

The Tower of Azann

Deep in the rugged wilderness of the Duchy of Anakon, there rises a solitary tower, grim and forlorn. For years there have been terrible rumors concerning the occupant of that bleak edifice, the sorcerer Azann. Whispered tales have circulated throughout the land of children stolen in the dead of night, and frightful ceremonies performed in the name of some dark deity. Now the very son of the Duke has been lost, and all evidence points to the Tower of Azann. Although deeply angered and desperately sorrowful at the heir's disappearance, neither the Duke nor the members of his court nor anyone in all of Anakon is willing to brave the terrors of that sinister abode to rescue the child. What is needed is an adventurer...a stalwart warrior to stake his life on the quest. You are that champion.

Unlike many role-playing games, *Tower of Azann* does not require the use of a gamesmaster to referee character actions. Instead, a programmed system of individual paragraphs leads the character through the adventure, posing problems, calling for decisions, and introducing strokes of fortune — both good and bad (see **Using the Paragraphs**). Once players are familiar with the game system, a gamesmaster may be used, if desired, to expand upon the paragraphs or even introduce new ones to freshen the adventure for repeated play.

How to Win

Your mission is to rescue the young heir and escape the Tower with him. Incidentally, a fabled gem — the Jewel of Dinakk — is said to be in Azann's possession, and you may have the opportunity to acquire that treasure as well.

- If you escape the Tower with the child and the Jewel, you win fame and fortune.
- If you escape the Tower with the child only, you win the gratitude of the Duke, but little in the way of wealth.
- If you escape the Tower with the Jewel only, you are a wealthy adventurer, but the vengeful Duke will haunt you always.
- If you escape the Tower with nothing, no one will want to talk to you.
- If you die, at least your memory will be respected.

How to Start

The first thing you must do is generate your character. You have 12 **Characteristic Points** that you can assign among 3 characteristics: Combat Strength, Agility, and Magic Skill. Combat Strength is important when you encounter monsters wandering through the Tower. Agility has several uses, including keeping from harm in tight situations. Magic Skill allows you to take advantage of magic items and spells.

You must assign at least 2 Characteristic Points to each of these characteristics. Write down your starting characteristic values on the **Adventure Log**. Be sure to write lightly in pencil, because your values will change during the game.

Next, pick two spells from the Magic Spell Summary, and write them down on the Adventure Log. Then, in the space on the Log labelled "Current Level" write 1 (you will be starting on the first floor of the Tower).

Now, when you are ready to begin, you can proceed to paragraph 040, and you are on your way.

Using the Paragraphs

The paragraphs are the heart of *The Tower of Azann*. They provide the characters, descriptions, and events that give the adventure life. It is important that players not read through the paragraphs before playing. While it is intended that characters have some control over what befalls them, the random hazards and benefits that come as surprises in the paragraphs are the very essence of the adventure.

Going Up and Down Stairs. There are six floors in the Tower of Azann, and a character will no doubt want to explore each of them in his search. To go up the central staircase (which is adjacent to virtually every room in the Tower) a player notes what level he is starting from (for instance, level 1) and rolls one die (rolling a 5, by way of example). The player then adds the two numbers together and turns to the paragraph indicated (in this case, 006) and follows the instructions. To go downstairs, the first digit is the floor you wish to descend to, and the second digit is, again, a die roll. Remember, once you arrive on a new level, to change the Current Level on the Adventure Log.

Entering Rooms. Although a character is never far from a staircase, the interior of the Tower is confusing in its construction, and it is easy to become lost, wandering sometimes through the same room repeatedly in search of some object. Whenever a player wishes to enter a room, he notes the level his character occupies (2, for instance) and rolls one die (rolling, say, a 3). The player reads these numbers in sequence and turns to the paragraph indicated (in this case, 23) and follows whatever instructions are there.

Combat. The Tower is infested with all manner of evil monsters, none of which intend a player's character any good. The paragraphs often indicate an ambush or encounter with these wandering creatures. To perform a combat, the player refers to the Monster Values Chart to determine the Combat Strength and Agility of the creature that has been encountered. Then the character attacks (the character always attacks first unless the paragraph specifies otherwise) by subtracting the monster's Agility from the character's Combat Strength. If the result is a negative number, the character must reduce *either* his Combat Strength or Agility by one point. If the result is zero, roll a die; if the result is greater than the monster's Agility, the monster loses one point; if the same die roll is greater than the character's Combat Strength, the character *also* loses a point. If the number is positive, the player reduces either the monster's Agility or Combat Strength by one point.

