

Combat Heroes 1:

White Warlord

White Warlord contains two separate action-packed adventures. One you play by yourself, the other you play with a copy of the twin book, **Black Baron**, and a friend.

Solo adventure

You need: **White Warlord** only

You, **White Warlord**, are imprisoned in the castle dungeons of your arch-enemy **Black Baron**. You must use all your cunning to survive. Beware the Baron's deadly traps, solve his mind-boggling riddles, seek out his treasures. You may yet live to avenge your honour!

Dual adventure

You need: **White Warlord**, **Black Baron**, and a friend!

Your feud with the **Black Baron** is legendary. Now the Maze-master of Xenda has challenged you both to fight it out in his combat maze. Sudden death lurks in every shadowy corner of the underground tunnels and you never know when you may come face to face with your opponent. Sharpen your senses and tighten your bow: you must outwit, out-shoot, and out-fight your enemy once and for all. Remember, every successful bout can help you achieve the highest warrior rank of **Combat Hero**.

Joe Dever is the creator of the bestselling *Lone Wolf* adventure books and novels. He is also the writer and designer of the *Combat Heroes* books, published in 1986.

Peter Parr is the illustrator of the *Combat Heroes* gamebooks. He is now a lecturer at the Arts Institute at Bournemouth, UK.

Contributors for Project Aon Editions

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Iain Smith – scanning graphics and text, OCR.

Bill Foster – Scanning of the tables.

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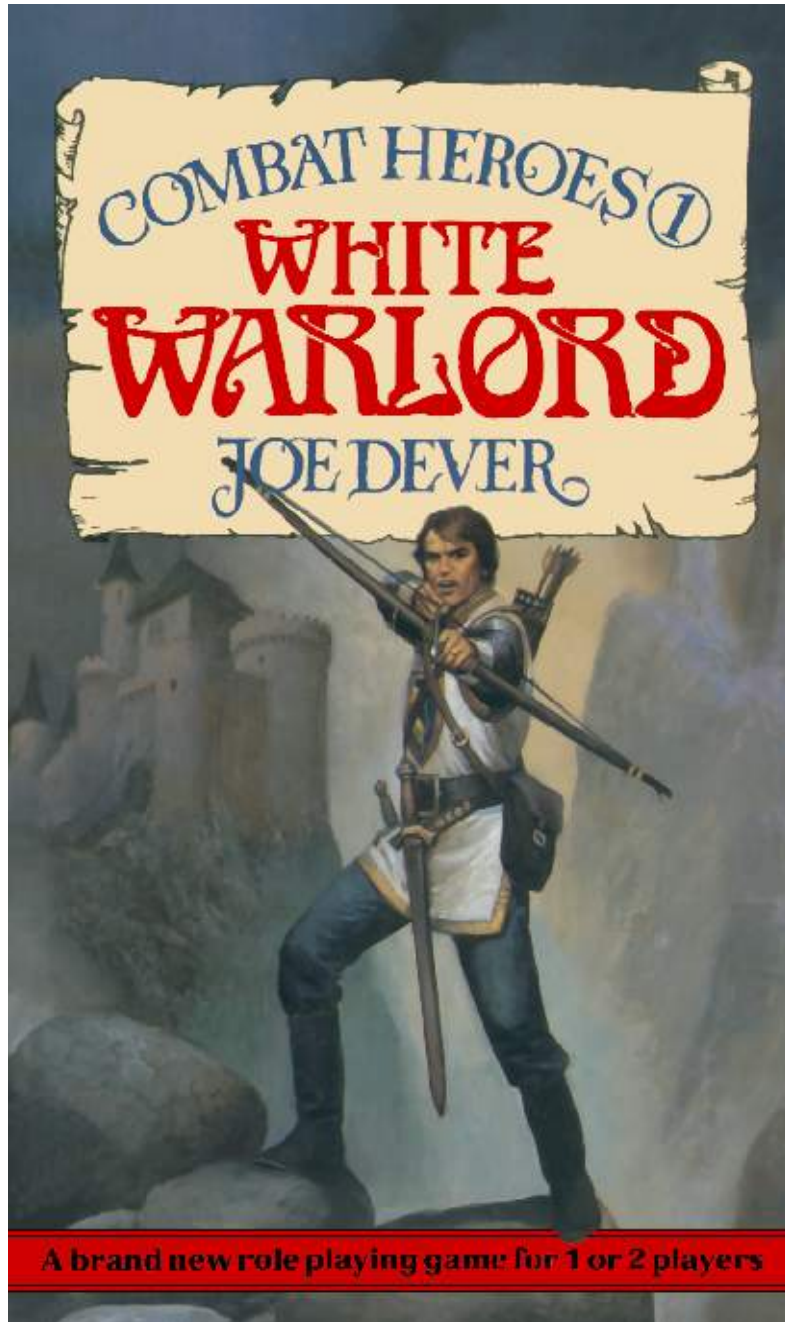
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Due to the scans being taken directly from the books rather than being of high-quality original images, the picture-views may not be exactly identical to those found in the original book. We have, however, tried to make them as close as possible to the published works, and hope this does not spoil your enjoyment of *Combat Heroes 1*.

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COMBAT HEROES WHITE WARLORD

A brand new adventure game
for 1 or 2 players

Joe Dever

Illustrated by Peter Parr

To Ian and Julie

COMBAT HEROES WHITE WARLORD

CHARACTER SHEET

COMBAT
SKILL

ENDURANCE
POINTS

WEAPONS	WEAPON CARRIED IN HAND
AXE	AXE
DAGGER	DAGGER
BOW	BOW
	CHANGE

CHARACTER
STATUS

CRITICAL
HITS THIS GAME

ARROWS					
1	2	3	4	5	6

STARTING PAGES

1, 31, 44

BOW LOADED?

YES / NO

COMBAT HEROES WHITE WARLORD

SOLO SHEET

TREASURE ITEM	TICK WHEN FOUND	DESCRIPTION
SD	✓	SILVER DISC
A		
B		
C		
D		
E		
F		
G		
H		
I		

ENDURANCE

30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1

INTRODUCTION

Welcome to COMBAT HEROES, an exciting new development in fantasy gamebook design. Each book in this series can either be played as a solo adventure, or, when combined with its correct companion book, can be enjoyed by two players as an action-packed duel.

The rules that follow explain everything you need to know in order to be able to play the two types of game—solo and two-player—in the COMBAT HEROES gamebook system.

Despite the many new ideas incorporated in COMBAT HEROES, it is easy to learn and exciting to play. It does not require dice and it has no board or playing pieces; all that is required is a pencil, yourself—and sometimes a friend!

THE STORY OF THE WHITE WARLORD

You are the White Warlord of Kordan, a brave and noble knight whose deeds of valour are well-known throughout your native land. You are renowned for your daring battles with the pirate hordes that raid your fortress, and for your feud with their infamous leader—the Black Baron of Zorn. In Castle Black-dawn, his island stronghold, your arch-enemy hatches evil schemes to lure you to your doom. His agents are everywhere and no place, except your fortress—Castle Whitefire, is safe from the threat of their murderous blades.

To the south of your coastal realm, in the great city of Jakor, lives Xenda the Maze-master. Every month he offers the brave the chance to earn fame and fortune in his arena. The spectacle of man-to-man combat attracts vast crowds from all over the continent, and those who emerge triumphant from the Combat Maze of Xenda are honoured as heroes wherever they go.

Your feud with the Black Baron is well-known in Jakor. It is followed with great interest, especially by the Maze-master himself. This month he has issued an open invitation to you and the Black Baron to come to Jakor to settle your feud. He promises a purse of 50,000 gold coins to the victor, the highest sum ever offered in the history of the maze. It is rumoured that the Black Baron has accepted—are you brave enough to take up the challenge?

----- THE ----- SOLO GAME -----

----- Rules -----

Background

Having decided to accept the Maze-master's challenge you are about to embark upon the voyage to Jakor when your ship is attacked by the Black baron's pirate fleet. They board and capture your ship and crew, and take you back to Castle Black-dawn in chains as a gift to their master.

Upon your arrival you are horrified to discover that your arch-enemy has prepared his own fiendish maze in the dungeons of his fortress especially for you. The situation begins to look hopeless until you learn that there is one way to escape. By solving the evil baron's riddles, avoiding his deadly traps, and by finding all nine of the treasures he has hidden there, you may yet live to avenge the dishonour of your capture in a fight to the death in the combat maze of Jakor with the Black Baron himself.

Objective

The objective of the solo-game is to escape from the dungeons of Castle Blackdawn, with a minimum of personal injury. This is measured in terms of ENDURANCE.

You begin with an ENDURANCE score of 30. Any losses or gains are recorded on the ENDURANCE grid of your **Solo Sheet** located at the front of this book. If ever your ENDURANCE should fall to zero, then you are dead and the game is over.

In order to escape, you must find and keep nine treasure items which are hidden in nine different locations throughout the dungeon. These items are indicated by the initials 'A' to 'I' on your **Solo Sheet**.

When you discover a treasure item, tick its initial and write its description in the space provided on your **Solo Sheet**.

Your armour and weapons are confiscated before you enter the dungeon. Your only possession is a tiny Silver Disc. This is a key that will open one of the nine treasure locations. Each location holds one treasure, and each treasure is itself a key to yet another location and the treasure inside it.

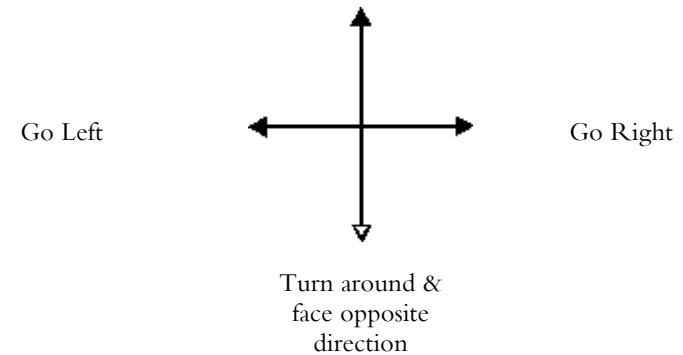
At every location there is a riddle. Each riddle is a clue to the one correct treasure item which will allow you to open the location safely.

When you discover the exit from the dungeon, you will be asked to show one of the treasure items. Unless you possess the correct treasure item at that time you will be unable to make your escape.

How to Play

You begin the solo game on **page 7**. Below your page view of the dungeon is a cross and at each of its four points there is a number. In order to move, simply choose in which direction you wish to go and then turn to the page indicated.

Go forward



If a number appears that is prefixed by the letter 'X', then *this is not a page number*: it is a Special Information number. Turn to the **Special Information Entries** listed at the end of this book and refer to the appropriate 'X' number as directed. You will then be given special information about your present view of the dungeon.

In order to preserve the vital element of surprise and suspense, it is essential that you read only those entries which you are instructed to, and no others.

If no number appears at one or more points of the cross, then movement in that direction is not possible.

How to Survive

To escape from the dungeons of Castle Blackdawn is a difficult task and it may take you several attempts to accomplish it successfully. It is vital that you make as accurate as possible a map to guide you, and make careful notes about the positions of traps, the locations of treasures, and the riddles that appear at each location. These will be essential to the discovery of all the hidden treasure items and to your eventual escape.

The dungeon corridors and the treasure locations contain many deadly traps, all designed to reduce your ENDURANCE. Some corridor traps will only be set off if you approach them from one direction, and some location traps will only operate if you attempt to open them using the wrong treasure item.

Good luck!

THE TWO-PLAYER GAME

----- Rules -----

In order for two players to play COMBAT HEROES, **they must each possess one of the two companion books in the series. Each companion book represents the game as seen from the viewpoint of the character whose name appears on the cover. In order for you to be able to play the two-player game, your opponent must possess the companion book to the one you are now holding, which is entitled:** BLACK BARON.

Objective

The objective of the *standard* two-player game is to kill or capture your opponent. Winning in either of these ways will increase your COMBAT SKILL and ENDURANCE scores, enabling you to rise through the warrior ranks so that one day you may become a COMBAT HERO.

Alternatively, players can raise the stakes of combat by electing to fight a duel to the death. You may gain more points this way but you also risk the ignominy of total annihilation!

Background

After a stormy sea voyage you arrive in the great city of Jakor to be greeted by an excited crowd, many of whom are waiting to catch a glimpse of the famous White Warlord of Kordan. You disembark and immediately find yourself surrounded by an ocean of bodies. Cheers and curses fill your ears as the almond-eyed Jakorese press forward on all sides. It is a widespread belief that great fortune befalls any who touch a Maze-fighter on the eve of combat. Soon the crush becomes unbearable and you are beginning to fear for your life when the timely arrival of the Maze-master and his bodyguards saves you from the frenzied crowd.

‘Welcome to Jakor,’ says Xenda. ‘I have arranged for you to spend the night at one of my most comfortable inns. Should you require anything, simply ask and it will be brought to you. Only the best is good enough for a warrior of your calibre.’

You are awoken at dawn by the resonant chimes of a large bronze clock. You get dressed and stare out of your window, which overlooks a square below. Through the early morning gloom, you see hundreds of people making their way towards a fortress-like building perched on a peak above the city—it is the Maze of Xenda.

Shortly after breakfast, two sombre-faced guards come to escort you to the Maze. You are met at the north gatehouse by Xenda.

‘Everything is ready,’ he says, enthusiastically. ‘Your opponent awaits you!’

You are led through a stone archway and along a dingy corridor where the air is thick with smoke and burning tallow. Eventually you arrive at what appears to be a dead end. Xenda and his bodyguards bid you good luck and turn to leave as a portal of stone slowly opens in the wall ahead. You pause to check your weapons before stepping through the portal and into the maze beyond. The duel has begun . . .

The Character Sheet

Before the game can begin, each player must create his character by completing the **Character Sheet** on page 3. This sheet records the progress of your character as you play, and hopefully survive, each game of COMBAT HEROES. If at any time your character is killed, his **Character Sheet** should be discarded and you must begin afresh with a new character. Permission is given to photocopy the **Character Sheet** for personal use.

COMBAT SKILL

All characters begin the game with a basic COMBAT SKILL of 16.

ENDURANCE

All characters begin the game with a basic ENDURANCE of 30.

Weapons

Put a ring around those which you possess at the start of the game. If a weapon is destroyed or lost during the course of a game, cross it off the list.

Weapon carried in hand

Put a ring around the weapon which your character is holding at the beginning of every game round. If you are in the process of changing weapons, then *Change* should be circled.

Character Status

You begin the game with the status of *Warlord*. (See section *The COMBAT HEROES Campaign* for details.)

Critical Hits this game

Record the details of any Critical Hits you may sustain during the game in this section of your **Character Sheet**.

Arrows

You begin the game with six arrows. Tick off one arrow every time you fire your bow.

Bow Loaded? Yes/No

It takes one complete game round to load a bow. Use this section to record your loaded/unloaded status at the beginning of each game round.

Starting Pages

To begin play, you may start on any of the following pages: **1, 31, 44**.

Order of Play

Each game is played in game rounds, and within each game round there are a number of actions that take place. Each action must be completed in the correct order before players move on to the next. Actions occur simultaneously for both players, unless stated otherwise.

Order of Actions Within a Game Round

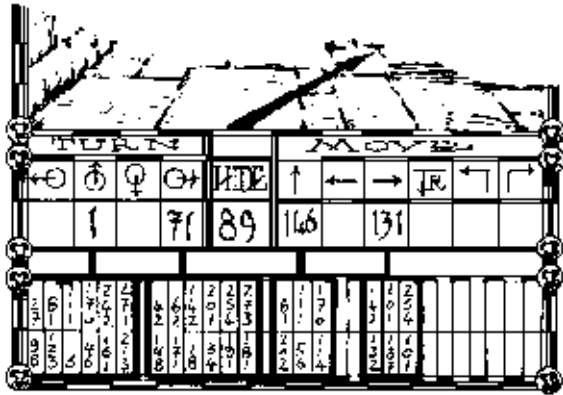
1. Movement
2. Missile Fire
3. Close Combat

Actions

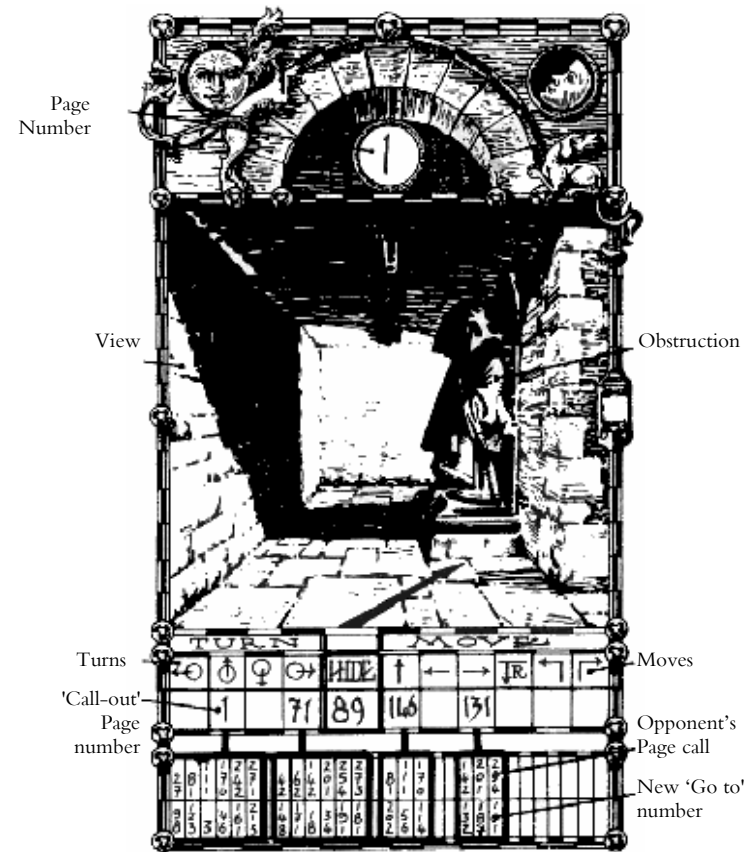
Movement

1. Each player picks a **TURN** or **MOVE** from those shown in the grid below the view. **URNS** are denoted by the symbols:     and represent the player *turning* to face a new direction as indicated by the arrow point. **MOVES** are denoted by the symbols:         and represent the player *moving* to a new location, as indicated by the arrow point.
2. Only **URNS** or **MOVES** that show a page number beneath them can be chosen. If no page number is listed beneath a **TURN** or a **MOVE**, then it cannot be chosen.
3. Players now call out to their opponent the page number that appears beneath their chosen **MOVE** or **TURN**.

