you should Roll each Round to see if you lose Life.
- 12 CHOOSE any single Divine Ability or Roll once on the Dragon Abilities Table.

### Blessings & Penalties

Blessings are not like Abilities, they are not affected by your Bond and therefore should not be removed if you lose Bond points. Positive bonuses are known as Blessings, Negative ones are Penalties. Some effects are permanent but others are Temporary - only effective for the next occasion you use one or more of your Stats, you will be told the details of a Blessing (or Penalty) should you be (un)lucky enough to receive one. You begin with no Blessings or Penalties.

### Notes

At various points in the adventure you will undertake various courses of action that require you to write down a specific word, write it under the Notes section of your Adventure Chart.

### Treasure

Although you begin with no equipment you will no doubt discover various objects to help you in the course of your adventure. Most will aid you in combat or when performing certain feats or tests. Some Items will help you in other ways. You are limited to carrying 6 Items so be selective in what you keep. Divinely summoned items such as the Sword, Whip or Trumpet do not count towards the 6 Item limit but they do count as Hand held Items in a fight (see Combat). An Item takes up a single space whether it requires one or two Hands to use.

If you discover a Random Treasure during your adventure you may turn to Section 90 to find out what you have received BUT make a note of the Section you were on because there are no instructions as to what Section you should turn to after Section 90.

### Combat & Tests

At various points in your adventure you will need to fight for your survival or perform other feats which may or may not be successful. The process is the same. You may not evade Combat unless specifically told in the text. Note that some Abilities and other modifiers reduce Stats or the chances of a Test's success; no modifier can reduce any Stat or Test result to below zero, the number should be treated as a zero in such cases.

If you are involved in a fight, first make a note of any relevant Blessings or Penalties you may be carrying along with the Enemies Stats and any Notes relevant to the fight (such as a foe's Abilities). You may equip one or two Items into your Hands each Round in Combat to aid you. Most Items will affect one or more of your Stats and you may either have one Item in each Hand or one Item which requires both Hands, such as a large Sword - well large to you anyway. A Potion or Consumable Item will last as many Rounds as you hold it and only take up one Dose. If you should begin Combat with a Potion and claim that Bonus then unequip it for a different Item and then re-equip the Potion then that would mean you have used two Doses. It's worth noting that Enemies will always attack with their highest Stat out of Strength or Magic but if both have the same value then you should Roll D6 to determine which they will use - an Odd means they'll attack with Magic, Even Strength.

To calculate the Round Attack for yourself and your Enemy, simply choose which Stat you would like to attack with out of Strength or Magic. Roll D6 and add either your Strength or Magic to the Result but you must subtract your Enemy's Defense from this total - if you are attacking with Strength subtract the Enemy's Armour value, if you are attacking with Magic subtract the Enemy's Protection value. This final total is your Round Attack, you can make a note of it in Notes if you like. Calculate the Enemy's Round attack in the same way - remember they will attack with the highest out of Strength or Magic or Dice to decide if both totals are even. Now compare Round Attacks, the combatant with the higher score has won the Round and inflicts Damage equal to the difference between the two scores which should be deducted from the losers Life. Don't forget any Ability modifiers. If both sides are still alive you should begin the process again, you may change the Item(s) equipped in your Hands each Round if you wish, you could have two Wands or even two Shields if you wanted but remember as soon as a Potion/Consumable Item is unequipped from your Hand, or the fight is over, you must deduct a Dose.

### Important!

At the end of Combat your Life returns to its Maximum value.

### Combat Round Example

*A Goblin (Str 2, Mag 0, Arm 1, Pro 0, Life 8) is fighting a Fairy (Str 0, Mag 2, Arm 1 Pro 1, Life 8). The Goblin has a Sword and the Fairy has a Wand, the Fairy also has an Armour Blessing - all are included in the Stats.*

*Round 1. The Goblin attacks with Strength Rolling 3 so the Goblin's Round Attack is 4 (Goblin's Str 2 + Rolled 3 - Fairy's Arm 1 = 4). The Fairy uses Magic to attack Rolling 5 so the Fairy's Round Attack is 7 (Fairy's Mag 2 + Rolled 5 - Goblin's Pro 0 = 7). The Fairy's Round Attack is higher so the Goblin loses 3 Life (7 - 4 = 3). The Goblin has 5 Life remaining, the Fairy still has 8 Life, so Combat would continue.*

Tests occur in the text but are handled in a similar way - you will be told which Stat is being tested and if any Items are permitted to be used. Blessings/Penalties always count for Tests.

## *Adventure Chart*

Strength:  
Magic:  
Armour:  
Protection:  
Life:  
Bond:  
Abilities:

Blessings/Penalties:

Items:        1.  
                 2.  
                 3.  
                 4.  
                 5.  
                 6.

Notes:

Combat:  
Self:

    Blessings/Penalties (Self):  
    Hands 1:  
    Hands 2:

Enemy:

    Strength:  
    Magic:  
    Armour:  
    Protection:  
    Life:  
    Notes:

Self:

    Blessings/Penalties (Self):  
    Hands 1:  
    Hands 2:

Enemy:

    Strength:  
    Magic:  
    Armour:  
    Protection:  
    Life:  
    Notes:

Self:

Blessings/Penalties (Self):

Hands 1:

Hands 2:

Enemy:

Strength:

Magic:

Armour:

Protection:

Life:

Notes:

Self:

Blessings/Penalties (Self):

Hands 1:

Hands 2:

Enemy:

Strength:

Magic:

Armour:

Protection:

Life:

Notes:

Self:

Blessings/Penalties (Self):

Hands 1:

Hands 2:

Enemy:

Strength:

Magic:

Armour:

Protection:

Life:

Notes:

## 1.

Your head hurts. Slowly, you open one eye and then another and your eyesight dimly begins to adjust to the room in which you find yourself.

This place has all the trappings of a typical wizard. A stout wooden bench lies in front of you, crammed with paraphernalia including a glass flask of some sort bubbling with a strange greenish liquid over a small flame. To the right is a large bookcase which looks like it was once kept in good order but then the owner acquired a dozen books more than would rationally seem to fit it. To the left is an impressive chair, almost like a throne with lion heads for arm rests.

A grey bearded old man is sat on the chair, a glowing ball of light hovers over his left shoulder illuminating the book he had been reading but leaving his facial features in darkness for the moment. You look at the book and then back at the book case wondering where an earth the book will go when he has finished reading it.

You look back at the man who is regarding you sternly, you look down at yourself to see if something is wrong and are shocked at the changes that have come over you. You now have long spindly fingers and a pair of wings tucked neatly against your back. You are brought out of your self admiration when the man finally speaks.

"Your *pet* is awake," he says cheerlessly.

You realize that the man is not actually talking to you and turn around to see the subject of his comment.

Standing before you, almost hiding behind the broom he is clutching, is a young man with short dark hair looking rather lost in a set of brown robes. His mouth is moving up and down as if he is mouthing an incantation but you can tell he is simply in awe of you. As you look at the youth a warm feeling overcomes you and you feel compelled to be with him.

Without even thinking of it your wings flutter and you fly towards the young man, however you are soon thwarted. In mid-air you suddenly come to an abrupt halt and try as you might you cannot get any closer. It isn't until you look down at a pentagram marked on the floor that you realize you are trapped and, for the time being, you aren't going anywhere.

Turn to **65**.

## 2.

Kidamer's worried look changes to a smile. He looks down at the pentagram and then into your eyes as if trying to fathom their depths.

"If you..." he begins, then shrugs.

With a swift movement of his foot he breaks the pentagram, freeing you.

"I need Blood Moss" he says before you can get used to your new lease of life.

"I've got everything else," he continues, "that's the only thing I need for the spell, at least I think. It might work without any but the last batch we had I kind of used up summoning you. Can you get us some?"

Your heart sinks, Blood Moss doesn't grow on trees. In fact it only grows in swampland, like the Wisterling Mire which you know lies several miles to the West of Celestin's home. It occurs to you to try the nearby village of Twin Bridges instead, it is market day today and you may be able to find a herbalist selling the herb you need. Alternatively you could try Morwenna, she is a witch who lives in a cave to the North, Celestin doesn't trust her but he also doesn't say much bad about her either.