For example, a character with a Combat Strength of 4 and an Agility of 5 encounters a wraith (Combat Strength 2; Agility, 5). Subtracting the wraith's Agility of 5 from the character's Combat Strength of 4 results in -1, so the character must reduce either his Combat Strength or Agility. He chooses to reduce his Combat Strength by 1.

Next, the monster attacks by subtracting the character's Agility from the monster's Combat Strength. In the preceding example, the wraith's Combat Strength is 2 and the character's Agility is 5, for a difference of -3 — the wraith is hit, and the player chooses to reduce the wraith's Agility to 4. Combat proceeds in this manner until either the character or the monster (or monsters) is dead.

When more than one monster attacks, the character takes them on one at a time.

A monster is dead once either its Agility or Combat Strength is reduced to zero. A character is dead when both his Agility and Combat Strength are reduced to zero.

Using Spells. The Summary of Spells gives details on the uses and effects of the various spells that the characters may use. These spells may be used in combat or in movement throughout the Tower at any time.

Discovering Items. Scattered throughout the Tower are various powerful weapons and magic items. The paragraphs direct the character to the locations of these items from time to time, and with a little luck and good sense, a character can accumulate a potent collection of these useful tools. Any time an item is acquired, the player should record it on the Adventure Log. Losses should also be recorded. Note that most items can be found again if they have been lost if the paragraphs direct the character to them again. (Some items, such as the Emerald Rod, are lost per-

manently, however, and cannot be recovered. If a character is directed to such an item again after having lost it, treat the location as empty.) Any time a character is directed to an item that he currently possesses, the location is treated as empty.

A character may never carry more than 4 items (combined total of magic items and weapons) at one time. Note that a character is considered armed when he enters the Tower, but the weapons he brings with him can never be lost and do not count against the total number of items that can be carried.

Nerve Checks. From time to time in the paragraphs, particularly after a harrowing experience or in an especially unpleasant situation, a character will be required to make a Nerve Check. To do so, the player simply adds together all of the character's current Characteristic Points and rolls a die. If the die roll is greater than the character's total Characteristic Points, the character passes the check. The paragraphs provide instructions as to the effects of failing a Nerve Check.

Ducking Out. There are certain times in the Tower of Azann when discretion is the better part of valor, and a player's character may wish to extricate himself quickly from a room or other location within the Tower. In such cases, the player rolls one die and compares the die roll with the character's Agility. If the die roll is equal to or greater than the character's Agility, the attempt fails, and the character must deal with whatever it is he would rather avoid. If the die roll is less than the character's Agility, the character may immediately roll for another stairway or room. Whether the attempt succeeds or fails, the character loses one Agility point immediately after resolving the die roll. A character with an Agility of zero may not attempt to duck out.

Escape. To escape the Tower of Azann is no simple matter. To get out, a character must make his way to level 1 and roll for a room that has portion of the paragraph marked for escape. Such a paragraph will indicate range of die rolls. The player rolls a die and, if the die roll falls within the specified range, he follows the instructions for escape in that paragraph. If the die roll falls outside the range indicated, the character is subject to whatever other instructions (other than for escape) are specified in the paragraph.

Two or More Players

The Tower of Azann is designed to be playable by a single player or by several. When more than one player participates, each character may go his own way, making paragraph decisions independently. In combat, only one character may attack each monster. Thus, if several monsters attack several characters, a number of individual combats may occur simultaneously.

Tower of Azann Creative Credits

Game Design:

Bob Ryer, Justin Leites, Gerard C. Klug, Redmond Simonsen

Graphic Design:

Redmond Simonsen

Graphic Production:

Ted Koller, Manfred F. Milkuhn, Ken Stec

SUMMARY OF SPELLS

Spell of Teleportation

Allows you to instantly remove yourself from any place to a random room. Roll two dice; the first die is the level and the second the room. If you roll an 11, however, you are automatically outside the Tower again. Each time you use this spell, roll a die and reduce your Magic Skill by the amount rolled up to a maximum reduction of 3.