4. If there is a grid of numbers directly below your chosen MOVE or TURN, look along the *top row* to see if your opponent's page number is listed there. If it is there, turn immediately to the page number indicated directly below it on the *bottom row*.



5. If your opponent's page number appears in the top row of numbers, the new page that you have been instructed to turn to will feature your opponent somewhere on that page.
6. If there is no grid of numbers below your chosen MOVE or TURN, or if your opponent's page number does not appear among the numbers in the top row of the grid, then simply turn to the page number as indicated below your chosen MOVE or TURN.



URNS

- ⬆️ Remain stationary—facing same direction
- ⬅️ Turn to face left
- ➡️ Turn to face right
- ⬇️ Turn around to face opposite direction

MOVES

- ➡️ Move forward
- ⬅️ Turn and move left
- ➡️ Turn and move right
- ⬇️ Retreat facing same direction
- ⬆️➡️ Move forward and turn left
- ⬆️➡️ Move forward and turn right

Missile Fire

When can you fire your bow?

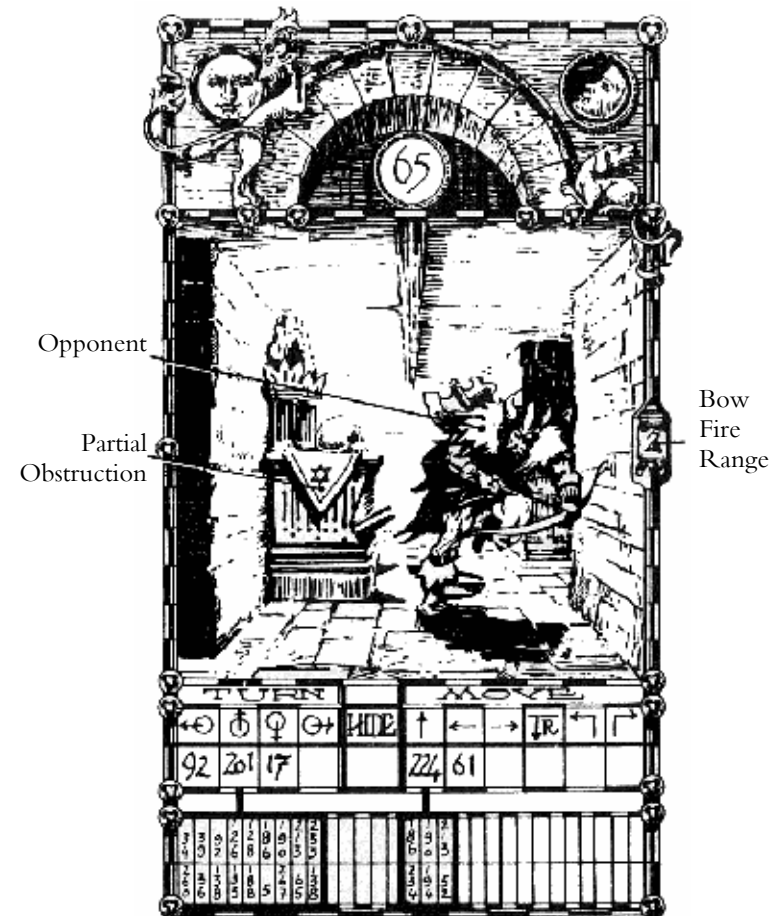
Players may choose to fire their bows at their opponent if all of the following occur:

1. Their opponent appears somewhere on their page view.
2. They possess at least one arrow and their bow is loaded.
3. They are not involved in Close Combat (denoted by crossed-swords symbol at the top left-hand corner of the page view).
4. They are not prevented from firing due to a Critical Hit.

Hit or Miss?

The procedure for determining whether you hit or miss your opponent is as follows:

1. On a count of three, both players call out a number between one and ten.
2. These numbers are added together to determine the Bow Number.
3. The firer consults the **Bow Fire Grid** on **page 177**.
4. Finding the Bow Number on the left-hand side of the grid, the firer cross-references it with his current COMBAT SKILL score along the top of the grid.
5. The firer now consults the **Shot Modifiers** listed below the grid and makes the necessary adjustments as directed. The range of the shot is denoted by a number that appears at the right-hand side of the page view.
6. The resulting letter or number indicates the success or failure of your bow fire.



Who shoots first?

In situations where both players choose to fire at each other, the player with the highest COMBAT SKILL rating (after all situation factors have been taken into account) will be the one who fires first. The effects of his shot are calculated and take place before his opponent can return fire. The effects of his shot may prevent his opponent returning fire that round.

If both players have identical combat skill ratings, firing and its effects are simultaneous.

Loading Bows

It takes one complete game round to load a bow. During this round the character must remain stationary (♣), and cannot MOVE OR TURN.

Once a bow is loaded, the character may then MOVE OR TURN as he chooses.

Whenever an arrow is fired it must be erased from your *Character Sheet*.

Only one arrow may be fired by a player in any game round.

Changing carried weapons

A 'carried' weapon is one that a character is holding in his hands as indicated in the 'Weapon carried in hand' section of the *Character Sheet*. To change a carried weapon, e.g. to swap a bow for a sword, or an axe for a bow, takes one complete game round. The character is free to MOVE OR TURN as he wishes, but in any round in which carried weapons are being changed, the character is considered to be unarmed.

As soon as a character is seen by his opponent at a Bow Range of 2 or less, he must declare, when asked, the type of weapon he is carrying.

Dropping carried weapons

A player may choose to 'drop' a carried weapon in order to draw another weapon in the same game round. If a carried weapon is so dropped, it must be erased from the player's *Character Sheet*. If a player decides to drop a carried weapon, he must inform his opponent.

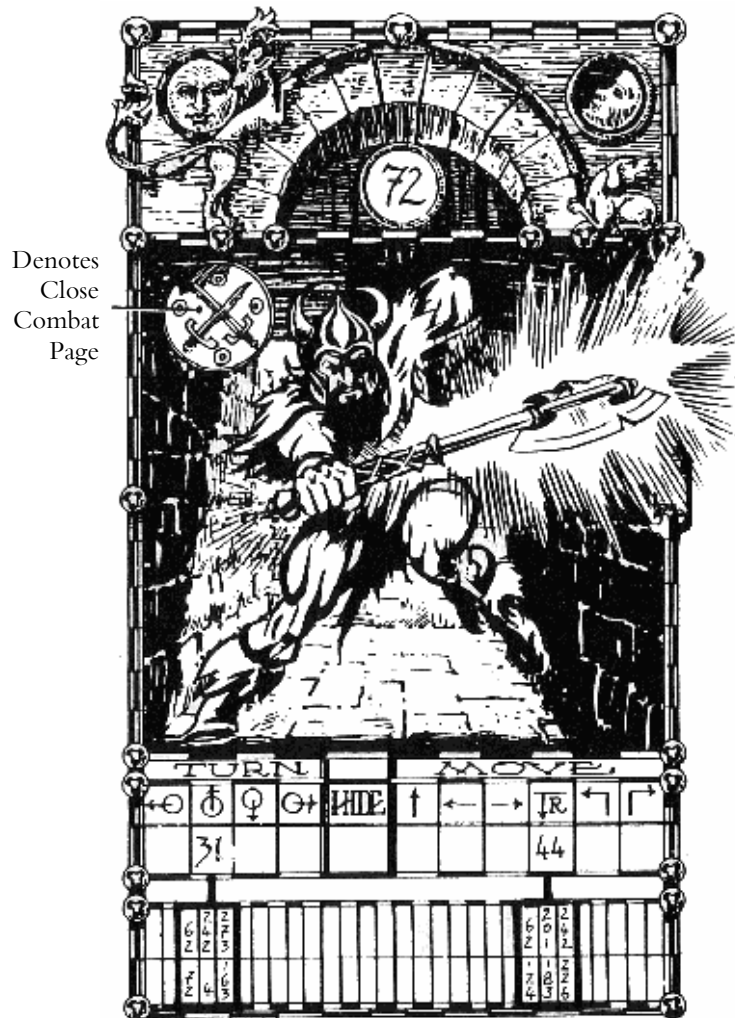
Once a weapon has been dropped it may be picked up by either character. To do so, the character must occupy the same page location as the dropped weapon for one complete game round, during which time he cannot move, turn, fire a bow or engage in Close Combat.

Close Combat

In order to engage in Close Combat, both players must be on close combat pages. Close Combat pages are denoted by a crossed-swords emblem in the top left-hand corner of the page view.

The procedure for Close Combat is as follows:

1. Firstly, determine who is the attacker and who is the defender in the first action. The attacker is primarily the player whose move this round has brought him into Close Combat with his opponent. If both players move simultaneously into Close Combat, the attacker in the first action is the character with the highest



- COMBAT SKILL score. Players who move simultaneously into Close Combat and have identical COMBAT SKILL scores should refer to point 9.
2. The attacker calls out a number at random, between one and ten, and refers to the attacker's column of his **Combat Grid**.
 3. The defender calls out another number at random, between one and ten, and the attacker cross-references it on his chart. The resulting number *is doubled*, and this represents the loss of ENDURANCE sustained by the defender in the first combat action only.
 4. The defender alters his ENDURANCE accordingly.
 5. If the defender chooses to retaliate, he now becomes the attacker. The combat sequence is repeated as outlined in 2, 3, and 4.
 6. Players can attempt to break off combat at the beginning of the next game round, either by retreating (↖) or by turning and moving to one side (← / →).
 7. Players are limited to one attack each per game round.
 8. Any losses of COMBAT SKILL, due to wounds received prior to Close Combat, are to be taken into consideration when determining which player is to be the attacker and which the defender in the first round. The following conditions apply to the COMBAT SKILLS of both players involved in Close Combat:

Weapon carried in hand is a bow:	-6 COMBAT SKILL
Weapon carried in hand is a dagger:	-4 COMBAT SKILL
No carried weapon (unarmed):	-8 COMBAT SKILL
Unaware of opponent in last game round:	-4 COMBAT SKILL
Victim of Close Combat Ambush:	-4 COMBAT SKILL
For every quarter of character's basic ENDURANCE score lost so far:	-2 COMBAT SKILL

9. If both character's combat skill scores are identical, both combat actions are considered to be simultaneous. In this case, the attacker in the first combat action has no advantage at all and the defender's ENDURANCE loss is not doubled.

10. Close Combat situations can arise when two players collide whilst turning a corner of the dungeon. If you collide with your opponent you should follow the Close Combat procedure in the normal way.

Critical Hits

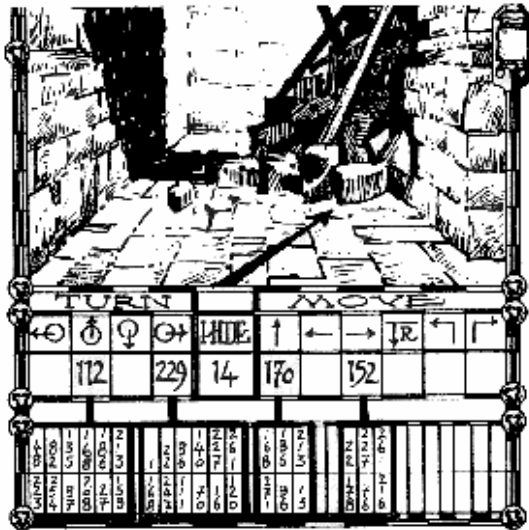
If during the course of Close Combat or Missile Fire a ★ is found on the **Combat Grid** or **Bow Fire Grid**, then the wound inflicted on the defender is a Critical Hit. Determine the specific nature of the wound as follows:

1. On a count of three both players call out a number between one and ten.
2. These numbers are added together to determine the Critical Hit Number.
3. The defender consults the appropriate *Critical Hit Chart*. (There are separate *Critical Hit Charts* for **Close Combat** and **Bow Fire** on pages 176 and 177 respectively.)
4. Find the Critical Hit Number on the chart. The effect of the wound will be listed next to it.
5. The defender adjusts his **Character Sheet** accordingly.

If at any time a character's ENDURANCE score is reduced to zero, he is dead and his opponent wins the game.

Hiding

On certain pages, a character may hide behind a feature of the dungeon corridor. If such an action is possible, a number will appear in the 'hide' box of that particular page, together with an arrow which indicates the location of the hiding place.



If a player chooses to hide, the procedure is as follows:

1. Turn to the page number indicated in the 'hide' box.
2. The new page shows the view which you see from your hiding place.
3. In order to stay hidden, simply call out the number of this same page at the beginning of each game round.
4. If your opponent calls a page number that appears in the 'Enemy's Call' grid, look at the page that appears directly beneath it in the 'Check page' grid. This will show you your opponent's position without giving away your hiding place.



5. If your opponent calls out the page number that appears in the 'Ambush on' box, you can launch a Close Combat Ambush by declaring 'Ambush' and turning to the 'Turn to' page number indicated.

IMPORTANT! When ambushing an opponent in this way, you must inform him of the new page number he must go to. This page number appears next to the 'Ambush on' number on your hidden page view.

The resultant combat of this ambush is conducted under the normal rules of Close Combat.

6. If your opponent is facing you head on and you can, and wish to, fire at him with your bow, the procedure is as follows:
 - i) Declare your intention to fire at him and call out the page number indicated in the 'Stand up' box of your hidden page view.
 - ii) Now turn to that page number.
 - iii) Upon hearing your page number called, your opponent should locate it in the grid of numbers that appear below his stationary turn (♂) page number.
 - iv) He should now turn to the page number indicated directly below it.
7. Bow fire is calculated in the normal way except that a character firing whilst in hiding always fires first. If a character being fired upon can and wishes to return fire, his opponent is considered to be obscured by an obstruction. (See **Shot Modifiers** on the **Bow Fire Grid**.)
8. A hidden character can leave his hiding place either by choosing to 'Stand up' or 'Turn around', and turning to the respective page numbers shown.

Ambushing

Ambushing your opponent is one of the most effective forms of attack in the combat heroes two-player duel. It takes three forms:

1. Missile Ambush—side view
2. Missile Ambush—rear view
3. Close Combat Ambush



Enemy presenting a side view



Enemy presenting a rear view

Missile Ambush—Side View

1. If you end your movement action on a page where you can see a side view of your opponent, he will be unable to see you.
2. If you are carrying a loaded bow, you may now, if you wish, launch a missile ambush.
3. Show your current page to your opponent to prove that your attack is possible.
4. Calculate the effect of your bow-fire in the normal way but, due to the nature of your attack, your opponent cannot return fire in the same game round.

Missile Ambush—Rear View

1. If you end your movement action on a page where you can see a rear view of your opponent, he will be unable to see you.
2. If you are carrying a loaded bow you may now, if you wish, launch a missile ambush, in which case follow the procedure outlined in *Missile Ambush—Side View*, from section 3 onwards.

Close Combat Ambush

This is by far the most effective form of ambush. If you end your movement action on a page where you can see either a side view or a rear view of your opponent at bow range 1, you can attempt to stalk up on him and launch a Close Combat Ambush in the next game round. Do not declare to your opponent that you can see him for he will be unaware of your current position.

The procedure for a Close Combat Ambush is as follows:

1. Pick a move that will bring you into contact with your opponent should he remain where you can see him at present, and call out the paragraph number accordingly.
2. If your opponent's page call number appears on the grid below your move, your attempt at stalking up on him has been unsuccessful in this game round. Go to the new page number indicated as you would in a normal game round.
3. If your opponent's page call number does not appear on the grid, then you have launched a successful Close Combat Ambush.

IMPORTANT! Do not turn to your new page number.

Instead, show your current page to your opponent to prove that your Close Combat Ambush is possible and then conduct combat as per the rules covering normal close combat.

4. In the following game round, players choose their moves from the page they were on prior to fighting the Close Combat Ambush.

Note: When conducting a Close Combat Ambush, it is advisable to use your detachable **Character Sheet** as a bookmark in order to keep a note of the page where you were prior to Close Combat.

Capture and Surrender

Players can chose to surrender to their opponent at any stage of the game. Many players find this preferable to continuing a game in which their character's ENDURANCE has been reduced to a dangerously low level, for it enables a character to survive and keep any bonuses he may have gained in previous games.

Players can elect to try to capture their opponents rather than killing them and thereby gain extra COMBAT SKILL bonus points. The procedure for capture is as follows:

1. Capture can only be attempted from a successful Close Combat Ambush.
2. Before combat begins, the attacking player declares his intention to capture his opponent.
3. Combat proceeds in the normal way except that the ENDURANCE lost by the defender in the first round of combat is **tripled**. Should his ENDURANCE score fall to zero or below, he is declared to have been captured by his opponent. In this instance, the reduction of his character's ENDURANCE to zero does not signify death, it simply means that he has been overpowered and can no longer offer any effective resistance to capture
4. Only characters who capture opponents gain bonuses for captured weapons. No bonuses are gained for weapons if an opponent chooses to surrender.

