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Two dice, a pencil and an eraser are all you need for this adventure. YOU decide which route to follow, which dangers to risk and which monsters to fight.

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STEVE JACKSON
AND IAN LIVINGSTONE

Demons of the Deep

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ISBN 0 14
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Steve JACKSON AND
Ian LIVINGSTONE
PRESENT

DEMONS OF THE DEEP



PUFFIN BOOKS

DEMONS OF THE DEEP



Just five days out of Port Blacksand, your merchant ship, *Scafish*, encounters the dread pirate, Captain Bloodaxe – terror of the seas. As the pirate ship strikes, you know that you are doomed. Captain Bloodaxe gives no mercy, no quarter. But you and your crew are hardy sailors, courageous too, and are determined to go down fighting.

The skirmish is swift and deadly. When it is over, YOU are the only survivor from your ship. But Captain Bloodaxe has a terrible fate in store for you – one which will take you into the coral caverns beneath the waves and into the dens of the demons of the deep, in search of the mysterious Black Pearls, which are your only hope for survival!

Two dice, a pencil and an eraser are all you need to embark on this thrilling undersea fantasy adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to YOU to decide which route to follow, which dangers to risk and which adversaries to fight!

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DEMONS OF THE DEEP



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Dedicated to Monica, with love

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DEMONS OF THE DEEP

HOW TO FIGHT THE CREATURES OF THE DEEP

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a bag containing provisions (food and drink) for the adventures.

You must use dice to determine your initial **SKILL** and **STAMINA** scores. On pages 18-19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your **SKILL** and **STAMINA** scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the **SKILL** box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the **STAMINA** box.

There is also a **LUCK** box. Roll one die, add 6 to this number and enter this total in the **LUCK** box.

For reasons that will be explained below, **SKILL**, **STAMINA** and **LUCK** scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional **SKILL**, **STAMINA** and **LUCK** points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your **SKILL** score reflects your swordsmanship and general fighting expertise; the higher the better. Your **STAMINA** score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your **STAMINA** score, the longer you will be able to survive. Your **LUCK** score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's **SKILL** and **STAMINA** scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature

are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its **SKILL** score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current **SKILL** score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its **STAMINA** score. You may use your **LUCK** here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own **STAMINA** score. Again you may use **LUCK** at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own **STAMINA** scores (and your **LUCK** score if you used **LUCK** – see over).
7. Begin the next Attack Round by returning to your current **SKILL** score and repeating steps 1–6. This sequence continues until the **STAMINA** score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only Escape if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *unlucky*, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and

the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead

of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A magic weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two magic swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your bag contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate 'Provisions Remaining' box is provided on the *Adventure Sheet* for recording

details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking a Healing Potion will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking a Potion of Fortune will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

EQUIPMENT

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a bag to hold your Provisions and any treasures you may come across.

HINTS ON PLAY

There is one true way through this adventure and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild-goose chase' routes, and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for. Likewise, there are several ways in which you may escape with your life and even defeat your foes – but there is only one way to win the pirate treasure for yourself.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read.

The one true way involves a minimum of risk and any player, no matter how weak on *Initial* dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

ADVENTURE SHEET

SKILL

Initial
Skill = 11

STAMINA

Initial
Stamina = 23

LUCK

Initial
Luck = 11

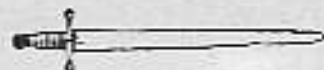
ITEMS OF
EQUIPMENT
CARRIED

GOLD

JEWELS

POTIONS

PROVISIONS
REMAINING



MONSTER ENCOUNTER BOXES

Skill =

Stamina =

Skill =

Stamina =

Skill =

Stamina =

Skill =

Stamina =

Skill =

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BACKGROUND

You are a doughty sailor, a rover of the seven seas. You have many years' experience as a mariner, on great ships and small, on sailing-boats and huge warships. Neither howling storm nor dead calm disturbs you. Your trusty cutlass has slain many brigands and strange creatures of the deep. In port, you keep your listeners enthralled with your sea-stories. Some are true, some aren't . . . but nobody knows the difference except you.

You are five days out of Port Blacksand, first mate on the good ship *Sunfish*, when the pirate ship strikes. Swooping in on black sails like the wings of some giant, predatory sea-bird, it rams its prow across your decks. Beneath a leering, sharp-toothed figurehead is her name – the *Troll*. Dozens of ragged pirates swarm across the rails and attack.

The crew of the *Sunfish* fights bravely, but a peaceful merchant ship is no match for a pirate vessel. One by one you see your comrades fall. At last, only you are left. With your back to the mainmast, you lay about you with your trusty sabre, wounding one pirate after another. The pirates back away from you in fear. You drop your guard for a second – but too soon! From behind you, a black-bearded ruffian swings a huge belaying-pin. You see stars . . . then nothing.

When you awake, you are surprised to find yourself still alive. The *Sunfish*, a battered wreck, is burning near by. Your comrades' bodies are gone – consigned, no doubt, to the deeps. You are on the deck of the *Troll*. Its sails snap in the breeze as the pirates head for their island lair.

You try to stand . . . and find you are tied to the mast. A coarse laugh comes from behind you. 'So . . . our hero is awake!' The speaker steps into view, and you see your captor – a bald, burly man in a once-elegant purple coat; he sweeps a mocking bow. 'Captain Bloodaxe, at your service! A pleasure to meet such a valiant fighter! I would offer you a place in my crew, but somehow you don't seem quite our type. Whatever shall we do with you?'

Several of the jeering pirates begin to offer suggestions: 'Keelhaul him! Run him up the mainmast and use him for a flag! Troll for sharks, with him as the bait!'

But Captain Bloodaxe waves them to silence: 'No, my hearties! How savage of you! You should be ashamed of yourselves! This one stood alone and defied us, slaying many of our comrades. Such a worthy fighter must be rewarded fittingly and will leave the ship unharmed!'

The pirates grumble, but the captain shouts them down. 'First, we must return your good sword to you.' He picks it up from the deck and replaces it in the scabbard at your belt.

'Second, we must give you Provisions for the trip.' He snaps his fingers, and a pirate brings a bag of black bread and salt beef—enough Provisions for ten meals. He ties the heavy bag to your belt.

'Third, we must release these cruel bonds.' He draws his dirk and slashes the ropes that hold you to the mast. He yanks you to your feet, your hands still tied behind you. 'You'll forgive me if I don't untie your hands just yet, but you're a very dangerous foe!' Behind him, the pirates snicker.

'And finally, we must give you your freedom!' He escorts you to the stern of the ship, where the lifeboats are tied. The pirate crew follows, grumbling. 'Unfortunately,' he adds, 'we can't spare a boat. So you'll just have to *swim* home!' With a powerful shove, he sends you over the railing. You hit the water with a tremendous splash. As Captain Bloodaxe's gifts drag you underwater, you hear the pirate crew laughing at the joke . . .

NOW TURN OVER



You sink slowly beneath the surface, holding your breath. Desperately, you try to free your hands, but the bonds are tight. Deeper and deeper you sink. Curious fish circle around you, and the world slowly turns sea-green. The ocean is shallow here, and you see that you are descending towards tall spires of coral. No, not coral, but a sunken city! You are drifting into the middle of a stately courtyard, now overgrown with weeds and coral. As your feet touch the bottom, you see lines of light blaze all around you. You gasp – losing most of your breath in a great bubble. The whole courtyard is a giant magical pentagram, and you are standing in its centre!

You have no time to appreciate the magic, however: you must swim back to the surface or drown! But the weight at your belt holds you down, and you cannot untie your hands. At last your strength fails, and you inhale the cold water. But you remain unharmed!

You realize that the magic of the pentagram has somehow protected you from drowning. You kick your way to a sharp coral spire and rub the rope



against it until your hands are free. A strange feeling at your throat prompts you to look at your reflection in your shining sword. The spell has given you gills! You can breathe the water just like a Merman.

You find that your leather bag of ten Provisions is intact. Evidently the spell is also keeping the food from being ruined by the sea-water.

If you pull off your heavy belt and swim back to the surface, turn to 63. If you explore the sunken courtyard instead, turn to 173.



2

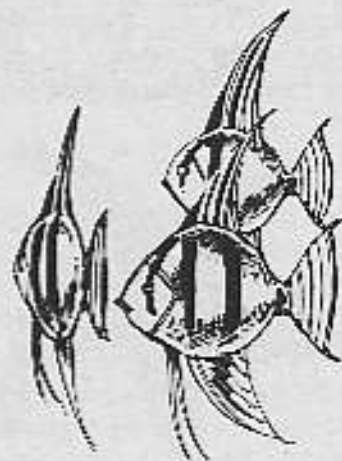
The underwater gardens seem to be laid out just like a formal garden on land. You swim through the heavy iron gate, noting that it is not at all rusty. Inside the gate, you see many beautiful specimens of seaweed, coral and water plants. Instead of birds, the 'trees' are filled with coloured fish. It is eerie, but peaceful. A few yards from the gate, the path splits in two. If you go to the left, turn to 359. If you go to the right, turn to 174.

3

You swim strongly up and away from the stadium, through the crack in the dome and over the city once more. Not far away, you see the patch of clean sand that you observed earlier. You can now see that a small object of some kind is in the middle of the sand. Turn to 196.

4

The king's eyes open even wider. Yes, since you ask, there is a great service you can do for our kingdom. In an upper room of our palace lies a fair princess, doomed to sleep until she be kissed by a hero. None of our nobles has been able to lift the spell. Will you try? If you agree to try, turn to 399. If you decline the honour, turn to 284.



5

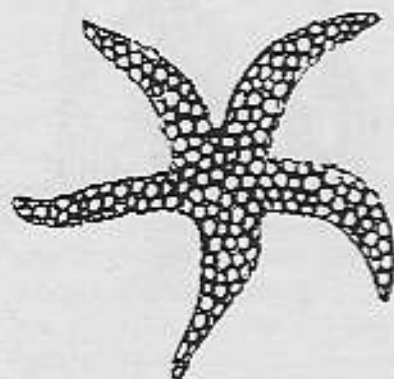
Her evil appearance chills your blood, but perhaps she can be helpful to you. Keeping your hand well away from your sword, you speak to her as courteously as you can. 'O wise woman, pray forgive my intrusion, but I am in need of help. I have brought you a valuable gift, and you would honour me by accepting it.' She thrusts her hand out greedily. What will you offer her:

- | | |
|----------------|-------------|
| A Black Pearl? | Turn to 127 |
| A Toolfish? | Turn to 229 |
| A magic sword? | Turn to 81 |

If you have none of these, you must attack. Turn to 254.

6

You swim down into the chasm. The light fails rapidly as you swim lower. If you possess a Glowfish, turn to 324. If you do not, turn to 180.



7

You doubt that you could flee from the creature, and you are certainly not anxious to fight it. Your only hope is to talk to it. What will you appeal to in your speech:

- | | |
|------------------------|-------------|
| Its good will? | Turn to 334 |
| Its greed? | Turn to 178 |
| Its hatred of pirates? | Turn to 287 |

8

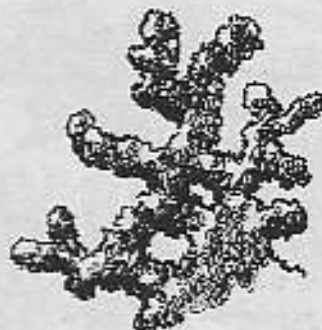
You hear a rustling behind you. You kick off from the bottom and spin around, your sword at the ready. Then, from all sides at once, the small Crabs attack. If you stand and fight them, turn to 169. If you flee, turn to 118.

9

The Sea-horse swims madly in circles, bucking and tossing, but you keep your seat. Eventually it quietsens, but still rolls its eyes. You pat its nose reassuringly. You find that you can guide it with your knees, and that it swims *much* faster than you do. You direct it towards the cathedral in the distance. When you reach your goal, you dismount, and the Sea-horse swims away. Restore 2 *Luck* points. Turn to 269.

10

You swim away as fast as you can, leaving the sinister skull behind you. When you risk a look over your shoulder, you see that the shimmering has vanished and everything is as it was before. You swim towards the large stone building. Turn to 159.



11

You swim up until your head is level with the statue's, and you lift the crown from its stony brow. As you do so, its eyes turn towards you and its lips move. It speaks, in a voice so deep you can feel your bones vibrate: 'Who dares take the Crown of Atlantis from its resting-place? Will you fight for your prize or flee like a coward?' What will you do:

Fight the Statue?
Flee like a coward?
Return the crown?

Turn to 232
Turn to 39
Turn to 217

12

The trapdoor slams shut behind you as you whirl in the current. You catch hold of something to steady yourself. You are in pitch-blackness. If you possess a Glowfish, turn to 258. If not, turn to 113.



13

You fight the four Batfish. They dart around, swooping in to bite, so you can battle them one at a time:

Each BATFISH

SKILL 6

STAMINA 4

You cannot Escape. If you kill them all, turn to 390.



14

You reach into your bag and find the bottle with the envelope. He is amazed, but immediately opens the bottle and reads the message. It is obviously important; he hems and haws, puts it in a pocket of his robe and thanks you gruffly. For the first time, he seems to notice your bedraggled condition. He snaps his fingers and restores your STAMINA and LUCK to their *Initial* values! Turn to 376.



15

The Water Elemental begs your pardon for threatening you. 'You did me no wrong,' it says. 'But I have been held prisoner here these many years, and did unjustly loose my wrath upon you. My thanks for staying your hand when you might have slain me.' Restore 2 LUCK points for showing mercy. The current wafts you back through the coral tunnel so cleverly that you are not scraped at all. Turn to 197.

16

You swim away from the building, over the courtyard with the pentagram, and over the city of Atlantis. You find that swimming is coming very naturally to you now. Looking down over the city, you see no movement except for fish. The buildings appear deserted. Some have fallen into rubble and most are damaged, but the effect is still one of peace and beauty. Three spots catch your eye, and you must decide which one to visit:

A huge red-coloured dome with a broken roof

Turn to 223

An unnaturally clear, smooth patch of sand

Turn to 196

A square stone building, very well preserved

Turn to 340



17

You dive for the trapdoor, but you cannot get it open in time. Lose 2 STAMINA points as the Bone Demon's spear jabs you. Turn to 168 and fight.

18

You remove the Axefish from your bag and release it. It quickly grows into a large fish with a heavy beak. It swims towards the bars, attacks them and batters them to pieces. It then swims away, its duty done. As you hurry from the cave, you find an ordinary sword, which you may take if you like. The current carries you downstream along the abyss. Turn to 148.



19

Before your hand reaches the chest, one of the pink tentacles drifts down across your wrist. It burns like fire! Lose 1 STAMINA point, unless you possess a ring that protects you from poison. What will you do now:

Leave the house?

Turn to 381

Drag the chest out with your sword?

Turn to 325

Attack the Anemones?

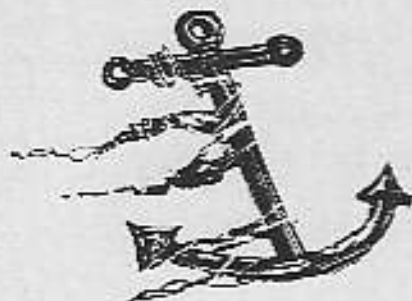
Turn to 94

20

You enter a part of the garden that looks rather like an orchard. Tall branches of coral support vine-like plants bearing red and orange fruit. On the sandy floor of the garden, small crabs and fish are picking at a fallen fruit. If you sample a fruit, turn to 124. If you go on without eating, turn to 234.

21

You pick up the trident and heft it. It vibrates in your hand. Suddenly it shoots forward, dragging you with it. You try to let go, but your fingers are stuck as though with glue. You are carried along quickly, and your surprised shout sends bubbles towards the ceiling. As you pass through their quarters, other Mermen and Mermaids stare at you in surprise. Then you are outside the cavern, speeding through the green waters. You have lost track of your location, but you know you are being carried further and further from the surface. *Test your Luck.* If you are Lucky, turn to 59. If you are Unlucky, turn to 110.



22

You pay Cyrano 1 Black Pearl, or 2 Gold Pieces (your choice). He offers you a drink from his flask, and you accept. You instantly feel stronger; you regain 2 STAMINA points, or enough to raise your STAMINA to 10, whichever is higher. If you have no sword, he tosses you one. Cyrano salutes you and drops into an *en garde* position. "Defend yourself!" he says. "We shall test your skill!" You fight:

CYRANO

SKILL 11

STAMINA 10

The fight is over when one of you has sustained three wounds. If you hit Cyrano three times, turn to 176. If he hits you three times, turn to 46.

23

As you swim away from the mausoleum, you spy a large, sleek Dolphin. It has already seen you and is swimming in your direction. What will you do:

Flee?

Turn to 259

Speak to it?

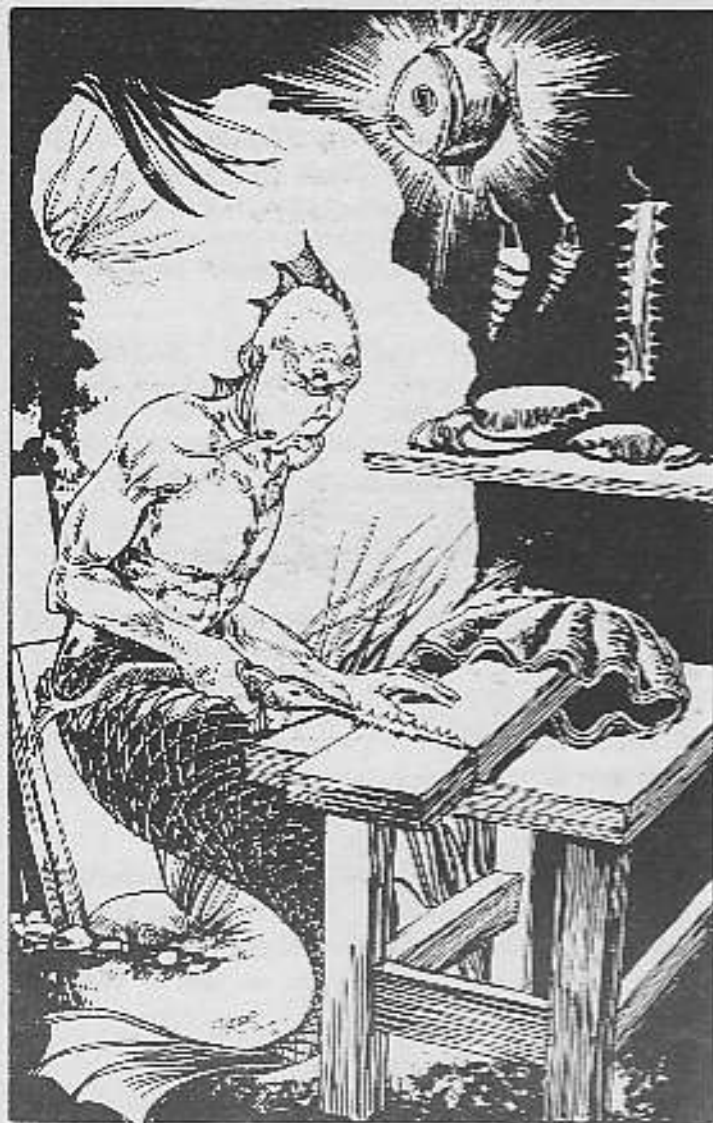
Turn to 198

Attack it?

Turn to 387

24

You enter the sunken ship. In the sudden dimness, you can barely see where you are going. You grab the side of a door and try to feel your way. *Test your Luck.* If you are Lucky, turn to 348. If you are Unlucky, turn to 123.



25

The Merman looks up in surprise as you dart through his door. When he sees your drawn sword, his eyes open even wider. He throws his Sawfish at you and picks up a long knife – a Knifefish! – from his bench. The Sawfish grows larger and attacks you. You must fight it, and then the Merman:

	SKILL	STAMINA
SAWFISH	8	10
MERMAN	10	5

If you Escape, turn to 150. If you kill the Sawfish and the Merman, turn to 181.



26

Your sword cuts right through the shimmering GHOST that has materialized in front of you. A chill runs through your sword-arm. Lose 1 SKILL point! If you want to flee, turn to 10. If you choose to stay and see what the Ghost wants, turn to 321.

27

Your head breaks the surface just as the last rays of sun touch the water. Your gills vanish, and once again you can breathe the sea air. You inhale deeply and kick to stay afloat. Not far away you see a plank; you swim over and catch hold of it. Oh, well . . . you have been shipwrecked before and survived. Perhaps some day you will have another chance to revenge yourself on the pirates. For now, your adventure is over.

28

The Sea Dragon is several metres long, with gleaming green and blue scales and dagger-like talons of ivory. It has no flaming breath, but its teeth and claws are powerful enough.

SEA DRAGON SKILL 10 STAMINA 24

You cannot Escape. If you kill the Sea Dragon, turn to 86.

29

You float aimlessly through the darkness for a long time, going with the current. Occasionally you are cut by sharp coral fragments: lose 1 STAMINA point. Eventually your eyes adjust somewhat, and you can see a very dim glow ahead of you. You swim towards it, and see that it is sunlight! You squeeze through a narrow hole and emerge from a patch of seaweed. You are just outside the mausoleum where you found the trapdoor that got you into that fix. Turn to 23.

30

You launch yourself at the Water Sprite, aiming a mighty blow at its head. It giggles and changes form. Suddenly, instead of a small elin creature, you are facing a powerful whirlpool of water. Its force threatens to sweep you in. *Test your Luck.* If you are Lucky, turn to 252. If you are Unlucky, turn to 183.

31

Which one will you use:

The Axefish?

Turn to 214

The Sawfish?

Turn to 342

The Borerfish?

Turn to 179

32

You flee from the huge creatures. To your relief, there is no pursuit. Which way will you go:

Towards a distant sunken
cathedral?