Spell of Resistance

Allows you to subtract 2 from any Nerve Check die roll, or to disregard certain influences mentioned in the paragraphs (these paragraphs specifically state that you can use this spell). Each time you use this spell, reduce your Combat Strength by 1. If your Combat Strength falls below 1, you lose the power to use this spell.

Fireball Spell

This potent enchantment produces an inferno that will instantly incinerate any monsters, no matter how many, that are attacking you. As soon as you have used this spell, your Magic Skill drops to zero, and your Combat Strength is halved (round fractions up).

Spell of Regeneration

Allows you to shuffle your strengths. Thus, you could increase your Combat Strength by 2 reducing your Magic Skill by 1 and your Agility by 1, or increase your Agility by 2 by decreasing your Combat Strength by 2, or re-arranging your current points in any way you like.

SUMMARY OF MAGIC ITEMS

Emerald Rod (078)

Allows you to increase your Agility as much and as often as you wish. For each point of Agility increase, however, decrease your Magic Skill by one point. If, at any time while you possess the Emerald Rod, your Magic Skill reaches zero, you permanently lose the Rod.

Enchanted Sandals (079)

Allows you to teleport at random to any room in the Tower. Roll two dice; the first die is the level and the second the room. Each time you use the Sandals, your Agility is reduced by 2 temporarily, for as long as you are in the room to which you teleport (as soon as you leave that room normally, the Agility points are regained).

Crystal Sphere (080)

Allows you to foresee ambushes. Whenever you are attacked while in possession of the Sphere, you may attack twice before your opponent (your first opponent only, if more than one) attacks you. Each time you take advantage of this magic item, your Magical Skill is reduced by one, and the Sphere cannot be used if your Magic Skill is reduced to zero, although you may still carry it.

Ruby of Kreesh (081)

Allows you to increase your Magic Skill as much and as often as you wish. For each point of Magic Skill increase, however, decrease your Combat Strength by one point. You may not use the Ruby once your Combat Strength reaches zero, although you may continue to carry it.

WEAPON SUMMARY

Silver Dagger (030)

This deadly weapon allows you to attack any opponent (your first opponent in an encounter only, if more than one) twice before he attacks you. Each time you use the Dagger against an opponent, reduce your Agility by one. You can never use the Dagger if your Agility is less than 2, although you may carry it.

Great Bow (037)

When you have combat with more than one opponent at a time, the Bow can be used to attack each (*except* the first) with a strength of 8. Each time you use the Bow against an opponent, your Combat Strength is reduced by 1, and you can never use the Bow *or carry it* if your Combat Strength is less than 3.

Great Axe (038)

The solid weight of this weapon is very reassuring. As long as you carry the Axe, you may subtract 2 from each Nerve Check die roll. If your Combat Strength falls below 2, you can no longer carry the Axe.

Spear of Grom (039)

This heavy weapon infuses you with strength, raising your Combat Strength by as many points as you wish. For each point of increased Combat Strength, however, reduce your Agility by 1. If your Agility falls below 2, you cannot carry the Spear.

Players are encouraged to develop their own spells and items for inclusion in the game. Experimentation is an important part of role-playing.

MONSTER VALUES CHART

MONSTER	COMBAT STRENGTH	AGILITY
Azann	8	4
Goblin	3	3
Ogre	5	2
Skeleton	2	3
Spider	6	3
Troll	4	2
Wraith	2	5
Demon	6	5

Developing Monsters

Any number of insidious creatures and evil characters can be encountered in role-playing games. As with spells and special items, players are encouraged to develop their own monsters or adjust those included. It may take some time to balance monster-character strengths, but the effort can be very rewarding.

ADVENTURE LOG

It is suggested that players copy this log, or a similar one of their own devising, for repeated playing. SPI grants permission to copy this Adventure Log for personal use only.

Character Name _____ Date _____

Current Agility Value _____

Current Combat Strength _____

Current Magic Skill _____

Current Tower Level _____

Magic Items Possessed: Weapons Possessed: Spells Possessed:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Notes:

Adventure Paragraphs

The following paragraphs should *not* be read through in their entirety; players should read individual paragraphs only as directed. Once the instructions of a paragraph have been completed and no other paragraph is indicated, roll for a new room or stairway. The symbol (►) indicates that a new paragraph should be referred to.