Finishing the Game

The game is over as soon as one player is killed, captured, or chooses to surrender. The surviving or capturing player is then declared the winner of the game. Both players, if both have survived, restore their character's COMBAT SKILL and ENDURANCE scores to their original level prior to the game commencing. They then receive the following bonuses and penalties to their scores:

	COMBAT SKILL	ENDURANCE
Killing your opponent in a duel to the death	+4	+4
Killing an opponent	+2	+2
Capturing an opponent	+3	+2
For every opponent's weapon captured	+1	0
For every weapon lost or destroyed	-1	0
Surrendering to an opponent	-2	0
Over 50% of original ENDURANCE lost during the game	-1	-2
Using all your arrows	-1	0
For every Critical Hit sustained	-1	-2
For every point of COMBAT SKILL lost due to wounds	0	-1

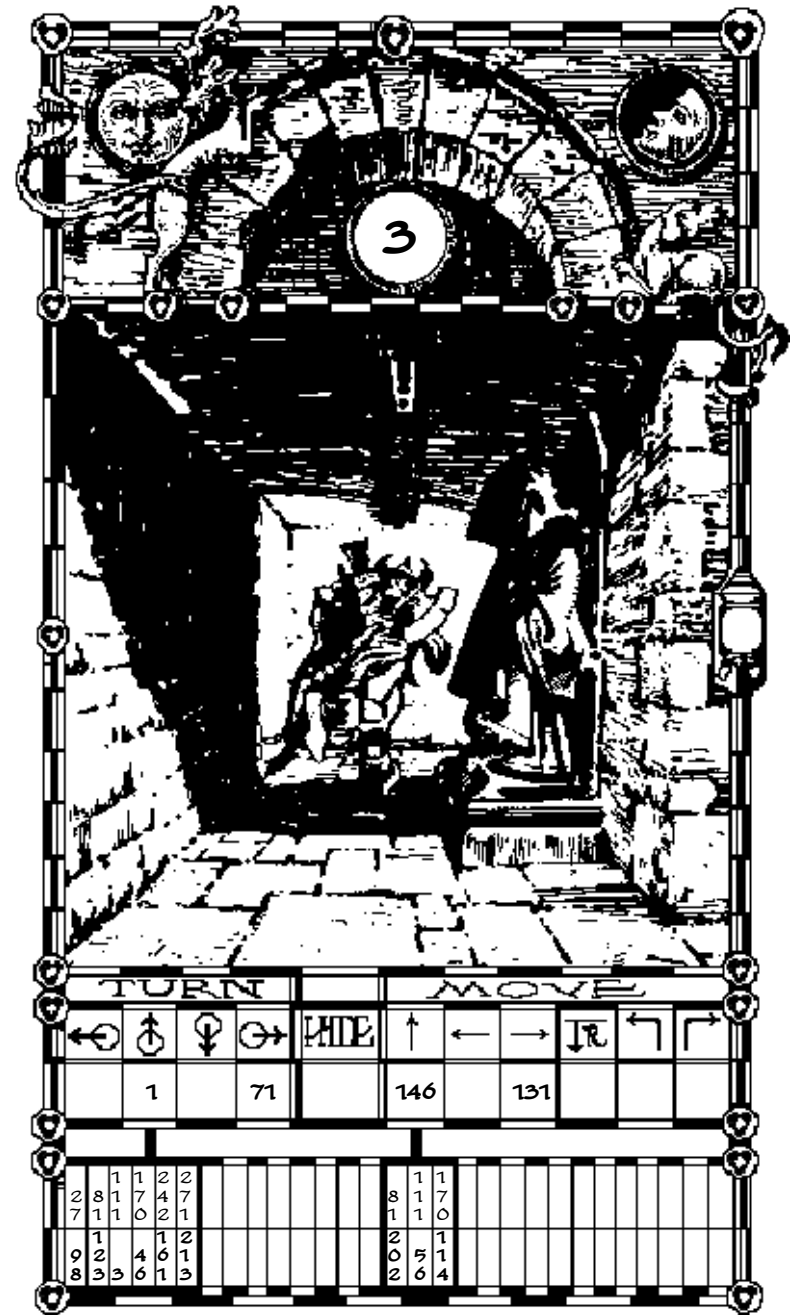
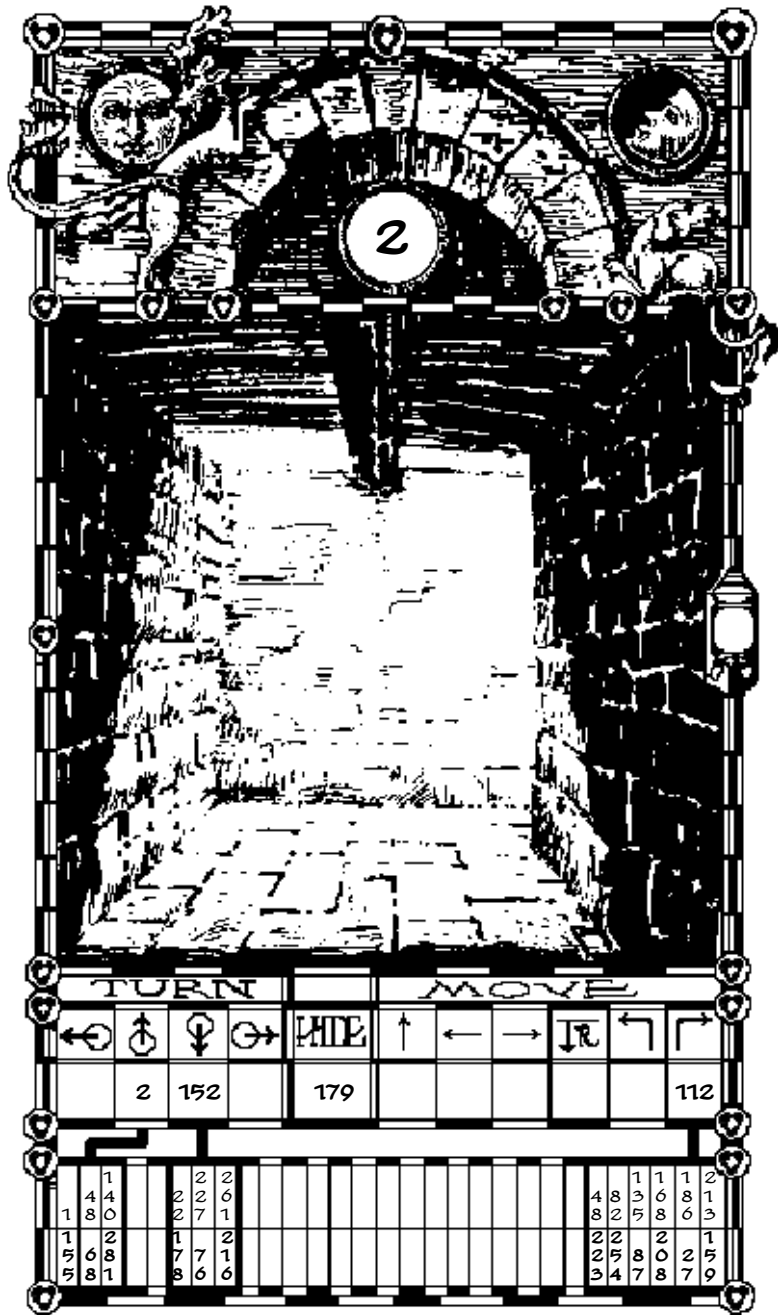
The Combat Heroes Campaign

Two-player COMBAT HEROES is ideally suited to campaign play where players fight several games in order to increase their original COMBAT SKILL and ENDURANCE scores.

The following table is a guide to the status each character attains as, during the course of successful games, he builds his reputation for combat prowess:

COMBAT SKILL of Character (in points)	Character's Status
0-5	Retainer
6-10	Fighter
11-15	Warrior
16	Warlord
17-19	Warrior Lord
20-22	Veteran
23-25	Knight
26-28	Champion
29-32	Guardian
33-35	Hero
36+	COMBAT HERO

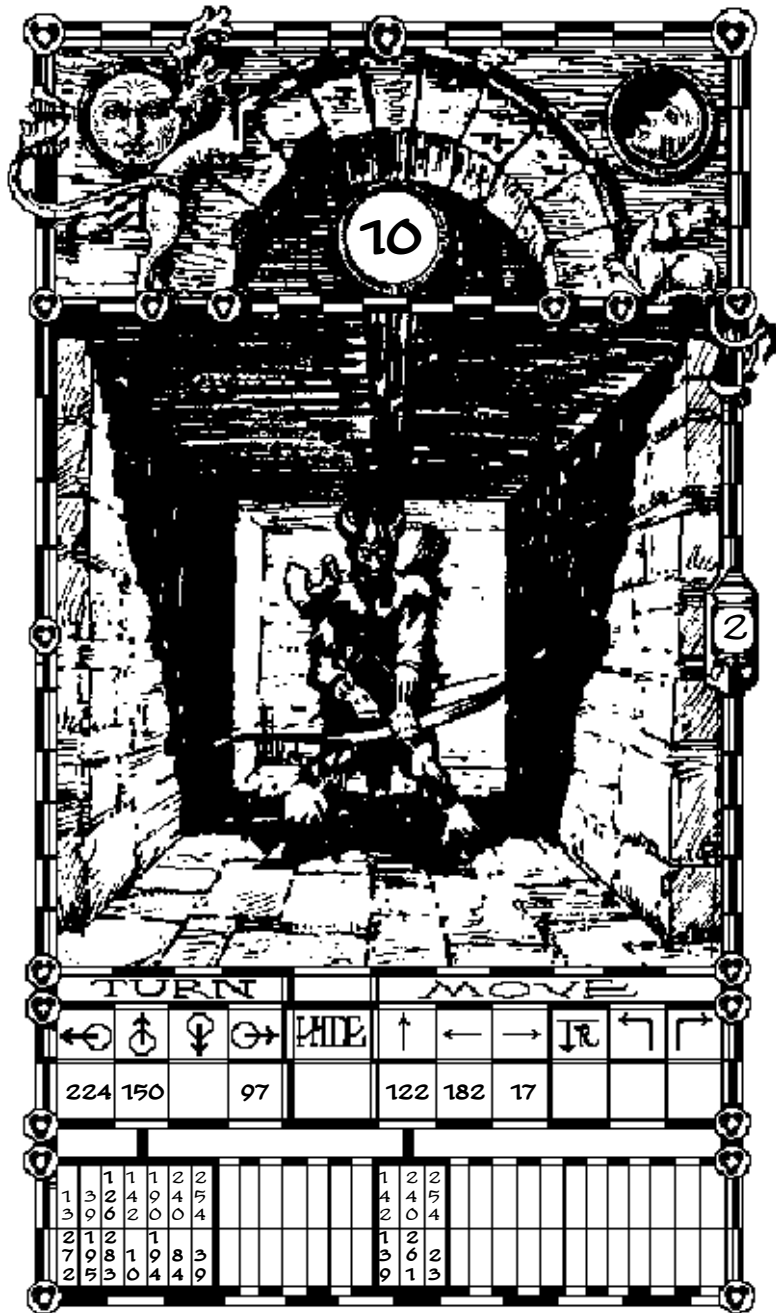
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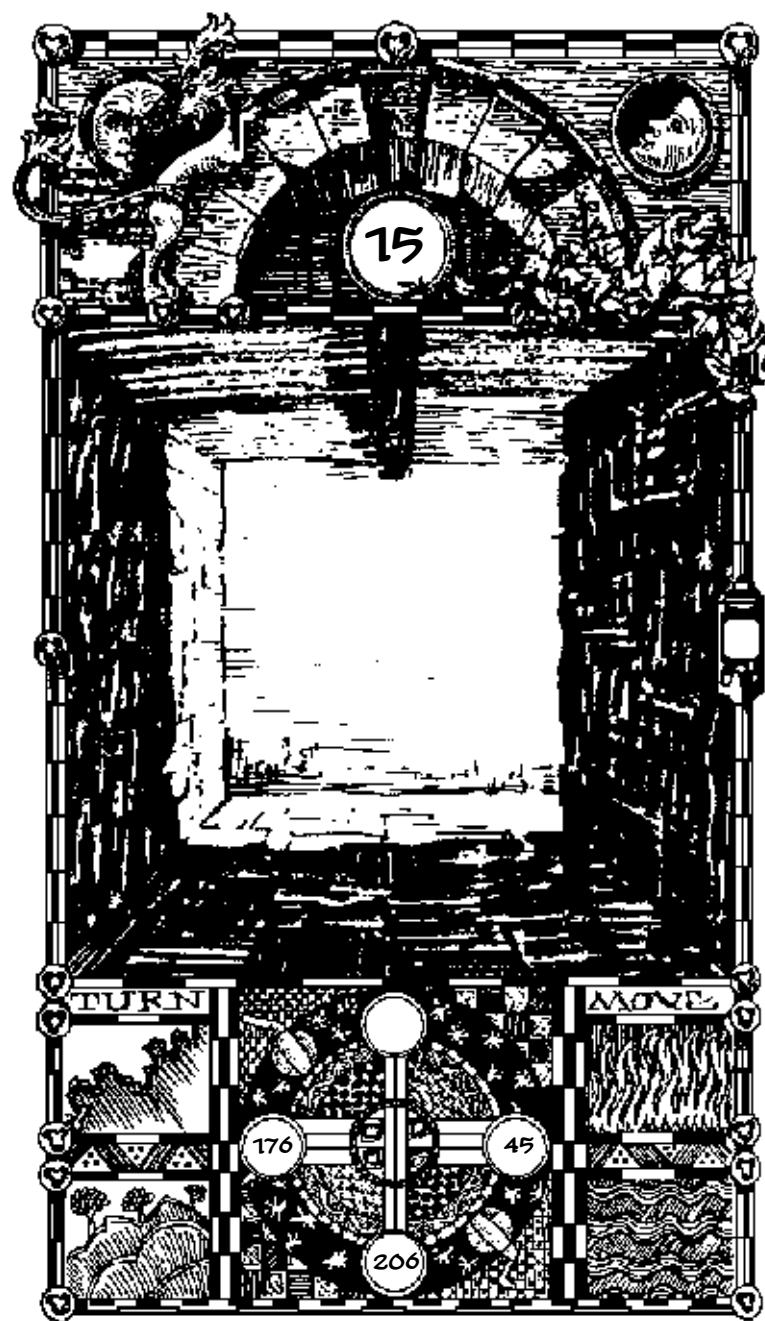
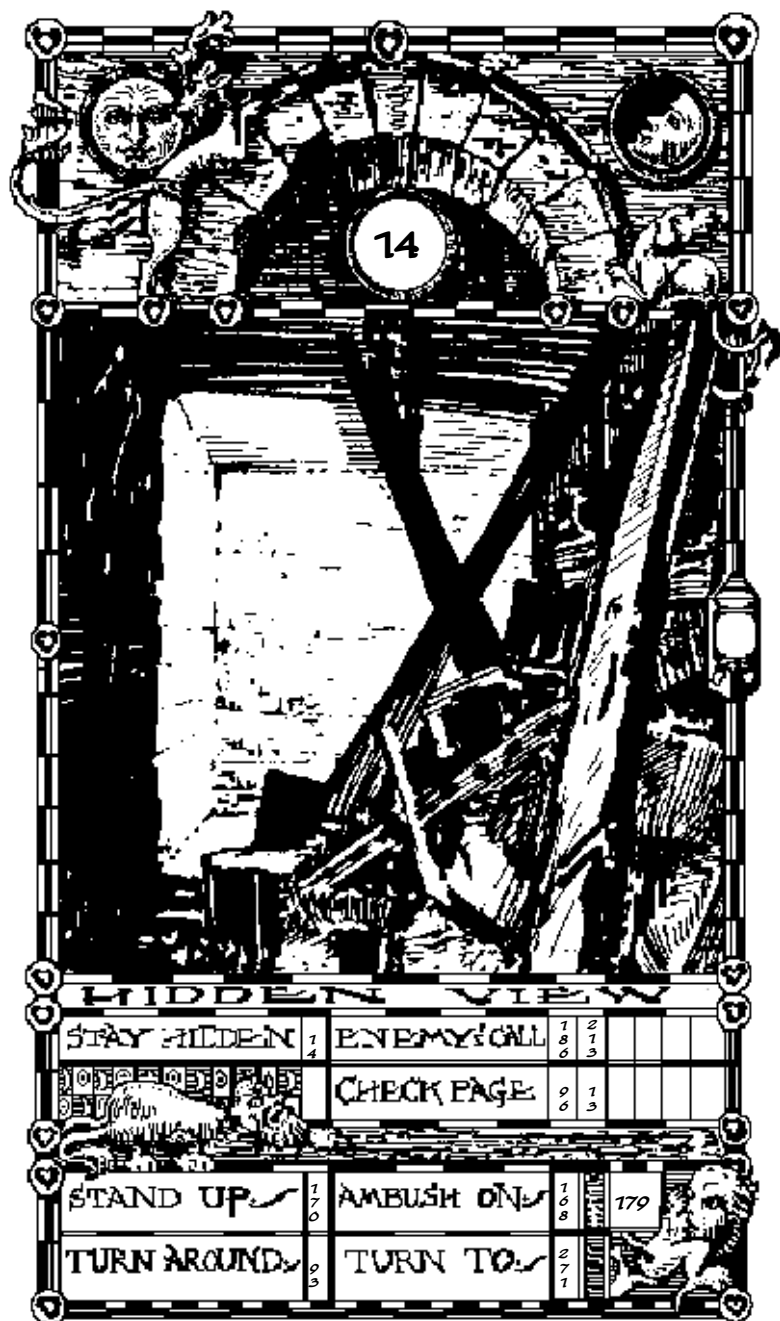