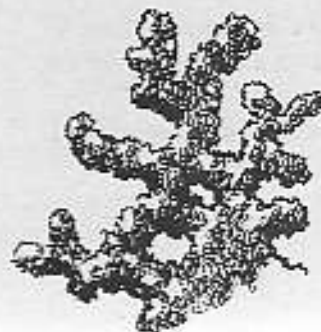
Turn to 269

Towards a gleaming coral reef?

Turn to 160

Towards a cliff with a dark cave at
its base?

Turn to 62



33

You wiped out the whole nest of Bloodworms. Their bodies dissolve into a reddish slime. In their rocky lair you find a clean-picked human skeleton and a mouldering pouch containing 2 Gold Pieces. You head on towards the cathedral, which now seems very close. Turn to 269.

34

If you possess a Crab's claw, turn to 205. If not, turn to 186.

35

As you approach, you see that these are not true humans, but DEEP ONES. Their skin is green and warty, their eyes huge and frog-like. They have gills, webbed fingers and huge claws. They wear jewelled armour. They tell you that King Seamoss is always interested in curiosities like yourself, and conduct you inside. Within the great council-hall, richly dressed courtiers meet you and conduct you to the throne on which the fat fish-king sits. His eyes bulge, and he wheezes when he speaks, but his questions are keen. What will you do:

- | | |
|--|-------------|
| Tell your story and ask for help? | Turn to 208 |
| Offer him the jade crown (if you have it)? | Turn to 265 |
| Ask if you can do him a service? | Turn to 4 |

36

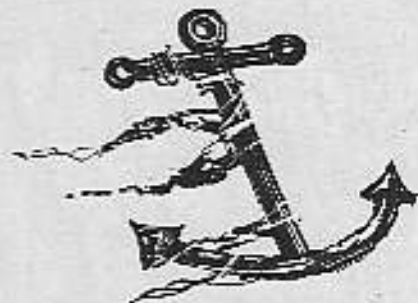
You answer the Dragon, and thank him in return. 'Think nothing of it!' he says. 'I am grateful to *you*, for the gold, and for the *snack*!' It lunges towards you, jaws agape. You must fight the treacherous Sea Dragon:

SEA DRAGON

SKILL 10

STAMINA 24

You cannot Escape. If you kill the Sea Dragon, turn to 277.



37

As you watch, a school of beautiful Angelfish swims into the hall. As if in response, the next window you look at depicts more Angelfish. You laugh at the thought of 'angel' fish in a cathedral, and wonder where the *devillish* is. Sure enough, the next window shows a huge DEVILFISH, so realistic it appears to be swimming towards you. In fact, it is! What will you do:

- | | |
|------------|-------------|
| Attack it? | Turn to 294 |
| Ignore it? | Turn to 80 |
| Flee? | Turn to 117 |



38

You see a golden-yellow shape ahead – a large fish of some kind. It opens its mouth, and again you hear the bubbling roar. You draw your sword as it comes closer. Then it sees you. Fins around its neck stand up in a great mane; it yawns, showing sharp teeth, and swims towards you. It is a LIONFISH! What will you do:

Fight it with your sword?

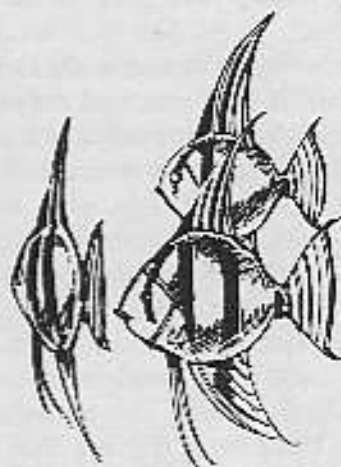
Flee back down the path?

Swim to the top of one of the seaweed trees?

Turn to 73

Turn to 396

Turn to 293



39

The Statue curses you for a coward – then it pulls its own head off and throws it at you! *Test your Luck.* If you are Lucky, the head misses you, but you still lose 2 LUCK points because of the curse. If you are Unlucky, you lose 2 points of LUCK because of the curse, and 2 STAMINA points because of the heavy stone head. Turn to 257.



40

You make your way forward to the captain's cabin. In a water-soaked desk you find the ship's papers. Most of them are totally ruined, but one set of charts was waterproof. You study them, and your seafaring experience quickly lets you identify your approximate position. To your surprise, several islands are shown near by, where you had not known any existed. They are marked with names like Tarfeather Island, Gorbliney Rocks, Fish Island, Kestrel Island . . . and a skull and crossbones. You find nothing else in the cabin. The maps are too big to carry, so you leave them behind. You can visit the treasure-hold, if you have not already done so (turn to 192), or you can leave (turn to 222).

41

You dive through the door and swim furiously to escape the slimy creature. Ahead of you is the blue glow you saw earlier. Turn to 251.

42

You leave the Elemental's chamber and squeeze into the narrow coral passage. You are getting rather tired of coral cuts by now. Sure enough, you are injured again; lose another STAMINA point. If you are still alive, turn to 197.

43

You follow the winding tunnel as it changes from coral to rock. Ahead of you, a dim glow slowly becomes dazzling as you swim closer. Rounding a bend, you confront a huge SEA DRAGON, curled up on a gleaming pile of treasure. It fixes you with an eye as big as a cannon-ball. What will you do:

Flee?

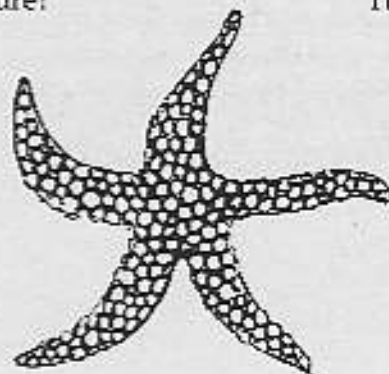
Turn to 231

Attack?

Turn to 28

Tell it the story of your
adventure?

Turn to 7



44

It waves its hand, wafting a shower of glittering motes towards you. You feel a tingling, and your LUCK score is raised by 4 points. Before you can thank the Water Sprite, it vanishes. You leave the reef. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

45

Your ring will subtract 3 from each Attack Roll the Anemones make. But if the Anemones hit you more than once, the ring will vanish at the end of the battle, its virtue exhausted. Turn to 314 and fight.

46

The fight ends; you may eat Provisions, if you need to regain strength. Cyrano congratulates you on your performance: 'Of course you did not win! Don't feel bad. You could not be expected to win against the great Cyrano, but you did well.' Your SKILL score goes up by 2 points, and your Initial SKILL score is also raised by 2. Cyrano stamps his foot again, and you find yourself back in the open ocean, in the middle of a patch of broken timbers. Turn to 111.

47

Hidden beneath the hull of the pirate ship, you plan your final attack. You know that your fate hinges on the decisions you are about to make. What will you do to defeat the pirates:

- | | |
|--|-------------|
| Attack them boldly with your sword? | Turn to 116 |
| Use the Black Pearls you have gathered? | Turn to 358 |
| Use a magic Toolfish (if you have one)? | Turn to 188 |
| Summon the Sea Dragon (if you know how)? | Turn to 243 |

48

The bottle is made of blue glass and is heavily sealed. Through the side you can see that it contains an envelope, marked 'Greylock'. Will you:

- | | |
|--------------------------------------|-------------|
| Open the bottle and read the letter? | Turn to 139 |
| Discard the bottle? | Turn to 397 |
| Keep the bottle, unopened? | Turn to 344 |

49

The tunnel continues downward for a while and then divides again. The Glowfish swims away, but you can see faint light from both tunnels ahead. If you go right, turn to 385. If you go left, turn to 245.



50

The Dolphin swims curiously around you, squeaking. It seems to be very excited about something. It tries to push you to the surface, but you resist, and it swims away, as though abashed. Then it returns and circles you, before darting away again. You look in the direction it is swimming and see a huge sand-coloured SHARK closing in rapidly! The Dolphin arrows towards it. If you want to join the Dolphin in fighting the Shark, turn to 218. If you retire from the scene and let them fight it out, turn to 72.



51

Your spell produced three Skeletons. Shouting in fear, most of the pirates dive overboard and flee. A few show fight, but you and the Skeletons are an even match for them. The last Skeleton falls to the sword of Captain Bloodaxe, who is the only pirate left on the ship. You must fight him yourself.

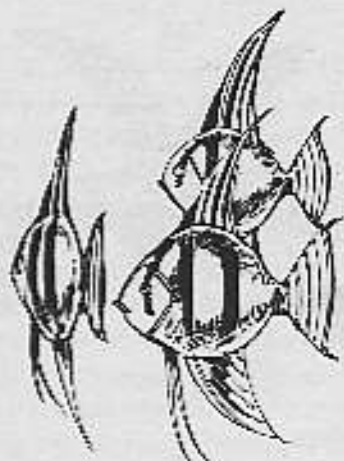
CAPTAIN

BLOODAXE

SKILL 11

STAMINA 12

You cannot Escape. If you kill him, turn to 189.



52

Thanks to the warning from the Glowfish, you have time to dodge the monster's first rush. It turns about and comes for you again, arms outstretched. If you want to attack it, turn to 383. If you try to out-swim it, turn to 129.

53

Below you and to one side are more buildings: evidently the city of Atlantis was very extensive! In front of you is the face of the cliff from which you emerged, pock-marked with tiny caverns and festooned with corals, sea anemones and plants. You can:

Examine the cliff face more closely

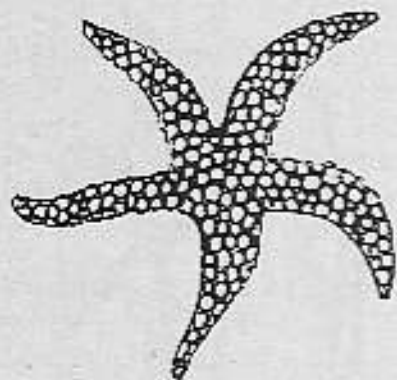
Turn to 320

Swim up towards the top of the cliff

Turn to 260

Swim out over the city

Turn to 64



54

You smash the last of the Bone Demon's skeletal arms, and its one remaining weapon falls to the floor. With a powerful backhand blow, you crush its skull. The light in its eyes dims as it sinks to the floor. You reach for its crown, but it turns to muck in your hands, leaving only the 2 Black Pearls. You pocket them and search the room. The spear is too long to carry, and the axe is much too heavy, but the sword looks as though it might be useful. Furthermore, it is shimmering with a red glow – obviously magical. If you take the sword, turn to 330. If you leave it alone, turn to 255.



55

You release the Borerfish and it grows into a stout creature with a corkscrew nose. It swims up to the *Troll*'s hull and begins to drill one hole after another. No immediate effect is visible, but within ten minutes the ship can be seen to be settling! From a distance you watch as the pirate vessel founders and sinks. A few pirates thrash their way to the shore, but most go down with their ship. Darkness is falling as you swim down to the sunken *Troll* to look it over. If you untie one of the ship's boats and float up with it to make your way home, turn to 238. If you head for the treasure-hold, turn to 369.



56

The loathsome Sea Hag lies dead at your feet. Around her neck is a necklace, which you may take if you like. Searching the room, you find 3 Black Pearls. At the back of the room is a deep fissure, and on the other side of the fissure you can see a huge brass-bound chest. If you examine the chest, turn to 388. If you leave, turn to 162.

57

The Merman is surprised to see a land-dweller in his workshop, but he is friendly. When he hears your story, he is sympathetic. 'I'd like to help you if I can,' he says. 'If you have anything to pay, I will sell you some of my spare Toolfish. They are magical, and may be of use.' What will you do:

Offer gold?

Turn to 132

Offer a Black Pearl?

Turn to 373

Offer the harpoon (if you have it)?

Turn to 76

Decline, thank him and leave?

Turn to 150

Attack him?

Turn to 329



58

You flee the wrath of the angry Water Elemental, propelled by a sudden angry current from its up-raised hand. The sharp coral cuts you cruelly as you struggle through the narrow tunnel. Lose 2 STAMINA points. If you are still alive, you find yourself back below the trapdoor. If you go downstream, turn to 221. If you try to get through the trapdoor, turn to 365.

59

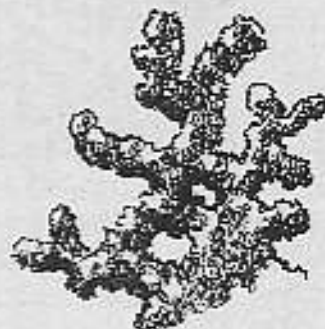
As the trident streaks through a deep, cold chasm, you manage to pull your hand free. The trident continues on its path and vanishes. Turn to 6.

60

You gather your courage and kiss the fishy princess. It works! Her eyes open. She looks at her rescuer . . . and screams with terror at your human face. When she realizes what has happened, however, she apologizes. To show her gratitude, she takes a ring from her own hand and gives it to you. It is magical, she tells you, and has great virtue against poisons. You thank her and take your leave of the admiring Deep Ones. Turn to 347.

61

Unfortunately, you do not have such an artefact. If you know the name of a helpful Dolphin, turn to 288. If you do not, turn to 145.





62

The cave opening in the cliff is easily twice your height, and broad in proportion. On the rocks around the opening you can see huge scratches, like the marks of enormous claws. You feel dwarfed as you swim slowly inside. The interior of the cavern is dimly lit, but brightens as you continue. Rounding a bend, you confront a huge SEA DRAGON, curled up on a gleaming pile of treasure. It fixes you with an eye as big as a cannon-ball. What will you do:

Flee?

Turn to 231

Attack?

Turn to 28

Tell it the story of your
adventure?

Turn to 7

63

You would rather not put your faith in magic you don't understand, so you kick your shoes off, drop your heavy belt and swim for the surface. You gasp for air, and feel a tingling: your gills have vanished again!

A pirate on board the *Troll* sees you in the water and shouts loudly. The pirates line the rail to laugh. When they see that your hands are not tied and you are swimming away, their laughter stops and they drop a small boat to pursue you. This time they won't make the mistake of giving you a chance. You are dead.

64

You swim down over the city. As you get closer, most of the buildings seem in rather poor repair. But several things seem worthy of closer attention. Will you investigate:

- | | |
|---|-------------|
| A huge palace with striped domes? | Turn to 103 |
| A large sunken galleon lying on its side? | Turn to 282 |
| An area that looks like an underwater garden? | Turn to 2 |

65

As you approach the sunken cathedral, you pass over an area of broken stone covered with nasty-looking, writhing creatures. If you swim down to investigate, turn to 311. If you swim harder to get past, turn to 272.

66

You take a single Provision from your bag and toss it towards the Batfish. One of them seizes it and swims away; the other three continue to circle. You can distract one Batfish for each additional Provision you throw. If you distract all four of them, turn to 390. If you distract some of the Batfish, but not all of them, turn to 13 to fight the ones you did not feed.

67

'Unfortunate,' says Greylock. 'They contain powerful magic which might have made your quest easier. But if you have found none yet, I doubt you will locate enough to do the job before nightfall. Still, there are other ways. I would advise you not to confront your foes directly. But if you cannot go to them, you can bring them down to you.' You press for an explanation. 'There is more than one way to skin a cat - or a pirate,' replies Greylock obscurely. 'But if you don't have the tools for the job, you can talk to the Sea Dragon. He is treacherous and greedy, but he can help you . . . if he wants to.' He changes the subject abruptly. 'What about Silver Pearls? Have you any of those?' If your answer is 'Yes', turn to 241. If it is 'No', turn to 393.

68

You clink the coins and wait several minutes. Nothing happens. Turn to 292.

69

The MERMAN spars with you cautiously, jabbing with his trident and withdrawing. He is a fairly skilful fighter, and he hovers near the ceiling to make it hard for you to hit him.

MERMAN SKILL 9 STAMINA 10

If you try to Escape, turn to 152. If you kill the Merman, turn to 326.

70

'Halt!' cries the king. 'Enough! Take Shankspear away and minister to his wounds. Surface-dweller, you have shown your prowess. How can we help you?' As you tell your story, a fishy doctor examines you. Regain 2 STAMINA points and turn to 296.

71

The Elemental thanks you repeatedly, wishing you luck in your battle. Restore 2 points of LUCK. A hole appears in the ceiling. It is too small to swim into, so you pull yourself upward, hand over hand, your sword at the ready. Turn to 220.



72

You swim away as fast as you can. Lose 1 STAMINA point, and 1 LUCK point as well, for being cowardly. You look around you for a shark-proof hiding-place. Not far away you see a small building with only one entrance . . . a door too small for a Shark to pass through. You enter and look around. The first thing you see is a large, dark opening in the floor. It appears to be the mouth of a pipe. Despite your best efforts, you are sucked down into darkness. Turn to 104.

73

You swing your sword at the Lionfish and it hisses with dismay.

LIONFISH

SKILL 9

STAMINA 12

You cannot Escape: it is too fast. If you kill it, turn to 102.

74

Hovering beneath the great trapdoor, you hack and pry with your sword, but to no avail. The door remains shut fast. What is worse, you have dulled your sword. Subtract 1 from your Attack Strength whenever you use this weapon from now on. What will you do now:

Use the Axefish (if you possess it)?

Turn to 134

Use the Sawfish (if you possess it)?

Turn to 323

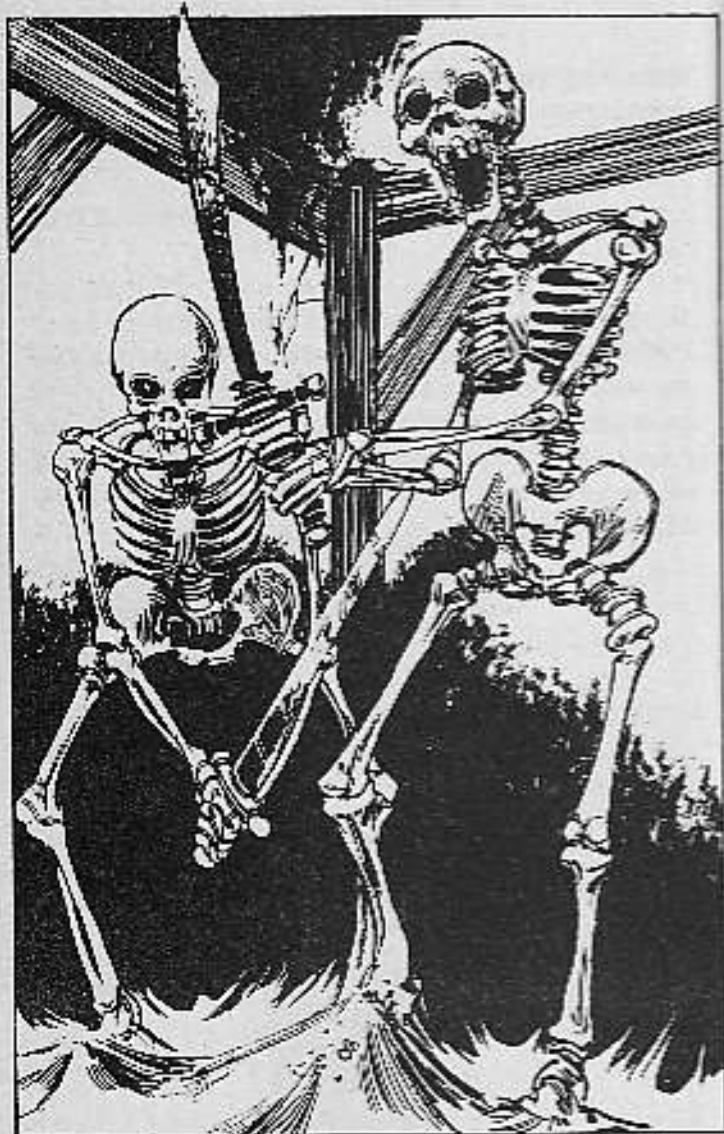
Go upstream (if you have not done so already)?

Turn to 384

Go downstream?

Turn to 221





75

They brandish their rusty swords. You can fight them one at a time:

	SKILL	STAMINA
First SKELETON	8	5
Second SKELETON	7	6

If you try to Escape, turn to 295. If you destroy both Skeletons, turn to 328.



76

He declines politely; he doesn't need that. Turn back to 57 and make a different choice, or turn to 150 and leave.

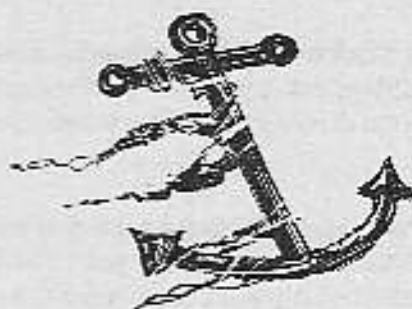
77

You do not have to wait very long before the Sea Ogre leaves – perhaps to hunt more victims. You know you need to escape soon. What will you do?

- | | |
|--|-------------|
| Use the Sawfish (if you possess it)? | Turn to 362 |
| Use the Axefish (if you possess it)? | Turn to 18 |
| Use the ice crystal (if you possess it)? | Turn to 394 |
| Call the Dolphin (if you know its name)? | Turn to 337 |
| None of these? | Turn to 91 |

78

You dodge towards one of the windows, and fall – but into the picture not through the window! Turn to 244.



79

If you have no sword, he tosses you one, laughing, 'Defend yourself, arrogant one!' You soon realize that your strange-looking opponent is a master of the blade:

SWORDFISH **SKILL 11** **STAMINA 10**

He is angered, and you cannot Escape. If you kill him, turn to 158.

80

It is no illusion, and it is certainly not friendly! It slashes you with its barbed tail. Lose 2 STAMINA points. Turn to 294 and fight.

81

You bow politely (no mean feat while you are swimming) and offer the Hag your magical sword, hilt first. 'Oh well,' she mutters, 'anything magical is worth something, I suppose.' She waves her hand and restores *either* your LUCK *or* your STAMINA (your choice) to its *Initial* value. Then she orders you to leave. You are powerless to disobey. Turn to 162.