001. You dash through the door into the morning sunlight with the child and the Jewel. No one pursues. After resting for a few minutes on the green, green grass, you head off to the city to collect your just rewards.

002. You reach the next level without mishap.

003. As you progress, cobwebs brush against your face and hands with increasing regularity. Nerve Check. If you pass (►038); if you fail (►088).

004. You reach the next level without mishap.

005. As you progress, an enormous troll wielding a cudgel comes at you. Conduct combat.

006. If your Agility is 3 or more, you ascend (or descend) without mishap. If your Agility is less than 3 (►118).

007. As you progress, the stairs begin to weave and pitch, unbalancing you. If your Agility is 3 or more, you make it back to the level from which you began; if your Agility is less than 3 (►087).

008. As you progress, the air is pierced by a keening wail. Nerve Check. If you pass, you reach the next level without mishap. If you fail (►115)

009. If your Agility is 3 or more, you reach the next level without mishap. If your Agility is less than 3, you have alerted two goblins to your presence, and they attack. Conduct combat.

010. The stairway creaks and groans as you progress. Suddenly, the stairs give way altogether. If your Agility is 2 or more, you manage to reach the level toward which you were ascending (or descending). If your Agility is less than 2 (►089)

011. You have stepped into a demonic vortex of blinding light, howling winds, and terrific cold. If your Magic Skill is 3 or more (►090). If your Magic Skill is less than 3 (►091).

012. Roll a die. On a roll of 4–6, two ogres enter the room. Conduct combat. Otherwise, proceed unmolested.

Escape: 1–3 (►110).

013. Roll a die. On a roll of 5 or 6, you are attacked by two trolls. Conduct combat. Otherwise, proceed without mishap.

Escape: 1–4 (►110).

014. Unless you are trying to escape (►032).

Escape: 1–5 (►110).

015. Roll a die. On a roll of 1–3 (►021). On a roll of 4–6 (►022).

Escape: 1–3 (►110).

016. Just a small, empty room. Proceed.

Escape: Automatic (►110).

017. You dash through the door into the morning sunlight with the child and the Jewel. Something pursues you, but you cannot see it. Nerve Check. If you fail (►018). If you pass, you have escaped unscathed and won.

018. A huge, ugly troll bears down on you and attacks *first*. If you manage to finish him off, you have escaped with the child.

019. A huge, ugly brute of a troll catches up with

you. Attack and fight it out. If you win, you have managed to escape.

020. You can either throw the Jewel back at your unseen pursuer (►027) or simply try to outrun whatever is chasing you.

021. No sooner do you enter the room than you are savagely attacked by a goblin. Conduct combat immediately.

022. The room, apparently a kitchen at one time, is well-lit and contains nothing of interest.

023. An empty room, with nothing of interest in it at all.

024. Roll a die. On a roll of 1–4, nothing occurs and you proceed on your way. On a roll of 5 or 6, two trolls jump you. Conduct combat.

025. Roll a die. On a roll of 5 or 6, nothing occurs and you proceed on your way. On a roll of 1–4 (►079).

026. Roll a die. If the roll is equal to or less than your Magic Skill (►080). If the roll is greater than your Magic Skill, nothing occurs and you continue on your way.

027. There is a deafening explosion that knocks you to the ground. Behind you is the sound of a dying creature. The Jewel comes floating back toward you and, if your Agility is 3 or more, you catch it; otherwise, it disappears over the horizon. In either case, you have escaped.

028. The wraiths are quite anxious to communicate. In fact, they are insistent. For years, they have wanted to do away with Azann, but they have little or no power against him. They are the remains of children he has taken in the past, and their thirst for revenge is unbounded. They extract from you an oath that you will kill the wizard and they send you on your way... (►096).

029. You can abandon the child in an effort to make good your escape (►119) or you can turn to face whatever follows (►018).

030. You come across a silver dagger lying on a table. You can leave it alone and proceed or pick it up (►070).

031. The room is pitch black. If your Agility is 4 or more, you avoid falling into the yawning pit at the center of the room. If your Agility is less than 4 you fall in (►057).

032. Roll a die. If the die roll is equal to or less than your Combat Strength (►030). If the die roll is greater than your Combat Strength, nothing occurs and you continue on your way.