If you wish to visit Wisterling Mire turn to Section **59**.

If you wish to visit the village of Twin Bridges turn to Section **28**.

If you wish to visit the witch called Morwenna turn to Section **80**.

If you don't fancy doing any of these turn to **31**.

## 3.

You haven't even reached halfway to Celestin when Xentinal snaps Kidamer's neck. Like a voodoo doll the effect is mirrored upon yourself and the last thing you hear before death is Xentinal's sickly laughter.

Your adventure ends here.

## 4.

You learn something. You don't travel well on a flying ship. You lose count of the number of times you are sick over the side and if it weren't so far you'd fly there yourself.

Make a Note that you are *Queasy* under Penalties. For your next fight you will have 0 Strength and 0 Magic for the first Round. Your Abilities turn back to normal after that.

Turn to Section 66.

## 5.

Breathless but euphoric from your victory you watch the Wisp as it flees from you. You look around, like a gladiator ready to receive the adulation of a crowd but there is no-one there to bear witness. With a wry smile on your lips you pull some of the Blood Moss from the bank it grows upon. (Note Blood Moss as an Item on your Adventure Chart).

With a sigh of relief you take to the air.

Turn to Section 11.

## 6.

Fish dart away as you look in the pools, as you try to catch them. On your third attempt something catches you!

You withdraw your hand to find a very large crab dangling on the end of it. You pull it off but the creature comes back for more.

Large Crab (Str 3, Mag 0, Arm 3, Pro 1, Life 6)

If you win turn to Section 42.

## 7.

Stiltwater creaks.

The whole town has this eerie sound of rotting twine rubbing against posts. The locals seem immune to the sound.

Kidamer is able to get a room for you both at *The Foambound Foal*, a small tavern run by a large hobbit landlady and her three daughters.

You decide to scout out the island for yourself whilst you wait for him, he isn't keen on the idea but realizes it will save precious time.

If you have the word 'Packed' in your notes turn to Section 41.

If not turn to Section 15.

## 8.

The statue's hand closes around the Item you have placed in its hand and crushes it, as the hand releases itself the pieces fall through its fingers like sand through an hourglass.

Nothing else happens. Erase the Potion from your Adventure Chart.

Turn to Section 55.

## 9.

"Blood for blood!" Cackles Morwenna and pricks you with her fingernail before you have a chance to change your mind.

She drains a small amount of blood and fills the glass vial, chanting magical phrases as she does so. Note *Blood for Blood* under Blessings/Penalties - for it is both a blessing and a curse. The bad news is whilst you have *Blood for Blood* you Permanently reduce your Life Stat by -2 Life (so if your Life was 12 you now have 10 when you enter battle). However, in Combat you may Heal as much or as little of the Damage you would have inflicted upon an enemy onto yourself instead. For example if you win the Round and inflict -3 Life Damage upon your foe, you may instead restore 0, 1, 2 or 3 Life to yourself and inflict -3, -2, -1 or -0 Life to your foe respectively. You cannot restore Life to a higher value than you had when you began the battle. If, during your adventure, you are able to remove a penalty you may choose whether or not to remove *Blood for Blood*.

Morwenna wishes you well and hands you some Blood Moss, note it as an Item on your Adventure Chart.

Turn to Section 11.

## 10.

West Beach has the most beautiful sea shells you have ever seen but your attention is drawn to a small golden hulled boat with a glistening silver sail. It is beached at present but stood beside it, as if just about to push it out to sea, stands a hooded green robed figure with his back to you. It occurs to you that Kidamer needs a boat.

If you speak to the robed figure go to Section 53.

If you'd like to attack him for the boat turn to Section 92.

If you wish to return to Ziril's tower turn to Section 40.

## 11.

You fly back towards Celestin's abode, uncertain as to what to expect on your return.

Make a Note of this Section, then turn to Section 13 and Roll once on the Event Table to see if you encounter anything as you fly. When you have finished resolving any encounters you are left with a choice.

You may continue to fly to aid Kidamer and Celestin, turn to Section 31.

Or, now that you are free, you can do as you please, turn to Section 68.

## 12.

The inscription is very unfamiliar, spidery circular writings. You try to remember if you've seen anything like it before.

Roll D6 and Add your Magic, if you are Divine add 1.

If the Result is 5 or more turn to Section 63.

If the Result is 4 or less turn to Section 36.

## 13.

To see what Random Event occurs (if any) Roll 2D6:

<i>2D6 Result</i>	<i>Event</i>
2	Wayside Shrine. You discover a small shrine. If you wish you may make a donation. Discard any one Item (if a Potion all remaining doses count as one Item), all Penalties may be removed - whether Temporary or Permanent. If you have no Penalties you may instead gain one point of Bond and Roll a new ability. You may only gain one benefit from the shrine each time you encounter it.
3	Deadly Nightshade! You are attacked by an evil forest spirit out hunting unicorns. You cannot escape you must fight. Nightshade (Str 3, Mag 4, Arm 2, Pro 3, Life 12). If you win Roll D6; 1-3 Nothing, 4-6 you find a Unicorn's Horn Artifact: Unicorn's Horn (1H) + 1 Magic & + 1 Armour & +2 Protection.
4	Landslide. You come across a recent landslide. A pair of boots is poking out from under the rubble where some poor adventurer has been killed. You may try and move the stones to search the body. The Test difficulty is 5, you may have three attempts at lifting the stones either with Strength or Magic - Roll D6 and add the Stat you wish to use, if the score is 5 or more you succeed. You may not use Items that affect Strength on this occasion. If you try to lift the stones and fail you are <i>Fatigued</i> , mark this as a penalty on your Adventure Chart - the next time/Round you use Strength or Magic you may only add half your Strength/Magic Bonus, rounded down. If you lift the rocks you may roll D6; 1 = nothing, 2-5 Treasure! Roll once on Treasure Table (Section 90), 6 Two Treasures! Roll twice on Treasure Table (Section 90).
5	Elvin Thief! A mischievous, Invisible Elvin tries to steal from you, Roll D6 and compare the number to your Items on your Adventure Chart. If there is an Item in the slot with the same number as the Roll the Elvin has stolen the Item from you! You may either let him take it, in which case Erase the Item from your Chart, or fight him. Elvin (Str 1, Mag 2, Arm 2, Pro 2, Life 9). If the Item was a Trinket or Artifact the Elvin will use it against you, be sure to include its bonus. If you win you may take the Item back.
6	Witch Hunter. You are scrutinized by a zealous Witch Hunter; Roll D6, if you score higher than your Magic Stat he ignores you, otherwise he attacks. Witch Hunter (Str 3, Mag 0, Arm 1, Pro 2, Life 10). If you win you may search his pack, Roll once on the Treasure Table (Section 90).
7	No Encounter.
8	Fey Wars. A Fairy is fighting a Goblin. You may ignore them or help either one. As soon as you help though the creature you are aiding takes the opportunity to escape leaving you to fight on alone. Goblin (Str 2, Mag 0, Arm 1, Pro 0, Life 8) or Fairy (Str 0, Mag 2, Arm 0 Pro 1, Life 8). If you defeat the Goblin you may take its Sword: Goblin Sword + 1 Strength, if you defeat the Fairy you may take its Wand: Fairy Wand +1 Magic. Either Item counts as a Trinket.
9	Pedlar. An overburdened Pedlar offers to exchange wares. He will swap any Potion you have for any Potion on the Treasure Table with

- the same number of Doses. He will also swap any Trinket for any other Trinket on the Treasure Table. After a bit of haggling he will also swap 6 Doses worth of Potion(s) for any one Trinket or any one Trinket for up to six Doses of any Potion(s). He is not interested in Artifacts, they're out of his price range and he doesn't carry them for fear of being robbed.
- 10 Storm! You are buffeted by strong winds, it takes everything you have to keep going. Add your Strength and Magic scores together (do not include Item bonuses) and Roll D6, if you score 7 or more you make it through the Storm unscathed. Otherwise you are *Fatigued*, mark this as a penalty on your Adventure Chart - the next time/Round you use Strength or Magic you may only add half your Strength/Magic Bonus, rounded down.
- 11 Manticore. A large Dragonlike creature with the head of a Lion swoops to attack you. Manticore (Str 3, Mag 2, Arm 3, Pro 2, Life 12), Abilities - the Manticore has Tail Spikes - in any Round it attacks with Strength you automatically lose -1 Life. If you win Roll D6; 1-3 Nothing, 4-6 you find a Dragon's Tooth Artifact: Dragon's Tooth (1H) +1 Strength & +2 Armour & +1 Protection.
- 12 Hero's Grave. You may stop and pay your respects at a local Hero's Grave. Roll D6 and compare the result to you Bond. If the result is higher nothing happens, if the result is equal or less than your Bond Roll D6 again : 1-2 *Valour* Blessing +1 Strength & + 1 Armour Permanently, 3-4 *Wisdom* Blessing +1 Magic & +1 Protection Permanently, 5-6 Bequested Gift - Roll D6, 1-2 Roll once on Trinkets, 3-6 Roll on Artifacts on the Treasure Tables (Section 90). You may only gain one Bonus per visit but may visit more than one Grave in an adventure.