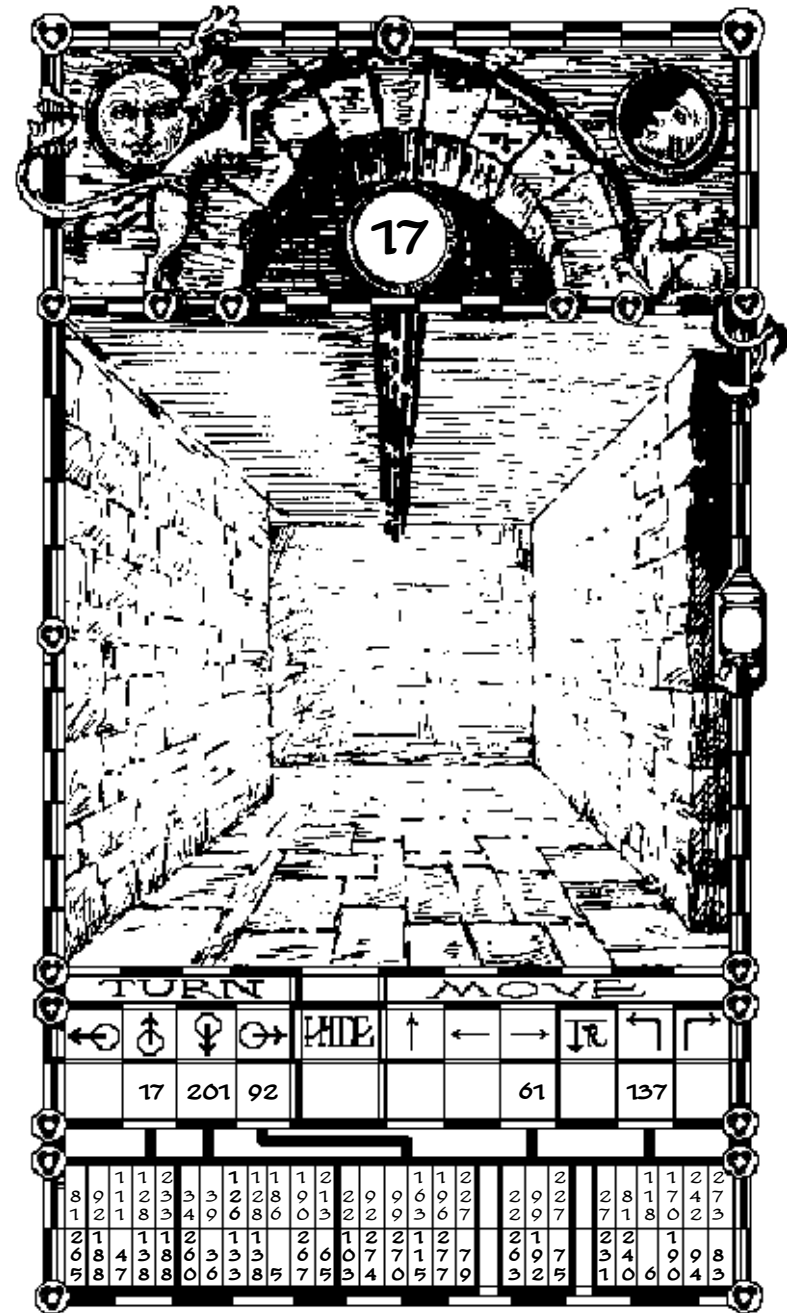




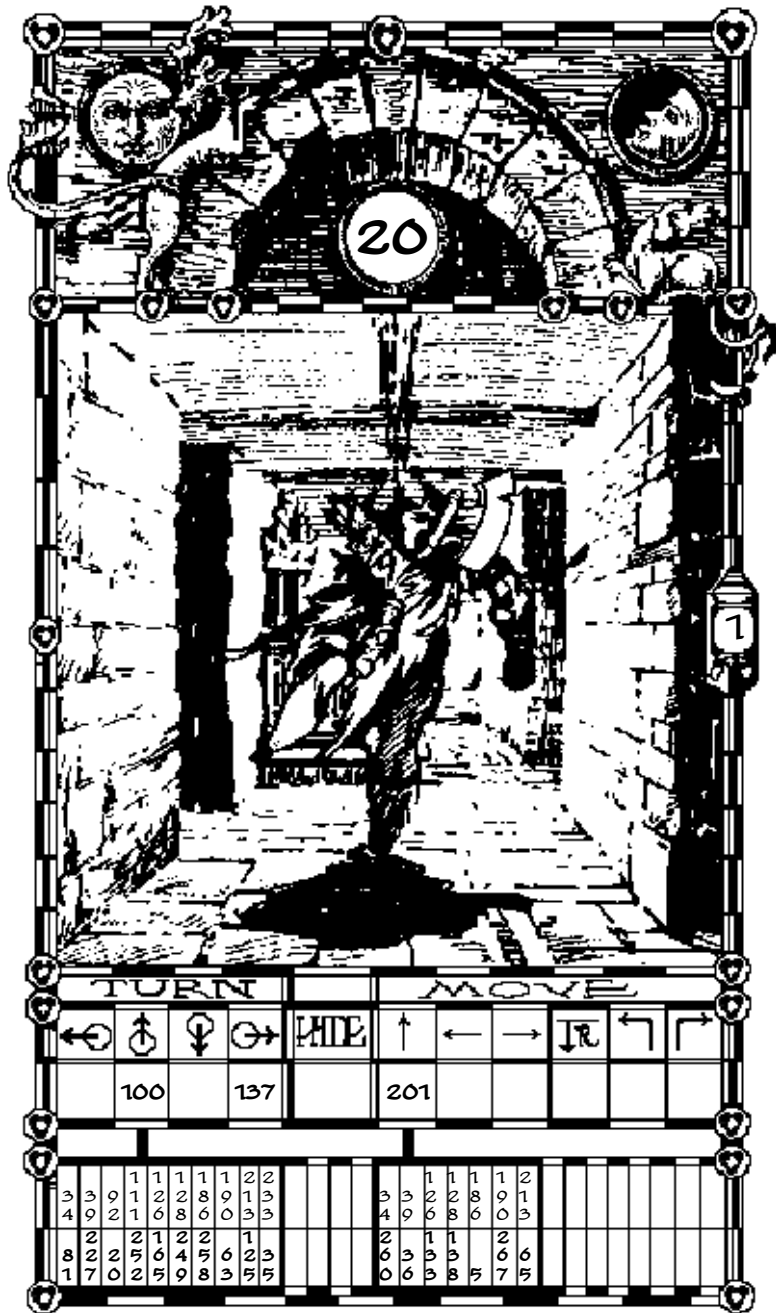




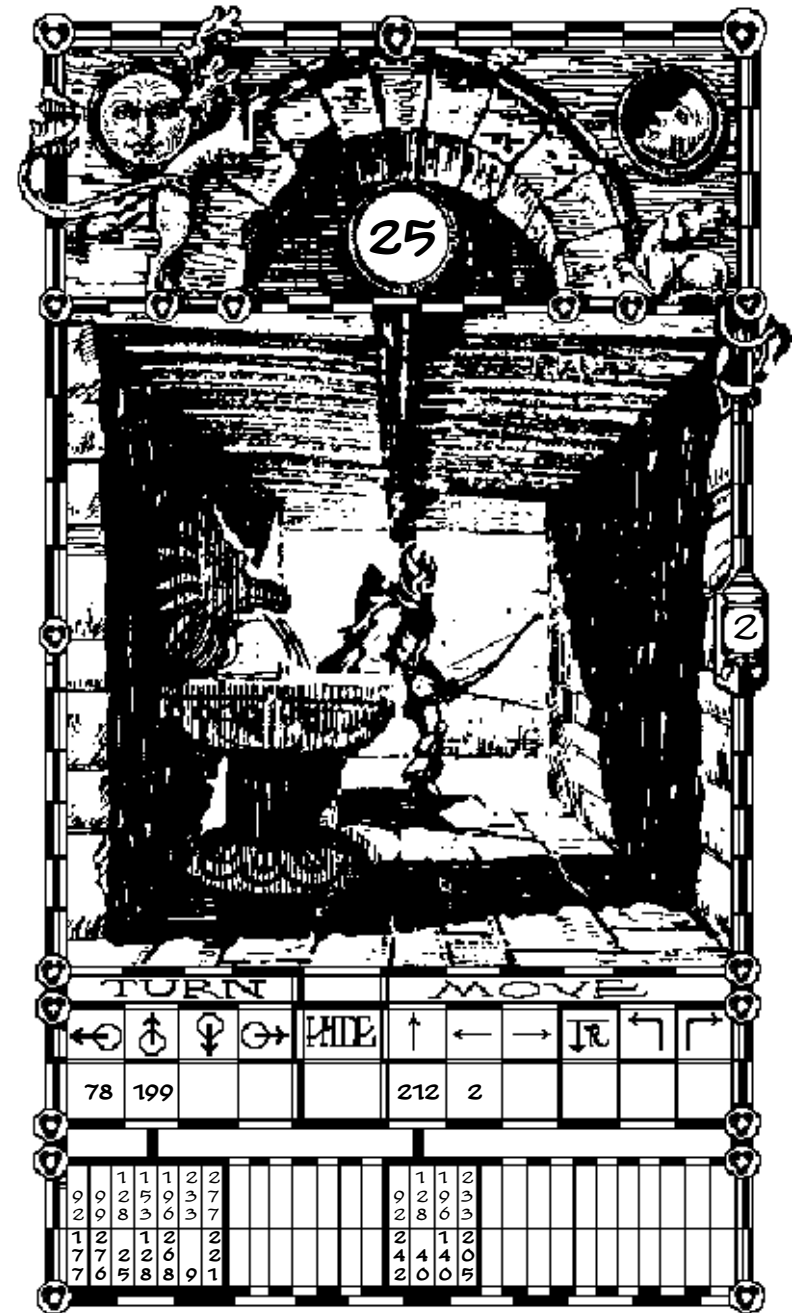




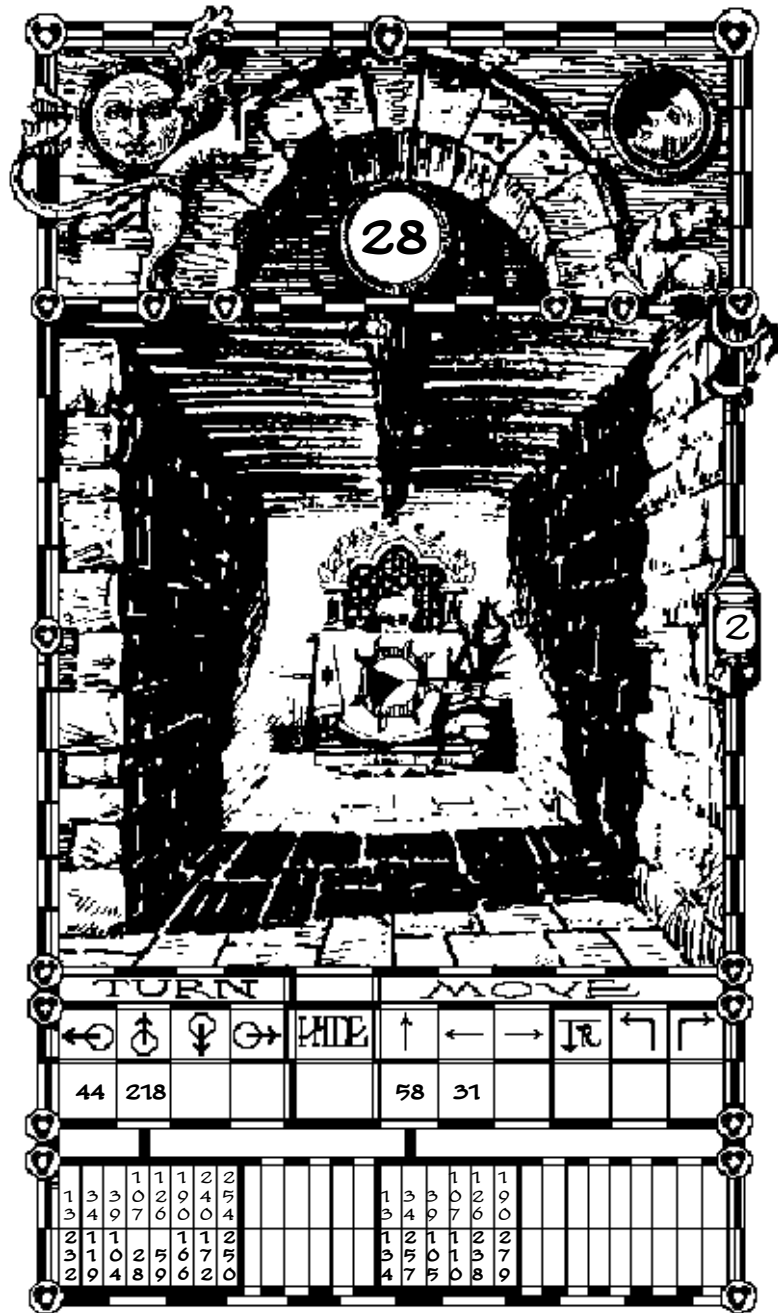