82

You feel a throbbing. The bite was poisonous! If you possess a ring that protects you from poison, turn to 250. If you do not possess such a ring, turn to 336.

83

You open the chest. Instantly, effervescent bubbles rise and fill the water around you. Their sparkling invigorates you. Increase your *Initial* STAMINA score by 1, and raise your current STAMINA to that new value. As the bubbles subside, you see that the chest also contains a dagger. If you take the dagger, turn to 263. If you leave it alone, turn to 381.



84

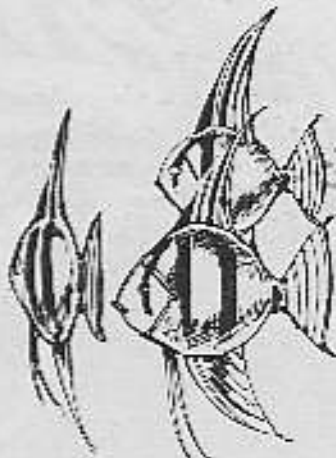
The bottle is made of red glass. Inscribed on the outside, in your own language (which the Ghost apparently could not read) are the words 'Healing Potion'. You may drink it now or take it with you. It may be taken at any time except during a battle, and will restore your STAMINA to its *Initial* level. You thank the Ghost and leave, swimming towards the square stone building you saw earlier. Turn to 159.

85

Your refusal infuriates the Elemental. 'If you won't give me what I need,' it hisses, 'I'll take it!' It attacks you. Turn to 210.

86

You have slain the Sea Dragon, a feat worthy of the greatest hero. There is more treasure here than you could spend in a lifetime. Unfortunately, you have no way to carry it with you! You finally settle for 2 Black Pearls (all you can find) and a dozen Gold Pieces, along with one very fine sapphire. Seeing light towards the back of the cavern, you swim in that direction, out of a narrow tunnel and up towards the light. Turn to 202.





87

You swim towards the huge formation of coral. It seems to take the form of a wall surrounding three sides of a huge rock bowl. You enter through the open side and swim towards the inside of the wall. Then, looking down, you see enormous eyes looking back up at you! Ten huge tentacles unfold and reach out. The creature below you is the legendary KRAKEN, a monster big enough to sink a ship! Its great beak opens and closes. What will you do:

Swim down and fight the Kraken?
 Try to hide in a niche in the coral
 wall?
 Turn around and make for open
 water?

Turn to 253

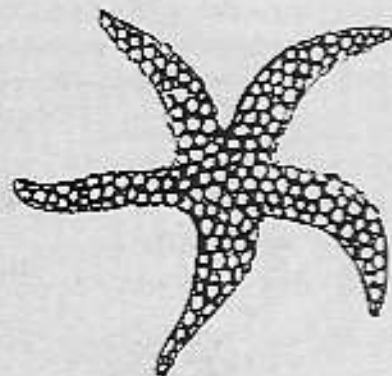
Turn to 99

Turn to 309



88

The Sawfish is dead, and all the other Toolfish have escaped. You search the room, but find nothing. You still have whatever you bought from the Mer-man before you attacked him (if anything). Turn to 150.



89

As you swim towards the tower, you are spotted by a creature within. You glimpse a green, bulging-eyed face. 'Not here, land-dweller! Use the front entrance!' It points downward. Return to 103 and make another choice.

90

Roll three dice. If the result is less than or equal to your current STAMINA, the trapdoor opens. If the result is more than your current STAMINA, the door opens anyway, but you have strained yourself, and you lose 1 STAMINA point. Turn to 271.

91

You hammer at the bars of the cage, hoping to escape by main force. *Test your Luck.* If you are Lucky, turn to 200. If you are Unlucky, turn to 392.

92

You have dealt with both Giant Crabs. Little fish appear, seemingly from nowhere, to pick at the white crab meat. What will you do now:

- | | |
|---------------------------------|-------------|
| Sample the crab meat yourself? | Turn to 400 |
| Investigate the brick building? | Turn to 341 |
| Leave the area? | Turn to 389 |



93

The Grouper mistakes your caution for fear. It rushes you before you can get your sword up. To avoid being swallowed, you kick at its nose, and it bites your leg. Lose 2 STAMINA points and turn to 119.

94

You attack the clump of Anemones. Their poisoned tentacles extend hugely and reach out for you, slapping you across your arms and chest. Their touch burns you! If you possess a ring that protects you from poison, turn to 45. If not, turn to 314.



95

He is surprised at your sudden attack, but defends himself, dodging out of reach and waving his wand at you. Your vision blurs and you fall to the ground. You are having trouble breathing. He shakes his head in puzzlement, picks you up and throws you through the bubble into the water. You find you can breathe again. You swim away, dimly realizing that something has changed. Indeed it has! You are now a fish – and an ugly one, at that. Your adventure is over.

96

The tunnel turns sharply upwards. It leads to another huge trapdoor. Without much hope, you brace yourself against a wall and push. To your surprise, the door is counterbalanced and rises easily. You leave and it closes behind you. On top is a huge boulder; you soon learn that the door does not open from this side. You find yourself on the sea-floor once again, with sunlight visible above. The Glowfish swims away, its work done. Not far from you is a building that looks like a small house. It is deserted and its roof is smashed. Beyond it is a huge, deep abyss. If you investigate the little house, turn to 172. If you swim past it and down into the abyss, turn to 6.



97

You bend and run your sword between the Clam's shells. It opens, revealing a large Silver Pearl. You take the treasure gleefully and pop it into your bag. But while you are distracted, a huge SEA SPIDER falls from the ceiling on to your back! It wounds you once, costing you 2 STAMINA points, before you can defend yourself. You fight the Sea Spider:

SEA SPIDER

SKILL 7

STAMINA 10

If you Escape, turn to 222. If you kill the Sea Spider, turn to 371.



98

You think you can handle a single ugly Eel. You slash at it with your sword, and it responds by striking at you with needle-like fangs.

MORAY EEL

SKILL 7

STAMINA 12

The close confines keep you from trying to Escape. If you kill the Eel, turn to 131.

99

You dart into a large hole in the coral, just ahead of a reaching tentacle. Exploring your refuge, you find that it does not lead all the way through the coral wall. You may eat Provisions now or drink a Potion. You are safe for the moment . . . or are you? The Kraken's huge arms are tearing the coral away from the entrance and probing after you. What will you do now:

- | | |
|--|-------------|
| Use the ice crystal (if you have it)? | Turn to 193 |
| Use the Potion of Vaporous Essence (if you have it)? | Turn to 278 |
| Use a Toolfish? | Turn to 31 |
| Attack with your sword? | Turn to 253 |
| None of the above? | Turn to 147 |

100

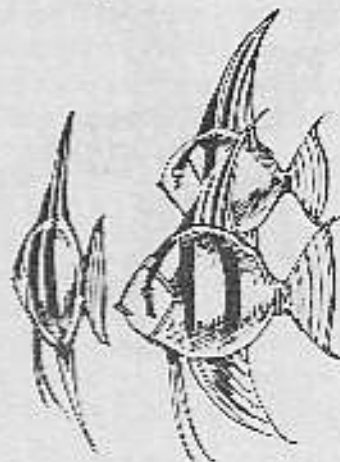
You swim around the ship until you find an anchor-rope, and climb aboard the *Troll*. The dumbfounded sentries gape at you. As they raise the alarm, you reach into your pouch and pull out the Black Pearls you have gathered. (If you have an odd number of Pearls, you hold one back.) Casting the Pearls to the deck, you cry out the magic word! A cloud of fog appears around the Pearls and solidifies into chalk-white bones. The Pearls have become the eyes of your enchanted Skeletons! How many Pearls did you throw down:

- | | |
|----------------|-------------|
| Two? | Turn to 313 |
| Four? | Turn to 274 |
| Six? | Turn to 51 |
| Eight or more? | Turn to 236 |

101

Restore 2 points of LUCK. The Ghost leads you to various places around the city, to find his scattered bones. The creatures of the deep give you both a wide berth as you work. Some of the bones are exposed on the sea-floor; others are buried in sand or coral. As you work, you find a single Gold Piece. Before the job is done, you are tired; half your remaining STAMINA (round down) is lost.

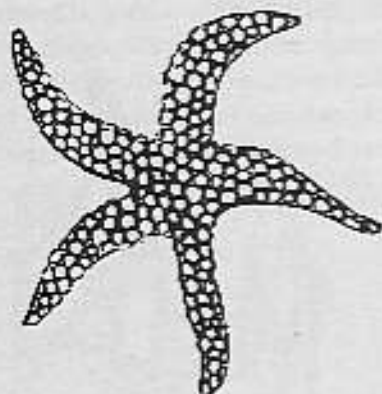
At last you are finished; the skull and bones are placed in a large urn, wedged safely between two large rocks and covered with sand. The Ghost is pleased: his spirit is now free. In return he offers to help you by leading you to a sealed bottle near by. He does not know what is in it, but he senses magic! He takes you to the bottle. Roll one die to see what you have found: on 1-2, turn to 84; on 3-4, turn to 360; on 5-6, turn to 48.



102

Having slain the Lionfish, you continue in the direction from which it came. The seaweed forest becomes darker. Then, abruptly, it falls away into a neatly kept clearing. Within the clearing is a very ordinary-looking cottage, surrounded by a great iridescent bubble. Inside the bubble you can see everyday land-dwelling shrubs – and even a cat!

You swim closer and peer through the bubble into a window of the cottage. Inside you can see an old man sitting at a desk. Suddenly he becomes aware of you and looks up. Meeting your eye, he waves you towards the front of the cottage. His attitude is brisk and no-nonsense. If you swim back into the cover of the gardens, turn to 322. If you go to the front and meet the old man, turn to 135.



103

You swim down towards the palace. It is the largest building you have seen in Atlantis; indeed, it is one of the largest buildings you have ever seen anywhere. It is also in a good state of repair. As you swim closer, you see the reason: the palace is inhabited! Two human-looking guards, dressed in colourful uniforms, are patrolling the huge main entrance. What will you do:

Swim quickly down and attack them?

Turn to 333

Swim slowly down and hail them?

Turn to 35

Try to enter one of the towers?

Turn to 89

104

The current whirls you through the pipe. Fortunately, its sides are slick, so you are not hurt. But the corkscrewing current leaves you very dizzy. Your SKILL will be reduced by 1 *for your next battle only*. The pipe spews you out on a patch of soft sand. But your leather bag is nowhere to be found!

Just as you give up hope, you find it draped on a piece of coral above your head. All your treasures are intact, lying on the sand. But your Provisions are gone, no doubt eaten by the fish. You re-attach the bag to your belt and look around. On one side of you is a large walled garden. On the other side is a sunken ship. If you proceed through the gate into the garden, turn to 2. If you investigate the ship, turn to 282.

105

You swim to the surface and take a deep breath of air, feeling your magic gills vanish as you do so. Behind you, the Elemental forms a wave. Riding the crest of spray, you travel faster than you had ever dreamed possible. Before long, you see the lights of Port Blacksand twinkling in the dusk. You thank the Elemental as it deposits you on the shore. You failed in your quest to defeat the pirates . . . but at least you're alive. Maybe some day you can again try to find them.



106

As you step over the fissure, you feel a strange force pulling at you. Then the necklace becomes terribly heavy and pulls you down towards the fissure! *Test your Luck.* If you are Lucky, turn to 155. If you are Unlucky, turn to 204.

107

You thank the Dragon very respectfully. Seeing light towards the back of the cavern, you swim in that direction, out of a narrow tunnel and up towards the light. Turn to 202.

108

You jump on its back, throw your arms around its neck and try to hang on. The Sea-horse bolts. *Test your Luck.* If you are Lucky, you stay on (turn to 9). If you are Unlucky, you are thrown off (turn to 380).

109

Your words infuriate the dull-witted Ogre. 'Not eat you later!' it growls. 'Eat you now!' It hurls away the bars and comes towards you. If you fought it earlier, it has the STAMINA it ended the battle with, plus 4 points it has recovered since the fight. Otherwise, it has the STAMINA given below.

SEA OGRE

SKILL 7

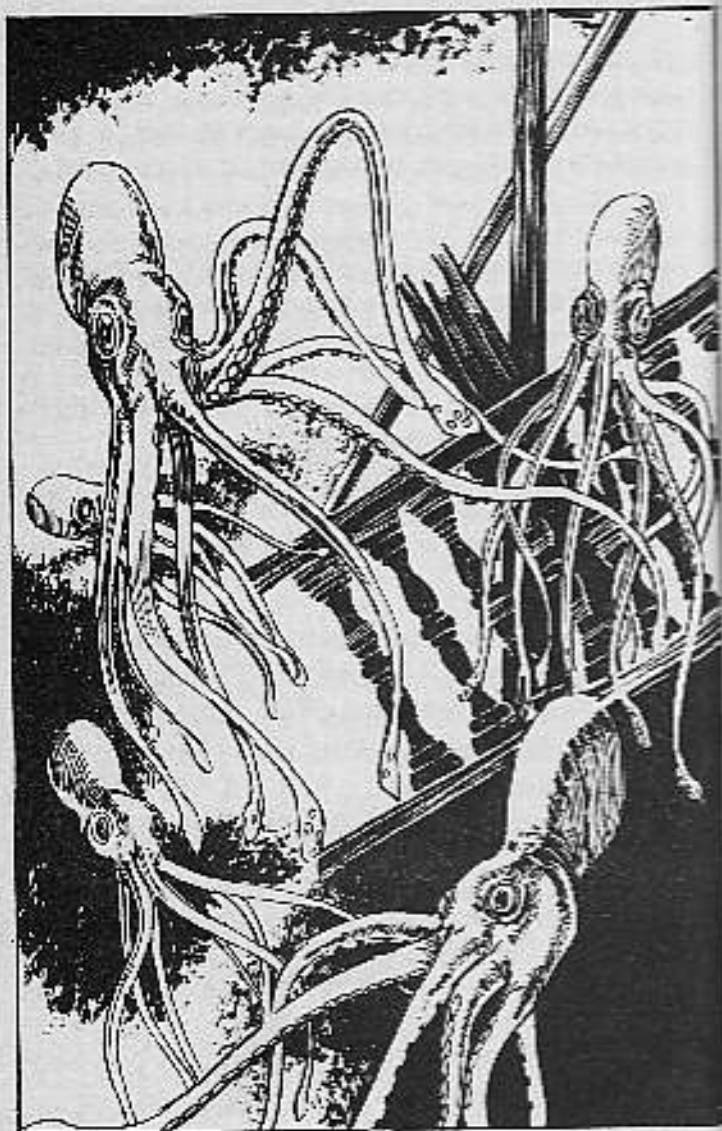
STAMINA 18

You cannot Escape. If you kill the Sea Ogre, turn to 163.

110

No matter how hard you struggle, you cannot let go of the cursed trident. It drags you along, even after you drown and the flesh drops from your bones. At last only a single skeletal arm is left, still gripping the trident as it sails along its path for ever.





111

You look around you. You are in the midst of some great wreckage – whether of a ship or building, you cannot tell. You are surrounded by logs, stones and scraps of wood and metal. Out of the corner of your eye, you see a flash of movement. Then you feel a tug at your belt. You realize that there are little Octopuses all around you, watching you with their great eyes and investigating you with their tentacles. What will you do:

Flee?

Turn to 142

Attack them?

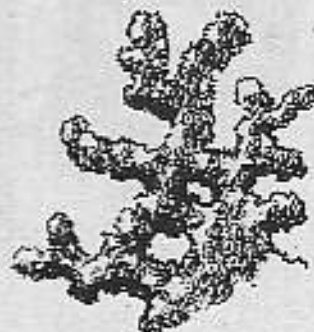
Turn to 290

Offer them some food?

Turn to 34

112

Test your Luck. If you are Lucky, you swim away quickly and the Eel lets you go (turn to 64). If you are Unlucky, the Eel's head darts out and its sharp teeth catch your clothes as you flee. It withdraws, pulling you into its cave. You are not hurt – not yet – but you must fight it. Turn to 98.



113

You are trapped in darkness, with no way of making a light. *Test your Luck.* If you are Lucky, turn to 29. If you are Unlucky, turn to 182.

114

You tell Greylock that you want to find the Sea Dragon. 'Very well,' he replies. 'Good fortune to you.' He escorts you back to the front door of his cottage. When it opens, you see, not the gardens, but a weed-lined tunnel. A glistening film holds back the water that fills the tunnel. You lower yourself through, feeling a tingling sensation as you cross the magical barrier. The door closes behind you. Turn to 385.



115

You do, in fact, possess a Black Pearl, so it is within your power to free the Water Elemental. What will you do:

- | | |
|--|-------------|
| Give the Elemental a Pearl? | Turn to 343 |
| Ask the Elemental what it will exchange? | Turn to 242 |
| Tell the Elemental you have no Pearl? | Turn to 187 |

116

Brandishing your sword, you climb on deck. At first, the pirates flee in fear; then they rally. As you fight your way towards the bow, you slay pirate after pirate. But at last their superior numbers prove your undoing, as they did once before. You fall, bleeding from a hundred wounds. Your adventure is over.

117

You dodge away from the attacking Devilfish. Test your *Luck*. If you are Lucky, you jump away from it (turn to 78). If you are Unlucky, it out-guesses you and lashes down again: turn to 294 and fight it.

118

You flee. Lose 2 more STAMINA points before you can shake off the last of your crawling tormentors. If you are still alive, turn to 389.



119

You draw your sword and slash at the Grouper. It does its best to swallow you.

GROUPEE

SKILL 8

STAMINA 12

You cannot Escape. Fortunately, the big fish is in search of easier prey. If you can hit it twice, it will flee instead of pursuing the fight. If you succeed in driving it away, turn to 340.

120

You swim up through the tunnel, and re-enter the Demon's room. It is unchanged, and there is no sign of the Elemental. You continue up through the hole in the roof. Turn to 361.

121

The Mermen stop their advance to hear you out. You explain that you meant no harm by invading their cavern, and only fought the guard because he frightened you. They are angry, but finally accept your excuses. Their leader gives you a choice: you can give up all your possessions except one weapon, and leave their cavern – or you can die. What will you do:

Accept his sentence and leave?

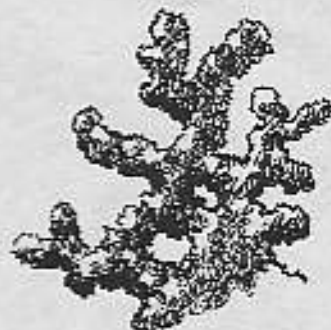
Turn to 356

Attack with your sword?

Turn to 281

Snatch the fallen Merman's trident and attack?

Turn to 21





122

You fight the Sea Snakes. They are many-coloured and very beautiful, but their bite is poisonous. Each time a Sea Snake hits you, you lose 3 STAMINA points instead of 2. A successful use of LUCK will reduce the damage to 1, but an unsuccessful use of LUCK will increase it to 4! You fight the nest of Sea Snakes as a single opponent:

SEA SNAKES

SKILL 9

STAMINA 7

If you Escape, turn to 3. (Remember that if you Escape, you will be bitten one last time, and it will cost you 3 STAMINA points rather than 2.) If you kill the Sea Snakes, turn to 206.

123

An enormous CLAM snaps shut on your leg! Lose 1 STAMINA point. But the Clam is only part of the problem. A huge SEA SPIDER, from its vantage point in the shadows on the ceiling, observes your predicament and attacks you. You cannot escape. Furthermore, the Clam on your foot reduces your Attack Strength by 2 for as long as it is holding you. You can take a turn to run your sword between the Clam's shells and free yourself - but the Sea Spider will automatically hit you once if you do!

SEA SPIDER

SKILL 7

STAMINA 10

If you free yourself from the Clam and Escape, turn to 222. If you kill the Sea Spider, turn to 268.

124

The fruit tastes delicious, rather like a pear with honey. It restores 2 lost STAMINA points. You try another one, but it has no further effect. You swim on down the path. Turn to 234.

125

You have killed the monstrous Kraken. Restore 3 LUCK points. This is one tale you will never tell in the taverns: nobody would believe you! You investigate its lair. The Kraken had no treasure; it did not care for gold. But inside the huge shellfish around its rocky hole you find 3 Black Pearls. Above you the ocean is turning blood-red with the rays of the sinking sun. You know you must leave soon. Turn to 382.

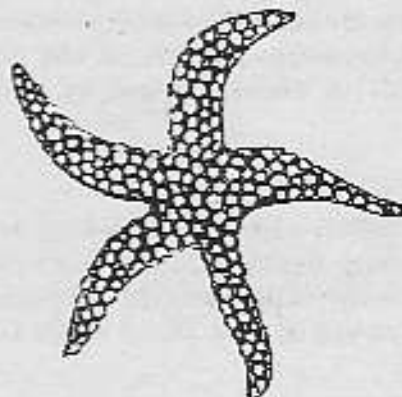
126

'You fight well for a thief,' booms the Statue. 'Return my crown, and I will let you live.' If you return the crown, turn to 149. If you will keep it and fight to the end, turn to 289.



127

You bow and offer the Hag a Black Pearl from your bag. She accepts greedily. 'Do you have any more?' she asks. 'Give them to me!' You tremble in anger, but you cannot disobey. She takes all your Pearls, laughing nastily. With a casual wave of her hand, she restores both your LUCK and your STAMINA to their *initial* values. Then she orders you to leave. A hot current of water lifts you and thrusts you into the corridor; the door slams behind you. Turn to 162.



128

What gift will you offer the Water Sprite:

- Food?
- Gold?
- A magic item?