Afterwards return to the Section you noted.

#### 14.

Hanging upside down in a large spider web and cocooned is a rather fat hobbit. You can tell it's a hobbit because his hairy feet are poking out of the top of his cocoon. Standing over the hapless halfling is a giant spider, the size of a small pony.

What will you do?

If you attack the spider to save the hobbit turn to Section 61.

If you leave before you are the spider's dessert turn to Section 40.

#### 15.

Kidamer gives you directions to the enchanted Isle and after a few hours flight you see it appear on the northern horizon.

Blackwood is pretty much deserted. No-one in their right mind would want to visit the home of a necromancer but Ziril is long gone.

At length you decide to visit the ruin of Ziril's tower right in the centre of the island. You can see its remains in a clearing in the black trees that give the island its name.

Turn to Section 40.

**16.**

You place the Item in the statue's hand and its fingers curl around it.  
 If the Item gives a Strength bonus turn to Section 29.  
 If not turn to Section 72.

**17.**

Everything changes.

Celestin spends even less time instructing Kidamer, all his time he devotes to being with Xentinal his demonic looking familiar. Unlike yourself, Xentinal is released from the pentagram the next day. The old wizard spends even longer periods alone in his room reading ancient texts and on the few occasions you need to see him he always has Xentinal perched on his shoulder. The familiar whispers into his master's ear whilst you try to speak and the old man is always too busy now to perform his morning prayers. He also loses his place in The Order for inattendance and seems unbothered at having to resort back to blue cloak and yellow robes again.

You are cleaning pans one day when Xentinal visits you, bringing his master's plate for washing. He says nothing merely dumping them in the sink and covering you with dishwasher.

"Hey Xen!" You call as he turns to leave.

Xentinal turns and give you a look like daggers.

"I AM XENTINAL!" he bellows and you are taken aback.

"I do not deal with the slave of a slave."

Then he is gone before you can reply and things go from bad to worse.

You cannot prove it is not your fault but 'accidents' keep happening when you are around. Important experiments destroyed at the crucial stage, books disappearing and lots and lots of breakages.

Everyone is on edge but Celestin then makes an announcement that catches you by surprise.

Turn to Section 86.

**18.**

The dwarf sits reluctantly at first on the pearly shield but with a single push reaches the other side of the lake within a few short minutes.

Turn to Section 39.

**19.**

You thank Kidamer. Make a Note of this Section number and turn to Section 90 and make one Roll on the Treasure Table.

Turn to Section 15.

**20.**

Blackwood is not a pleasant forest. Strange and unhealthy plants and fungi seem to grow. The air is thick with foul smelling pollen and here and there large spider webs criss cross the path, if you can call it a path. The track you are following looks like it could disappear at any moment leaving you lost.

You are about to head back to the 'friendlier' surroundings of the necromancer's tower when you hear cries for help up ahead.

If you aid the person in trouble go to Section 14.

If you return to Ziril's tower go to Section 40.

## 21.

It takes every ounce of your willpower but you are able to break through the invisible barrier. In fact you escape with such force that you are unable to stop and go tumbling into the undergrowth, landing awkwardly you think you hear something snap.

Roll D6, if you are carrying an Item in the slot with the same number you have rolled it has now broken and must be erased.

Turn to Section 40.

## 22.

Sat in the middle of a pentagram in Celestin's laboratory is an ugly squat creature with dark skin and softly glowing red eyes. It has a beak for a mouth and a thin wisp of smoke curls from its nostrils. The creature has an ill favoured look and you have an uncomfortable sickly feeling in the pit of your stomach just by being near it.

"Isn't he wonderful!" Beams Celestin, stroking the beasts head.

You and Kidamer exchange worried glances, it seems Celestin is oblivious to the ill-favoured appearance of the thing.

"I decided to try and summon a familiar for myself. After all, Alph saved my life and you are soon to be a fully fledged wizard Kidamer, I'll need someone to help with the chores."

The thing scowls at the word chores but Celestin appears not to notice this either and continues.

"Xentinal here will be able to assist me when you are gone."

"You've named him already?" You blurt.

"Xentinal named himself," says the creature slowly with a sinister, syrupy rasp.

"Indeed," says Celestin scratching his new acquaintance under the chin like a pet. "It seems the more powerful the summoner the greater the familiar."

Kidamer says nothing but you can tell from the way he looks at Xentinal he, like you, has a bad feeling about this.

Turn to Section 17.

## 23.

The next day you meet Celestin after his morning prayers. He looks splendid in his new golden robes with silver cloak and is proud to show them off to you.

"How about that!" He beams swishing the material this way and that, "those witches and hedge wizards have no idea what they are missing out on."

Celestin speaks to you and Kidamer, informing you of a few changes. Celestin has been entrusted into deciphering Ziril's journals, which means he will have less time to teach Kidamer.

You sense Kidamer's disappointment at spending less time with his master but he says nothing, in fact he again congratulates Celestin on his achievement.

The apprentice continues with his duties leaving you with Celestin.

If you wish to ask Celestin why he hates witches so much turn to Section 37.

If you wish to rejoin Kidamer turn to Section 91.

## 24.

A few times you slip almost into the water but eventually you are able to carry the dwarf across the lake. You are *Fatigued*, mark this as a penalty on your Adventure Chart - the next time/Round you use Strength or Magic you may only add half your Strength/Magic Bonus, rounded down.

Turn to Section 39.

## 25.

Kidamer ceases the spell in time to save himself. Xentinal puts his arms around your master's neck and begin to squeeze the life from his body. Back at the altar Celestin continues muttering his spell.

If you attack Xentinal turn to Section 62.

If you attack Celestin turn to Section 3.

## 26.

The view from the highest hill is pretty spectacular even from only halfway up. Make a Note of this Section and turn to Section 13 to see if you encounter anything at the top.

Once you have finished exploring here, return to Ziril's tower.

Turn to Section 40.

## 27.

With his last breath the elf mutters a magic phrase and his sword shatters into a million shards. You won't be using that. You also won't be using the boat, Kidamer could indeed make use of it but he is stuck on the mainland and you do not know how to sail it to reach him.

Frustrated you kick the sand and stub your toe on a shell. With nothing else of interest here you return to Ziril's tower, noticing as you go the elf now has a peaceful smile on his face.

Turn to Section 40.

## 28.

"Here take this, I hope it helps" says Kidamer handing you something.

Make a Note of this Section number and turn to Section 90, roll once on the Potion Table to see what Kidamer has given you and make a note of it on your Adventure Chart. Don't forget to calculate the number of Doses too.

Twin Bridges. A strange name for the place, you almost fly over it without realizing it's so small. Barely a dozen buildings, a few lean-tos and some other ramshackle outbuildings and what appear to be a similar number of tents here and there. The village lies at a site where sheep and goat hill farmers rub shoulders with crop growing lowlanders. Nestling at a large bend in the river a single stone bridge guarantees a crossing for the traffic that seems to want to hurry away from the place as quickly as possible. Presumably the bridge's twin collapsed years ago as there is no other present.