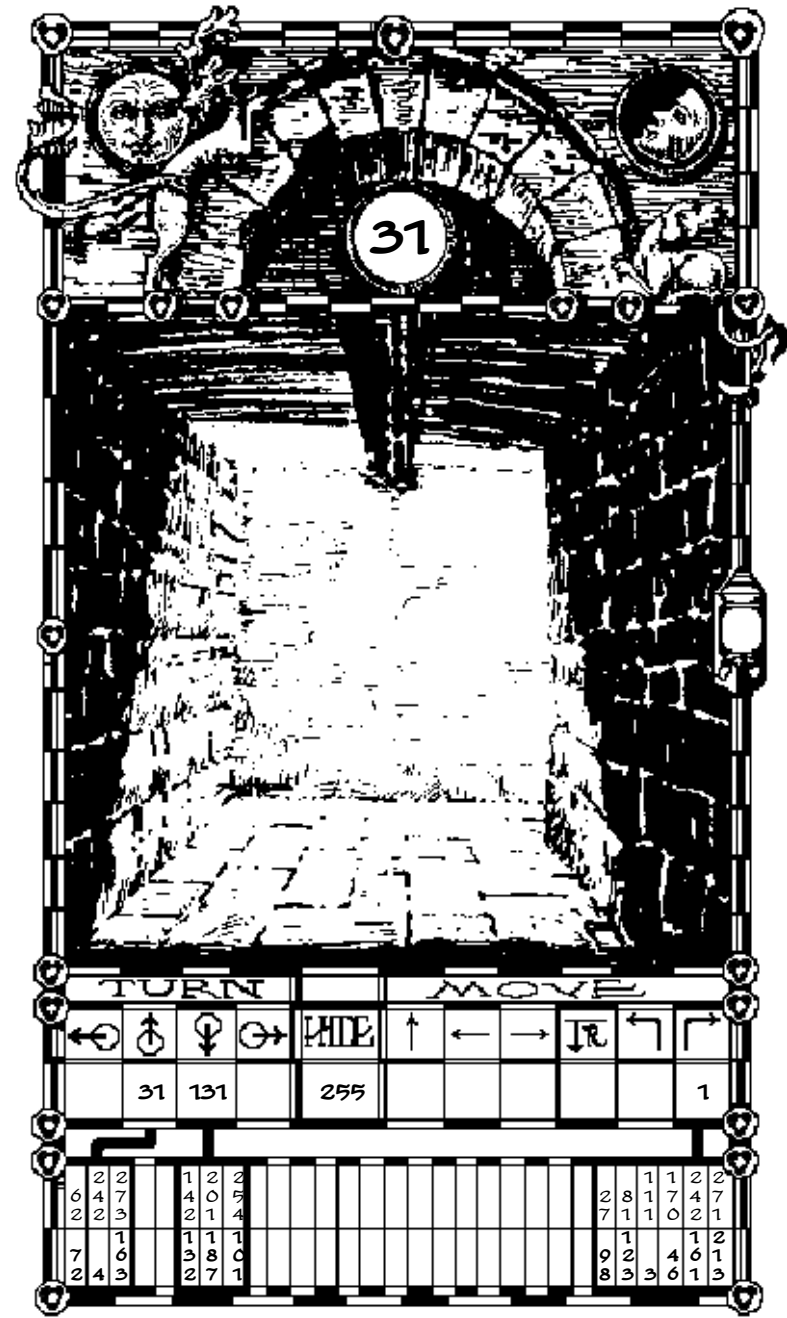


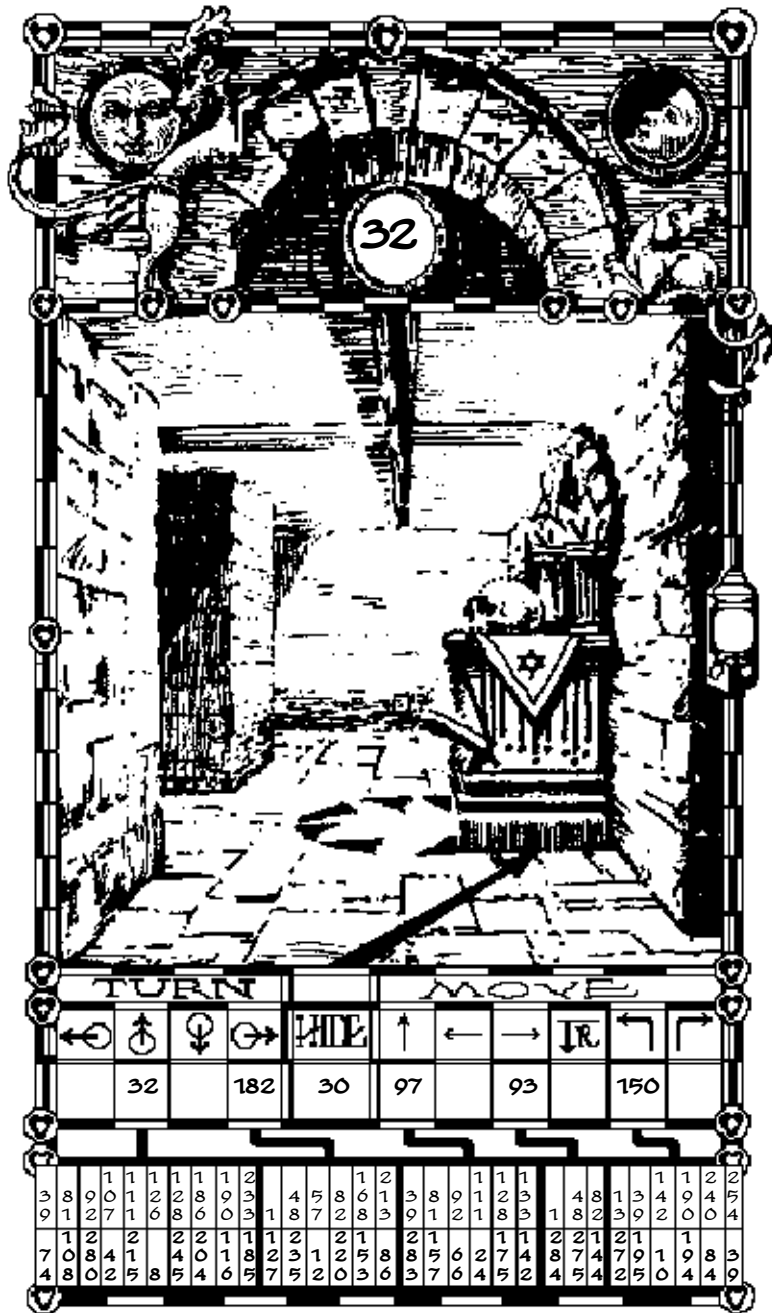


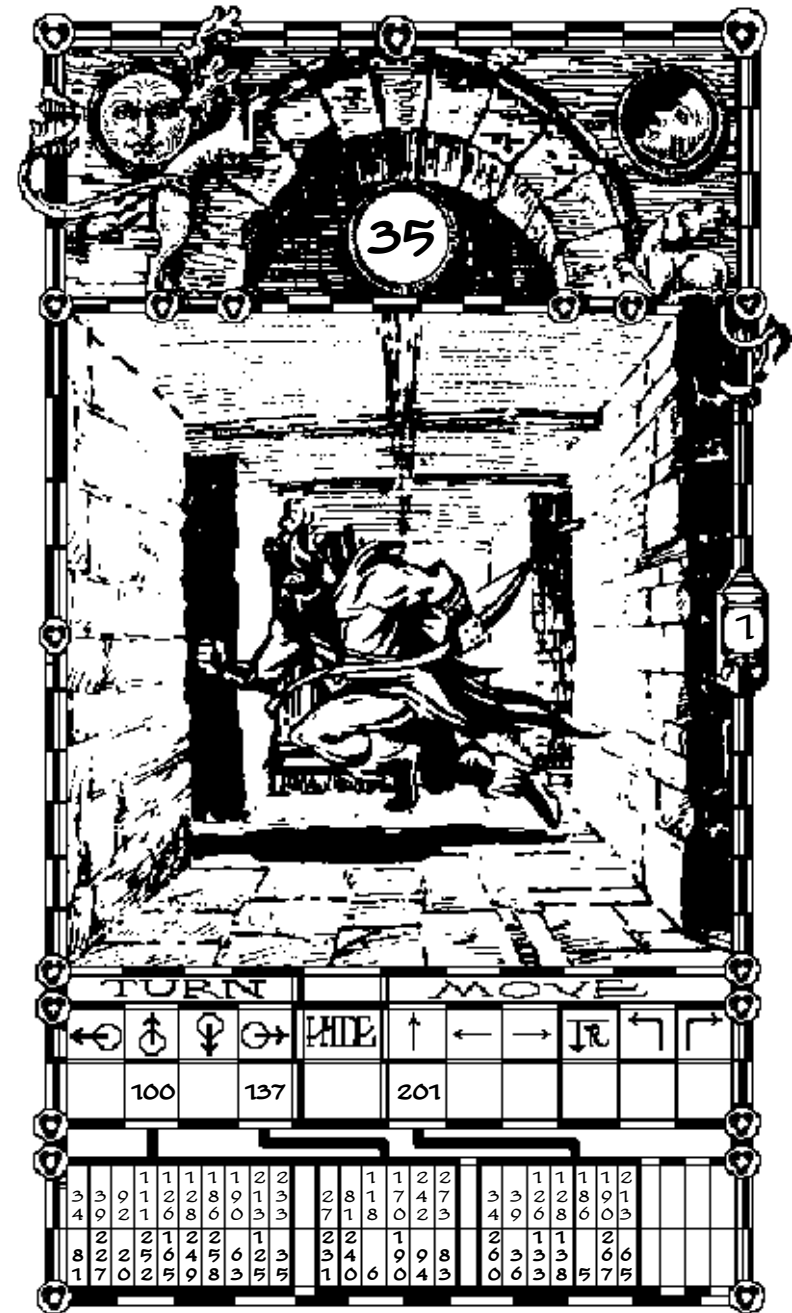




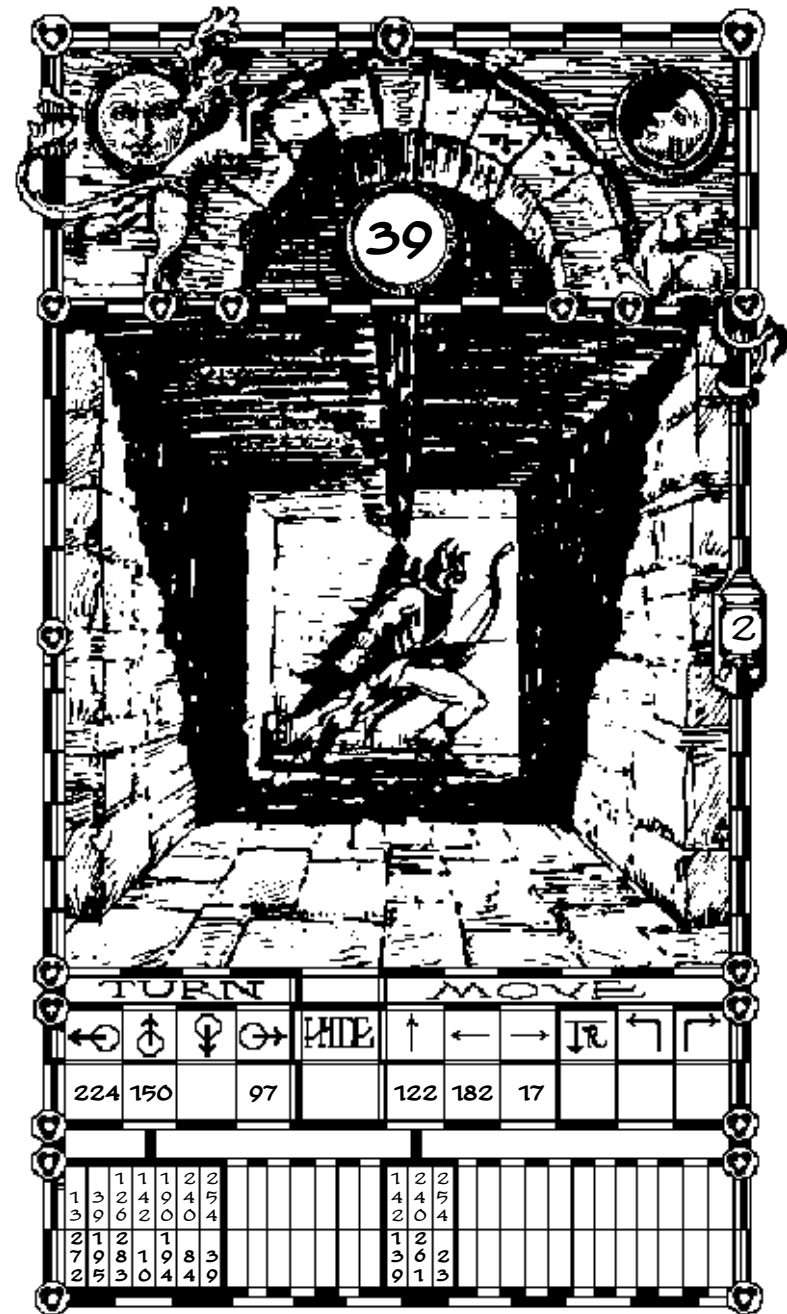
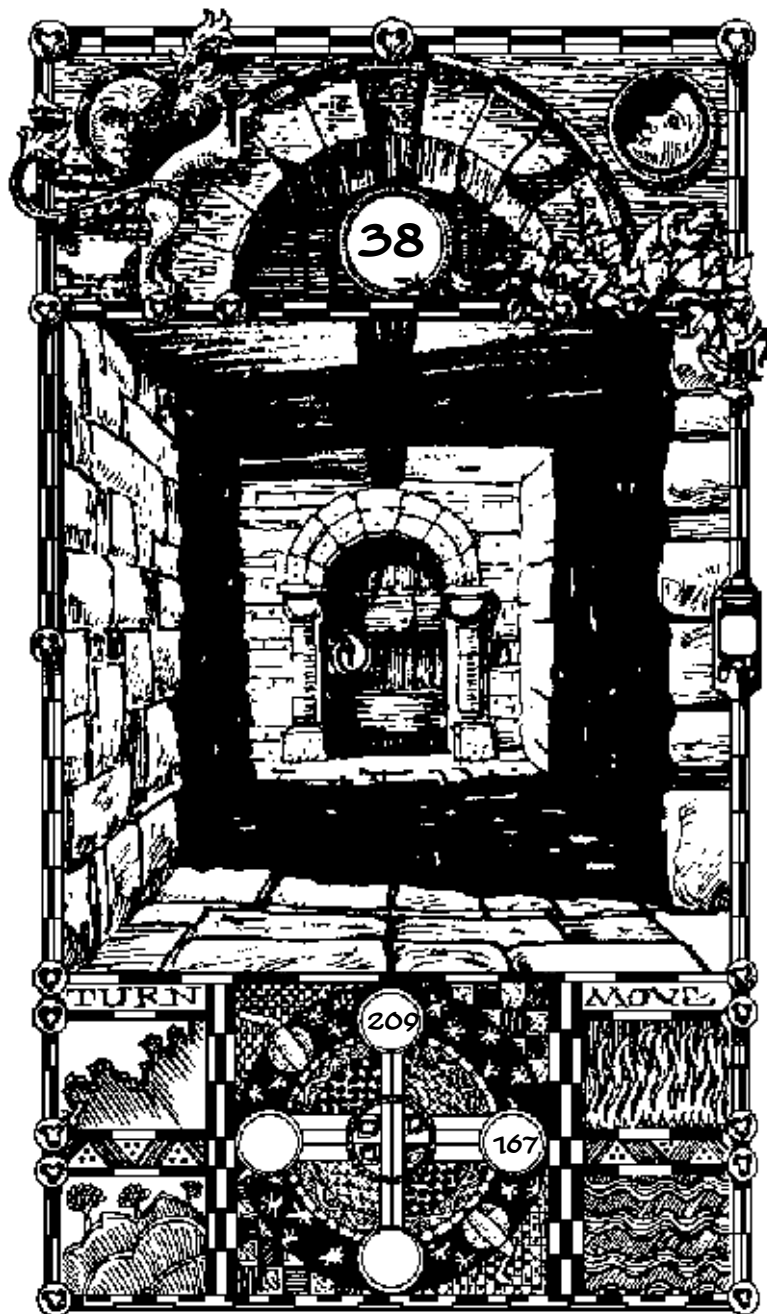