- Turn to 364
- Turn to 213
- Turn to 352

129

The Sea Ogre is quick and strong. *Test your Luck* twice. If you are Lucky both times, you manage to dodge about until you can get out of its sight, and let the current take you far away down the abyss (turn to 148). If you are Unlucky even once, it catches you and imprisons your sword-arm before you can attack (turn to 256). Even if you are Unlucky on the first roll, you must still lose 1 LUCK point for the second try.

130

This inoffensive creature is totally useless in battle. Lose 1 LUCK point. Return to 188 and choose another fish, or turn to 47 and try another tactic entirely.

131

The Eel thrashes and dies. You drag it out of the cave and watch it tumble slowly down through the water, twisting in the current. Returning to the cave, you search it, and find a single Gold Piece. Turn to 64.

132

The Merman is quite fond of gold, but he asks 2 pieces for each fish. If you will pay that price, turn to 316 and choose one fish for every 2 gold Pieces you pay. If you cannot (or will not) pay that price, turn back to 57 and make a different offer, or turn to 150 and leave.

133

Blood fills the water as the lifeless body of the Dolphin drifts away. Suddenly, a sixth sense warns you to turn around. A huge sand-coloured SHARK, drawn by the blood in the water, is attacking you! You realize that there is no way you can Escape this monster; you will have to fight. You do not have time to eat Provisions or use Potions before this battle begins.

SHARK

SKILL 8

STAMINA 15

If you kill the Shark, turn to 370.



134

You remove the Axefish from your pouch and release it. It grows to a metre-long fish with a heavy horned bill. Swimming at the trapdoor, it smashes it with several quick strikes, swims through and vanishes. You clear away the splinters and follow it through. You find yourself back in the mausoleum. You quickly swim out of the great bronze doors. Turn to 23.



135

The door opens and the old man strides out. He introduces himself as Greylock and invites you in. Cautiously, you step through the protective bubble, feeling your skin tingle. Once inside, you find you are breathing air. He chuckles at your surprise: 'Ah . . . you are no wizard, then.' You tell him about the pentagram that bestowed the gills on you, and he nods. 'A powerful spell. Don't worry. My home here is under a different enchantment, which will not interfere with your protection.'

You may have heard the name Greylock before. If you possess something bearing that name, turn to 14. If not, turn to 225.



136

You do not have time to check the bodies for things of value; an angry mob of fish-people is pouring down the castle steps and out of the high windows. You swim quickly away, soon out-distancing pursuit. Turn to 347.

137

'No matter,' he sighs. 'Cyrano knows well what it is like to be penniless. I will instruct you anyway, for the love of the art.' He offers you a drink from his flask, and you accept. You instantly feel stronger; you regain 2 STAMINA points, or enough to raise your STAMINA to 10, whichever is higher. If you have no sword, he tosses you one. Cyrano salutes you and drops into an *en garde* position. 'Defend yourself!' he says. 'We shall test your skill!' You fight:

CYRANO SKILL 11 STAMINA 10

The fight is over when one of you has sustained three wounds. If you hit Cyrano three times, turn to 176. If he hits you three times, turn to 46.

138

The Mermen enjoyed your visit, and they crowd around you to wish you good luck. Knowing of your quest, they offer advice. If you feel very brave and lucky, they tell you, you should visit the Sea Dragon – but he is dangerous! If you need information to help you find your path, you should visit the sunken cathedral. And if you need good fortune, you should seek out the Water Sprite . . . but beware of hungry crabs! They will point out the path towards any of these three:

The Sea Dragon?

The sunken cathedral?

The Water Sprite?

Turn to 62

Turn to 202

Turn to 363

139

You should know better than to open other people's mail. When you break the seal, water rushes into the bottle. At its touch, the envelope inside corrodes and bubbles. A foul reddish liquid hisses from the bottle and chokes you. Lose 2 points of STAMINA. The Ghost vanishes. You swim away towards the stone building you saw earlier. Turn to 159.

140

You remain hidden. The Dragon calls again, but eventually gives up. It gathers its treasure and leaves. You swim to the sunken *Troll* to look it over. It is almost nightfall. If you untie one of the ship's boats and float up with it to make your way home, turn to 238. If you head for the treasure-hold, turn to 369.

141

Ignoring the Sea-horse, you swim towards your goal. As your shadow passes over it, the Sea-horse spooks and swims away, but it soon gets over its fright and returns to its grazing. Turn to 65.



142

You kick off to escape, but a tentacle is looped around your foot. You sprawl on the sea-floor! The curious Octopuses swarm around you, probing with their tentacles. They steal two Provisions (if you have that many) and any two items from your bag (your choice). You struggle free and swim away. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

143

This seems like a very good time to use the Potion of Vaporous Essence. Carefully, you open the bottle and drink. Before the Ogre's very eyes you turn into a mist and drift between the bars and out of the cave. He springs towards you, clutching with his great hands, but you slip between his fingers. As you drift downstream, you see the Ogre beating on the ground in frustration. Before long you feel your body and possessions becoming solid again. Turn to 148.

144

The fringes of the whirlpool spin you around. You feel dizzy; your Attack Strength will be reduced by 2 *for your next combat only*. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

145

Unfortunately, you have no way of finding for sure where the pirates have gone, and no way of getting there if you knew. The sun is at the horizon. If you swim for the surface, turn to 27. If you dive towards another sunken ship you see below you, turn to 369.

146

The gargoyles are not the stone monsters you expected, but statues of ordinary people, squatting and making hideous faces. You wonder just who built this cathedral. As you are puzzling over the statuary, you see four hungry-looking BATFISH swimming towards you. They are strange-looking creatures, with small bodies, huge fins and sharp teeth. If you fight them, turn to 13. If you try to appease them by tossing food, turn to 66.



147

You sit still and wait. The tentacles continue to tear away the coral. Your hope that the Kraken would lose interest goes unanswered. It can almost reach you now. If you fight, turn to 253. If you try to flee past the tentacles, turn to 309.



148

Gradually, as the current carries you downstream, you make your way towards the rim of the chasm. Eventually, you emerge into a rocky area of sea-floor. Not far away you can see what looks like an old brick building, surrounded by weed-grown rubble. You swim over and investigate. The building is the home of a pair of GIANT CRABS. What will you do:

Attack them?

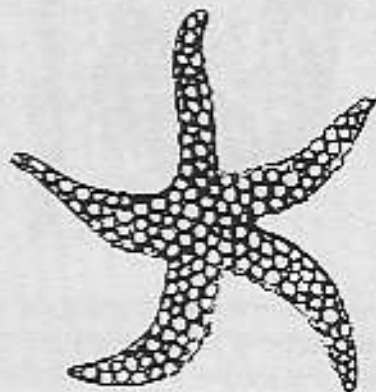
Swim away?

Throw food to them?

Turn to 219

Turn to 32

Turn to 298



149

You toss the jade crown towards the Statue. It catches it delicately, lifts it to its head, and returns to its former position. It freezes into immobility – but now the stone eyes are watching *you*. You think it best to leave quickly. Turn to 23.

150

You leave the Merman's workshop and swim through the underwater corridors. Soon you see light – an opening to the outside. You leave the arena and swim towards the strange patch of clean sand that you noticed earlier. Turn to 196.



151

The Dolphin circles you, swimming off a short way and then returning. At last you realize that it wants you to follow. You trail it through a hidden break in the coral reef, over a steep underwater cliff and down to a patch of sand between a sunken galleon and a huge iron gate that opens into an underwater garden. It butts you playfully with its nose, arrows off and vanishes. If you proceed through the gate, turn to 2. If you would rather look at the sunken ship first, turn to 282.

152

Other Mermen join the chase as you swim back down the cavern. The angry Mermen pursue you for a little way, but when you open a heavy door and dive through it, they break off their pursuit and laugh. You hear the door being barred behind you. You wonder if you have made a mistake, but there is nothing you can do except go on. Ahead of you is a faint glow. Turn to 43.

153

You knock again. This time, the door swings wide open in front of you and slams against the coral wall. Glaring at you with angry, reddened eyes is a withered SEA HAG! Her hand is raised as if to cast a curse. What will you do:

Apologize and offer her a gift?

Turn to 5

Flee?

Turn to 368

Attack her?

Turn to 254

154

'Well then,' says the old wizard, 'that is about all I can do for you. And you have to hurry, you know.' You consider Greylock's advice. If you think you want to find the Sea Dragon, turn to 114. If you would rather *not* meet the Sea Dragon, turn to 261.



155

You manage to kick yourself backwards. The necklace is still pulling at you. You manage to get it off, and it shoots down into the fissure. The room suddenly looks threatening to you, and you dive out of the door. Turn to 162.

156

'Easily done!' quacks the Dolphin. You cling to its back as it arrows through the water towards your chosen destination. Before long you arrive at a darkened island. As you break the surface, your gills vanish. The Dolphin wishes you luck and swims away. Stealthily you wade towards the shore, where you see a pirate camp. Unfortunately, you have found the wrong pirates! Not one shipload of brigands, but several, are carousing here. As you realize your mistake, the pirates see you. They welcome you in a fashion even less pleasant than Captain Bloodaxe's. Your adventure is over.

157

How will you clink the coins together to call the Sea Dragon:

- | | |
|------------------------------------|-------------|
| Twice, and then three times? | Turn to 68 |
| Three times, and then three times? | Turn to 315 |
| Three times, and then twice? | Turn to 292 |

158

You have defeated the Swordfish. He throws you one last salute before he falls. When his body touches the floor, it changes form. His weapon and clothes vanish, leaving nothing but an ordinary fish. You search the room, finding nothing except a silver flask. If you drink, turn to 203. If you ignore it and leave, turn to 355.



159

You approach the building from the side. Swimming around to the front, you see a wide entrance with marble steps and huge bronze doors, now corroded and green. The doors are ajar. Within the building is a huge, fat fish, which sees you and swims lazily in your direction. It is a GROUPE at least twice as big as you are. It looks hungry. What will you do:

- | | |
|-----------------------------------|-------------|
| Attack with your sword? | Turn to 119 |
| Use the harpoon (if you have it)? | Turn to 280 |
| Swim away? | Turn to 230 |
| Circle around it? | Turn to 93 |



160

As you approach the coral reef, you see that it is a place of extraordinary beauty. Thousands of brightly coloured fish are flitting about between the branches of green and white coral. As you watch, bemused, you hear tinkling laughter. You turn and see a small creature watching you. The WATER SPRITE is human in appearance, but only about a metre tall, with greenish skin sprinkled with tiny golden scales. What will you do:

Attack?

Tell it your story?

Offer it a gift?

Turn to 30

Turn to 305

Turn to 128

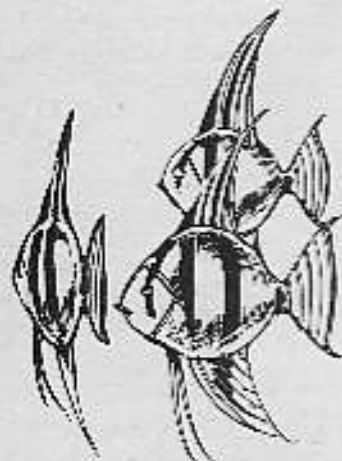


161

You leave the arena floor and enter an underwater labyrinth lit only by the glowing moss on the walls. Here, when Atlantis was young, were the gladiators' quarters. And here, behind these barnacle-covered iron bars, must have been the animal cages. Fascinated, you continue to search, finding nothing that is useful, but much that is strange and interesting. At length you notice a stronger glow . . . not sunlight, but a blue phosphorescence. If you swim towards it, turn to 251. If you keep to the darkened areas, turn to 346.

162

You continue down the coral tunnel. Ahead of you, a huge brain coral divides the passageway in two. One branch goes slightly downward and to the left; the other goes upward and to the right. If you go down, turn to 49. If you go up, turn to 395.



163

You have slain the Ogre. Searching its cave, you find enough clean, fresh fish to add two Provisions to your store. You also find an ordinary-looking sword, which you may take if you like. Examining the dead Sea Ogre, you find a greenish brass spiral ring on its finger. It is carved with runes you cannot read. If you take the ring, turn to 248. If you leave it and swim downstream, turn to 148.

164

The Mermen's games room is a sumptuous cavern, full of Mermen and Mermaids disporting themselves and gambling for gold, jewels and trinkets. If you have any Gold Pieces or Black Pearls, you may gamble them. (You may not take the Potion of Fortune into this room, as your hosts would think it unfair, but you may use the Lucky Charm without being noticed.) You do not *have* to gamble at all. If you choose to gamble, decide what you will wager (either 1 Pearl or 1 Gold Piece) and *Test your Luck*. If you are Lucky, you double your stake. If you are Unlucky, you lose your stake. You may gamble as many times as you like, as long as you have something to gamble with. When you are ready to leave the games room, turn to 138.

165

Try as you might, you cannot break the chain of the necklace. It drags you deeper and deeper, and the water is like fire in your gills and lungs. You lose consciousness as the heat becomes unbearable. Your journey is over.

166

You pick some greens and approach the Sea-horse, talking to it gently. It looks nervous, but eventually settles down and eats from your hand. What will you do now:

Go on your way?

Turn to 302

Attack it?

Turn to 291

Try to jump on it and ride?

Turn to 108

167

The Elemental does not know where the pirates are located. Where will you ask it to carry you to find them:

Fish Island?	Turn to 207
Pirate Cove?	Turn to 262
Bloodaxe Island?	Turn to 308
Skull Island?	Turn to 279

168

The Bone Demon fights with three different weapons at once. Each arm will have a separate attack on you in each Attack Round, but you must choose which of the three you will fight. Attack your chosen arm as in a normal battle. As for the others, even if your Attack Strength is greater you will not wound them. You must just count this as though you have defended yourself against them. However, if one of their Attack Strengths is greater, it will have wounded you in the normal way. Further, although the huge Axe-arm is very clumsy, it does *double* damage if it hits you.

	SKILL	STAMINA
SWORD-ARM	9	6
SPEAR-ARM	7	6
AXE-ARM	4	8

You cannot Escape. If you defeat all the arms, turn to 34.

169

The Crabs crawl all over you, ripping and pinching. Individually they are not dangerous, but together they are formidable! Roll one die and lose that many STAMINA points. Now *Test your Luck*. If you are Lucky, turn to 249. If you are Unlucky, turn to 319.

170

The swimming Bloodworms are dead. You hurry on towards the cathedral before the others can block your way. Turn to 269.

171

The Elemental is downcast. It seems to grow smaller, and the waters of the room become chilled. You lose 1 LUCK point. Apologizing, you leave the room the way you came. Turn to 42.





172

You swim up to the house and through the hole in the roof. This place has clearly been deserted for a long time; nothing remains but the bare walls. It is beautiful, though, with coloured anemones and tropical fish everywhere. In one room is a cluster of *big* SEA ANEMONES, their tentacles waving gently in the current. If you leave the house, turn to 381. If you examine the Anemones, turn to 297.



173

Curious about your new surroundings, you circle the courtyard. You find that swimming is now very natural to you. The magic pentagram is formed of deep red and green tiles, still clean and shiny despite the weeds and coral that choke the rest of the courtyard. The buildings around you are made of grey stone. One is both larger and taller than the rest, and seems in much better repair. You see nothing around you except fish. Then, from the corner of your eye, you spy movement in the large building. You realize that you are being watched. If you go into the large building to confront the watchers, turn to 211. If you swim up and out of the courtyard to see what else you can find, turn to 16.



174

As you go along the path, the small coral and plants are replaced by taller seaweed. Gradually, the garden becomes a forest. From ahead of you comes a sound like a bubbling roar. You stop and listen. A minute later the sound is repeated . . . from closer by. If you want to flee in the other direction, turn to 359. If you go forward to see what made the noise, turn to 38.



175

He tells you that these Pearls are very powerful. If you throw a pair of them on the ground and say the magic word 'Derd-nu-Heno', an animated skeleton will appear to fight for you. The word will work for up to 10 Pearls at a time, to produce up to five skeletons – an undead army! ('Though you shouldn't need quite that many,' he comments.) If the skeletons are not destroyed in battle, the word 'Derd-en-Parr' uttered by the spell-caster will make them vanish again, leaving the pearls unharmed. 'Remember this!' says Greylock. 'And there are more Pearls to be found, but most of them are guarded by monsters such as the Sea Dragon. Now, what about *Silver* pearls?' he asks. 'Have you any of those?' If your answer is 'Yes', turn to 241. If it is 'No', turn to 154.



176

The fight ends; you may eat Provisions if you need to regain strength. Cyrano congratulates you warmly: 'You are a master indeed! You have out-pointed the great Cyrano! But you will find that your skill has improved regardless, for Cyrano is a master and a teacher of masters!' Indeed, your **SKILL** score goes up by 1 point, and your *Initial SKILL* score is also raised by 1. Cyrano stamps his foot again, and you find yourself back in the open ocean, in the middle of a patch of broken timbers. Turn to 111.

177

The Dolphin is upset. 'But there are many islands with pirates! We would never find the right one!' It offers to help you home instead. Exhausted, you accept. As sunset comes and your magical gills vanish, you find yourself riding a Dolphin toward Port Blacksand . . . a strange ending for your adventure. You did not find the pirates, but you have your life.



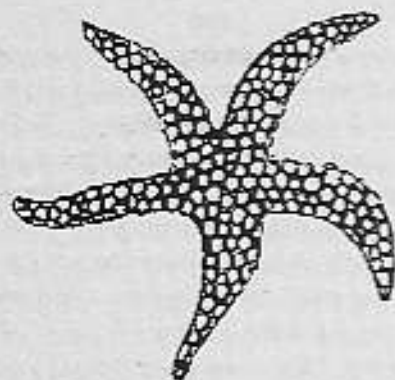
178

'I am on the track of a pirate ship,' you say. 'If you can help me destroy it, you can have all the treasure for yourself. All I want to do is finish off the pirates.' Its eyes gleam, and it runs a possessive claw through its golden hoard. 'Agreed,' it rumbles. 'But I cannot follow you around like a nursemaid, human. If you find your pirate ship, just clink two gold coins together three times, and then three times again, and I will hear it and come.' If you have 2 Gold Pieces to clink together, turn to 107. If not, turn to 391.



179

You release the Borerfish. It expands into a small fish with a long corkscrew nose. It swims bravely down towards the Kraken, but is quickly caught and eaten. If you possess another Toolfish, you can release it (turn to 31). If you want to try something different, turn to 99.



180

The chasm is very dark, but as your eyes adjust you can see a faint green glow in the depths. Swimming downward, you see a light. You swim towards it until you can make out a cave opening. In front of it are a rude table and bench. Out of the corner of your eye, you see a huge black shadow moving quickly towards you. Turn to 256.

181

By the time the battle ends, most of the other 'tools' have taken fright and escaped. Three remaining fish seem interesting: a Borerfish, an Axefish, and the shining blue Glowfish overhead. You can add any or all of these to your Possessions. Turn to 150.

182

You drift in the darkness for a long time, going with the current. You wait for your eyes to adjust to the darkness, but there is simply nothing to see. As the hours pass, you become more and more frightened. Sharp coral cuts you, and slimy things wriggle from beneath your hands. Eventually the water-breathing spell wears off and your gills disappear. After the hours of terror, death is mercifully quick.

183

You were off balance from your lunge, and you are drawn directly into the raging whirlpool. Roll two dice and lose that many STAMINA points! You are also dizzy: your Attack Strength will be reduced by 2 *for your next combat only*. If you are still alive, you can lie on the sand, catch your breath and eat Provisions if you wish. You vow never to be so disrespectful to a Water Sprite again! If you next swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.





184

You decide to take a chance, and tug on the seal. As you do so, the Ghost speeds away, evaporating as he does so. The lead seal pops off, and a huge bubble emerges from the bottle. It solidifies into a huge, frowning GENIE, wearing a jewelled turban. 'For a thousand years I have been trapped inside that cursed bottle!' the Genie roars. 'I have waited too long for my fated rescuer! Dare you explain your woeful delay, or should I strike you dead on the spot?' *Test your Luck*. If you are Lucky, you manage to placate the Genie. He raises your *Initial SKILL* score by 1 and restores all lost *SKILL* points before vanishing.

If you are Unlucky, your explanation is not convincing. The Genie lets you live – barely! He gestures, and the water around you freezes and covers you with ice! Then he vanishes. Through frantic effort, you manage to break the ice before you freeze. Your *STAMINA* is reduced to 1. You had better rest and eat *Provisions* before going on.

You swim away towards a large stone building. Turn to 159.

185

'Well, you fought well,' says the king, 'but our champion defeated you. I'm afraid we cannot offer you any great help.' You leave. Turn to 347.

186

You toss one Provision on the ground. Most of the Octupuses go to the food, but a few are more interested in you and your bag. If you pull them gently off with your hands, turn to 301. If you attack with your sword, turn to 290.

187

'I'm sorry,' you say. 'I have seen nothing like that.' The Elemental asks you if you would be willing to fight its demon jailer. If you do, it promises to reward you well. If you agree to fight the demon, turn to 71. If you would rather not, turn to 171.

188

You swim underneath the ship. Though the sun is sinking, you can still see clearly. From your bag you take out the Toolfish you have chosen. Which one is it:

The Axefish?	Turn to 306
The Borerfish?	Turn to 55
The Sawfish?	Turn to 264
The Glowfish?	Turn to 130

189

You have the ship - and no crew. But there is a trim little ship's boat stowed on deck. You lower it carefully into the water. A quick trip through the deserted *Troll* fills your bag with treasure. Soon you cast off, setting the boat's sail for Port Blacksand. Behind you comes an explosion, as the fire you set reaches the powder stores and sends the *Troll* to Davy Jones's locker. Soon you will be home, with the pirates scuttled and a tidy bit of treasure. Your adventure has ended well.