Overlooking the village is a small knoll with a ring of tree forming a crown around the top, like the last vestige of hair around a balding man. Curiously despite the lushness of the grass and obvious good grazing to be had, not one farmer's livestock can be seen on the small hillock.

It is late afternoon, many of the grumbling farmers and market traders have already packed up and left leaving you to panic. Only one trader seems to be doing well, a charlatan selling all manner of miracle cures to the foolish yokels from the back of his caravan. You note through a round side window that he actually has some genuinely useful herbs inside and resolve to investigate.

Fortunately the side window isn't locked and you are able to sneak in undetected as he sells a generously sized 'love potion' to the generously sized miller's daughter, proclaiming its benefits at the top of his voice.

Unfortunately you soon discover why the window was unlocked. Tied up by a chain of cold-forged iron is the charlatan's yappy dog. It growls at your entry and you are forced to knock it out before the charlatan is alerted to your presence.

Yappy Dog (Str 1, Mag 0, Arm 0, Pro 1, Life 6).

If you win turn to Section 44.

**29.**

The arm holding the Item slowly descends and some hidden mechanism forces the shielded arm to rise. The statue eventually comes to a rest with the shield straps facing upwards, palm raised as if offering you the shield as a gift. The other hand firmly holds your Item, erase it from your Adventure Chart.

If you take the Shield turn to Section **79**.

Or leave the statue and explore the rock pools (if you haven't already) at Section **6**.

Return to Ziril's tower at Section **40**.

**30.**

The well looks like a stereotypical Wishing Well of Folklore. You toss a stone down into its murky depths and hear a dull splash as it hits the bottom and wonder if it has any magic powers.

If you wish to throw an Item into the well turn to Section **94**.

If you want to return to Ziril's tower turn to Section **40**.

**31.**

Kidamer collects all his ingredients together as night falls and begins his spell, hoping it is not too late.

If you have any Blood Moss you may give it to your master - erase it from your Adventure Chart now if you choose to do so and Roll D6, 1-3 add +1 Bond (and Roll one new Ability), 4-6 add +2 Bond (and Roll two new Abilities). If you do not have any Blood Moss you gain no Abilities or Bond.

Roll D6 and add your Bond, if you give Kidamer the Blood Moss add another 2, if you possess the Forest Warden Ability add another 1.

If your Result is 4 or lower turn to Section **71**.

If the Result is 5 or more turn to Section **57**.

**32.**

The smoke stings your eyes making it hard to fight. If you Roll a 6 for yourself when determining Attack Strength, Reroll it for this battle only. If the Rerolled 6 is also 6 proceed as normal, if you Roll a 1 for the Robed Stranger, whose is protected by a scarf, Reroll it - if the second Roll is also 1 treat it as 1.

Robed Stranger (Str 3, Mag 4, Arm 1, Pro 3, Life 12).

If you win turn to Section **84**.

**33.**

The elf is impressed by your reasoning. With that thought in mind he happily leaves, heading off into the West. Before he goes the elf teaches you a Blessing. Note the *Rhyme of Rebirth* on your Adventure Chart, this is a Permanent Blessing that will add +2 Life.

Turn to Section **40**.

**34.**

Kidamer cannot wait to return to his room and speak in private to you.

"I'm worried," he confesses. "Last night I overheard Xen and Celestin talking. Oh Alph, they are planning something terrible I'm sure of it... I just don't know what. It's so damn hard to understand what that demonic thing was saying and I can't talk to Celestin outright because either Xentinal is

always there or he just says I'm jealous. All I know is that Xentinal mentioned 'Blackwood'."

You have heard of this place, it is the island where Ziril the necromancer lived.

"Celestin's been busy, but I've been busy too," continues Kidamer. "I now know the spell to sever the bond between master and familiar and I intend to cast it upon them."

If you suggest a visit to Blackwood turn to Section 50.

If you think you and Kidamer should get some equipment first turn to Section 77.

If you want to face Xentinal and Celestin now turn to Section 66.

### 35.

You were expecting something a little prettier. From a distance the mushrooms all had different colours but as you get closer you realize they are all poisonous, and your tummy rumbles at the thought of food.

As you turn to leave you find yourself unable to move. You look down expecting to see a pentagram and slap your head at your own stupidity.

"You can't get out of the Fairy Ring!" You sing to yourself in beration.

You are stuck in a perfect ring of mushrooms, a fairy trap. Even now you can hear high pitched giggles as they come to see what they have captured. You don't have time for this and resolve to escape.

Roll D6 and add your Protection.

If the Result is 4 or more turn to Section 21.

If it is 3 or less turn to Section 69.

### 36.

You scratch your head but cannot understand the strange writing at all.

You may

Place an Item in the upturned hand at Section 55.

Leave the statue and explore the rock pools (if you haven't already) at Section 6.

Return to Ziril's tower at Section 40.

### 37.

Celestin sighs and looks out of a window. It is as if he can't bring himself to look you squarely with those lovely brown eyes of his. He explains that his wife died because a local witch called Morwenna was unable to save her, he then adds that the reason he prays so much is only in part for protection of his wife in the afterlife - he prays to her to forgive him for not trying to save her himself.

Celestin wipes a tear from his eye and you decide it is time to leave.

Turn to Section 91.

### 38.

Your journey is uneventful. You find yourself drumming your fingers impatiently until Kidamer glares at you to stop.

Five minutes later you are drumming your fingers again.

Turn to Section 66.

### 39.

Relieved to be back on shore the dwarf gives you a Blessing.

"May the Hammer of Fate forge your Destiny not your Doom," he finishes.

Note the *Thane's Wisdom* as a Blessing. This Blessing will Permanently add +1 Armour & +1 Protection.

Turn to Section 40.

#### 40.

You are standing in the ruins of Ziril's tower in the centre of Blackwood.

There is very little left of the place, you imagine the epic battle that must have taken place here between poor Celestin and Ziril. The only thing of any interest is a freshly dug hole.

You may explore anywhere on the island once, each time you will return here. Make a Note of each location. When you have visited six locations, Kidamer will return.

If you have Noted six or more locations turn to Section 98.

To visit 'Babbling Brook' turn to Section 46.

To visit 'Blackwood Forest' turn to Section 20.

To visit 'Foggy Glade' turn to Section 56.

To visit the 'Highest Hill' turn to Section 26.

To visit 'Mushroom Meadow' turn to Section 35.

To visit 'Northfacing Cave' turn to Section 60.

To visit 'South Shore' turn to Section 70.

To visit a 'Stone Circle' turn to Section 76.

To visit 'West Beach' turn to Section 10.

To visit a 'Wishing Well' turn to Section 30.

#### 41.

"Oh I nearly forgot this," says Kidamer holding a bundle. "This is for you."

If you accept his gift turn to Section 19.

If you tell him to keep it for himself turn to Section 93.

#### 42.

You may fashion a crude Crabshell Shield +1 Armour (counts as a Trinket) if you wish as a trophy.

You may now

Examine the seaweed covered boulders (if you haven't already) at Section 85.

Return to Ziril's tower at Section 40.

#### 43.

There is an offering at the altar in the stone circle.

You look around there is no-one about and nothing bad has happened to you... yet.

If you wish to help yourself to the offering turn to Section 87.

If not you leave, turn to Section 40.

#### 44.

Your final blow sends the Yappy Dog reeling back against the side of the caravan, dislodging a jar on a shelf above that crashes down on the poor creature knocking it out. You can hear the charlatan outside the caravan apologizing for the commotion and the handle of the door starts to turn.

Desperately you scan the interior and as luck would have it spy a sprig of Blood Moss hung to dry beside the opposite window. Wasting no time at all you grab the herb (Note Blood Moss as an Item on your Adventure Chart) and fly out the window, leaving the entering charlatan to throw obscenities at

his useless guard dog that fall upon the poor pooch's deaf ears.

Turn to Section 11.

#### 45.

He takes some convincing but you use every anarchic argument you can think of, pointing out as many positive things about freedom you can think of. The trouble is, you also convince yourself a little too much about freedom too: Reduce your Bond by 1 Point (and remove one Ability, not your Initial Ability though).