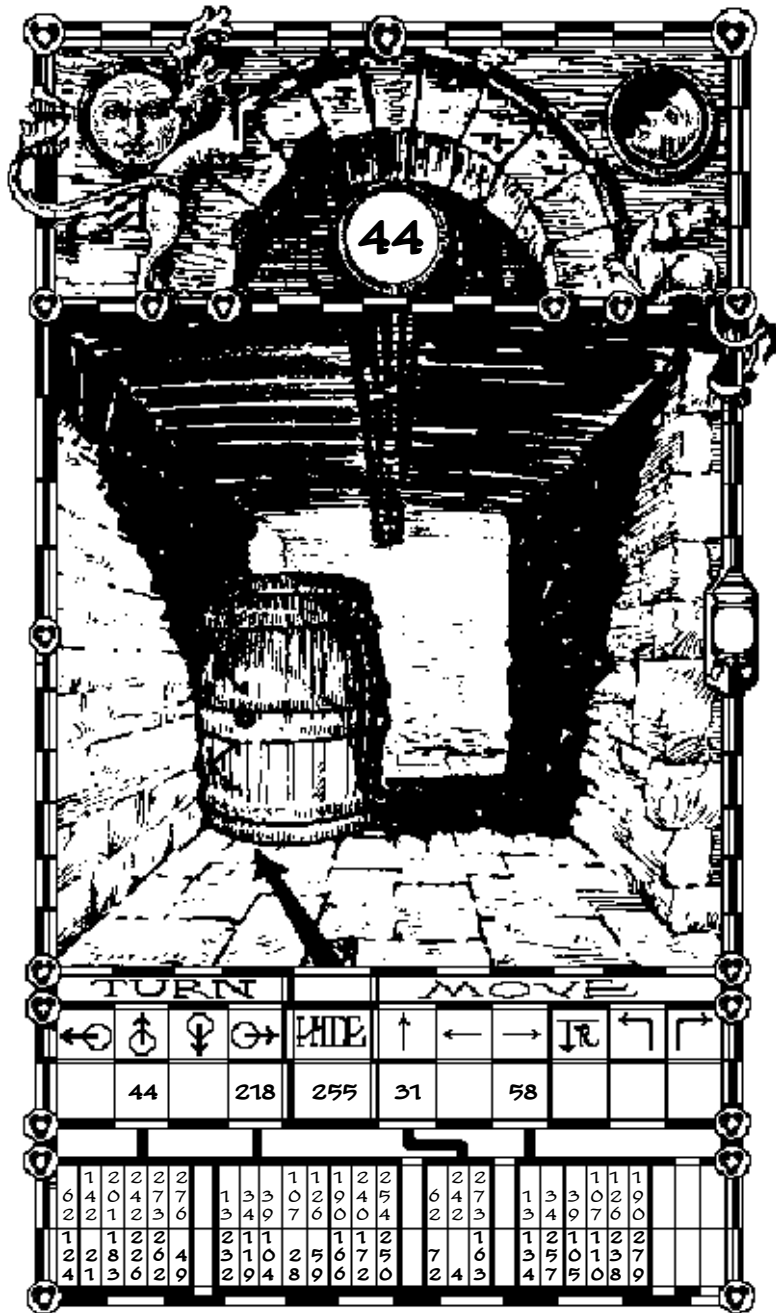




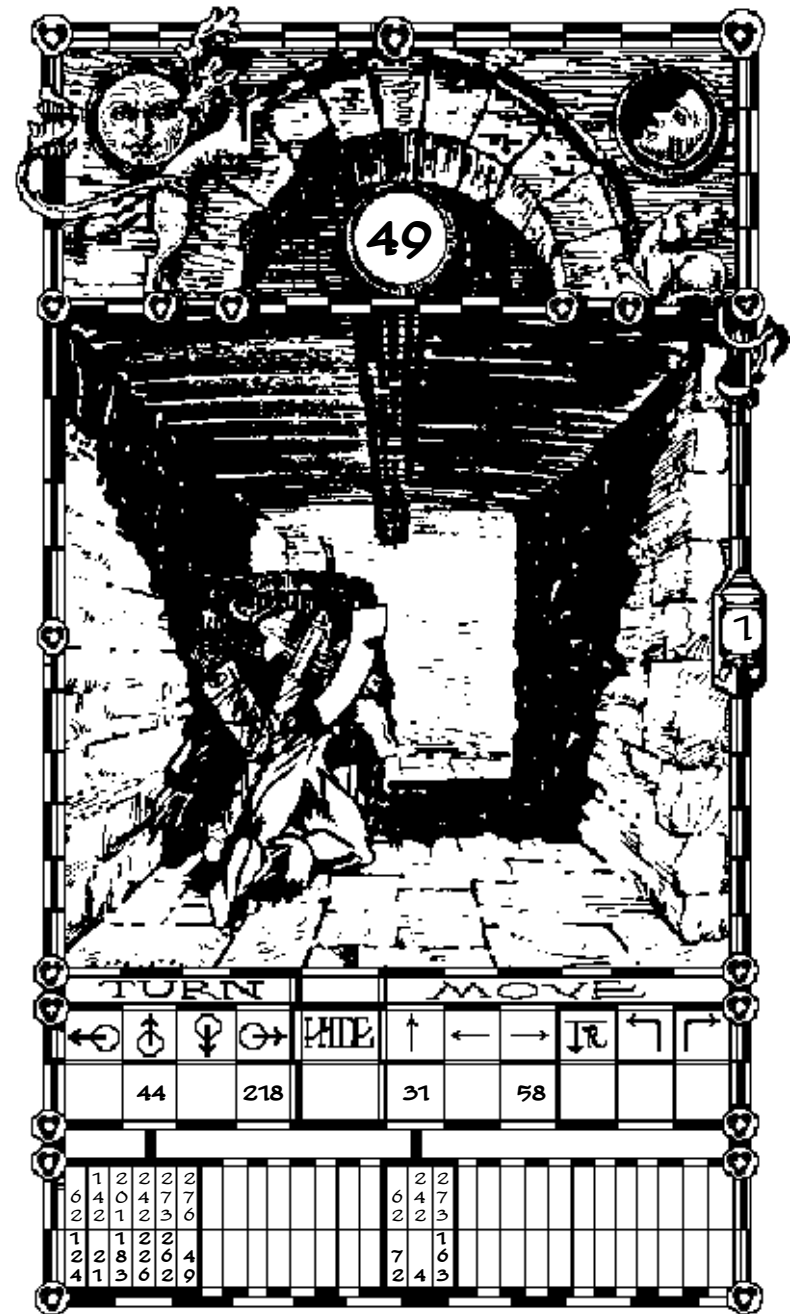


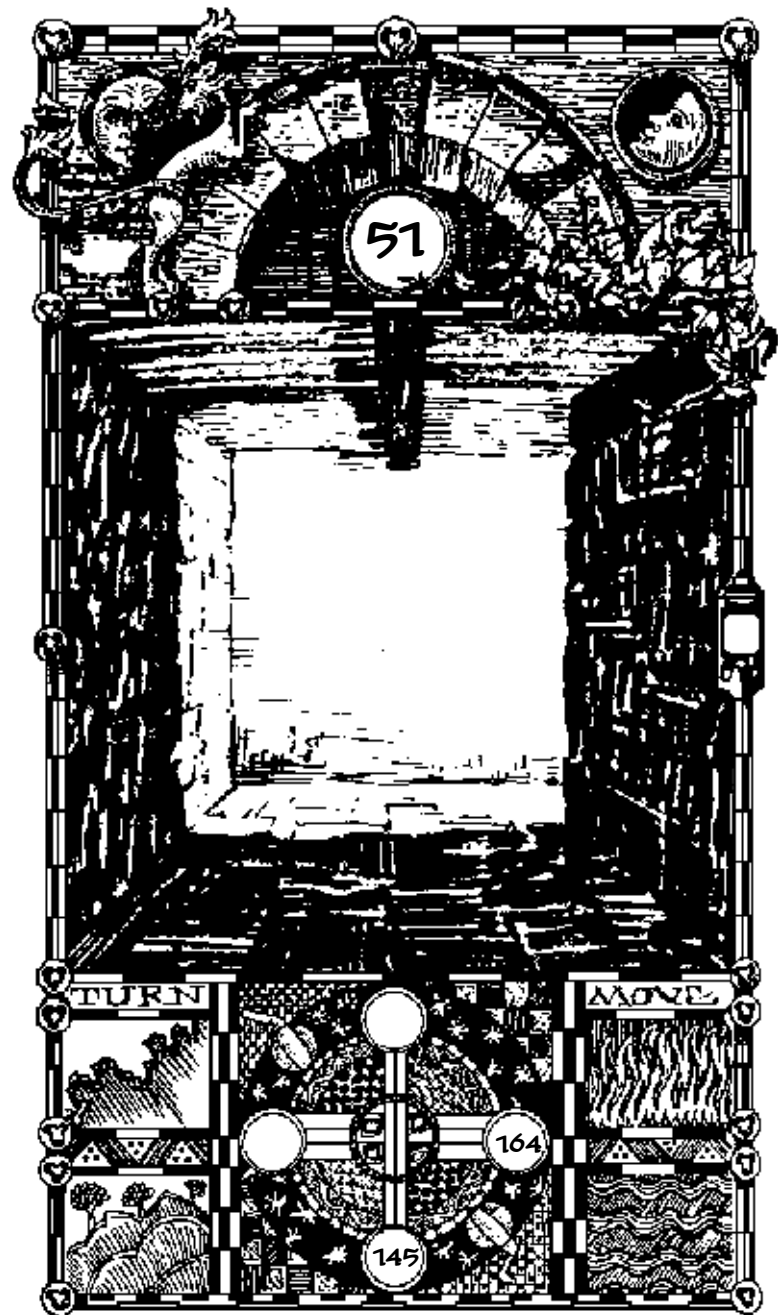


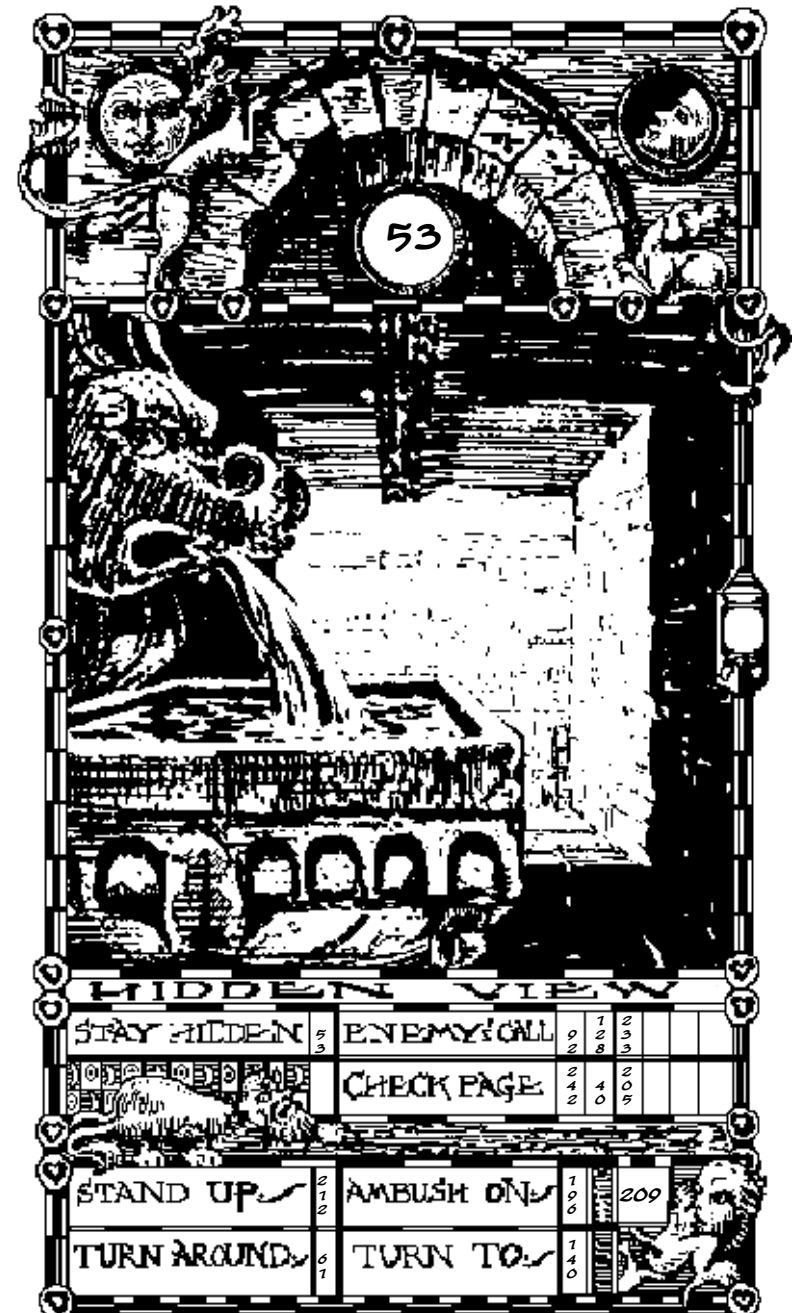
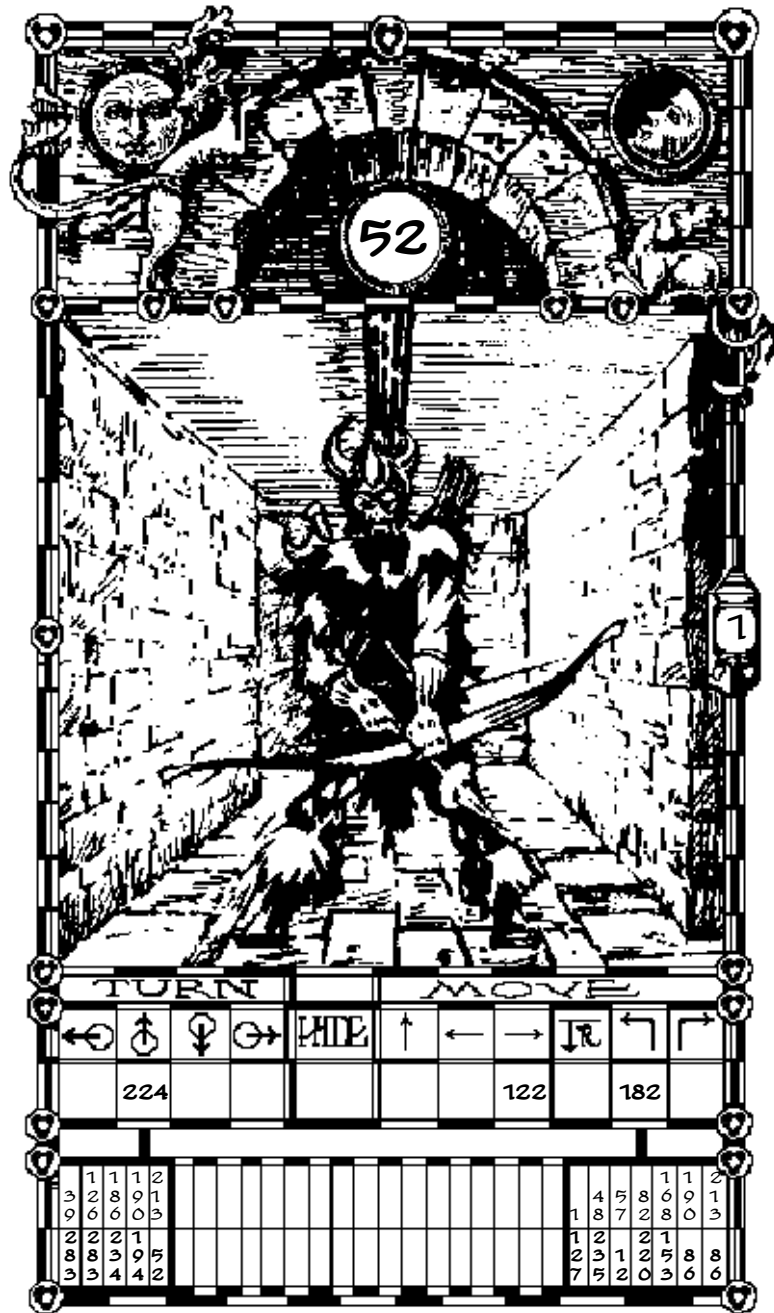