033. Nerve Check. If you pass, you may proceed. If you fail (►116).

034. Seemingly from out of the woodwork, two trolls spring to attack. Conduct combat.

035. Roll a die. On 1–4, two apparently sedate skeletons leap to life and attack you. Conduct combat. On a 5 or 6, you proceed without mishap.

036. It is a nice room, a charming, lovely room. Sit down for a few minutes and regain some strength. Increase your Combat Strength by 1.

037. Groping your way through the gloom, you encounter a great bow. You can leave it alone and proceed on your way, or pick it up (►070).

038. A great axe appears before you, hanging on a wall bracket. You can leave it alone and proceed, or pick it up (►070).

039. You suddenly espy the legendary Spear of Grom. You can leave it alone and proceed, or you can pick it up (►070).

040. You can go to the front door (►093) or to the back door: (►075) if your Agility is 1 or 2; (►076) if your Agility is 3 or 4; (►077) if your Agility is 5 or more.

041. It's a library! You can't make out much of what is written there, but you pick up enough to learn one additional spell of your choice.

042. This is a dim and musty room that reeks of some bestial presence. You may investigate (►101) or race through as quickly as your legs will carry you (►080).

043. Roll a die. On a roll of 1–4, nothing occurs and you proceed on your way. On a roll of 5, 3 goblins jump you. On a roll of 6 (►011).

044. Roll a die. On a roll of 1–3, nothing occurs and you proceed on your way. On a roll of 4–6 (►037).

045. There is nothing in the room...except an ogre...with an axe...and he's mad. Conduct combat immediately.

046. In this room you find a flask of pure, refreshing water. You take a drink and feel like kicking up your heels. Increase your Agility by 2.

047. The door stands open before you, but is slowly closing. Roll a die. If the die roll is equal to or greater than your Agility (►048). If the die roll is less than your Agility (►109).

048. Nerve Check. If you pass (►108). If you fail (►049).

049. Roll a die. If the roll is greater than your Combat Strength (►111). If the roll is equal to or less than your Combat Strength (►108).

050. Roll a die. On a roll of 1–3 (►088). On a roll of 4 or 5, (►115). On a roll of 6 (►116).

051. Roll a die. If the roll is 1–3, nothing occurs and you continue on your merry way. If the roll is 4–6 (►081).

052. You stroll into the room, minding your own business, and 3 goblins attack you. Combat.

053. Roll a die. On a roll of 1–3, nothing occurs and you proceed. On a roll of 4–6 (►038).

054. You find a mail shirt lying around and try it on. It's enchanted! Roll a die. On a roll of 1–4, your Combat Strength increases by 2. On a roll of 5 or 6, nothing happens.

055. Roll a die. On a roll of 1–3, nothing occurs and you proceed. On a roll of 4–6 (►078).

056. You have a moment to catch your breath in this room, and increase your Agility by 1.

057. Reduce your Agility by 1 and lose any one weapon or magic item (your choice of which) you have found in the tower. Then you are attacked by a giant, unpleasant-smelling spider. The spider attacks first! If you survive, roll for ascending stairs as though beginning at level 1.

058. One goblin and one ogre come at you out of the gloom. Conduct combat.

059. Roll a die. On a roll of 1–3, the room is empty and you can proceed. On a roll of 4–6 (►016).

060. The creature is a crazed cave troll, intent on rearranging your flesh in grotesque ways. Your alert attack reduces his Combat Strength by the amount you roll on one die. Conduct combat.

061. Roll a die. On a roll of 1–3 (►039). On a roll of 4–6, you are jumped by 3 goblins. Conduct combat.

062. Nothing here. Nothing at all. Proceed.

063. You enter and, in the gloom, you hear footsteps and the sound of children's voices. Nerve Check. If you fail (►116). If you pass (►092).

064. Pity. You've stumbled over a dozing troll and awakened his wrath. Conduct combat.

065. Two trolls, swapping grisly stories, are interrupted by your entrance. Conduct combat.

066. Roll a die. On a 1 or 2, nothing happens and

you proceed. On a 3–6, three skeletons arise and do battle. Conduct combat.

067. There is nothing there at all, but the experience of your journey through the hall has been harrowing. Nerve Check. If you pass, proceed without mishap. If you fail (► 115).