Finally he bids you farewell and enters his boat - making for the shore. Before he goes he gives you a Potion, make a note of this section and Roll once on the Potion Table at section 90.

Turn to Section 40.

#### 46.

The babbling brook makes a strange gurgling sound as the water makes the journey from spring to sea. There are many series of rapids and you find a nice comfy spot on a moss bank to watch the stream for a few moments.

The gurgling becomes quite hypnotic and you feel your eyelids starting to flutter as you sit. Suddenly a green bony arm shoots out of the water and grabs your leg.

With a gurgling laugh, out of the brook rises a fearsome river creature - a spindly limbed kappa that has tremendous powers as long as he stays in touch with the water.

If you possess a Dose of Salt turn to Section 64.

If not you must fight the kappa at Section 58.

#### 47.

The bond between master and familiar is the bond of life itself.

To Kidamer's horror you break Xentinal's neck and in that instant Celestin's neck breaks too.

Turn to Section 71.

#### 48.

As you leave the dwarf curses you in an ancient tongue. Note the *Scalding* as a Penalty - you lose -1 Armour & -1 Protection for the next three occasions or Rounds you use them.

Turn to Section 40.

#### 49.

The young lad busies himself with his chores and eventually overcomes the situation enough to talk to you. You get a warm feeling as he chats to you, like a ray of sunshine after a spring shower. He, too, seems to enjoy your company and you are soon to learn much of your new surroundings.

You are in the home of the great wizard Celestin, the old man in yellow robes. The young lad in brown robes is Kidamer, Celestin's young apprentice. It was Kidamer who summoned you, with a book of spells which, until recently, belonged to a necromancer named Ziril. The book came into Celestin's possession when he slew the necromancer in revenge for Ziril taking the life of Aethera, Celestin's wife.

You learn that to teach Kidamer a lesson, Celestin has made the young apprentice keep you as a familiar until such time as he is capable of casting the spell that will release you from your servitude. Until that time, where Kidamer will need to be a wizard in his own right, you are stuck with each other and for the time being you have no choice but to remain in the pentagram until Celestin trusts you enough to release you.

Turn to 95.

## 50.

The Isle of Blackwood lies many leagues away, in the Heliantic Ocean. Whilst you can fly there, Kidamer must organize more conventional transport for himself. You first must travel to the town of Stiltwater, so called because the buildings are precariously perched above the salt water flats where the Wisterling Mire reaches the sea. Here Kidamer hopes to charter a boat.

Make a note of this reference (50) and turn to section 13 to see what events occur on your trip. Roll three times on the encounter table - luckily Kidamer is with you so any fights you get into he will be there to help; Note under Blessings that you will suffer only half Life damage as your opponent will be attacking you both.

Stiltwater lies at Section 7.

## 51.

"Oh thank the Thanes!" He remarks at your appearance, "I'd given up hope. I am Dulin, son of Figin and I am at your service."

He bows and explains recent rains trapped him here when the mine got flooded. When you ask what mine he reminds you it flooded and he leaves you in no doubt that we are talking a lot of water here.

He asks if you can help him escape.

If you possess one, you can use an Atlantis Shield at Section 18.

If you wish to try and carry the dwarf by flying turn to Section 74.

If you wish to abandon the dwarf turn to Section 48.

## 52.

You manage to catch the bottle just before it smashes.

Kidamer breathes a sigh of relief as you place it on the shelf again.

"Phew, that would've made a mess. Pity we never found the sails, that thing would've come in useful. I'll have that."

You give him the myriad and he presses the buttons on it to show you a few of the wondrous different devices it can produce before putting it in his pocket.

"What has it got in its pockets my precious?" He asks in a voice similar to Xentinal's.

"Anything we want!" He replies to himself, laughing at some joke.

"It's a loooong story," he says seeing your confused look.

He picks up something else and another sound from above forces you to leave quickly.

Note on your Adventure Chart that you have 'Packed'.

If you wish to now visit Blackwood go to Section 50.

If you are ready to face Xentinal and Celestin turn to Section 66.

## 53.

You call to the figure who turns and pulls down his hood. Standing before is an elf.

"I'm so glad you have come," he says relieved. "At least I am spared the pain of my journey".

"I'm all ears," you reply and instantly regret the remark.

The elf, an explorer as it turns out, seems not to have noticed and begins to tell you his tale. It is his time to depart. He has heard the call of sea gulls and can no longer spend his time in the mortal lands, yet there is so much he still wishes to discover here.

Do you

Tell him to rebel against his people and tradition and do his own thing at Section 45.

Tell him he should do his duty and depart at Section 81.

Leave for Ziril's tower Section 40.

## 54.

You place yourself directly in Xentinal's path. The demonic thing bellows with rage and you lock in battle, each with hands around the others neck. You struggle to breathe and can barely hear Kidamer intoning the spell of separation, now choking as he does so.

Just when you think you cannot last any longer the spell is done and you and Xentinal undergo a dramatic change. You both shrink down to your original sizes and the wings you once had shrivel and disappear from your back. (Reduce your Bond to 0 and remove all Abilities, you still have any Items you were carrying and Blessings/Penalties).

"My powers may be gone," you hiss at Xentinal "but my fists still work just fine!"

Xentinal (Str 1, Mag 1, Arm 0, Pro 0, Life 16).

If you reduce him to 0 Life turn to Section 100.

## 55.

What will you place in the statue's hand?

If you put a Potion or Consumable Item turn to Section 8.

If you put an Artifact or Trinket turn to Section 16.

Or leave the statue and explore the rock pools (if you haven't already) at Section 6.

Return to Ziril's tower at Section 40.

## 56.

As you approach the glade you realize it is not fog at all but smoke. The smoke burns your throat and lungs making you cough and retch.

If you land in the clearing turn to Section 67.

If you leave turn to Section 40.

## 57.

Kidamer mutters his incantation and the ingredients he has placed before him are consumed by an ugly purple flame. The young wizard does well not to be distracted and completes the spell in a very short time indeed.

You are worried that something has gone wrong, the spell hasn't worked but needn't fear. After a clearing cough Celestin rises from his bed as if a new man.

He thanks Kidamer warmly, admiring his young apprentice's arcane ability but the young wizard points out that you helped him perform the ritual.

Celestin starts as he realizes you are no longer confined to the pentagram but he bows politely and winks at you with his lovely deep brown eyes - brown like pools of good tilled earth. The wizard thanks you but warns you not to stray too far from your master as the result could be disastrous for both of you. He seems to regard you with new respect and nods approvingly of your new found freedom. As he listens to Kidamer recounting his actions, Celestin only has eyes for you and he strokes his beard thoughtfully.

Kidamer is oblivious and enjoying his chance to shine.

Turn to Section 99.

## 58.

This will be no easy fight. The kappa wants you for his dinner.

Kappa (Str 3, Mag2, Arm 1, Pro 3, Life 12).

If you win you leave before any more show up, turn to Section 40.

## 59.

"Here take this, I hope it helps" says Kidamer handing you something.

Make a Note of this Section number and turn to Section 90, roll once on the Potion Table to see what Kidamer has given you and make a note of it on your Adventure Chart. Don't forget to calculate the number of Doses too.

After hours of flying, by which time you are getting rather good at it, you come across the stinking marshland known as the Wisterling Mire.

For miles a series of bogs and fens greet your eyes and you almost despair of finding the precious Blood Moss. Your task will be made harder by the curling fog in the hollows that restricts your view, it is already late afternoon and night will make your task nigh on impossible.

Fortunately you know the moss actually grows on drier ground so you spend your time looking for the tell tale scarlet herb that must surely be clearly visible in this dull and depressing place.

Within the hour you come upon a patch of Blood Moss but unfortunately also stumble upon a Will-O-The-Wisp that is most annoyed that another creature is encroaching upon its territory. Unable to explain yourself you resolve to beat it off but your fight will not be easy as it quickly slips through your grasp.

Will-O-The-Wisp (Str 0, Mag 1, Arm 1, Pro 0, Life 6).

If you win turn to Section 5.