190

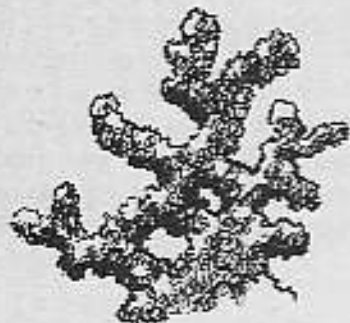
The Merman challenges you to explain your intrusion. You respond politely, saying that you are looking for a way out. He becomes affable and says, 'Just so long as you aren't one of the Deep Ones. We are at war with them.' He escorts you through the cavern, which proves to be spacious and full of Mermen and Mermaids. 'You must let us show you some hospitality,' he says. 'Our sauna baths will make a new person of you. Or you could try your luck in our games room.' If you try the sauna baths, turn to 266. If you visit the games room, turn to 164.

191

You swim around the interior of the building, seeing nothing unusual except the pictures. Before long, you see another picture of yourself. This time, you are fleeing from enormous tentacles! If you leave the building, turn to 390. If you would rather stay and look at more pictures, turn to 367.

192

You swim aft and downward, to the treasure-hold. It is totally empty. The walls are torn apart, and the damage does not seem to have been done by coral reefs, but rather by gigantic *clams*. From her lines, you are sure this was a treasure-ship, but though you search carefully, you find nothing but a single Gold Piece, wedged between two timbers. If you leave now, turn to 222. If you have not already checked the captain's cabin, you may do so now (turn to 40).



193

Holding the ice crystal in your hand, you summon the Elemental. The crystal vanishes. Within moments, the Elemental appears in the form of a current of water. You need not speak; it understands your peril. It enfolds you and shoots out of the coral hole, between the Kraken's arms and away. Turn to 303.

194

It seats itself solemnly on the fine sand and begins to lecture you, emphasizing its points with a long forefinger. 'Black Pearls are magical wealth, and will bring you more wealth. If you have a goodly pouch of Pearls now, 'twere best you confronted your foes quickly, ere night falls. If you require more Pearls, you may brave the Kraken's lair, but 'tis an undertaking most fell.' With that, the Water Sprite vanishes. If you think you are ready to find and confront the pirates, turn to 382. If you are not yet ready, you can swim towards the coral formation that the Sprite indicated was the Kraken's lair. Turn to 87.

195

You now have the chest the Anemones were guarding. It is too heavy to carry with you. If you open it, turn to 83. If you leave it and go, turn to 381.



196

You swim closer, until you see a large area of clean white sand. Standing upright in the sand is a moss-covered human skull. As you approach, the water around the skull begins to shimmer and you hear a thin voice inside your head. What will you do:

Run away?

Listen to the voice?

Attack?

Turn to 10

Turn to 321

Turn to 26



197

You find yourself hovering below the trapdoor once again. If you continue downstream, turn to 221. If you try to get through the door, turn to 365.

198

If you possess a jade crown, turn to 300. If not, turn to 50.

199

Greylock makes the trade, bringing out a small flask of amber-coloured liquid. You may take this Healing Potion with you and use it at any time except during a battle. It will instantly restore your STAMINA to its *Initial* value. Turn to 154.



200

Fortunately, you spy a weak spot in the grating. You strain and squeeze through, though it takes all your strength. Reduce your STAMINA to 1. As you hurry from the cave, you find an ordinary sword, which you may take if you like. You swim out of the cave and downstream, along the abyss. Turn to 148.

201

Lose 1 LUCK point for breaking your word. Turn to 361.

202

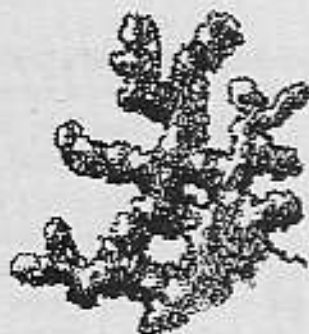
You emerge from underground in the middle of a green 'meadow' of soft seaweed. The water tastes clean and fresh here, like mountain air. In the distance, you can see the grey spires of the sunken cathedral you were told about. Closer by, you see a magnificent Sea-horse grazing on the meadow. What will you do:

- | | |
|---|-------------|
| Go directly towards the cathedral? | Turn to 141 |
| Attack the Sea-horse? | Turn to 291 |
| Pick some seaweed and approach the Sea-horse? | Turn to 166 |

203

The flask restores 2 STAMINA points, or enough to raise your STAMINA to 10 – whichever is higher. Turn to 355.





204

You paddle forward, clutching for the chest, and bump your head on the wall instead. The necklace pulls you down into the fissure. You sink deeper and deeper, into heat and pressure. You reach for the necklace to try to get it off. Roll three dice. If the result is less than or equal to your current STAMINA, turn to 286. If the result is more than your current STAMINA, turn to 165.

205

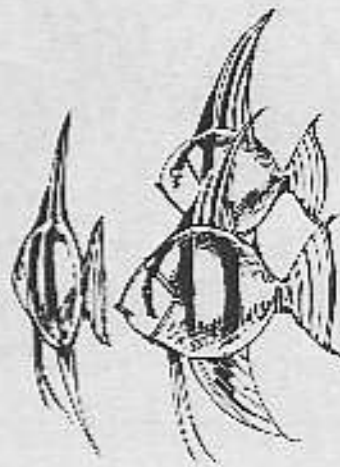
You take the Crab's claw, crack it open on a rock and throw it down. Instantly, the Octopuses swarm over it, greedily eating the white meat. Restore 2 LUCK points. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

206

The Sea Snakes are all dead. You continue your investigation of the stadium seats, but find nothing of interest. If you swim up and out of the arena, turn to 3. If you go down to the arena floor, turn to 304.

207

The Elemental wraps itself around you and hurtles through the water. Soon you are at Fish Island. The Elemental circles the island until you spot the *Troll*, lying at anchor in a small cove. 'Goodbye, friend,' says the Elemental. 'Good luck in your battle.' It vanishes. You are left floating in the water, just below the hull of the *Troll*. Turn to 47.





208

King Seamoss listens intently to your story and scratches his scaly head with a jewelled talon. 'I am minded to aid you, surface-spawn,' he says. 'But first you must prove your heroism. Sharkspear! To me!'

A huge, armoured Deep One strides up and kneels before the king. 'I would see a combat,' decrees Seamoss. 'Captain Sharkspear and this land-dweller will fight. We will test their worth.' You must fight:

SHARKSPEAR **SKILL 9** **STAMINA 12**

If you reduce Sharkspear to a **STAMINA** of 2, turn to 70. If Sharkspear reduces your **STAMINA** to 2, or if you try to **Escape**, turn to 185.

209

You feel a coin - but, at the same time, you feel a pain in your hand. You quickly withdraw your hand, to find that you have grasped a gold coin . . . and a Scorpion-fish. This brightly coloured creature has stung you with its poison spines. You throw it back into the fountain and drop the coin into your bag, but now your hand is beginning to throb. If you have a ring to protect you from poison, you are uninjured. Otherwise, the swelling in your hand costs you 2 points of **SKILL**. Turn to 20.

210

You fight the Water Elemental. Its liquid body flows away from your sword, but you can tell your blows are affecting it. For its own part, it creates blasts of steam and showers of ice that are as dangerous as any weapon you have ever faced.

WATER ELEMENTAL SKILL 9 STAMINA 11

If you Escape, turn to 58. If you reduce the Water Elemental to a STAMINA of 2, it will beg for mercy. You can let it live (turn to 15) or continue the battle until you kill it (turn to 386).

211

You swim into the large building, sword at the ready. But you confront, not a monster, but a beautiful MERMAID. You know instinctively that she means you no harm, and put up your sword, embarrassed. But she smiles at you anyway, saying: 'You are wise, sailor. There are many evil monsters here in Atlantis, and a ready sword is nothing to be ashamed of. In the windows of our cathedral I saw that you would come here, and I came to meet you.'

'But why did I not drown?' you ask. She replies, 'By entering the pentagram, you came under the protection of powerful magic. You have been given a set of gills, just like mine. Until nightfall, you will be able to breathe water. But don't go to the surface before then, unless you must! Once you breathe surface air, the spell will vanish regardless of the time.'

'I must find a way to defeat the pirates!' you say. The Mermaid smiles. 'Defeat them you will, if you are strong and clever enough,' she replies. 'Nobody comes to Atlantis by accident. I can tell you this much: seek out the Black Pearls! They have powerful magic that will give you your best chance for victory.'

'And, because you fight against great odds,' she continues, 'I will give you a Lucky Charm.' From around her neck she takes a pendant in the form of a shell, and gives it to you. You may use this Charm instead of *Testing your Luck*. The Charm will make you automatically Lucky, and you will not have to spend a LUCK point. But you may use it *once and once only*; then it will vanish.

The Mermaid smiles at you, blows you a kiss, and vanishes through a window with a flip of her tail.

Looking around the room, you see nothing of great interest. Stairs lead upward, and a dark shaft leads downward. Will you:

Go upward?

Turn to 398

Go downward?

Turn to 233

Leave the building and explore elsewhere?

Turn to 16



212

Your blade slices through the clinging tentacles, and you pull the chest away from the Anemones. The tentacles reach out towards you, but cannot quite touch you. Turn to 195.

213

You offer the Water Sprite a gold coin. It laughs and tosses the coin upward. The coin spins in the water, turns into a golden fish and darts away. The Sprite laughs merrily and vanishes. Restore 4 points of LUCK and leave. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

214

You release the Axefish. It expands, becoming a metre-long fish with a bony beak. It swims out of the coral and attacks the Kraken. It hits the monster's pulpy body once . . . twice . . . and then it is caught and eaten. If you do battle with the Kraken, remember that this fight has cost it 4 STAMINA points. If you possess another Toolfish, you can release it (turn to 31). If you want to try something different, return to 99.



215

When you throw Swiftstinger, you automatically win that combat round; neither you nor your foe roll dice. (If you are fighting several foes, the ones you do not attack with Swiftstinger will still make their attack rolls, and you must roll against them to defend.) Swiftstinger automatically hits its target and reduces its STAMINA by 10. It then vanishes, so you can use it only this once. Now return to wherever you were.



216

The Ghost keens sadly as you swim away. You head for the square stone building that you saw from above. Turn to 159.

217

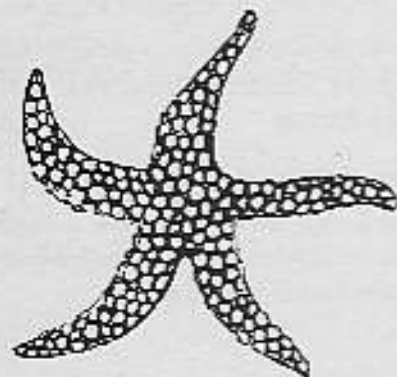
The Statue blesses you. Restore 3 LUCK points. If you remain in the mausoleum to look around, turn to 331. If you leave, turn to 257.

218

Together, you and the Dolphin fight the huge Shark. You and the Dolphin each make a separate attack on the Shark in each Attack Round, but the Shark must choose which of you two it will fight. Roll one die for the Shark before each turn. On an even roll, it attacks you. On an odd roll, it attacks the Dolphin. The Shark attacks its chosen target as in a normal battle. Against the other, even if the Shark's Attack Strength is greater, it will not inflict a wound. It is just counted as though it has defended itself against it. However, if the Shark's other opponent has a higher Attack Strength, the Shark will be wounded in the normal way.

	SKILL	STAMINA
SHARK	8	15
DOLPHIN	10	9

If you Escape (whether or not the Dolphin is still alive), turn to 72. If you kill the Shark, take one of its huge teeth as a memento and turn to 332.



219

You fight the two Giant Crabs. Since you are far more agile than they, you can swim circles around them and meet them one at a time.

	SKILL	STAMINA
First GIANT CRAB	7	11
Second GIANT CRAB	8	10

If you try to Escape, turn to 32. If you kill them both, turn to 92.

220

Before you realize you have come to the end of the tunnel, an open trapdoor appears over your head. You find yourself in a rough-walled room, lit by a red glow. You are facing a fearsome creature indeed. It seems to have been assembled from the bones of many different creatures. Three legs support it; six mismatched arms reach for you with weapons or bony fingers. Its blackened skull, full of sharp shark teeth, is lit by glowing eye-sockets. On its head is a rusty coronet containing 2 Black Pearls. The BONE DEMON advances towards you. What will you do:

Attack it?	Turn to 168
Kneel before it?	Turn to 354
Flee back down the tunnel?	Turn to 17
Make for the hole you can see in the roof?	Turn to 378

221

You swim downstream, letting the current help you along. Before long you encounter a huge round door set in a wall. Gripping a coral branch to steady yourself against the current, you study the door. Strange runes are carved on its surface. What will you do:

- | | |
|---------------------------------------|-------------|
| Leave and continue downstream? | Turn to 162 |
| Knock? | Turn to 247 |
| Kick the door open and burst through? | Turn to 307 |



222

Not far from the ship, you see an entrance to the underwater gardens. You swim towards it. Turn to 2.

223

You swim towards the huge red dome on the sea-floor. The closer you get, the bigger it looks. You swim in through the broken roof. Inside, you find a single great arena surrounded by tiers of benches. If you swim down towards the floor of the arena, turn to 304. If you investigate the seats, turn to 283.

224

A gross insult! The angry courtiers draw their swords and attack you. Fortunately, the room is crowded, so they must fight you singly – and they are courtiers rather than skilled fighters. Unfortunately, you must slay them all before you can leave.

	SKILL	STAMINA
First DEEP ONE	6	8
Second DEEP ONE	7	6
Third DEEP ONE	6	7
Fourth DEEP ONE	5	8

If you slay all four, you can dive out of the window and be gone. Turn to 347.

225

Old Greylock is full of questions, and you are not entirely sure you trust him. He is displaying a very keen interest in your doings and in the things you have found during your sojourn in Atlantis. Suddenly, from a pocket of his long robe, he produces a wand. If you decide to attack him before he can use the wand, turn to 95. If you wait and see what he does, turn to 376.





226

Your offer does not interest the Ogre at all. 'Eat you soon. Take your toys then. Shut up. Get fat,' it tells you. Return to 256 and make another choice.

227

Looking up, you see several other Mermen approaching, their own tridents held menacingly before them. What will you do:

- | | |
|---|-------------|
| Stand and fight? | Turn to 281 |
| Snatch up the fallen trident and fight? | Turn to 21 |
| Run away? | Turn to 152 |
| Try to talk your way out? | Turn to 121 |

228

'Easily done!' quacks the Dolphin. You cling to its back as it arrows through the water towards your chosen destination. Before long you are swimming below the hull of the *Troll* as it lies at anchor. The Dolphin wishes you luck and swims away. Turn to 47.

229

Decide which fish you will offer the Hag, and turn to 338.

230

Your motion encourages it. For all its huge bulk, the Grouper is a much faster swimmer than you. As you try to Escape, it comes up behind and bites your foot. Lose 2 STAMINA points and turn to 119.

231

You swim frantically for the cave mouth. It follows you more swiftly than you could have imagined, reaching for you with a talon. Roll one die and lose that many STAMINA points. Turn to 28 and fight.





232

The Statue strikes at you with its rod of stone, and you parry with your sword. The Statue's feet are rooted to its stone slab, making it very clumsy – but it is terribly strong.

STATUE

SKILL 6

STAMINA 16

If you decide to Escape, take the wound you get as you flee and turn to 39. If the Statue hits you enough times to reduce your STAMINA to 2, turn to 126. If you defeat the Statue, you may leave with your prize (turn to 257).



233

You swim down the dark tunnel. About four metres below the level of the sea-floor, it joins a hallway. If you go to the right, turn to 245. If you go to the left, turn to 270.

234

The path curves and branches. Ahead of you, it opens into a neatly kept clearing. Within the clearing is a very ordinary-looking cottage surrounded by a great iridescent bubble. Inside the bubble you can see ordinary land-dwelling shrubs – and even a cat!

You swim closer and peer through the bubble into a window of the cottage. Inside you can see an old man sitting at a desk. Suddenly he becomes aware of you and looks up. Meeting your eye, he waves you towards the front of the cottage. His attitude is brisk and no-nonsense. If you swim back into the cover of the gardens, turn to 322. If you go around to the front and meet the old man, turn to 135.



235

The Devilfish is dead. You swim around the interior of the building, seeing nothing unusual except the pictures. Before long, you see another picture of yourself. This time, you are fleeing from enormous tentacles! If you leave the building, turn to 390. If you would rather stay and look at more pictures, turn to 367.

236

The horde of Skeletons that springs up from the deck is the most terrifying thing the pirates have ever seen! A few jump overboard, but most of them simply fall on their knees and beg for mercy. Captain Bloodaxe roars angrily and runs to attack you, but he is cut down by his own men. You call to your Skeletons to hold off, and a burly pirate calls out, 'What are your orders, Captain? We'll serve you if you'll spare us.' You consider your reply. 'Well,' you finally say, 'I'm no pirate, nor do I wish to be one. But if you'll man this ship for me until my Skeletons learn the ropes, I'll show you the same mercy you showed me, and let you jump overboard when we're a day from port. I might even be generous and let you have a boat.' Gratefully, the pirates agree.

And so it happens that, with the aid of your Skeleton crew, you sail the pirate vessel into Port Blacksand. The treasure on board makes you rich – and you have your own ship now. Your adventure has ended successfully.

237

Because the Anemones are rooted to the floor, you can Escape them without taking a wound as you go. Turn to 381.



238

You swim down to the deck of the *Troll* and slash the bindings holding the largest ship's boat. It bobs to the surface. You follow it up and get in. As you do so, the sun sets and your gills vanish; you cannot return to the *Troll* and search further. You have won no treasure, but you destroyed the pirates. Your adventure is over.

239

You swim frantically, and escape the whirlpool. It slows and vanishes. You leave quickly. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

240

The Dolphin introduces itself. It says its name is Keeekweeet. It also tells you that it knows someone who might be able to help you, and offers to take you there. You accept gladly. Vaulting on to Keeekweeet's back, you ride through a hidden break in the coral reef, over a steep underwater cliff, and down to a patch of sand between a sunken galleon and a huge iron gate that opens into an underwater garden. 'Go through the gate, turn left, don't touch anything!' the Dolphin chatters. 'If you need help, call for me.' It arrows off and vanishes. If you proceed through the gate, turn to 2. If you would rather look at the sunken ship first, turn to 282.

241

You display the Silver Pearl that you found. 'Good!' he says. 'The magic of that Pearl cannot be used by you, but it will be very valuable to me. I will give you a choice of three Potions in exchange. Never fear; you can drink them underwater.' You accept gladly. Which Potion do you choose:

Healing Potion?

Turn to 199

Potion of Fortune?

Turn to 285

Potion of Vaporous Essence?

Turn to 318



242

'In exchange for a Black Pearl,' it says, 'I will give you a crystal of ice that will last for ever without melting. With this crystal, you can call upon me once. I will hear your summons, and bear you from any place in the world's waters to any other place.' If you agree to exchange a Black Pearl for this item, turn to 275. If you would rather keep your Black Pearl, turn to 85.

243

Do you possess two gold coins? If you do, turn to 157. If not, you cannot summon the Sea Dragon. Return to 47 and make another choice.



244

You find yourself facing a man-sized fish – or perhaps it is a very fishy-looking man – in a tall plumed hat. He stamps a booted foot, salutes you with his rapier, and moves towards you. What will you do:

Attack him?

Turn to 79

Ask him what is going on here?

Turn to 335

Sit down and hope this illusion will vanish?

Turn to 299



245

You pick your way through clinging, slimy seaweed. A dim light comes from some of the ocean plants, so you can see a little way ahead. The tunnel walls change to jagged rock as you go on, and the tunnel seems to slant slightly downward. Just as you are thinking that it will go on forever, you come to a heavy wooden door. You pull it open and swim through. You have emerged from the face of a cliff! The door swings closed behind you. You panic for a second, until you realize that you cannot fall. Hanging suspended in the clear water, you look about you. Turn to 53.

246

You stab the Grouper with your harpoon. It jerks in surprise. Instead of pressing the attack, it flees, taking the harpoon with it. Turn to 340.

247

You knock politely on the door. A high, scratchy voice tells you 'Begone!' The runes on the door flash red, and a pain shoots through your head. Lose 1 STAMINA point. What will you do:

- | | |
|-----------------------------|-------------|
| Knock again? | Turn to 153 |
| Leave and go on downstream? | Turn to 162 |
| Force your way inside? | Turn to 307 |

248

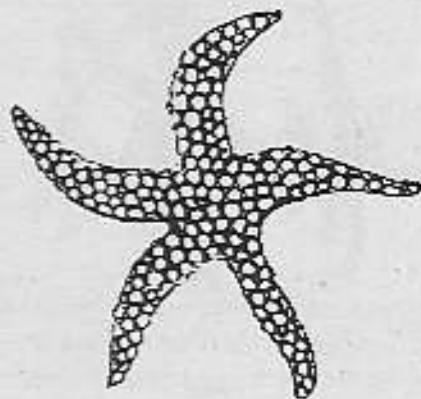
It is a spiral, and shrinks to fit your own finger. As you slip it on, you feel stronger. Restore 2 points to your STAMINA, and raise your *Initial* STAMINA score by 2. You leave the Ogre's cave and swim downstream along the abyss, going slowly upward. Turn to 148.

249

You manage to shake the Crabs off. Quickly, you leave the building and the area. Turn to 389.