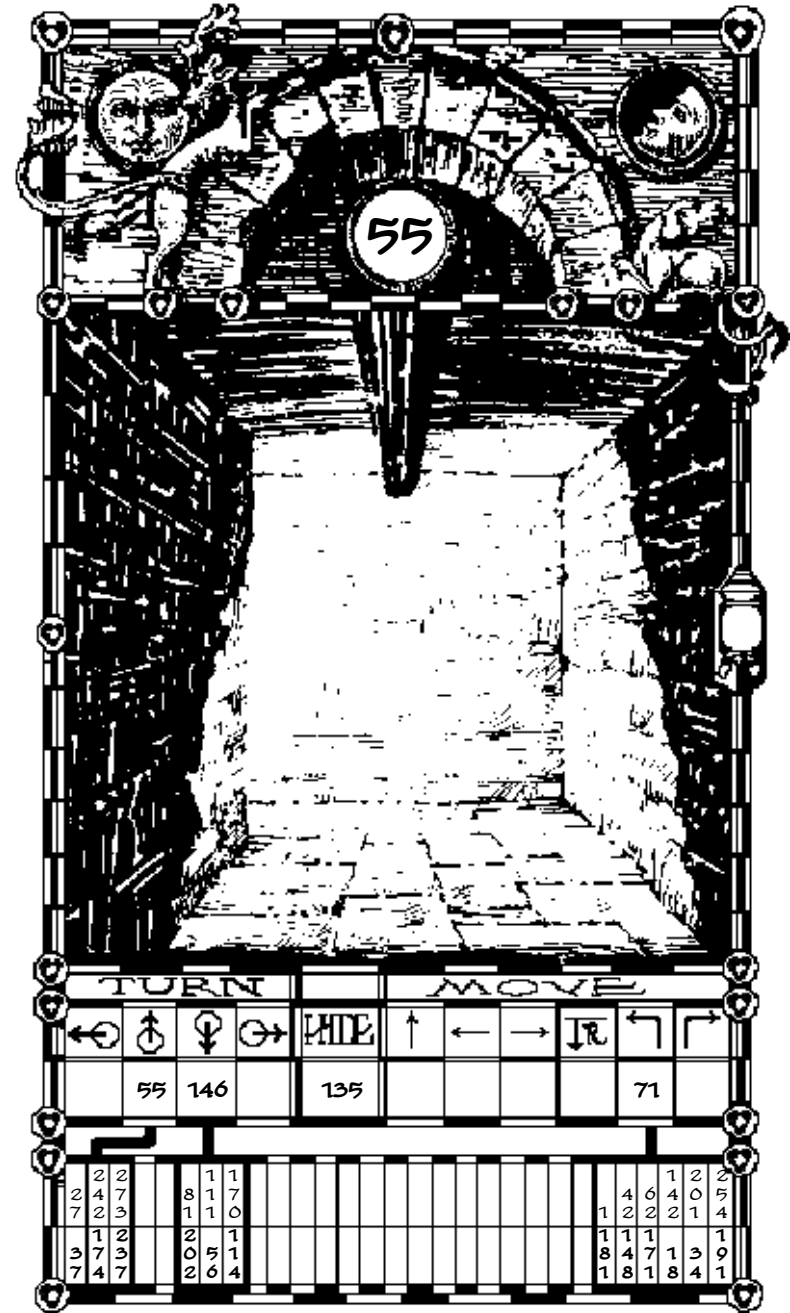




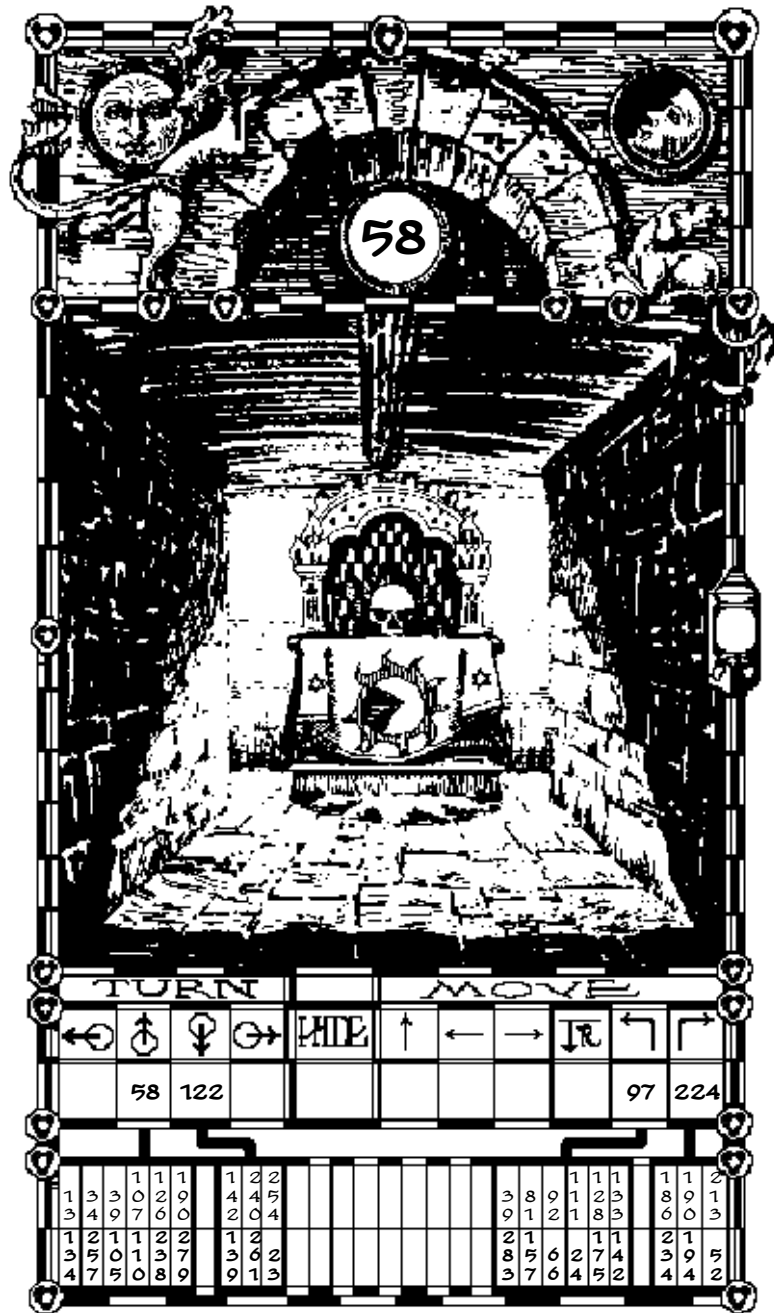


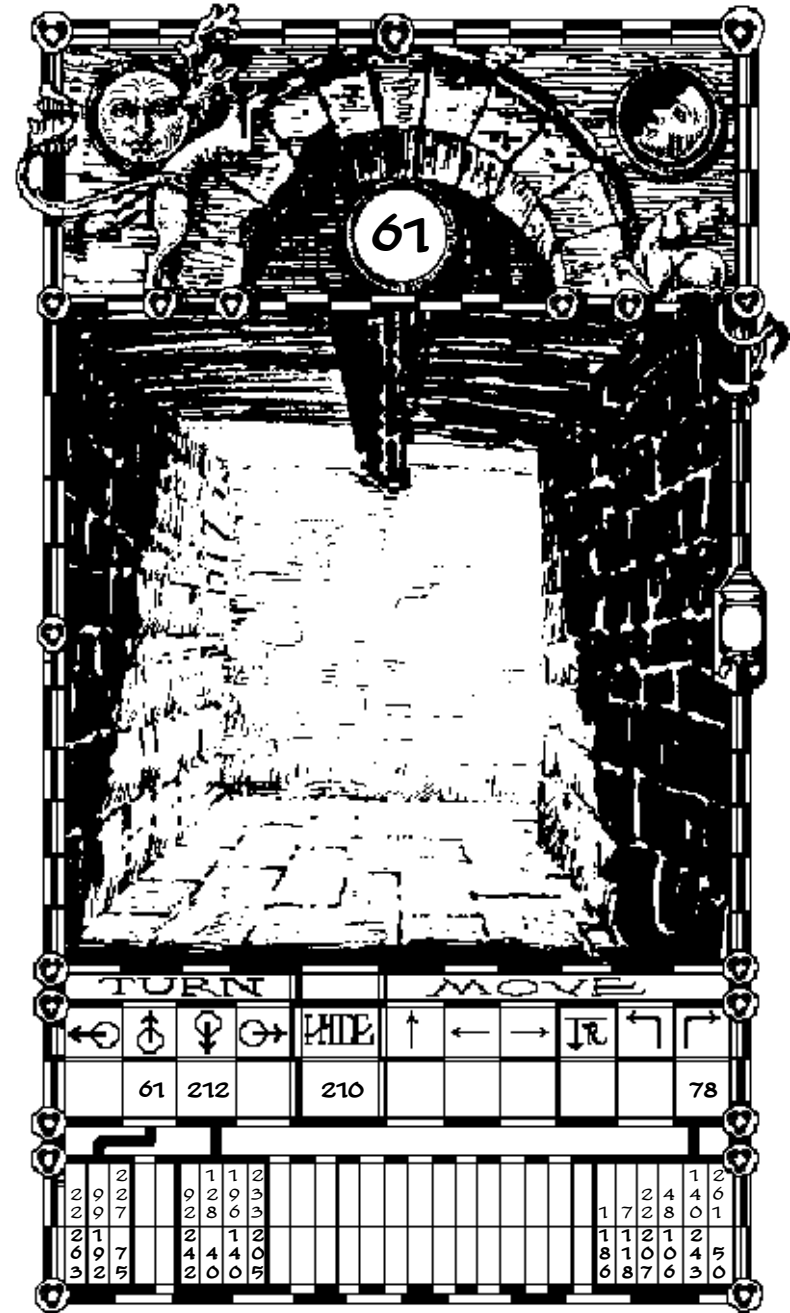


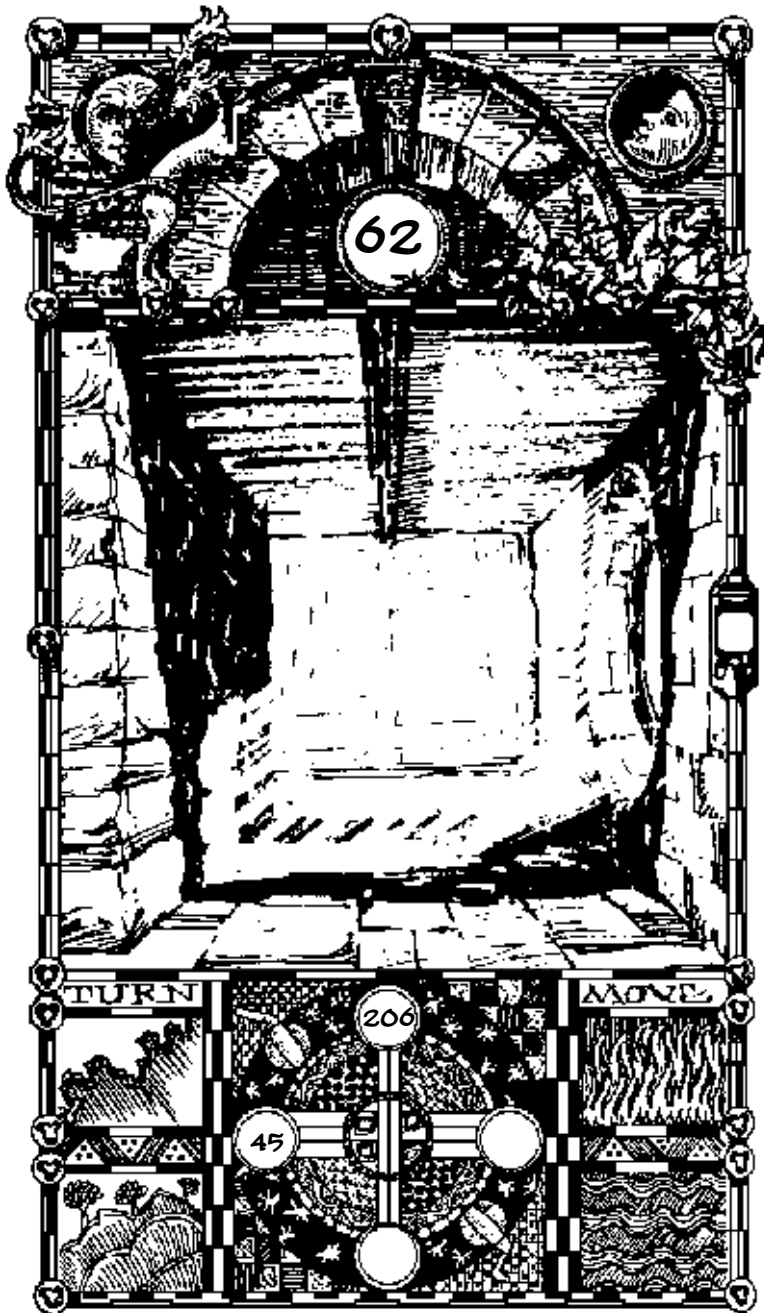


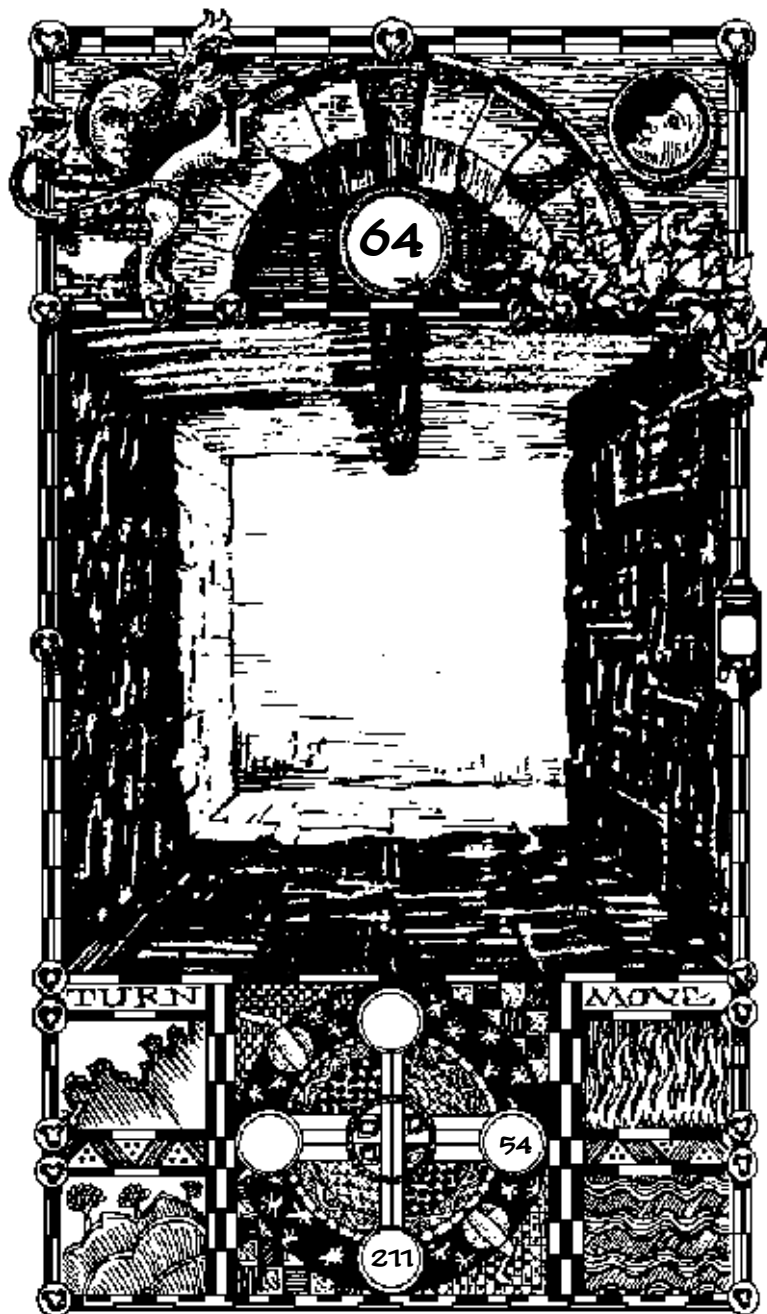




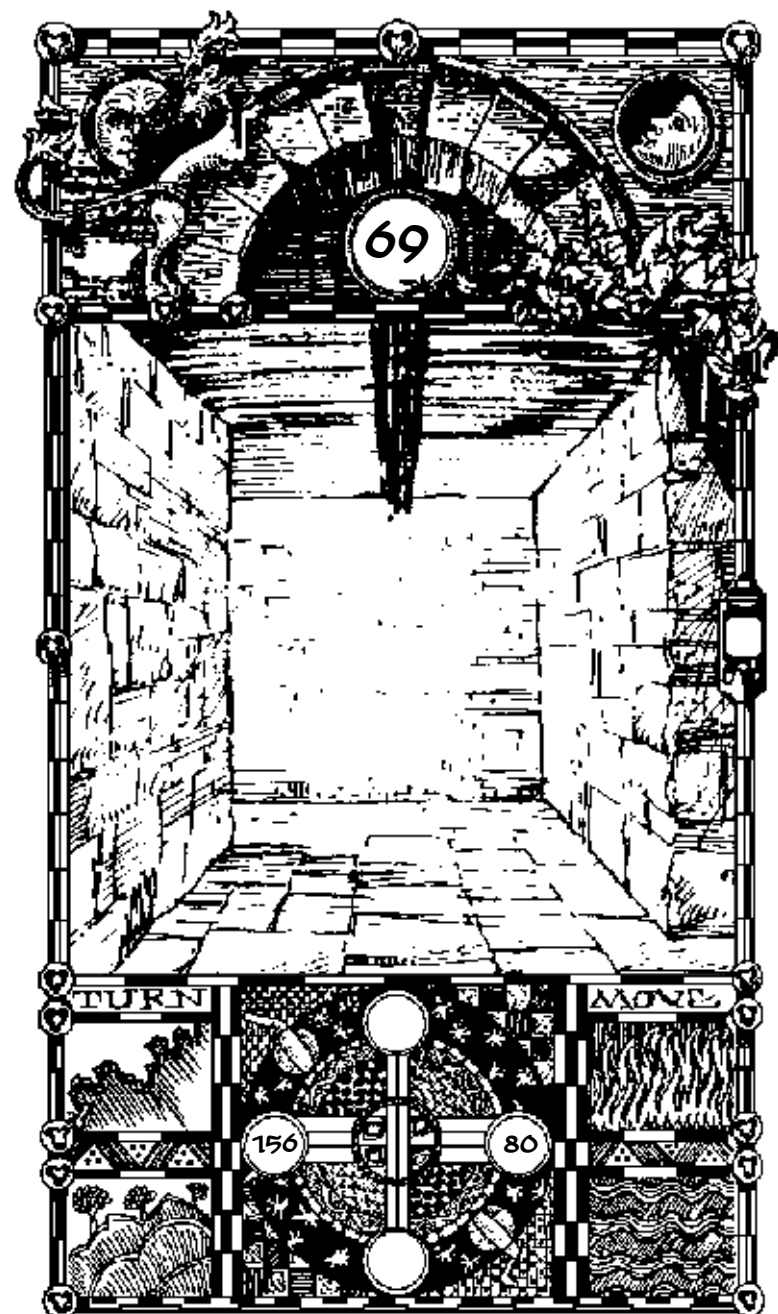


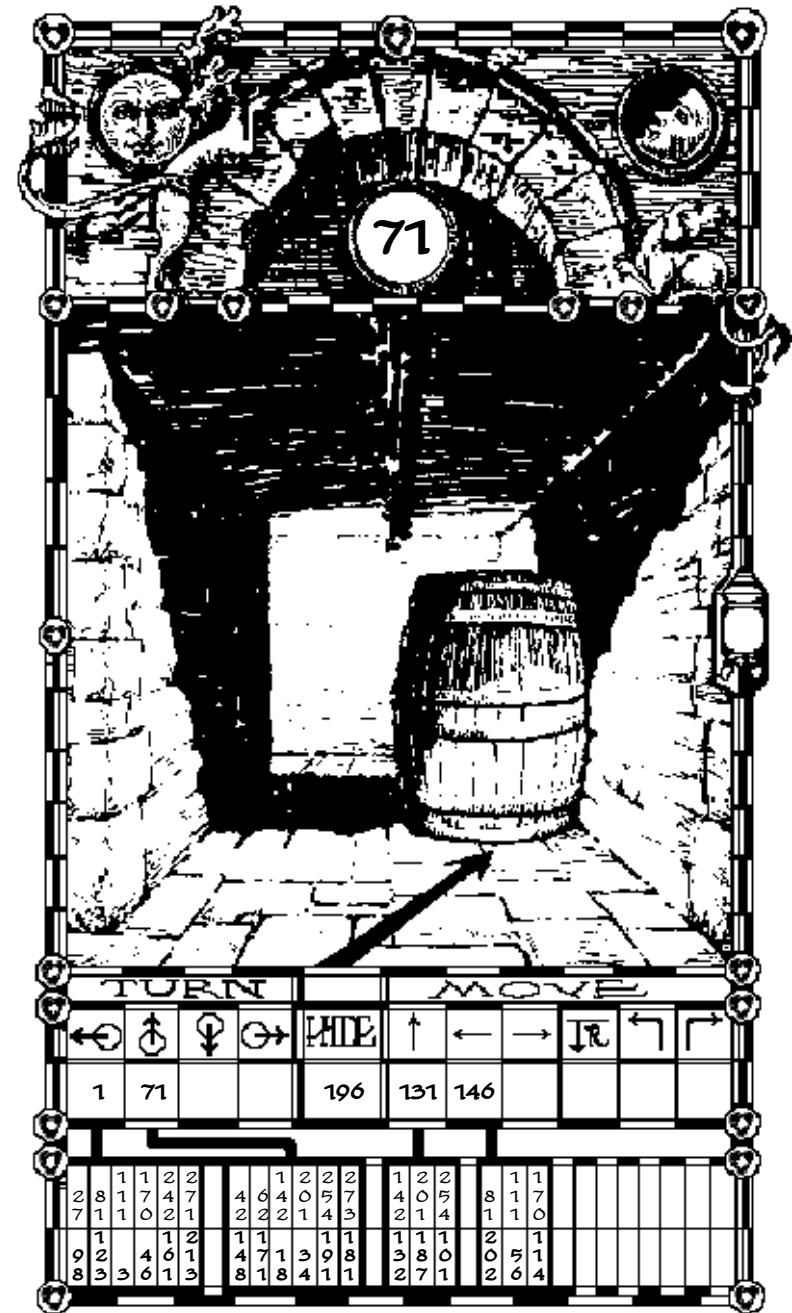