## 60.

The cave actually expands into a large cavern under a surrounding hill.

Inside the cavern is a large lake, you can hear a hammering in the distance and a sort of humming.

If you enter the cavern turn to Section 82.

To return to Ziril's tower turn to Section 40.

## 61.

The spider seems irritated by the interruption and springs at you quickly.

Giant Spider (Str 3, Mag 0, Arm 1, Pro 1, Life 12).

If you win turn to Section 89.

## 62.

"I've been waiting for this Xen!" You cry as you haul the beast off your master.

Xentinal (Str 4, Mag 4, Arm 2, Pro 2, Life 20)

If you reduce his Life to 0 you can spare him go to Section 75.

If you kill him go to Section 47.

## 63.

Slowly you begin to realize that the writing isn't writing at all but star signs, drawn together as if to make a message. The first is the Shieldmaiden, a sign of peace and the last is the Egg which stands for protection. The middle symbols look like the Crown and the Beggar -individually they stand for other things but when drawn together stand for trade or an offering. So the inscription appears to say 'Peace offers Protection'.

You may

Place an Item in the upturned hand at Section 55.

Leave the statue and explore the rock pools (if you haven't already) at Section 6.

Return to Ziril's tower at Section 40.

## 64.

You fling the Salt at the kappa as you hang upside down (remember to erase the Dose from your Adventure Chart). The effect is dramatic.

The beast screams as the salt burns into its skin like an acid. As it falls back into the water the stream begins to bubble and boil like a witch's cauldron. Within seconds all is still again leaving no trace that the evil kappa even existed.

Turn to Section 40.

## 65.

You aren't happy but for the time being there is nothing you can do.

The old man rises and comes closer to you. You see now that he is also robed but he is in yellow. The youth, feeling braver, also comes nearer and you find yourself shrinking before them. You note both are careful not to break the pentagram as this would release you.

"Fascinating," says the old man in a warmer tone.

"I'm sorry master," mumbles the youth, you think not for the first time.

The old man smiles faintly at the lad.

"What's done is done, my boy," he says, "I think this little fellow is harmless enough. You were lucky, who knows what you might have summoned from that book."

"So..." begins the youth slowly, shuffling his foot. "How long will it stay?"

The old man chuckles.

"Oh the spell's permanent, you are stuck with each other I'm afraid. What's begun must follow the order of things, Alpha to Omega, that which is good enough to start is deserving of the finish."

He laughs again, before it turns into a bout of coughing.

You find yourself laughing at him too. Only the boy looks concerned at his master, who excuses himself from the room.

Turn to 49.

## 66.

Celestin and Xentinal have both changed.

Celestin's home lies empty but, following omens of destruction, you eventually catch the pair at Twin Bridge's Copse. The wizard now wears robes of scarlet and a black cloak, his eyes burn with the same redness as Xentinal.

The familiar has a much more bloated body and has grown larger. Perched on his master's shoulder the old man looks overburdened with the weight, his robes torn where the Xen's talons dig into withered flesh.

Celestin seems unaware of your presence, in fact he looks little more than a puppet performing some ritual that you cannot see clearly until you move closer at a scene that makes you gasp.

On an altar behind Celestin lies the body of Aethera, clearly the pair are attempting to bring her back from the dead.

Kidamer wastes no time beginning the spell of separation.

Furious at the intrusion, Xentinal flies to attack Kidamer.

You can defend Kidamer but it will mean you, too, are affected by the spell at Section 54.

If you wish to tell Kidamer to stop turn to Section 25.

## 67.

As you land in the clearing your coughs startle a grey cloaked figure who was bending over the fire.

He turns to face you, his features hidden by a brown scarf that covers his mouth only leaving his eyes showing. His hand goes to the hilt of his curved scimitar, sheathed at his waist.

If you attack the stranger first, turn to Section 32.  
 If you flee, turn to Section 40.  
 If you hold your hands up in peace, turn to Section 96.

68.

Something is wrong. After flying for hours away from Kidamer you find your strength beginning to wane and you flap your wings in ever increasing erraticness. You could turn back towards your master or you could trust in your own abilities.

To return to Kidamer, turn to Section 31.  
 To continue trying to escape, turn to Section 83.

69.

Try as you might you cannot escape the Fairy Ring and are soon captured by fairy queen. A great feast is held and they chatter endlessly to you about rainbows and shooting stars and magical ponies that fly through the sky.

You are unable to escape this sickly sweet hell as your hands and legs are bound with enchanted daisy chains - they can't have you sneaking off and missing the fun.

Mercifully your torment soon comes to an end and you are released unharmed. Note 'Fairy Ring' as a location to indicate the extra time you have wasted here.

Turn to Section 40.

70.

The tide is out at South Shore.

You are forced to hold your nose at the strong smell of seaweed. The vile stuff covers everything here, boulders, rocks, shingle nothing escapes the weed. It makes disgusting popping noises as you tread on it.

To examine the rock pools turn to Section 6.  
 To investigate the seaweed covered boulders turn to Section 85.  
 To return to Ziril's tower turn to Section 40.

71.

Celestin dies.

Kidamer takes it hard, consumed by guilt he reads all manner of ancient and forbidden texts to see if his master could be resurrected. Alas, he receives a curse whilst researching and is doomed to an eternity of Undeath but at least he will not be alone for you shall spend eternity trapped as his little Undead familiar.

Your adventure ends here.

72.

The statues fingers slowly uncurl from the Item and nothing else happens. You may take the Item back if you wish.

Turn to Section 55.

## 73.

Kidamer busies himself with preparations for what looks like a spell but he seems to be missing something and grows increasingly agitated. You sense his worry and it occurs to you that a simple apprentice is hardly likely to succeed against a necromancers spell unaided.

If you change your mind and wish to offer you help turn to **2**.

If you wish to let Kidamer do all the work turn to **31**.

## 74.

This is to going to be easy.

Roll D6 and add your Strength, you cannot claim any Strength Bonus for Items but if you have Spider Silk add 1 to the Roll, if you have Dragon Wings or Bat Wings add 1 to the Roll.

If your Result is 5 or more turn to Section **39**.

If the Result is 4 or less turn to Section **24**.

## 75.

Lying on the floor, restrained by you, Xentinal struggles all the time as Kidamer completes the spell of separation. You cannot avoid its effect (reduce your Bond to 0 and lose all Abilities).

Your adventure is a success! Turn to Section **100**.

## 76.

The stone circle has thirteen large granite menhirs that point accusingly up at the gods. A trilithon lies in the centre of the circle with an altar underneath. The altar has something on it but to see what that is you'll have to enter the circle.

If you enter the stone circle and examine the altar turn to Section **43**.

If you leave turn to Section **40**.

## 77.

Kidamer takes you to a secret basement in Celestin's home. The room is crammed with all sorts of weird and wonderful looking objects. Magic Swords, Talismans, Idols; treasures of every culture imaginable.

"Celestin is very well...travelled." he says cryptically.

Kidamer casts the light-globe spell and a ball of light hovers of his shoulder illuminating the room even further and you see it stretches out in all directions.

"Now then let me see," he muses. "Fire... that's 'F', this way - ignore the Fakes".

He leads you past a glowing blue sword apparently once belonging to a Valkyrie and a mannequin wearing a beautiful Mithril Shirt to a shelf where a perfect silver sphere rests between a fabulous gold ring set with a glowing stone and a seemingly ordinary rusty knife. There's no sign of any fires though.

"Here she is," he declares. "Take a look at this!"

He unscrews the object into two hemispheres, inside one of which a magical flame burns.

"Isn't that great?" He asks, screwing the two parts back together. "Thing is, I always wonder if the flame burns even when it is shut."

You are about to explain when you both here a bump somewhere above.

"Xen," you whisper and Kidamer nods.

"Quickly, I need the myriad - it's that device yonder."

You see where he is pointing to, a small metallic device nestled between a ship in a bottle and an

octagonal prism. Quickly you fly over to pick up the object. Unfortunately, as you do your fingers depress a button and a hook and line fly out of the object ensnaring the bottle. In a panic you press the myriad again and luckily the line disappears but only to be replaced by a slim sword which knocks the bottle off the shelf.