250

The poison of the Octopus is very strong. Your magic ring vanishes, and you still lose 2 STAMINA points. If you are still alive, you also find that the little Octopuses have robbed you! Lose one Provision and any one item from your bag. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

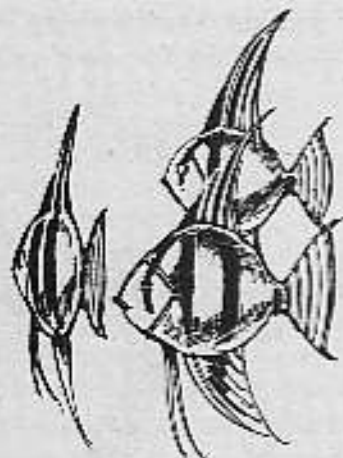


251

You swim down towards the blue glow. It brightens until you can see clearly. You peer through an open door and see a little old MERMAN standing over a work-bench. He is sawing at a piece of wood, but his saw is a silvery Sawfish. Other fish-tools hang on the walls, and the blue glow comes from a brilliant Glowfish that hovers over his head. If you dive through and attack the old Merman, turn to 25. If you talk to him, turn to 57.

252

Fortunately, your feet were firmly planted, and you were not drawn into the heart of the whirlpool. Test your Luck once again. If you are Lucky, turn to 239. If you are Unlucky, turn to 144.



253

The Kraken makes every other monster you have ever seen look puny. Your only hope comes from the fact that it is not used to opponents as tiny as you.

KRAKEN SKILL: 10 STAMINA 30

If you try to Escape, turn to 309. If you kill the Kraken, turn to 125.

254

You attack the Sea Hag with your sword. She dodges and hurls curses, waving her withered hands at you. You feel the impact of evil magic. When you fight the Sea Hag, roll one die each time she wins an Attack Round. On a roll of 1 or 2, you lose 2 points of STAMINA in the normal way. On a roll of 3 or 4, you lose 1 point of SKILL instead, and on a roll of 5 or 6, you lose 2 points of LUCK. You can use your own LUCK to increase the effects of your attacks on her, but you may *not* use LUCK to decrease the effects of her curses against you!

SEA HAG SKILL 8 STAMINA 8

If you try to Escape, turn to 368. If you kill the Sea Hag, turn to 56.

255

You find nothing else of interest among the shattered bones. If you go back down to the Elemental and give it a Pearl, turn to 351. If you forget about your promise and go upward instead, turn to 201.





256

The SEA OGRE's great hands close about you. Your struggles are useless against its tremendous strength. It tows you down to the cave, drags you to the very back and clouts you on the head! Before you can recover, it has fastened a lattice-work of bars over the back of the cave, imprisoning you there. 'Eat,' it tells you, throwing in a piece of fish. 'Get fat. You be dinner soon.' You can eat the fish (it restores 4 STAMINA points) or put it in your bag as one Provision. What will you do now?

Use the Potion of Vaporous
Essence (if you have it)?

Turn to 143

Shout insults and challenge the
Ogre to a fair fight?

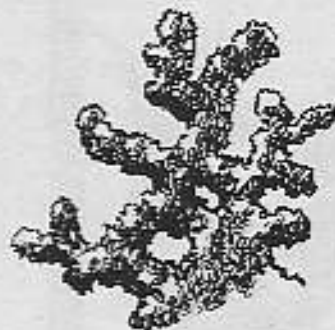
Turn to 109

Offer the Ogre a bribe to release
you?

Turn to 226

Wait and hope the Ogre goes
away?

Turn to 77



257

As you are leaving, you notice a huge trapdoor in the floor. The handle is a bronze ring half a metre across! If you try to open it, turn to 90. If you leave the mausoleum, turn to 23.

258

You fumble in your leather bag and remove the Glowfish. When you release it in the water, it expands into a long, blue-glowing creature. It swims obediently around over your head, lighting up the surroundings. You see that you are in a large coral grotto with a moderately strong current running through it. What will you do:

Swim upstream?

Swim downstream?

Try to open the trapdoor and escape?

Turn to 384

Turn to 221

Turn to 365



259

You swim away as quickly as you can. Not far away you see a small building with only one entrance . . . a door too small for the Dolphin to pass through. You enter and look around. The first thing you see is a large, dark opening in the floor. It appears to be the mouth of a pipe. Despite your best efforts, you are sucked down into the darkness. Turn to 104.

260

You swim upward. It is quite a long way! As you swim, the water grows visibly lighter. You realize that the top of the cliff is a coral reef that actually breaks the surface. If you turn around and swim back towards the sunken city, turn to 64. If you pull yourself up on the coral reef and see what you can find, turn to 379.

261

You tell Greylock that you would like to avoid the Sea Dragon. 'Stay away from dark places, then,' is his reply. He takes you to the back room of his cottage and opens a trapdoor. 'Go quickly, and fortune be with you!' You lower yourself into the tunnel. Once again you feel the tingling as you pass through his magic bubble; then you are breathing water once again. It is dark, but the wizard gestures with his wand and a Glowfish appears, swimming beside you to light your way. The door closes and the current carries you downstream. Turn to 96.



262

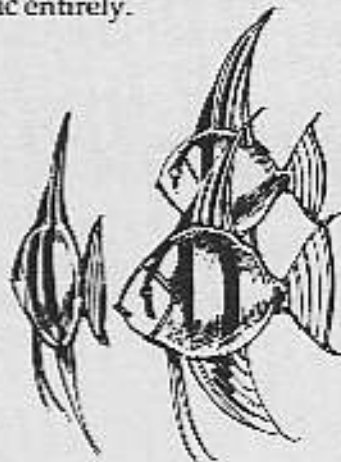
The Elemental wraps itself around you and hurtles through the water. Soon you are at Pirate Cove. The Elemental circles the island, but you see no pirate ships. 'I am sorry, my friend,' the Elemental tells you, 'but I have performed my service and I must leave.' It vanishes. You swim ashore, feeling your gills vanish as you break the surface. You are marooned on a desolate island. Perhaps in the morning you will find a way to get back home. For now, your adventure is over.

263

You feel a thrill of magic. The dagger's handle is marked with runes reading *Swiftstinger*. It is obviously meant to be thrown. If you use Swiftstinger in a combat, turn to 215 to learn its effects. Make a note of that number; do not read it until you decide to use Swiftstinger against a foe. (When you turn to 215, you should also make a note of the paragraph you are currently reading, so that you can return there.) You have no living foes at the moment, so you cannot use Swiftstinger now. Turn to 381.

264

You release the Sawfish. It turns into a large fish with a heavy, toothed bill. Obediently, it swims towards the ship and begins to saw at the planks – but it can make no headway on the smooth surface. It swims away, defeated. Turn to 188, if you want to try another Toolfish; or turn to 47, if you want to try another tactic entirely.



265

A rustle of excitement stirs the court. The king is *very* impressed. 'The Great Crown of Atlantis! We thought it lost to the Mermen!' He consults with an adviser. Soon a serving-tray is brought, with two jewelled arm-bracelets upon it. 'Take these with our thanks, surface-dweller. These bracelets are magical. They will not weigh down your arms, but will increase your prowess.' While you wear them, your Attack Strength is increased by 1. 'Now,' the king asks, 'is there any way we can help you on your quest?' Turn to 296.

266

The sauna baths are luxurious indeed. After a few minutes of relaxation, you feel much better . . . but somewhat strange. As you leave, you catch sight of yourself in the mirror. The Merman was not exaggerating; the baths *did* make a new person of you! Turn to the beginning of this book and re-roll your STAMINA, SKILL and LUCK (Make a note of this paragraph number - 266 - so you can return here when you finish.) Change all your current scores to these new *Initial* scores. You decide to leave the friendly Mermen before something even stranger happens. Turn to 138.



267

If you want to take a lesson, turn to 22. If you decline, saying there must have been some mistake, turn to 317.

268

You pull your sword from the body of the Sea Spider. If you have not already done so, you take a second to slice the giant Clam open and free your foot. Within the opened Clam, you see a large Silver Pearl. You take it and move on. Where will you go:

The captain's cabin

Turn to 40

The treasure-hold

Turn to 192

Away from the ship, towards the gardens

Turn to 2



269

You approach the sunken cathedral and circle it. It is a huge, Gothic structure, complete with gargoyles on the roof. You swim through the front doors and into the great hall. Your attention is immediately caught by the vast stained-glass windows lining the hall. They depict many sorts of scenes – some underwater, some on land and some so odd that you cannot identify them. The curious thing about the windows is this: although the scenes do not move, they *change*. Whenever you look away from a window, it is different when you look back! As you look back and forth, you see a picture of *yourself* in one window, as you were being forced overboard from the pirate ship. A moment later, in another window, you see the same pirate ship from above, being eaten by a giant fish! No . . . as you look closer, you see the 'fish' is an island, and the ship is anchored in a cove that forms the fish's mouth. What will you do now:

Keep watching the miraculous windows?

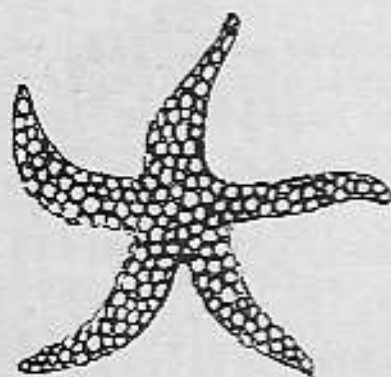
Look around the cathedral?

Leave the cathedral?

Turn to 37

Turn to 339

Turn to 390



270

The left tunnel leads slightly upward; glowing algae on the brick walls help you see where you are going. As you swim along, the algae get dimmer and dimmer. By the time you come to a door, you can barely see. Opening the door, you are confronted with the horror of two glowing SKELETONS. If you fight them, turn to 75. If you would rather get away from here, turn to 295.

271

The trapdoor opens. Instantly, a whirlpool forms and sucks you down to the darkness below. Turn to 12.

272

You swim past most of the creatures, but a few block your way and surround you. You must fight them. Treat these BLOODWORMS as a single foe:

BLOODWORMS SKILL 6 STAMINA 6

You cannot Escape. If you destroy this small group of Bloodworms, turn to 170.

273

The Dolphin is glad to break off the fight. It lets you go without a parting blow, so you do not suffer a wound in Escaping. It swims away, seeming to shake its head as it goes. Blood fills the water. Suddenly, a sixth sense warns you to turn around. A huge sand-coloured SHARK, drawn by the blood in the water, is attacking you! You realize that there is no way you can Escape this monster; you will have to fight. You do not have time to eat Provisions or use Potions before this battle begins.

SHARK SKILL 8 STAMINA 15

If you kill the Shark, turn to 370.



274

You created two Skeletons. The brigands scatter as your undead servants attack. Many flee, and the survivors are decimated before the Skeletons fall. You are left with five opponents: four pirates and Captain Bloodaxe himself. You must fight them two at a time, starting with the first two. You must fight both at once. Each pirate will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen pirate as in a normal battle. Against the other, even if your Attack Strength is greater, you will not wound him. You must just count this as though you have defended yourself against him. However, if his Attack Strength is greater, he will have wounded you in the normal way. When you slay one, *the next takes his place*, so you will always have two foes before you until there are none left in reserve.

	SKILL	STAMINA
First PIRATE	7	13
Second PIRATE	9	9
Third PIRATE	8	14
Fourth PIRATE	9	12
CAPTAIN BLOODAXE	11	12

You cannot Escape. If you kill all the pirates, turn to 189.



275

You hand it a Pearl. 'Free at last!' it shouts. Now I can get my revenge for this captivity!' The steam on the room's floor rises upwards, melting the ice on the ceiling. A dark hole is revealed. The Elemental presents you with the crystal it had promised you. Then it darts away, through the hole in the ceiling. Almost instantly, you hear the sounds of battle. Finally silence comes. If you go up and see what happened, turn to 310. If you would rather return the way you came, turn to 42.

276

The tunnel rises, and reaches the sea-floor in the midst of a cluster of huge seaweed trees. The Glowfish swims away, its job done. You step out from between the trees and look around. You see a neatly kept clearing. Within the clearing is a very ordinary-looking cottage surrounded by a great iridescent bubble. Inside the bubble you can see ordinary land-dwelling shrubs - and even a cat!

You swim closer and peer through the bubble into a window of the cottage. Inside you can see an old man sitting at a desk. Suddenly he becomes aware of you and looks up. Meeting your eye, he waves you towards the front of the cottage. His attitude is brisk and no-nonsense. If you swim back into the cover of the trees, turn to 322. If you go around to the front and meet the old man, turn to 135.

277

You have slain the Sea Dragon – a feat worthy of the greatest hero. Night is falling fast, and you know your spell is about to expire. Quickly, you snatch up a handful of gold from the pile of treasure and swim to the surface. As your head breaks water, the sun sets. You feel the magical gills vanish – but you no longer need them. Your timing was perfect!

One of the *Troll's* boats is bobbing about on the surface. You climb in, make everything shipshape and set course for Port Blacksand. You have destroyed the pirates, and won a few bits of treasure for yourself. Your adventure is over.

278

You open the bottle and drink. The Potion of Vaporous Essence dissolves you and all your possessions. You drift through the chinks in the coral wall and out of the other side. Soon you become solid again, out of the Kraken's view. Turn to 382.



279

The Elemental wraps itself around you and hurtles through the sea. It releases you on a sandy beach, just as the sun sinks. You thank the Elemental and watch it leave. Then you leave the water, feeling your gills vanish as you do. You creep up the beach, towards the sounds of revelry. Unfortunately, you have found the wrong pirate camp! Not one shipload of pirates, but several, are carousing here. As you realize your mistake, the pirates see you. They welcome you in a fashion even less pleasant than Captain Bloodaxe's. Your adventure is over.

280

As the Grouper eyes you, you sheathe your sword and heft the harpoon. The Grouper rushes towards you, its mouth open wide. You dodge skilfully and stab at it with the harpoon. Roll two dice. If the result is less than or equal to your current SKILL, turn to 246. If the result is greater than your current SKILL, turn to 375.

281

You place your back to the wall and swing your sword. You cut down several of the attacking Mer-men, but two come to take the place of each one you kill. Eventually, a sharp trident finds your heart. Your journey is over.



282

You approach the sunken ship. The masts are still tall and straight, and a few rags of sail are still waving in the current . . . but a great hole has been torn in one side. You can see movement inside. Something indistinct, but large, is making its home there. If you investigate, turn to 24. If you go elsewhere, turn to 222.



283

The arena seats are long, cold marble benches. A current of water keeps them fairly clean. In the darkness under a bench, you see something gleaming. Cautiously, you probe with your sword. It is a SEA SNAKE! Indeed, there are several of them, regarding you with lidless gazes. If you try to kill them, turn to 122. If you swim up and leave the dome, turn to 3.

284

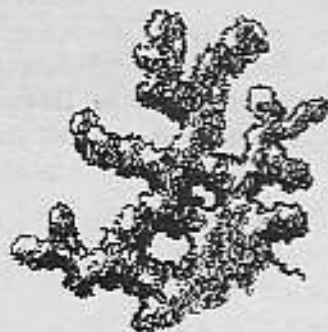
The king dismisses you abruptly, and the guards seize you and escort you roughly out of the royal presence. Lose 2 LUCK points for your lack of chivalry. The guards toss you out of the front door. Turn to 347.

285

Greylock accepts the Pearl. In return, he brings out a triangular bottle full of green liquid. You may take this Potion of Fortune with you and drink it at any time except during a battle. It will raise your Initial LUCK score by one, and raise your current LUCK score to that new *Initial* value. Turn to 154.

286

Exerting all your strength, you manage to snap the chain of the cursed necklace. It falls down into the depths. You struggle back to the Hag's room. Lose 2 STAMINA points. If you are still alive, you leave quickly. Turn to 162.



287

'What do I care about pirates?' it replies. 'They sink ships, and are sunk themselves, to bring more treasure into the sea for me. If every human was a pirate, it would be all the same to me.' It ends its speech with a snap of its great jaws and moves delicately in your direction. The gleam in its eyes looks very much like hunger. Turn to 28 and fight.

288

You call the Dolphin's name and it appears quickly. You explain that you need to be taken to a nearby island. The Dolphin assents. Where will you ask to be taken:

The island of the pirates?

Turn to 177

The fish-shaped island?

Turn to 228

The skull-shaped island?

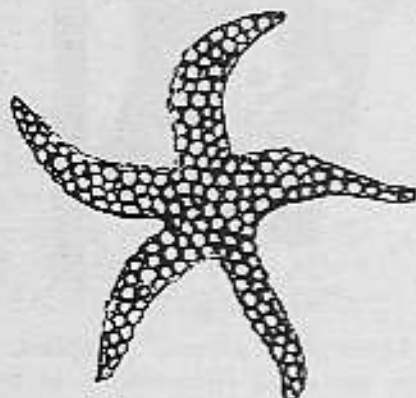
Turn to 156

Captain Bloodaxe's island?

Turn to 377

289

You will keep your prize or die fighting for it! 'You are foolish, but brave,' rumbles the Statue. Return to 232 and fight to the finish.



290

You whip out your sword and fight. There are dozens of the small Octopuses. You drive them away, but not before one bites you. *Test your Luck.* If you are Lucky, turn to 353. If you are Unlucky, turn to 82.

291

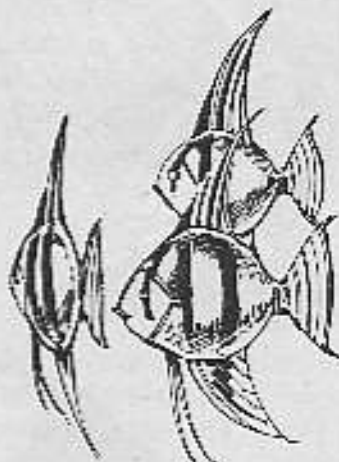
As soon as you draw your sword, it flees. You see that you have no hope of catching the wary creature. Lose 2 LUCK points and turn to 65.

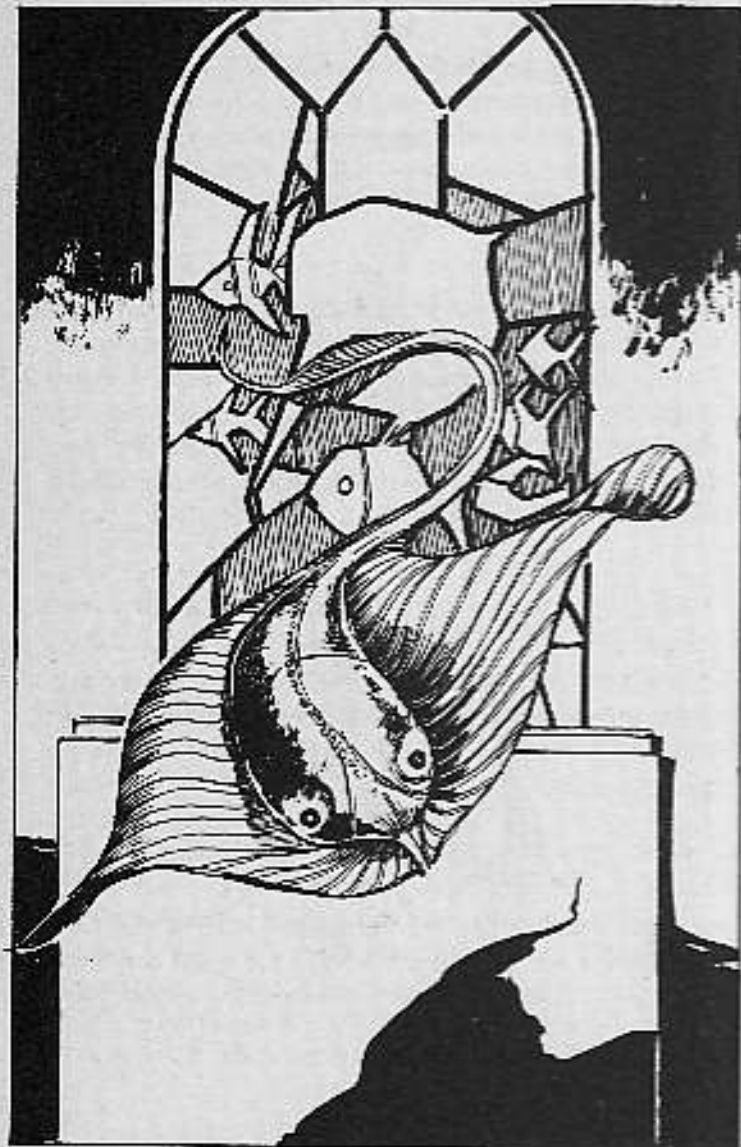
292

Your clinking produces no result, so you try again. There is still no answer. The sun dips lower, and you realize you have forgotten the proper call for the Sea Dragon. Lose 2 LUCK points. Return to 47 and try something else.

293

Swimming your fastest, you dart into the branches of a great seaweed tree. It works! The Lionfish swims angrily round and round the base, roaring mightily, but it cannot or will not pursue you up the tree. Restore 2 LUCK points. Eventually, the Lionfish swims away, baffled. You continue down the path. Turn to 234.





294

The DEVILFISH attacks by lashing with its long barbed tail.

DEVILFISH

SKILL 8

STAMINA 13

If you try to Escape, turn to 117. If you kill the Devilfish, turn to 235.



295

You flee madly through the glowing tunnels. Soon you come to the intersection of vertical and horizontal shafts. If you want to explore the tunnel in the other direction, turn to 245. If you would prefer to swim back up and out of the building, turn to 16.

296

You explain that you seek to destroy Captain Bloodaxe and his pirate crew. The Deep Ones agree that this would be a fine thing. They even know of the island where the pirates stay. They don't know what the surface-dwellers call it, but it is shaped somewhat like a fish, and the pirates anchor in a cove that forms the mouth of the fish. You thank them and leave. Turn to 347.

297

Looking more closely at the Sea Anemones, you see that certain small fish live among their tentacles without being harmed, while others stay clear. As you watch, a large fish tries to catch one of the small fish and is itself caught. The fragile pink tentacles wrap around it and sting it. The fish dies almost instantly and is pulled slowly towards the mouth of the Anemone.