068. Roll a die. On a roll of 1–4, nothing happens. On a roll of 5 or 6 (► 087).

069. Roll a die. If the die roll is less than your Magic Skill, you can take and use the item. If the die is equal to or greater than your Magic Skill, you fail to recognize the item's worth and leave it behind as you proceed.

070. Roll a die. If the die roll is less than your Combat Strength, you can take and use the item. If the die is equal to or greater than your Combat Strength, you fail to recognize the item's worth and leave it behind as you proceed.

071. As you stand dazed, 6 wraiths enter the room. They draw on your Magic Skill to give themselves strength to attack Azann. Conduct combat between Azann and the wraiths (as you stand idly by). If the wraiths kill Azann (► 102). If Azann wins (► 103).

072. The goblin commands you to never harm Azann, and then gives you the Jewel of Dinakk, which he had concealed in his armor. He then promptly dies. Proceed.

073. The goblin dies without uttering another word. Proceed.

074. There is a bottle filled with a mysterious-smelling liquid. You can leave it and go on, or try a sip (► 112).

075. You are in a narrow, dim passage and cannot see anything. You can wait and hope that your eyes adjust (► 058) or edge slowly forward and hope for the best (► 059).

076. You are in a narrow, dim passage and can barely see a pair of red, baleful eyes gazing at you. You can attack briskly (► 060) or proceed with caution along the passage (► 067).

077. You are in a narrow, dim passage with another passage leading off to your right, and you can see a statue with ruby eyes before you. You can approach the statue (► 080) or take the righthand passage (► 068).

078. You discover an emerald rod embedded in a niche in a wall. You can leave it alone and proceed or pick it up (► 069).

079. You find a pair of sandals that seem to quiver as you gaze upon them. You can leave them alone or pick them up (► 069).

080. You stumble across a ruby stone of exceptional brilliance. You can leave it alone and proceed or pick it up (► 069).

081. You find a crystal sphere, pulsing with unnatural crimson light. You can leave it alone and proceed or pick it up (► 069).

082. You run through the door into the morning sunlight with the child. Something pursues, but you cannot see it. Nerve Check. If you fail (► 029). If you pass, you have escaped to bring glad tidings to the Duke.

083. You run through the door into the morning sunlight with the child. No one pursues. Go see the Duke and collect his undying gratitude.

084. You run through the door into the morning sunlight with the Jewel. Something pursues, but you cannot see it. Nerve Check. If you fail (► 020). If you pass, you have a life of wealth and comfort ahead of you.

085. You run through the door in the morning sunlight with the Jewel. No one pursues. Congratulations! You are a wealthy adventurer now.

086. Roll a die and subtract your Agility from the die roll. That number of ogres attacks you. Conduct combat. If the result is 0 or less, nothing occurs.

087. You fall back to the level from which you were ascending (or down to the level you were approaching). Roll a die if your Combat Strength is 1 or more, and reduce your Combat Strength by that number. If your Combat Strength is only 0 or 1 to start with, reduce your Agility by 1 instead.

088. Your wits desert you. Immediately forget all the spells you know except one (your choice).

089. You plummet into a room below (roll for a room). Roll another die. If your Agility is more than 2, reduce it to 2 immediately. If your Agility is 2 or less, the fall has no effect (other than the effects of the room you land in).

090. You recognize the whirlwind as a powerful emanation of some sort and tap into it, raising your Magic Skill by the amount of a die roll (up to a total Magic Skill of 7).

091. Roll a die. If the die roll is equal to or greater than your Magic Skill, the whirlwind scares you half to death and you forget one spell (your choice). If the die roll is less than your Magic Skill, you absorb part of the energy around you and add 1 to your Magic Skill.

092. You are suddenly surrounded by a large number of wraiths. They reach out for you. You can attempt to communicate (► 028) or conduct combat (in which case, roll a die; the number rolled is the number of wraiths you must kill before the others go away).

093. You are standing before a grand staircase. To your left is a heavy door, slightly ajar. You can go up the stairs or go through the doorway.

094. He dies without a fight (no need for combat), but at the instant of his death, you feel a strange malignant power groping at your mind. Nerve Check. If you pass, proceed. If you fail (► 115).

095. He offers to give you the Jewel of Dinakk, which he has concealed, if you swear beforehand to obey his final command. If you agree to the deal (► 072). If you do not agree (► 073).