You need quick reactions to grab it.

Make a Test by Rolling D6 and adding either Strength or Magic, in this instance you do not have time to gain a Bonus from an Item.

If you Roll 4 or more turn to **52**.

If you Roll 3 or less turn to Section **97**.

### 78.

The elf still has doubts but you have convinced him enough to do his duty. With a weak smile and wave he bids you farewell and heads off to the West.

Turn to section **40**.

### 79.

Note the shield as an Atlantis Shield +1 Strength & +2 Armour & +1 Protection. It also floats in water, a pity Kidamer can't use it to journey here.

You may;

Explore the rock pools (if you haven't already) at Section **6**.

Return to Ziril's tower at Section **40**.

### 80.

Kidamer gives you directions to Morwenna's. It takes several hours to reach her cave for you are not used to flying with your new wings but the experience is exhilarating.

Luckily Morwenna is at home. You were expecting someone older but the woman in front of you is only middle aged with only a few strands of grey blemishing her otherwise long raven hair, as straight as a waterfall on the River Tyrial. She, too, wears brown robes and grey cloak, like Kidamer. The witches and druids do not desire power the way regular wizards do. Those that follow the healing arts accept that they will never know all the mysteries of life and as such always dress like apprentices.

The witch blushes at your staring and tucks a strand of hair behind her ear.

"Can I help you little one?" She says in a soft voice.

"B-Blood Moss, please madam." You stammer, fearful of her power.

She smiles.

"Ah, an expensive preparation. Must be for someone you care a great deal for. It has, fallen out of favour with local practitioners..."

She pauses as if recalling a distant memory before continuing.

"I have some but it is not cheap. I'll require something of yours for it. Blood for Blood, yes that's it. I'll need some of your blood, my pretty. It won't hurt much but it will be permanent I'm afraid. Still that's the price you must pay. What do you say?"

Morwenna already has a small glass vial in her hands to collect some of your blood but are you prepared to give it?

If you wish to give Morwenna some of your blood turn to Section **9**.

If you would rather search the Wisterling Mire turn to Section **59**.

If you would like to try the village of Twin Bridges turn to Section **28**.

If you wish to return to Kidamer turn to Section **11**.

**81.**

Tears stream down both your faces as you tell him of the rewards that doing your duty bring. You tell the elf that he should think of not leaving but discovering a new realm to explore.

Did it work?

Roll D6, add your Magic. If you have Gossamer Wings or Feathered Wings add 2 to the Roll.

If the Result is 4 or less turn to Section 78.

If the Result is 5 or more turn to Section 33.

**82.**

The source of the hammering is a dwarf. He is sat on an island in the lake and is absently hammering at the rocks, though it seems to pass the time rather than split them or perform any other use.

If you speak to the dwarf turn to Section 51.

If you leave before he notices turn to Section 40.

**83.**

You fly for several more miles before your wings finally give out and you lose consciousness falling to the ground. Mercifully you are oblivious to the pack of wolves that discover you and fight over who gets to eat you, you have no knowledge of being torn by a particularly messy tug-of-war between the wolfpack leader and his young upstart cub son.

Unfortunately you learn too late that the bond between master and familiar is a bond of Life itself, take one too far from the other and both die: Kidamer passes away in his sleep at Celestin's home in an equally merciful fashion.

Your adventure ends here.

**84.**

You are shocked when you pull back the strangers scarf to see a brown cloaked woman.

The smoke is really making you cough now. You may take the Curved Scimitar +2 Strength, it counts as a Trinket and requires both Hands for someone of your size.

Turn to Section 40.

**85.**

Most of the boulders are unremarkable but you do find something fascinating just as you are about to leave. A statue completely covered in seaweed until your investigations uncovered it.

The statue has a pearly sheen and depicts a bearded merman with one arm raised palm upwards as if in supplication, the other holds a metallic looking shield that does not seem to be a part of the statue. Try as you might you cannot pull the shield off, even though you believe it comes off.

You can

Try reading an inscription on the base at Section 12.

Placing an Item in the upturned hand at Section 55.

Leave the statue and explore the rock pools (if you haven't already) at Section 6.

Return to Ziril's tower at Section 40.

## 86.

Kidamer is made a wizard by Celestin.

Xentinal applauds your master, rather too slowly for your liking, as Kidamer stands in his new yellow robes.

Kidamer seems rather nervous as if he is not ready for his new role but Celestin assures him to trust his instincts and ability. You get the feeling though that it is Xentinal who has orchestrated all of this and you soon realize why - he wants you both out of the way.

Celestin shakes your hand and wishes you well as you begin to understand that Kidamer's appointment will mean he will need to set up his own lodgings. As you stare up at the old wizard eyes, you swear you catch a glimpse of orange in his pupil but he blinks and it is gone.

Turn to Section 34.

## 87.

You pick up the offering out of the stone bowl it lies in... and still nothing happens.

Make a note of this number and turn to Section 90, Roll once on the Random Treasure Table to see what you have gained.

Turn to Section 40.

## 88.

As you fly through the air you stare at the clouds, making pictures with your mind out of their shapes. Images swirl before you and you see yourself locked in combat strangling Xentinal on a hillside. You are victorious and are about to finish the evil familiar off when Kidamer grabs your hand and holds you back.

Whatever could the vision mean?

Turn to Section 66.

## 89.

The hobbit thanks you endlessly. So much so you have to tell him to shut up! In the end he gives you his spare smoking pipe and warns you to stay away from mushrooms - he came to find some here for a recipe but they are all bad.

Note the Hobbit Pipe +1 Protection on your Adventure Chart, you can also take some Spider Silk - it acts like a sturdy rope - note that as an Item too.

Turn to Section 40.

## 90.

If you have been lucky enough to discover a Random Treasure you may determine it on the following table by using a D6:

Random Treasure Table\*

<i>D6 Result</i>	<i>Type</i>
1-3	Potion/Consumable Item.
4-5	Trinket.
6	Artifact.

\* If you have the Dragon's Hoard Ability you may Roll Twice and Choose the best Result.

Potions & Consumable Items\*

<i>2D6 Result</i>	<i>Item</i>
2-3	Pixie Dust + 1 Magic.

4-5	Holy Water + 1 Protection.
6-8	Health Potion +3 Maximum Life.
9-10	Ent Draught + 1 Armour.
11-12	Orc Grog + 1 Strength.

\* Potions/Consumables have a limited number of uses or Doses. A Dose lasts for a single fight or other single test and is required to be held in one Hand for each Round the Bonus is claimed (Dust Sprinkled/Drinks Sipped). To determine the number of Doses when found Roll D6; 1-2 = 1 Dose, 3-5 = 2 Doses, 6 = 3 Doses. N.B. if you have the Fey 'Forest Warden' Ability all Potions & Consumables are found with 3 Doses without the need to Roll. Doses of Identical Items may be combined, for example if you have 2 Doses of Pixie Dust and you discover another Dose of Pixie Dust you may carry it as a single Item of Pixie Dust with 3 Doses. You cannot carry more than 3 Doses in a single Item slot (so if you had 3 Doses of Pixie Dust and found another Dose that counts as a separate Item, although you could have up to three Doses of that in an Item slot too).

Trinkets (All Trinkets require one Hand to use in Combat)

2D6 Result	Item
2	Magic Talisman +2 Magic.
3	Crystal Ball + 1 Magic & +1 Protection.
4	Lucky Charm + 2 Protection.
5	Fairy Wand +1 Magic.
6	Hobbit Pipe +1 Protection.
7	Genie Lamp, Roll D6: 1 Lamp Disappears! Erase it from your Items. You may equip a replacement Item in your hand next Round. 2-3 +2 Strength for following Combat/Test. 4-5 +2Magic for following Combat/Test. 6 Maximum Life Doubled for Combat. N.B. Bonus Lasts as long as Lamp is held in one Hand.
8	Redcap Buckler +1 Armour.
9	Goblin Sword + 1 Strength.
10	Dwarf Shield +2 Armour.
11	Imp's Trident +1Strength & +1 Armour (small enough to use in one Hand).
12	Ranger's Longknife +2 Strength (has a fancy coat of arms on the pommel, more to this than meets the eye).