With new respect, you back away from the Anemones. Then you notice the bones of a humanoid hand beneath the base of the biggest one. Looking closely, you see the entire skeleton of a Merman, as well as a small wooden chest. This Anemone has caught more than just fish! What will you do:

- | | |
|-------------------------------------|-------------|
| Leave the house? | Turn to 381 |
| Reach for the chest? | Turn to 19 |
| Drag the chest out with your sword? | Turn to 325 |
| Attack the Anemones? | Turn to 94 |

298

The Giant Crabs snap up the food, but keep coming towards you, clicking their claws hungrily. Mark off two lost Provisions. If you flee from the Crabs, turn to 32. If you fight them, turn to 219.



299

The swashbuckling fish stamps his foot again and tweaks your nose with his rapier. Lose 1 LUCK point. If you attack him for his impertinence, turn to 79. If you demand an explanation, turn to 335.



300

The Dolphin squeaks back at you, and you find that you can understand its high-pitched chattering. It tells you that it is glad to see humans around, asks you why you don't drown, comments on your sword and asks whether you have seen any tasty-looking fish. You are hard put to answer it, because it talks so fast. Then it interrupts you again, saying, 'Look out! A SHARK! We will fight it together!' It darts off to the left. Indeed, you see that a huge sand-coloured Shark is cruising towards you. If you join the Dolphin in fighting the Shark, turn to 218. If you retire from the scene and let them fight it out, turn to 72.

301

You free yourself and swim away. As you leave, you realize that the Octopuses have stolen one possession (your choice) from your bag. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

302

You swim towards the cathedral. Restore 2 LUCK points for befriending the Sea-horse. Turn to 65.

303

Just as it promised, the Water Elemental will carry you anywhere you ask. If you wish to be taken to the pirate ship, turn to 167. If you do not feel you can defeat the pirates, you can ask to be taken to your home port (turn to 105).

304

Abandoned on the arena floor you find a harpoon. You can add it to your possessions if you like. The arena seems even more huge as you drift to the floor and look about you; you can imagine the combats and spectacles that must have been held here. But the huge stadium is empty now. What will you do:

- | | |
|--|-------------|
| Leave the way you entered? | Turn to 3 |
| Swim towards the ground-level exits? | Turn to 161 |
| Investigate the seats (if you have not done so already)? | Turn to 283 |

305

You tell about your search for the pirates who tried to kill you. It listens with sympathy. 'I cannot travel with you,' it says, 'because my duty is to care for the fish around my reef. But you stopped to admire my fish, and you spoke to me politely, so I will help you.' If you ask it for luck, turn to 44. If you ask for advice, turn to 194.

306

You release the Axefish, and it grows quickly into a metre-long creature with a heavy horned beak. It swims to the *Troll's* hull and begins to chop at the bottom, but the oaken planks resist it. Hearing the noise, two pirates jump over the side to investigate. They see you and swim towards you, knives ready. The Axefish, alarmed, swims away. You must fight the pirates. Fortunately, they are clumsy in the water, while you can fight as skilfully as you ever did on land. Fight them one at a time:

	SKILL	STAMINA
First PIRATE	5	10
Second PIRATE	6	11

You do not try to Escape, because you are so close to your goal. If you kill the pirates, turn to 188 if you want to try another Toolfish, or turn to 47 if you want to try another tactic entirely.





307

You crash through the heavy door. The room is lit by a reddish glow. Facing you is a wizened old SEA HAG. Her warty face is twisted in anger and her hand is upraised to cast a curse at you. What will you do:

Offer her a gift?

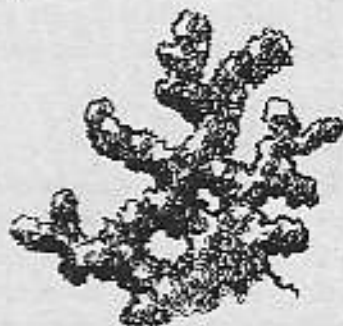
Flee?

Attack her?

Turn to 5

Turn to 368

Turn to 254



308

The Elemental wraps itself around you and hurtles through the water. It travels back and forth, and finally pauses, confused. 'There is no such island as that! I cannot let you drown, so I will take you to your port instead.' You cannot argue. Turn to 105.

309

Swimming as fast as you can, you dart for open water . . . to no avail. A tentacle wraps about you and draws you to the huge beak. You are only a morsel to the Kraken. Your journey is over.

310

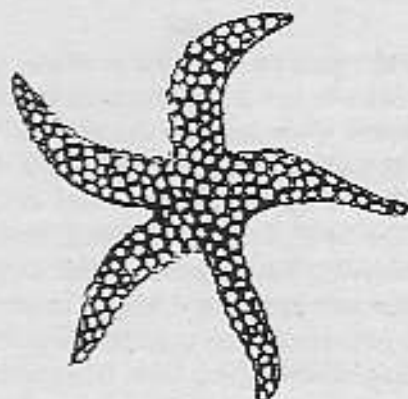
Cautiously, you inch up the narrow tunnel. You emerge into another room, which is somewhat larger than the Elemental's chamber. The room is a wreck; old bones and broken weapons are everywhere. There is no sign of the Elemental or of the demon that it said it would fight. Within a smashed skull you find 2 Black Pearls. In the ceiling, you see another tunnel leading up. If you follow it upward, turn to 361. If you go back down through the Elemental's chamber and the coral grotto, turn to 42.

311

You are curious and swim towards the creatures. They are large worms, blood-red in colour and as thick as your arm. Though they have no eyes, they sense your presence and move towards you, toothed mouths agape. You must fight them. Treat the whole colony of BLOODWORMS as a single foe:

BLOODWORMS SKILL 6 STAMINA 13

If you try to Escape, turn to 272. If you destroy the Bloodworms, turn to 33.



312

You step across the fissure – and bump your nose on a rough rock wall! The chest was an illusion; there is nothing there at all. You rub your nose and leave the room. Turn to 162.

313

You create a single Skeleton. It scuttles toward the pirates, its rusty sword at the ready. They are frightened . . . but it is only a single opponent and they quickly defeat it. You draw your own sword, but to no avail. The pirates swarm over you, their cutlasses flashing. Your adventure is over.

314

Fight the clump of Anemones as a single opponent:

ANEMONES SKILL 7 STAMINA 14

If you decide to Escape, turn to 237. If you kill the Anemones, turn to 195.

315

You clink the gold coins together as you were told to do, and swim to the sea-bottom to watch. Within a few minutes, you see the huge bulk of the Sea Dragon. It swims straight to the Troll. With a few swipes of its mighty claws it tears out the ship's bottom. The Troll sinks like a stone, and the greedy Dragon wreaks havoc among the swimming pirates. As you watch, the Dragon opens the ship's hold and gathers all the gold into a pile. Then you hear its deep voice calling you. 'Human! The ship is destroyed. Come out and receive my thanks!' If you go to the Dragon, turn to 36. If you stay in hiding, turn to 140.

316

He offers you your choice of four useful fish: a Sawfish, an Axefish, a Borerfish, and a Glowfish like the one overhead. These are the only fish that he has to spare, and he has only one of each to offer you. You pay him for your choice(s), then leave (turn to 150).

317

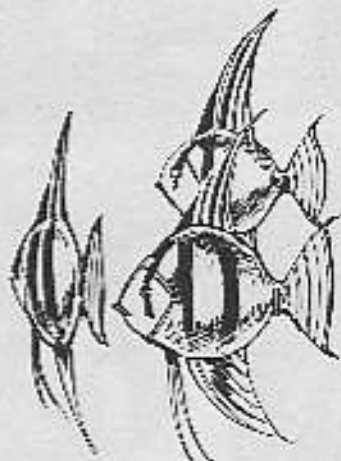
'Zounds!' he cries. 'Cyrano never makes a mistake! You may think you are a good swordsman, but you will be better after a lesson from Cyrano!' If you pay for a lesson, turn to 22. If you fight him in earnest, turn to 79.

318

Greylock takes the Pearl from you, and brings out a small phial of ruby-coloured liquid. 'This is the Potion of Vaporous Essence,' he tells you. 'It is very rare and valuable. Use it only in a time of great need. When you drink it, your body, as well as your clothing and possessions, will turn into a thin mist that can float through the smallest crack. After a few minutes, you become solid again.' You thank Greylock. Turn to 154.

319

Roll one die again, and lose that many more points of STAMINA. If you are still alive, you break away and kick madly towards open water! Whatever is in that building, you decide, the Crabs are welcome to keep it. Turn to 389.





320

You search the face of the cliff for more secret doors like the one from which you emerged. You find no doors, but you do see a cavern big enough to admit you. You swim closer – and draw back from the snapping jaws of a huge MORAY EEL. If you enter the cave and attack with your sword, turn to 98. If you flee, turn to 112.



321

The shimmering water forms into a vague human shape, as the voice inside your head tells a sad story. This GHOST was once a sea-captain, slain by treachery when his crew mutinied. He was eaten by fish and his bones were scattered, so he cannot find rest. He asks if you will gather his bones and give him a decent burial. If you help him, turn to 101. If not, turn to 216.

322

You flee through the trees of seaweed. It is almost completely dark. Soon you come to a deep chasm which seems to form one boundary of the forest. You cannot see very far into its depths, but you can feel the cold current that rushes through it. If you swim across the chasm to a small, ruined house on the other side, turn to 172. If you explore the depths, turn to 6.

323

You take the Sawfish from your leather pouch and release it. It grows to a large fish with a toothed bill. It swims up to the trapdoor and works at it, but its blade is useless against the flat surface. After a few minutes, it gives up and swims away, vanishing in the shadows. What will you do now:

- | | |
|--|-------------|
| Try the Axefish (if you possess it)? | Turn to 134 |
| Use your sword? | Turn to 74 |
| Go downstream? | Turn to 221 |
| Go upstream (if you have not done so already)? | Turn to 384 |



324

You take the Glowfish out of your pack and release it. It grows in size and swims above you, shedding a blue light. You swim down, examining the steep walls of the abyss. At this depth, you see many strange fish and weird marine growths. Finally, below you, you see a light. You swim towards it until you can make out a cave opening. In front of it are a rude table and bench.

Suddenly, your Glowfish darts away in fright and vanishes in the distance. You look around to see what frightened it. It is a huge SEA OGRE, twice the size of a man. Its huge webbed hands are reaching for you. *Test your Luck.* If you are Lucky, turn to 52. If you are Unlucky, turn to 256.

325

You probe with your sword. The pink tentacles grope blindly. When they touch the sword, they quiver and then stiffen. The Anemones are angered by the touch of metal! The tentacles wrap around your blade. *Test your Luck.* If you are Lucky, turn to 212. If you are Unlucky, turn to 349.

326

Searching the body of the Merman, you find a single Black Pearl, which you drop in your bag. His only other possession of interest is the sharp trident. If you take it, turn to 21. If you leave it, turn to 227.

327

You hold out your empty hands peacefully. The misty Water Elemental lowers its own hand and asks your business. You tell your story. The Elemental is sympathetic, but cannot help you. 'I am a prisoner here, held by the enchantment of the Bone Demon,' it explains. 'I may not leave this room without a Black Pearl; only that will break the spell.' If you have such a Pearl, turn to 115. If not, turn to 187.



328

Investigating the shattered Skeletons, you see that each one had eyes of Black Pearl. You drop the 4 Black Pearls into your bag and continue searching. In one corner of the room is a rusty metal box. If you prise the box open, turn to 357. If you ignore it and leave the room, turn to 374.

329

The Merman reacts quickly, throwing his own Sawfish at you. While you are fighting it, he escapes. Fight the Sawfish:

SAWFISH

SKILL 8

STAMINA 10

If you Escape, turn to 150. If you kill the Sawfish, turn to 88.

330

You pick up the sword, and a shiver runs through your arm. It is cursed, but very powerful for all that. Your *Initial* LUCK score is now reduced by 1, but your Attack Strength will be raised by 1 whenever you use this weapon. Turn to 255.



331

Brushing away sand and shells, you find a huge trapdoor on the floor. A bronze ring fully half a metre across serves as the handle. If you try to open it, turn to 90. If you would rather just leave the mausoleum, turn to 23.

332

If you have the jade crown *and* the Dolphin is still alive, turn to 240. If you don't have the crown, but the Dolphin is still alive, turn to 151. If the Dolphin is dead, turn to 350.



333

As you approach, you see that these are not true humans, but DEEP ONES. Their skin is green and warty, their eyes huge and frog-like. They have gills, webbed fingers and huge claws. They wear jewelled armour. You must fight one and then the other:

	SKILL	STAMINA
First DEEP ONE	8	10
Second DEEP ONE	7	12

If you Escape, turn to 347. If you win, turn to 136.



334

You tell it of your misfortunes and your desire to return to your home. It does not reply, but chuckles deep in its throat and yawns. A snaky tongue, as big as a rope, flicks out to taste the water near you. It rises and moves delicately toward you, and you realize that you are of interest to it only as a snack. Turn to 28.

335

The strange 'swordsman' introduces himself as Cyrano the Swordfish. 'I am the greatest sword-master of all the oceans!' he says grandiloquently. 'You must have been sent here for lessons. My fee is 1 Black Pearl, or 2 Gold Pieces. Everyone is the better for a lesson from Cyrano.' If you do not have a Black Pearl or 2 Gold Pieces, turn to 137. If you have the price (whether or not you want to pay it), turn to 267.



336

A wound from a tiny Octopus is very dangerous. Lose 6 STAMINA points. If you are still alive, you also find that the little Octopuses have robbed you! Lose one Provision and any one item from your bag. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

337

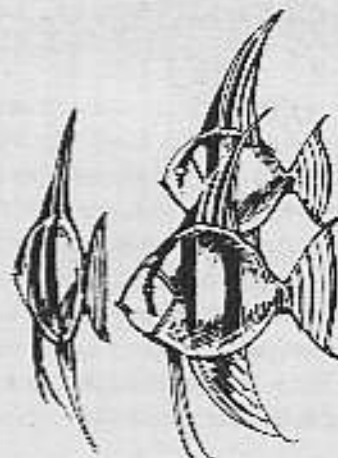
There is no answer. Perhaps he cannot hear you. Lose 1 LUCK point. Return to 77 and make another choice.

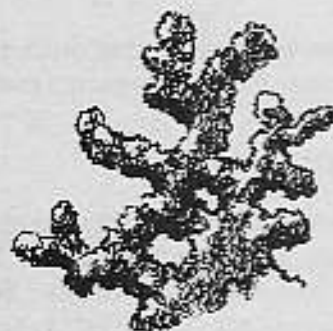
338

She looks at your offering with contempt – then pops it into her mouth and eats it! She cackles gleefully. 'Not bad, mortal – but *your* flesh would taste sweeter!' She attacks you. Turn to 254 and fight her.

339

It is a huge building. The coral and seaweed growing everywhere only add to its beauty. If you would like to investigate the towers where you saw the gargoyles, turn to 146. If you would rather explore the interior further, turn to 191.





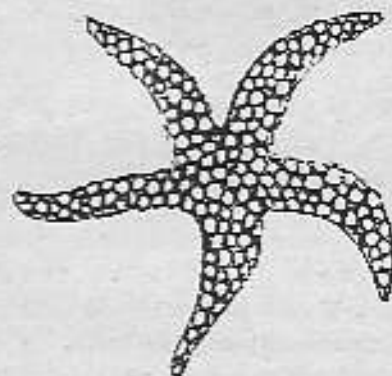
340

You swim between the huge bronze doors and enter the stone building. The interior, like the exterior, is solid, grey and overgrown with coral. Huge stone crypts line the walls, each with its own statue. Some of the statues are human, while some have fishy features, but all are proud, noble and much the worse for wear. You try to read the inscriptions on the crypts, but they are in a script which is strange to you.

At the far end of the mausoleum you see one statue in somewhat better repair than the others. In its right hand it bears a huge rod, and on its head is a crown. As you approach, you see that the crown is made of green jade, elaborately carved in the form of a chain of leaping dolphins. It is not part of the statue, but is a separate carving. If you lift the crown from the statue's head, turn to 11. If you leave the crown where it is and search the mausoleum for other things of interest, turn to 331.

341

You paddle over to the brick building. It is in very poor repair; one wall is completely down, and the others are cracked and ragged. You enter cautiously. There are no other Giant Crabs, but there are hordes of smaller ones, from the size of a dinner-plate on down. They watch you with their stalked eyes, waving their claws menacingly, as you investigate their home. Suddenly you feel a pain in your leg. One Crab, braver than the rest, has nipped you severely! You smash it with your sword, but it has still cost you 1 STAMINA point. If you search further, turn to 8. If you leave, turn to 389.



342

You release the Sawfish. It expands, becoming a metre-long fish with a saw-toothed bill. It darts out of the coral and attacks the Kraken. The Kraken lashes frantically at it, but the Sawfish's bill cuts off the first tentacle that reaches for it! The battle rages furiously. At last, all is quiet. There is no sign of your Sawfish, but the Kraken is gravely wounded. It has lost two tentacles, and several more are gashed. If you do battle with the Kraken, remember that this fight has cost it 10 STAMINA points and 2 SKILL points! If you possess another Toolfish, you can release it (turn to 31). If you want to try something different, return to 99.

343

The Elemental is overjoyed by your gift. 'Free at last!' it shouts. 'Now I can get my revenge for this captivity!' The steam on the room's floor rises up and melts the ice on the ceiling. A dark hole is revealed. The Elemental blesses you; increase your *Initial* LUCK score by 1, and raise your LUCK to its new maximum. It also presents you with a shining bit of ice. 'This crystal will not melt,' it tells you. 'You can use it to call upon me once. I will hear your summons and bear you from any place in the world's waters to any other place.' Then it darts away, through the hole in the ceiling. Almost instantly, you hear the sounds of battle. Finally silence comes. If you go up and see what happened, turn to 310. If you would rather return the way you came, turn to 42.

344

Carefully, you stow the bottle in your leather bag. Bidding the Ghost farewell, you swim away in the direction of the large stone building you saw earlier. Turn to 159.



345

As you thread your way through the narrow tunnel, you are cut again. Lose 1 more STAMINA point. The current is strong, and you are fighting it every bit of the way. Abruptly, the tunnel opens into a small cubical room with walls that look like polished stone. Turn to 372.



346

Staying back from the unnatural glow, you turn a corner and head down a darker corridor. The mud on the floor is growing thicker. You see something gleaming on the floor. Swimming down, you pick it up and find that it is a bone . . . from a human arm. You turn to leave, but your path is blocked. A dark figure has emerged from the mud and is standing silhouetted in the doorway. It is a caricature of a woman, formed out of mud. Oozing arms reach out for you. You must fight it.

MUCK DEMON

SKILL 8

STAMINA 8

The Muck Demon is clumsy, but she has power over the slime and silt on the floor. It rises in a great cloud, choking and blinding you. For this battle, subtract 3 from your Attack Strength on each round. If you Escape, turn to 41. If you destroy the Muck Demon, turn to 366.

347

You leave the palace of the Deep Ones. To your right is the great sunken ship you saw earlier; to your left is an entrance to the sunken gardens. If you investigate the ship, turn to 282. If you would rather look through the gardens, turn to 2.

348

Your foot falls centimetres away from a huge CLAM, which closes with a clashing sound. What will you do:

- | | |
|--------------------------------|-------------|
| Kill the Clam with your sword? | Turn to 97 |
| Look for the captain's cabin? | Turn to 40 |
| Look for the treasure-hold? | Turn to 192 |

349

The tentacles are much stronger than you would have expected. Before you can react, they tighten and pull your sword from your hand! You will not be able to recover it unless you kill the Anemones. If you possess another weapon, you may use it. If you have no other weapon, you must fight bare-handed: subtract 3 from your Attack Strength each round. (This holds true for *all* combats until you can find a weapon.) If you attack the Anemones, turn to 94. If you abandon your sword and leave, turn to 381.



350

Looking at the Dolphin's body, you feel sorrow. It had tried to help you, and it fought nobly. The blood in the water is drawing scavengers, and you are afraid that more Sharks will appear. You look around you for a shark-proof hiding-place. Not far away you see a small building with only one entrance . . . a door too small for a Shark to pass through. You enter and look around. The first thing you see is a large, dark opening in the floor. It appears to be the mouth of a pipe. Despite your best efforts, you are sucked down into darkness. Turn to 104.



351

You swim back down the tunnel. The Elemental is overjoyed at your survival and your gift. 'Free at last!' it exults. Happily, it presents you with a bit of ice. 'This crystal will not melt,' it tells you. 'You can use it to call upon me once. I will hear your summons and bear you from any place in the world's waters to any other place.' Then it shimmers and flows up through the hole in the ceiling. If you follow it up, turn to 120. If you go back out through the coral passageway, turn to 42.

352

It replies, 'I have all the magic that I need. . . but you need all the magic you can get. Black Pearls are magical wealth, and will bring you more wealth. If you have a goodly pouch of Pearls now, 'twere best you confronted your foes quickly, ere night falls. If you require more Pearls, you may brave the Kraken's lair, but 'tis an undertaking most fell.' With that, the Water Sprite vanishes. If you think you are ready to find and confront the pirates, turn to 382. If you are not yet ready, you can swim towards the coral formation the Sprite indicated as the Kraken's lair. Turn to 87.

353

The bite is painful but not serious. Lose 1 STAMINA point. As you leave, you find that the little Octopuses have robbed you! Lose one Provision and any one item from your bag. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

354

You fall terrified on your knees before the Bone Demon. It chuckles with a grating sound and moves towards you. Dropping its weapons, it picks you up and stares into your eyes. You feel numb and chilled. Then, holding you tight with two hands, it uses the claws of the third to strip the flesh from your living bones. When it is finished with you, it takes the Pearls from its crown and sets them in your eye-sockets. You are now an undead servant of the Bone Demon.

355

You swim out of the door. As you cross the threshold, the room whirls around you and you find yourself back on the ocean floor, in a patch of rocks and rotted timbers. Turn to 111.