096. The room is large and, but for the flickering flame in the center of the room, blanketed in darkness. A tall, dark-robed man stands behind a stone altar, an obsidian dagger clutched in his hands, poised above the chest of a young child. This is Azann, prepared to sacrifice the Duke's heir to some nameless entity. Nerve Check. If you pass (► 106). If you fail (► 097).

097. The evil wizard shouts a word of an unknown tongue and two demons appear. You can engage the demons in combat (► 104) or duck out of the room (► 098).

098. A sudden violent jolt of energy courses through your body, and you hear the voices of the child wraiths urging you to fury. If you have a Spell of Resistance, you can use it. If you have no such spell (► 100).

099. If you have the Jewel of Dinakk, you immediately lose all your Combat Strength. If you do not have the Jewel (► 097).

100. The door slams behind you, trapping you, and Azann engages you in combat. Before conducting the combat, however, Nerve Check. If you pass (► 105). If you fail (► 120).

101. The room contains one obviously very sick goblin. You can kill him (► 094) without engaging in combat, or speak with him (► 095).

102. The wraiths vanish as mysteriously as they appeared, and you can free the child and proceed.

103. You are killed.

104. Conduct combat normally. If you survive, Azann engages you in combat. Before conducting the combat, however, (► 120).

105. If you have the Jewel of Dinakk, you immediately lose all your combat strength. You can attempt escape or throw the Jewel at Azann (► 107). If you do not have the Jewel, conduct combat. If you survive, you can free the child and proceed.

106. You can rush to attack Azann (► 099), attempt to speak to him (► 097), or duck out of the room (► 098).

107. Roll a die and add your Magic Skill. If the total is 9 or more, the Jewel explodes, destroying both itself and the wizard. You can then free the child and proceed. If the total is less than 9, you may try to duck out. If you fail, roll a die. On a 1–3 (► 071). On a 4–6 (► 103).

108. If you have the Jewel of Dinakk but not the child (► 084). If you have the child but not the Jewel (► 082). If you have both (► 017). If you have neither, you escape without further hindrance.

109. If you have the Jewel of Dinakk but not the child (► 085). If you have the child but not the Jewel (► 083). If you have both (► 001). If you have neither, you escape without hindrance.

110. You can see the exit clearly before you, but before you reach it, you are attacked by three goblins. Conduct combat. If you survive (► 047).

111. You can push fiercely at the closing door, exhausting yourself and reducing your Combat Strength to 1, in which case (► 108), or you can (► 110).

112. Roll a die. On 1–4, you find the liquid to be a pleasant imbibation that immediately restores 1 point of your Combat Strength. On a roll of 5 or 6, the liquid is a disgusting substance that reduces your Combat Strength by 1.

113. There is a suit of ancient, yet oddly untarnished, armor that seems to glow dully in the murk. You can approach it, entering the halo of light the armor sheds (► 114) or pass it by.

114. Roll a die. On a 1–3, you feel a rush of strength. Increase your Combat Strength by 2. On a 4–6, you feel suddenly sapped by some malignant magic in the glow. If your Magic Skill is 3 or more, you can leave the room without adverse effect. If your Magic Skill is less than 3, lose one point of Combat Strength.

115. Your nerves give way and you feel your strength and wits fail you. Reduce your Combat Strength, Magic Skill, and Agility by 1 each.

116. You panic! Reduce your Magic Skill and Combat Strength by 2 each.

117. This is a comfortably furnished room. You can rest here for a bit, regaining your strength. Roll a die. On a roll of 1–4, you gain 3 points (applied as you wish). On a roll of 5 or 6, you regain 4 points.

118. Roll a die. On a roll of 1–4, a goblin slashes at you before you can duck, reducing your Combat Strength by 1. Conduct combat. On a roll of 5 or 6 (► 086).

119. The child tugs as you try to put him down, and you fall sprawling on the ground, just as a huge troll appears from the tower. If your Agility is 2 or less, you are killed outright. If your Agility is more than 3, have combat. If you win, you escape, but the child has vanished. The Duke will not be pleased.

120. Before your startled eyes, Azann stops advancing on you and makes a dramatic sweeping gesture with his arms, and both he and the child vanish into thin air.