Artifacts (1H = One Hand to use, 2H = Both hands required for use)

D6 Result	Item
1	Black Grimoire (2H) +3 Magic.
2	Spell Book (2H) +2 Magic & +2 Protection.
3	Unicorn's Horn (1H) + 1 Magic & + 1 Armour & +2 Protection.
4	Dragon's Tooth (1H) +1 Strength & +2 Armour & +1 Protection.
5	Vorpal Sword (2H) +2 Strength & +2 Armour.
6	Elven Shortbow (2H) +3 Strength, there are more than enough arrows in the quiver to last the adventure - bow and quiver take up a single Item slot.

Now return to the Section you came from.

## 91.

You spend much of the next few days in Kidamer's company, (if you are suffering from *Fatigue* you may erase it now).

The young apprentice is pleased to have you around and you both grow closer to each other.

Increase your Bond by one point, remember to Roll for a new Ability.

Celestin spends a lot of time alone, poring over ancient texts and muttering a lot to himself. Then one day he calls you and Kidamer to his room and you are shocked to see he is not alone.

Turn to Section 22.

## 92.

The figure scowls as you attack and throws back his hood to reveal the tear streaked face of an elf.

"You fool!" He shouts, "death comes soon enough without hastening its approach."

With that he draws a rapier thin dueling blade made seemingly of glass.

Elf (Str 5, Mag 3, Arm 3, Pro 3, Life 12).

If you win turn to Section 27.

## 93.

Kidamer is taken aback by your generosity.

"I underestimated you, and I am sorry," he says.

Roll D6; 1-2 Add 1 Bond (and one Ability), 3-5 Add 2 Bond (and two Abilities), 6 Add 3 Bond (and three Abilities).

Turn to Section 15.

## 94.

"I wish Kidamer was here," you mutter as you toss the Item into the well - remember to erase it from your Adventure Chart.

A curious sensation overcomes you and your skin begins to tingle, the well doesn't exactly grant your wish.

If the Item you threw was a Potion/Consumable Item add +1 Bond and Roll for an Ability.

If the Item you threw was in fact a Trinket you may add +1 Bond and choose an Ability from your Heritage Table.

If the Item you threw was an Artifact you may add +1 Bond and choose any Ability any of the Tables.

Turn to Section 40.

## 95.

You make the best of things in your confinement. You listen to Celestin's teachings as he instructs Kidamer in the mystic arts, curiously the more attention you pay the more Kidamer appears to understand. Evenings are spent exchanging stories and legends and you grow very fond of both your captors.

In the following weeks though Celestin's cough begins to grow worse. Kidamer too seems to sense something is wrong and is deeply worried for his master, who merely brushes off any concerns with a comment that he isn't getting any younger. You seem to think there is more to it, though. Celestin's cough is always worst after he has examined Ziril's book.

One day, exactly a month after you were summoned, matters take a turn for the worse. Celestin spends the entire day in bed, refusing any assistance from Kidamer. He doesn't even rise for morning

prayer, which he performs religiously every day to pray for the soul of his lost wife. To make things worse, Kidamer suddenly begins to cough.

"It's that book, Master," you say finally daring to air your thoughts.

"Really?" Says Kidamer recovering.

You simply nod.

"I'll look into it," says the young apprentice gathering some equipment.

It occurs to you you could offer to help Kidamer.

If you wish to offer your services to Kidamer turn to Section 2.

If you wish to say and do nothing turn to Section 73.

## 96.

The stranger nods in understanding and removes their hand from their weapon. He gestures you to the side of the clearing where the air is clearer and once there removes the scarf so you can see that 'he' is actually a *she*.

"I am Marissia, daughter of Morwenna," says the young herbalist.

She apologizes for the smoke but she needs it to aid in her preparations. You chat for a while and before you leave she gives you something. She boils sea water and condenses the steam on glass to form drinking water - she doesn't trust the local waterways at all. She has more than enough Salt +2 Protection and gives you enough for 3 Doses (counts as one Potion Item).

You bid her farewell, turn to Section 40.

## 97.

The glass bottle shatters on the ground.

"Let's go, quick!" Shouts Kidamer and you soon realize why.

Where the bottle broke, a rapidly growing ship without sails appears, knocking all manner of items over in the process. The noise is terrible.

As you stare at the scene of destruction a sudden feeling of guilt comes over you. Note in Penalties *Guilt*, this penalty only lasts for the next occasion or Round in which you use Strength or Magic, whilst suffering with Guilt reduce your Strength & Magic by 1.

If you wish to now visit Blackwood go to Section 50.

If you are ready to face Xentinal and Celestin turn to Section 66.

## 98.

Kidamer arrives by boat, a flying boat that is. Apparently unable to find anyone brave enough to sail him here he contacted The Order who approved of his actions. They, too, have noticed strange behaviour in Celestin of late and are anxious for a swift solution.

Kidamer stares in horror at the hole in the ground at Ziril's tower.

"Oh, no!" He gasps, "they're going to resurrect Aethera! That's what they wanted from Blackwood. There's no time to lose, quickly - into the boat."

As you step aboard you notice a hastily carved name on the prow '*That Familiar Feeling*'. You raise your eyebrows at Kidamer.

"What? It needed a name."

As you take to the sky you wonder what destiny awaits you with Celestin and Xentinal.

Kidamer flies his vessel by placing his hand on a crystal ball like device and you built up speed, heading towards distant clouds forming over Celestin's home.

Roll D6

If you Roll 1-2 turn to Section 4.

If you Roll 3-4 turn to Section 38.

If you Roll 5-6 turn to Section 88.

## 99.

Celestin's health improves and in the following days he takes a great interest in you, constantly asking questions about where you came from and how the Bonding has affected you and Kidamer.

One day you find him and Kidamer excitedly talking. Celestin is preparing for a journey, he is wearing his best yellow robes and Kidamer attaches his master's blue cloak. Celestin tells the young lad not to fuss so as he adjusts his master's garb. The old wizard points out he's only going to Twin Bridges Copse not a grand palatial ball and that is the end of it.

"Celestin has been chosen to receive a great honour from his Order," says Kidamer after the wizard has left. "For decades he has worked tirelessly on magical research but it seems his victory over Ziril is what has finally elevated him to the inner circle of The Order."

Kidamer falls silent, you ask him what troubles him.

"I don't think I'll ever be as great or powerful as him. I can't ever seem to get anything right, take you for instance, you were an accident. No offense, my greatest achievement but my greatest mistake."

You reach out and hold his hand for comfort and a warm tingle passes through you. It is always a good sensation when you touch your master.

"Don't call me a mistake, master," you say.

"I don't call you anything actually do I?" He ponders.

"I have no name," you shrug, "I've never needed one before."

"Well I started it so I must finish it," he brightens. "Alpha to Omega, if it was important enough to start it is deserving of the finish. I can't go on not calling you anything, you need a name."

The young man strokes his chin thoughtfully, you notice a very small amount of dark stubble beginning to grow there. Mirroring his action you stroke your chin and are mildly surprised to find a small amount of stubble growing there.

Kidamer chuckles.

"Alpha... Alph. Yes that's it! From now on I'll call you Alph."

Turn to Section 23.

## 100.

A voice, proud and noble speaks another spell. You turn to see brown-eyed Celestin casting the spell that will banish Xentinal back to where he came from, now that the familiar's hold over him is truly broken.

The demon whimpers as he is consumed by black fire and smoke and then, with a puff he is gone removing all trace that he existed.

Celestin thanks you for your aid and makes preparations for a proper reburial of his beloved Aethera. Completely recovered from the ordeal he informs you that Xentinal chose Twin Bridges for the ritual because it is so called not just for the stone bridge at the village but also for the copse that lies at a point where the land of the living almost touches the realm of the dead.

Kidamer is then left alone with you.

"Hey Alph," he says "and so you are free!"

"Hey Kid!" You reply, "Actually, I might hang about. Might even get you to cast that spell again - I kind of liked having wings."

Your destiny is once again your own to decide.

Your adventure successfully ends here!