356

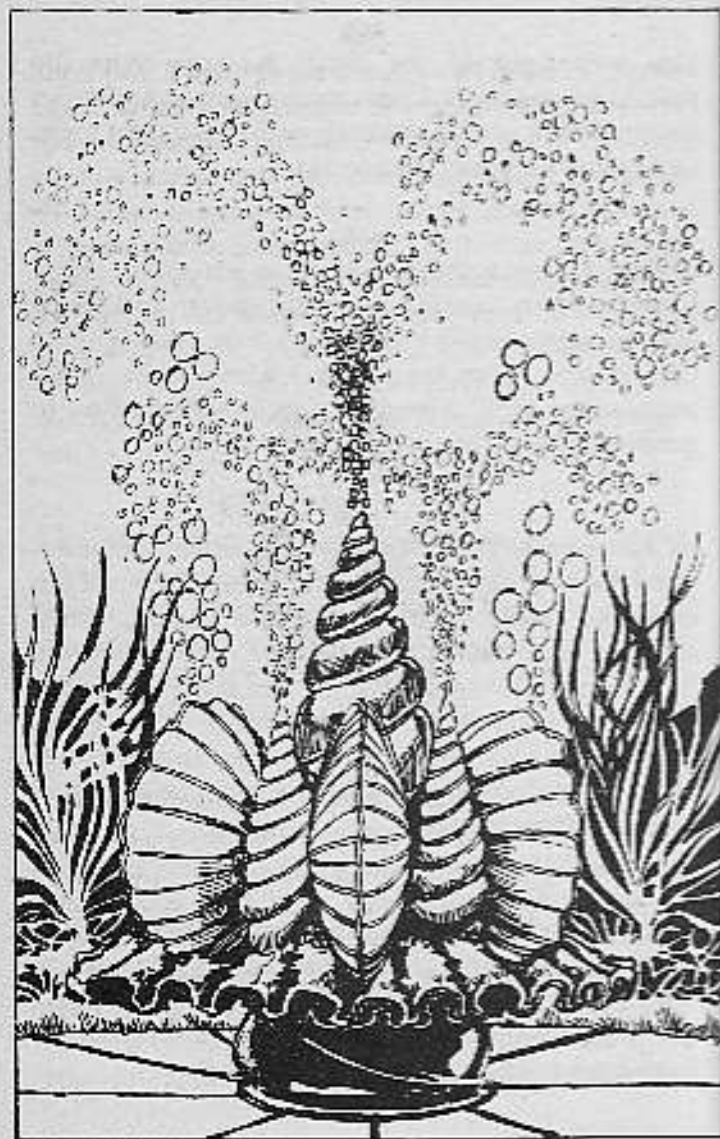
They take everything you have except a single weapon, force you back down the cavern and thrust you through a heavy iron-bound door. As they bar it behind you, you hear their leader's voice: 'Die, trespassing fool!' Ahead of you is a faint glow to guide you. Turn to 43.

357

By hammering the box against the walls, you manage to loosen the rusty hinges. A green fog seeps out from the cracks in the box, and a choking smell assaults your new gills. *Test your Luck.* If you are Lucky, you manage to cast the box away from you. If you are Unlucky, you inhale some of the green matter, and lose 3 points of STAMINA. In any event, if you are still alive, you leave the room as quickly as you can. Turn to 374.

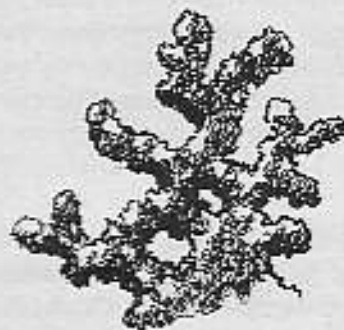
358

If you have learned the magic word that activates the pearls, spell that word backwards and turn to the paragraph it indicates. If you have not learned that magic word, the Pearls are of no use to you. Turn back to 47 and choose again.



359

The path winds between more seaweed and coral displays. Soon you come to a small clearing. In the middle of the clearing is a marble fountain . . . but instead of shooting water, the fountain releases a constant stream of fine bubbles which drift to the surface, far above. Within the bowl of the fountain you can see something glittering. If you pick it up, turn to 209. If you ignore the fountain and go on, turn to 20.



360

The bottle is made of green glass, with a lead seal inscribed with strange runes. When you pick it up, the Ghost becomes agitated. 'Be careful!' he says, 'I sense very strong magic! There is great reward here, but there is great danger, too!' If you feel lucky enough to open the bottle, turn to 184. If you abandon the bottle and swim away to investigate the stone building you saw earlier, turn to 159.

361

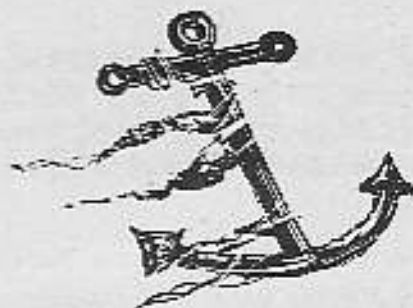
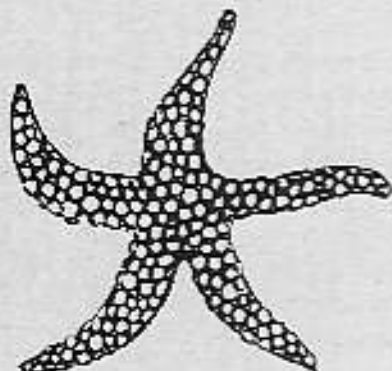
The dark chimney tunnel winds around and then opens on to the sea-floor. You emerge from a small hole not far from the mausoleum door. Its duty done, the Glowfish swims away. Turn to 23.

362

You remove the Sawfish from your bag and release it. It quickly grows into a large fish with a toothy bill. It swims towards the bars and attacks them, soon cutting them to fragments. Its job done, it swims off into the darkness. As you hurry from the cave, you find an ordinary sword, which you may take, if you like. You swim out of the cave and downstream, along the abyss. Turn to 148.

363

After a little while you decide you must have taken a wrong turning. You are over a dark chasm, with a dim glow visible at the bottom. Could that be your goal? Turn to 6.



364

You reach into your bag and draw out a Provision. When you offer it to the Water Sprite, it bows solemnly – and throws the food to the fish! They gobble it greedily. The Water Sprite laughs and vanishes. When you next look into your bag, though, you will find that you have three *more* Provisions than you did before you offered one to the Sprite. You leave the reef. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

365

You swim back up to the trapdoor and shove at it with all your might, to no avail. You realize that bare hands will be useless for this task. What will you use against the heavy wooden door:

Your sword?

The Axefish (if you possess it)?

The Sawfish (if you possess it)?

Turn to 74

Turn to 134

Turn to 323

366

The Muck Demon collapses into a heap of slime. Stirring through it gingerly, you find a colourless jewel. Restore 3 LUCK points. You leave the room and swim towards the blue glow you saw earlier. Turn to 251.

367

The next window shows a strange-looking man holding a rapier. You swim closer to see what is so odd about him. Suddenly the window seems to expand around you and you realize you are being drawn into the scene! Turn to 244.

368

You panic, spin around and flee down the hall. Behind you, the Hag laughs evilly. You feel dizzy as her parting curse strikes you. Lose 2 LUCK points. Turn to 162.



369

As you explore the wreck, the sun sets. Your magic gills shrink and vanish! Your next breath of water turns cold in your lungs. You gasp and choke. The surface is far above you . . . too far. Your adventure is over.

370

You knock out one of its huge teeth for a souvenir. The blood in the water is drawing scavengers, and you are afraid that more Sharks will appear. You look around for a shark-proof hiding-place. Not far away you see a small building with only one entrance . . . a door too small for a Shark to pass through. You enter and look around. The first thing you see is a large, dark opening in the floor. It appears to be the mouth of a pipe. Despite your best efforts, you are sucked down into darkness. Turn to 104.

371

You pull your sword from the body of the Sea Spider and move on. Where will you go:

The captain's cabin?

Turn to 40

The treasure-hold?

Turn to 192

Away from the ship, towards the gardens?

Turn to 2



372

You are in a small, cubical room. The roof appears to be made of ice; the floor is invisible beneath a layer of bubbling steam. Nervously, you paddle between the two; you know you are in the presence of strong magic.

In the centre of the room is a misty-looking humanoid figure, clad in a loincloth of seaweed. The strong current of water is coming directly from its body. The WATER ELEMENTAL looks angry at your intrusion and lifts a hand threateningly. What will you do:

Attempt to parley?

Turn to 327

Flee back down the coral tunnel?

Turn to 58

Attack with your sword?

Turn to 210



373

Black Pearls are very valuable, and the Merman will gladly trade you a tool for one. If you choose to give him Black Pearls, turn to 316 and choose one fish for each Black Pearl you trade. If you do not like this price, turn back to 57 and make a different offer, or turn to 150 and leave.

374

If you want to explore the tunnel in the other direction, turn to 245. If you would prefer to swim back up and out of the building, turn to 16.

375

You stab the Grouper with the harpoon, and it flees in terror. Unfortunately, your hand is caught in the harpoon's leather strap, and you are taken for a ride! The Grouper flees through a hole in the coral reef and over a cliff into deeper water. There are more buildings below you. At last you manage to free your hand. The Grouper swims off, taking the harpoon with it. Turn to 64.

376

He sketches a frame in the air around you and studies you as though you were a picture in a gallery, muttering to himself. 'Bravery alone will do you no good,' he states. 'Cunning will bring victory. Bravery and cunning together will make your fortune.' He studies you further. 'Have you any Black Pearls?' he asks. If your answer is 'Yes', turn to 175. If it is 'No', turn to 67.

377

The Dolphin chatters in puzzlement. It has never heard of any such island! It offers to help you home instead. Exhausted, you accept. As sunset comes and your gills vanish, you find yourself riding a Dolphin across the waves towards Port Blacksand . . . a strange ending for your adventure. You did not find the pirates, but you have your life.

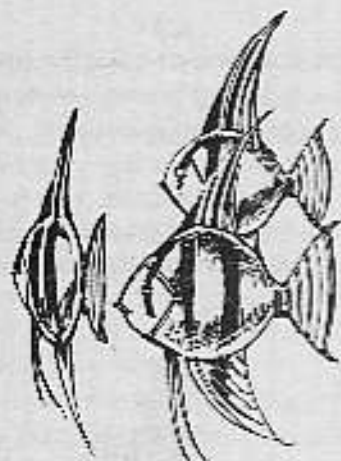
378

You swim as fast as you can for the opening in the ceiling. But it is not good enough. A rusty spear jabs into your back and drags you down. You feel skeletal hands, inhumanly strong, clutching you and pulling you toward those teeth. You try to use your sword, but it is wrenched from your grasp. Then the Bone Demon begins to eat you, feet first. Your adventure is over.



379

Carefully, you pick your way on to the land. It is a small island, composed entirely of brilliant white sand. Nothing is visible around you except for a few similar islands set in a great expanse of sapphire ocean. The heat is oppressive. Turning, you dive back into the ocean. But the spell that protected you has disappeared, and your gills are gone. Your first breath of water is your last. You thrash, choke, and drift slowly toward the bottom of the sea . . .



380

The Sea-horse throws you. You cannot fall, thanks to the water around you, but you are still somewhat shaken by the wild ride. Lose 2 STAMINA points. You head on towards the cathedral in the distance. Turn to 65.

381

You leave the Anemone house, swimming out through the hole in the roof. Ahead of you is the dark chasm. It looks forbidding, but you see nothing else of interest. Turn to 6.

382

The sun is setting, and you know you are running out of time. If you possess an unmelting crystal of ice, turn to 303. If not, turn to 61.

383

You fight the Ogre. It has no weapons, but strikes at you with its huge, slimy fists. It is double your height and very strong.

SEA OGRE

SKILL 7

STAMINA 18

You cannot Escape. If the Ogre reduces your STAMINA to 2, turn to 256. If you kill the Sea Ogre, turn to 163.

384

As you swim upstream, the coral grotto narrows until it becomes a tight passageway. You brush against one wall and are cut by a sharp branch of coral. Lose 1 STAMINA point. Ahead of you you can see that the tunnel narrows still further. If you press ahead, turn to 345. If you turn back, turn to 197.





385

The tunnel enters a large cavern. The walls have been cut and faceted to bring out the beauty of the rock. Little niches contain glittering crystals, attractive plants or anemones, and other undersea curiosities. You swim along, admiring the exhibits. Then you see a **MERMAN** swimming towards you, barbed trident at the ready. If you draw your sword and attack him, turn to 69. If you talk to him, turn to 190.



386

Wary of a trick, you continue fighting. Soon you give the Water Elemental its death-blow. It vanishes and the current of water stops. You search the little room, but it is entirely bare. Carefully, you return the way you came, but you still lose 1 **STAMINA** point to the sharp coral branches. If you are still alive, turn to 197.

387

You draw your sword and slash at the Dolphin. It attacks you in turn – not by biting, but by ramming with its hard beak. It is a formidable opponent.

DOLPHIN

SKILL 10

STAMINA 9

If you Escape, turn to 273. If you kill the Dolphin, turn to 133.

388

If you took the necklace from the Sea Hag, turn to 106. If you did not take it, turn to 312.

389

You swim away from the building. Which way will you go:

Towards a distant sunken cathedral?

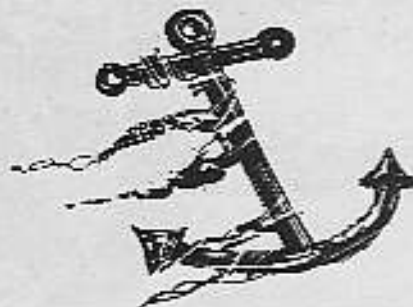
Turn to 269

Towards a gleaming coral reef?

Turn to 160

Towards a cliff with a dark cave at its base?

Turn to 62



390

You leave, swimming out over the great stone steps and into an area littered with huge boulders. In the distance, you can see a coral reef. Turn to 160.

391

'But I don't have 2 Gold Pieces,' you say. 'Can I borrow them from you for a little while?' The Dragon roars a refusal and curls tightly around its hoard. You should have known better than to ask a Dragon to part with gold, even for a moment. Seeing light towards the back of the cavern, you swim hastily in that direction, out of a narrow tunnel and up towards the light. Turn to 202.

392

You cannot find a way out of the Ogre's prison, though you exhaust your strength in the attempt. Eventually the spell wears off: your gills vanish and you drown. The Ogre is surprised when he returns and finds you dead, but he eats you anyway.

393

'That's very unfortunate,' sighs Greylock. 'Never mind.' Turn to 154.



394

Holding the ice crystal, you call for the Water Elemental. The crystal vibrates and dissolves. A few moments later, in a rush of water, the Elemental appears. 'This is very poetic, my friend!' it says in its watery voice. 'You delivered me from imprisonment, and I can now do the same for you.' It flows inside the logs that bar your way and changes its form to ice. The bars shatter and you are free. You thank the Elemental, and it flows away and is gone. As you hurry from the cave, you find an ordinary sword, which you may take if you like. You swim out of the cave and downstream, along the abyss. Turn to 148.

395

The tunnel divides once again, narrowing somewhat as it does so. If you take the right-hand fork, turn to 96. If you go left, turn to 276.

396

You swim away from it, down the path, but it is faster. It swipes at you with a clawed fin and you lose 1 STAMINA point. Turn to 73 and fight.

397

You toss it away and swim towards the stone building you saw earlier. Turn to 159.





398

You follow the stairs upwards, feeling very light and agile. At the top of the stairs, the doorway is open; the door has long since rotted. The room is littered with shells and seaweed. A silvery shape moves toward you . . . then another and another. The room is the lair of three BARRACUDAS! These silvery fish are as long as a man, but very slender: they seem to be all eyes and teeth. They circle you greedily. You must fight them. With your back to the doorway, you can meet them one at a time.

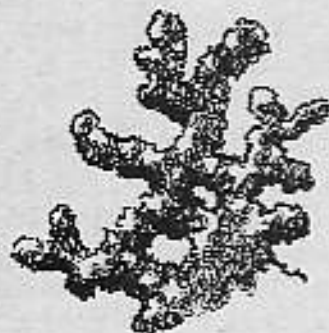
	SKILL	STAMINA
First BARRACUDA	6	4
Second BARRACUDA	6	6
Third BARRACUDA	5	6

They are much faster than you, so you cannot even try to Escape. If you kill the Barracudas, you will find 4 Gold Pieces amid the litter on the floor. If you swim out of one of the tower windows and explore elsewhere, turn to 16. If you go back down and explore the tunnel, turn to 233.



399

You agree to kiss the princess. With great pomp and ceremony, the fishy courtiers escort you upstairs. On a soft bed of moss lies the princess, asleep. Her eyes are like pearls, her skin like jade, her fingers like trailing seaweed. She is very beautiful to the Deep Ones, which means that you find her exceptionally hideous! The courtiers crowd around expectantly. If you kiss her anyway, turn to 60. If you refuse, turn to 224.



400

The meat tastes delicious. Restore 4 STAMINA points. One of the Crab's claws has not been broken open; you may take it with you. If you eat it, it will count as one Provision. If you investigate the brick building now, turn to 341. If you leave, turn to 389.

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Steve Jackson's

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John Butterfield, David Honigmann, Philip Parker

Felled by a treacherous blow in the labyrinth of King Minos, your brother Theseus lies dead and unavenged. The spirits of your ancestors cry out from Hades in anger, and Hermes, the messenger of the gods, appears to speed you on your way. For YOU are Altheus, the brother on whom this heroic task falls. YOU thirst for action. YOU must travel across the wild seas and lands of Ancient Greece, battling with demons, mythical creatures and powerful leaders. Brave Altheus – will the gods be on your side?

All you need is two dice, a pencil and an eraser to embark on this heroic adventure in the lands of myths and legends. Each book can be played on its own or as part of the whole Cretan Chronicles epic adventure.

WHAT IS DUNGEONS AND DRAGONS?

John Butterfield, Philip Parker, David Honigmann

Dungeons and Dragons enables you to play out your wildest fantasies, to battle with monsters, giants and fiends, like the Yellow Musk Creeper or the Hound of Ill-Omen, as you search for fame and fortune in a world of your own making. This fascinating guide to the greatest of all role-playing games includes detailed background notes, hints on play and dungeon design, strategy and tactics, and will prove invaluable for players and beginners alike. (*Puffin Plus*).

HELMQUEST

David Fickling and Perry Hinton

Illustrated by Nik Spender

Atlantis was once a land of peace and prosperity, its golden age assured by the power Daimos, master of the gods, had invested in the Bright Helm – power to protect the land from evil and sorcery. But then the Helm was shattered into twelve pieces by the Dark Gods and their servant Vorash. Now each piece lies hidden in a dark and accursed place, protected by one of the evil gods. But YOU have chanced upon the log kept by Na-Manon, priest of Atlantis. This log will reveal the journey made by the evil ones as they concealed each piece of the Helm. Do YOU have it in your power to recover those pieces and remake the Helm, thus restoring peace to Atlantis? All the information you need is here, ingeniously hidden in both text and pictures, and each strand of the mystery unravels to reveal the next. The Quest of the Helm awaits you. Do YOU dare to take up the challenge?

FIGHTING FANTASY

The introductory Role-playing game

Steve Jackson

The world of *Fighting Fantasy*, peopled by orcs, dragons, zombies and vampires, has captured the imagination of millions of readers world-wide. Thrilling adventures of sword and sorcery come to life and the reader is the hero, dicing with death and demons in search of villains, treasure or freedom. Now YOU can create your own *Fighting Fantasy* adventures and send your friends off on dangerous missions! In this clearly written handbook, there are hints on devising combats, monsters to use, tricks and tactics, as well as two mini-adventures to start with. The ideal introduction to the fast-growing world of role-playing games.

THE TASKS OF TANTALON

Steve Jackson

Illustrated by Stephen Lavis

Gallantaria is reeling from the aftermath of a long and costly war. Tantalón, wizard of the court, rules the kingdom over an Inner Council of scheming knights, jealously vying for power. But Tantalón's years are drawing to a close. In order to seek out the kingdom's sharpest minds, Tantalón has devised an epic adventure quest. YOU are a competitor in the Sorcerer's quest: can YOU steal the Brimstone Dragon's treasure hoard? Will YOU find a way to free Sir Dunstable from imprisonment in the Stun Dungeon? And how will YOU catch the Demon Fish? All the information you need is ingeniously woven into the text and pictures. All YOU have to do is take up the challenge and crack the mystery!

Fantasy Questbooks – 32 pages, full colour

STARFLIGHT ZERO

David Fickling and Perry Hinton

Illustrated by Peter Andrew Jones

One by one the Free Planets have fallen to the relentless advance of the Dark Ships until only Caldoran and Palomar remain. Then a last, despairing message comes from Palomar and Caldoran is on its own. It seems that the invaders, armed with the power of the invincible Dark Light, will soon conquer the last outpost of resistance. The only hope for the survival of Caldoran is one last desperate mission by a small group of star fighters to strike at the source of the Dark Light. And YOU are part of the mission. As you speed across the galaxy, all the information you need is there, ingeniously hidden in both text and pictures and each strand of the mystery unravels to reveal the next. Do you dare take up the challenge?

THE PATH OF PERIL

David Fickling and Perry Hinton

Illustrated by Rachel Birkett

The famous explorer, Edmund Mallory, has been foully murdered, and the legendary Bloodstone, which he acquired under mysterious circumstances on his last travels, is missing. All that remains are the scattered fragments of the explorer's diary, his personal notebook and most of the contents of his ransacked study. An almost unsolvable mystery. Yet it seems that the explorer himself expected to meet a violent end and prepared the way for YOU to track down his murderer and recover the Bloodstone. Can YOU complete the task you have been set?