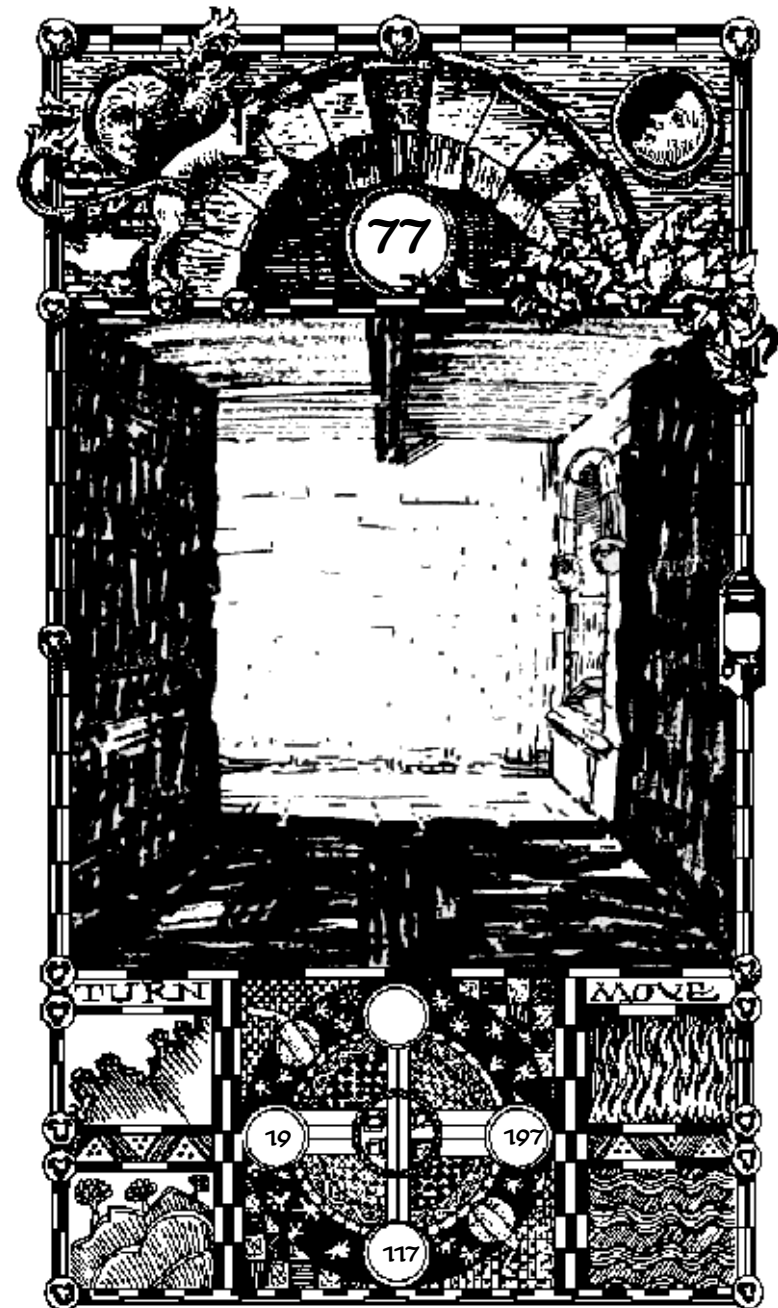


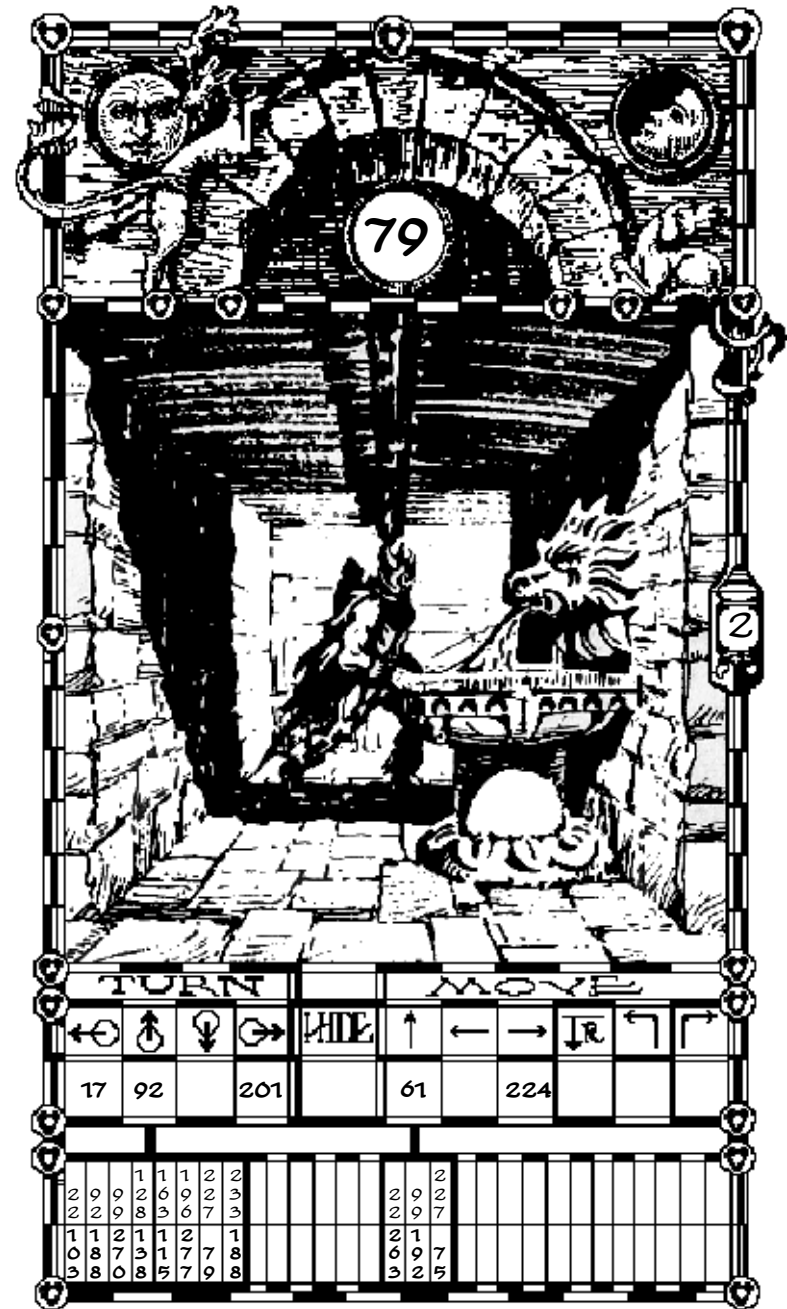


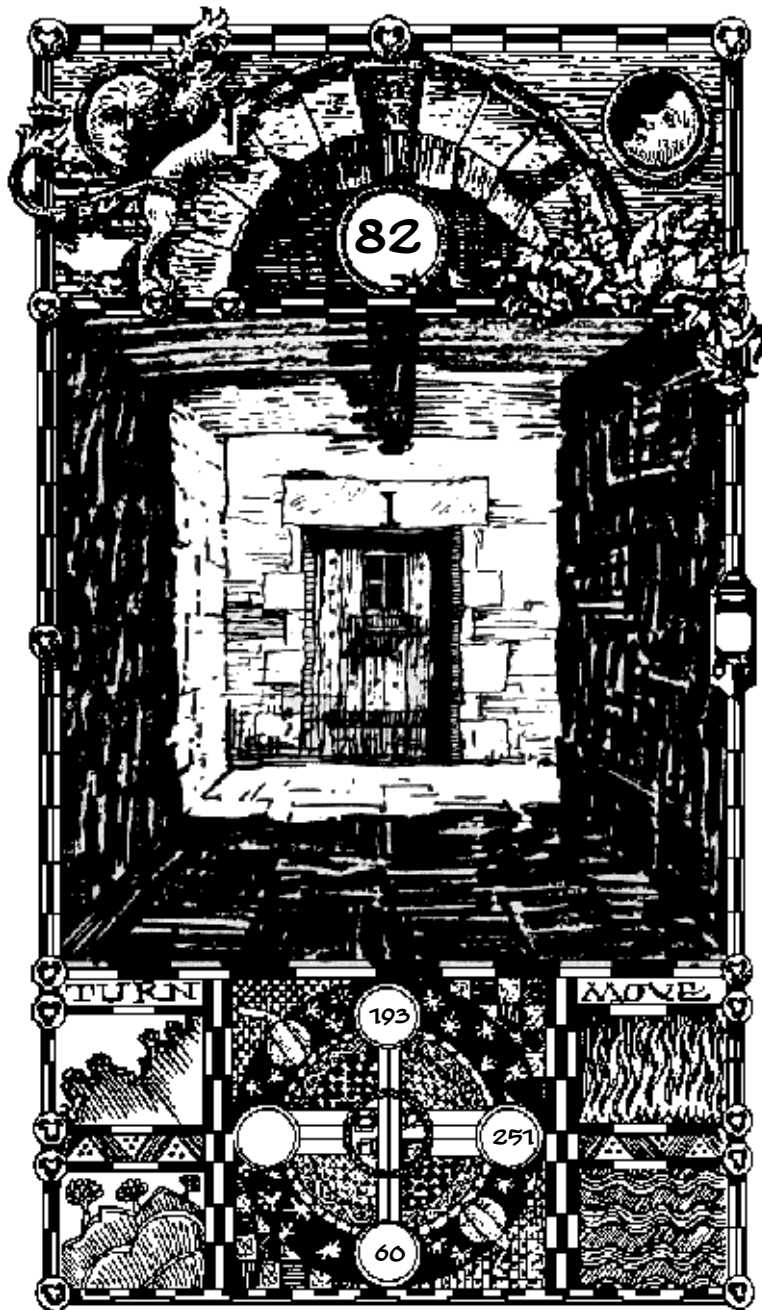






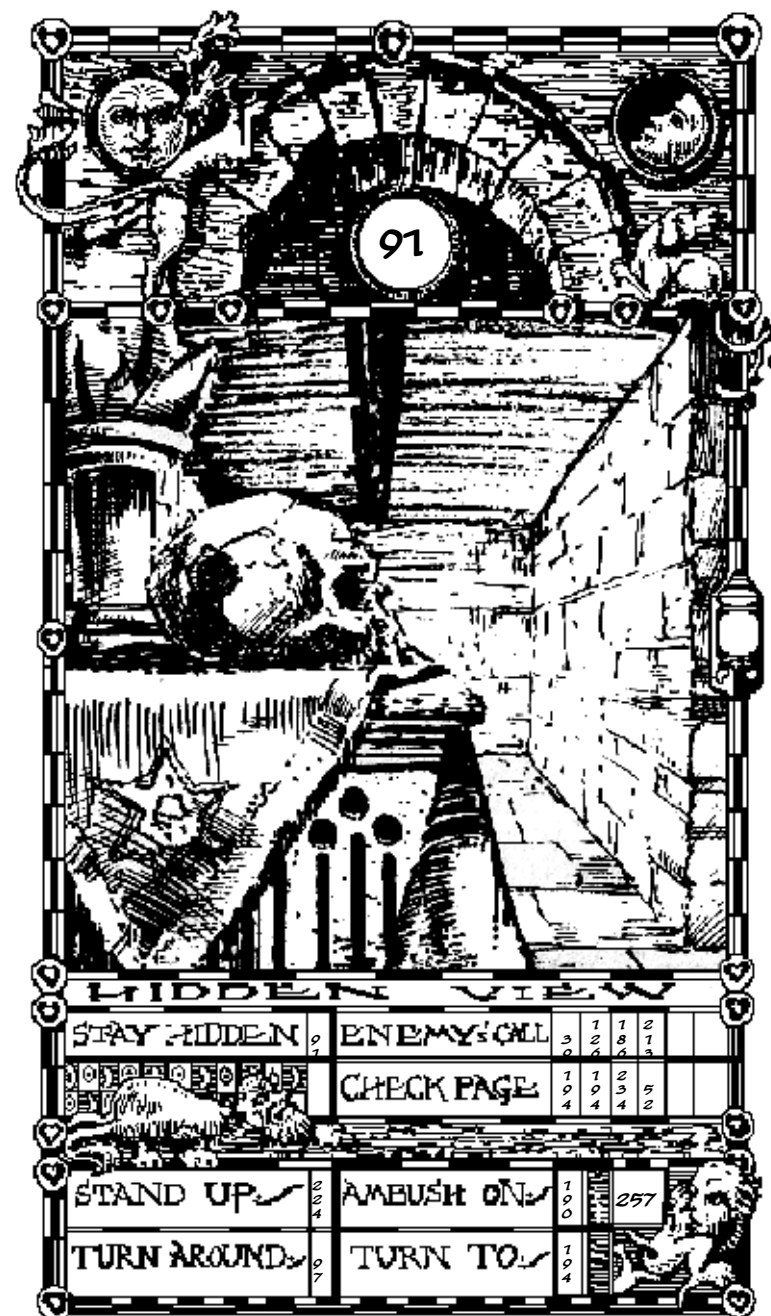
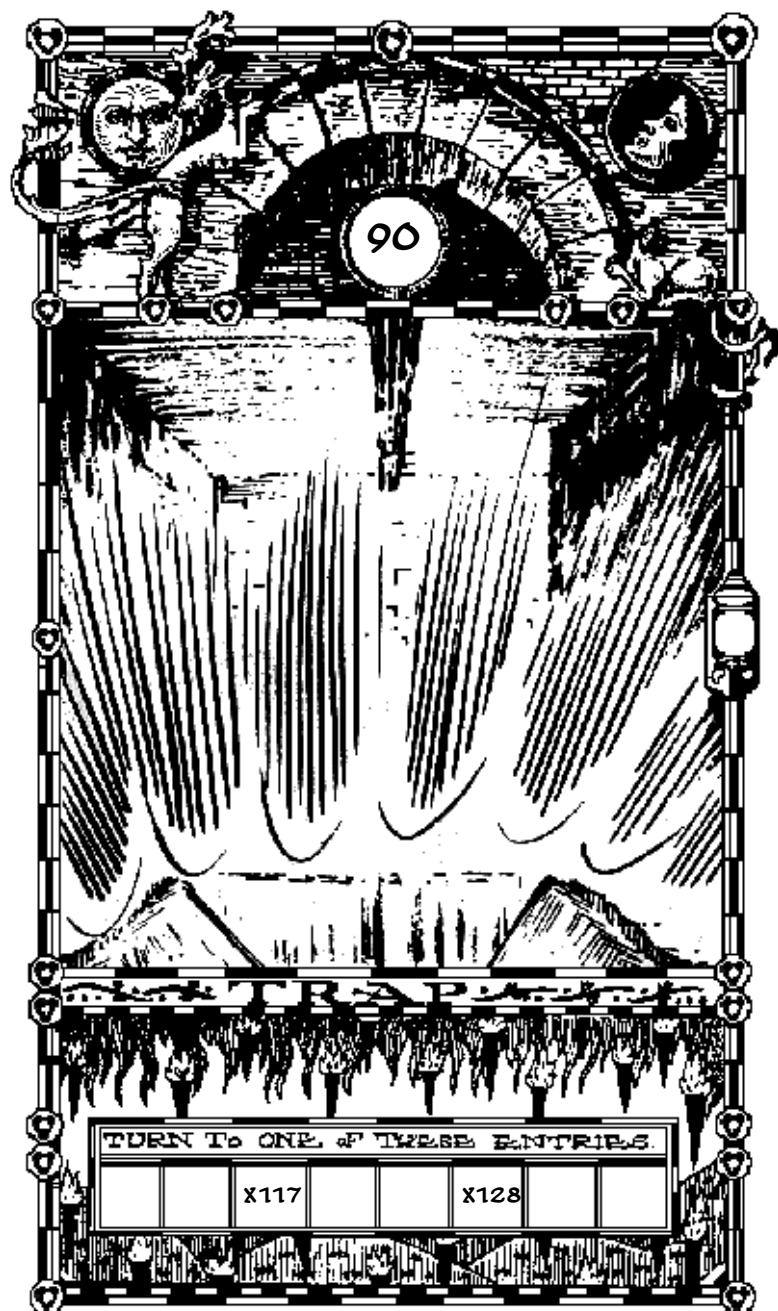




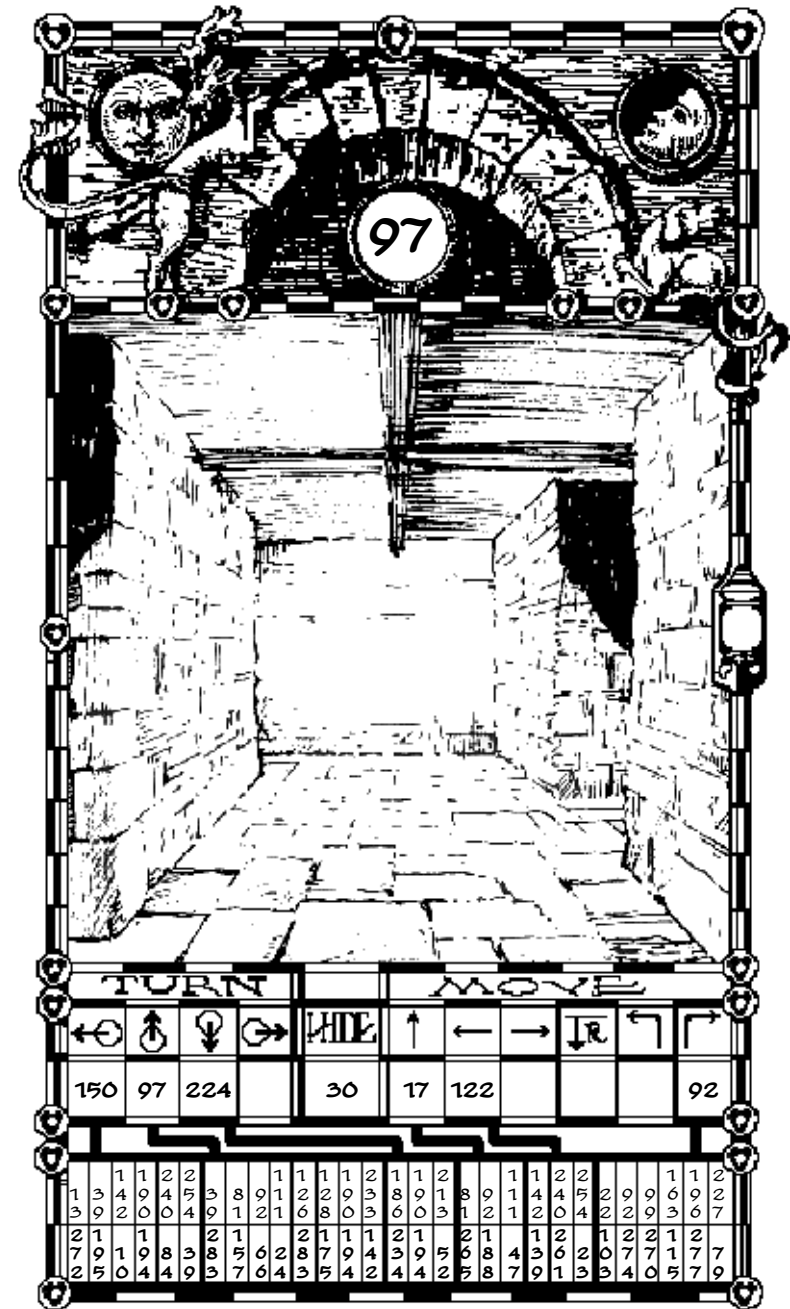






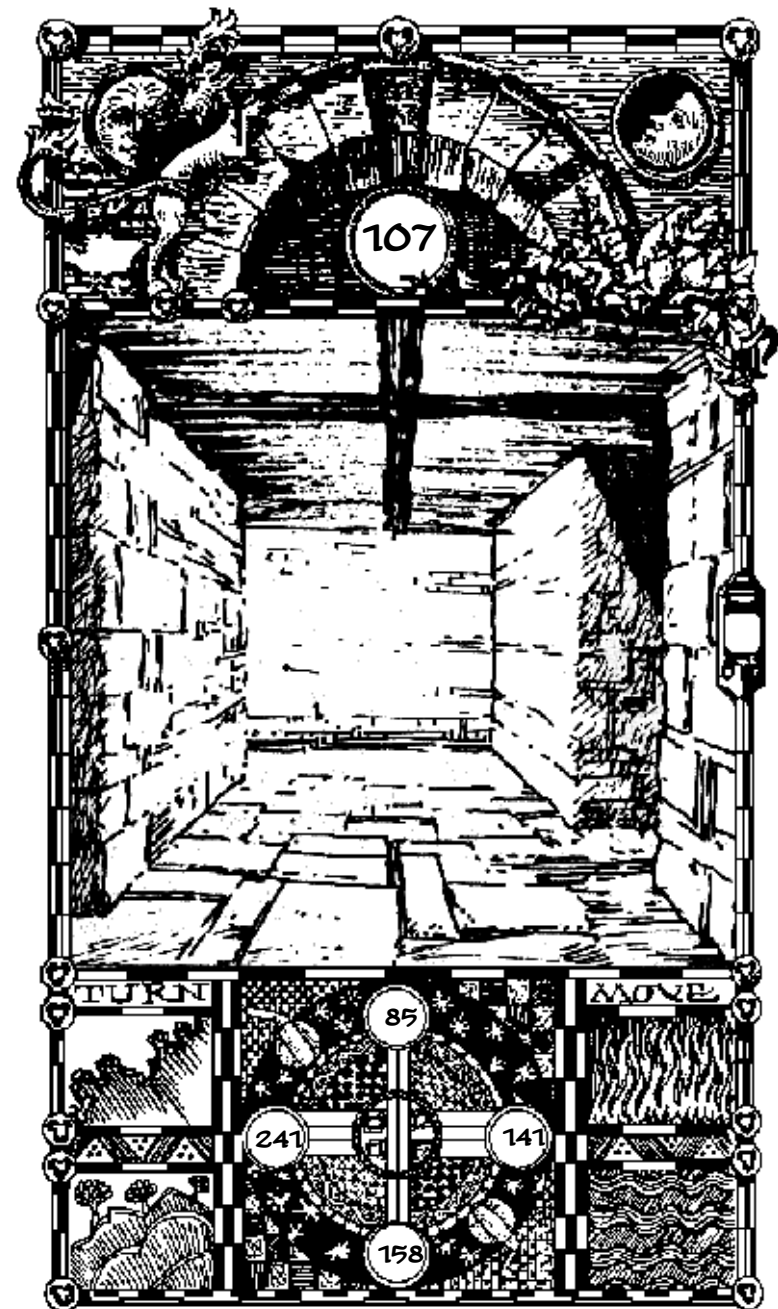
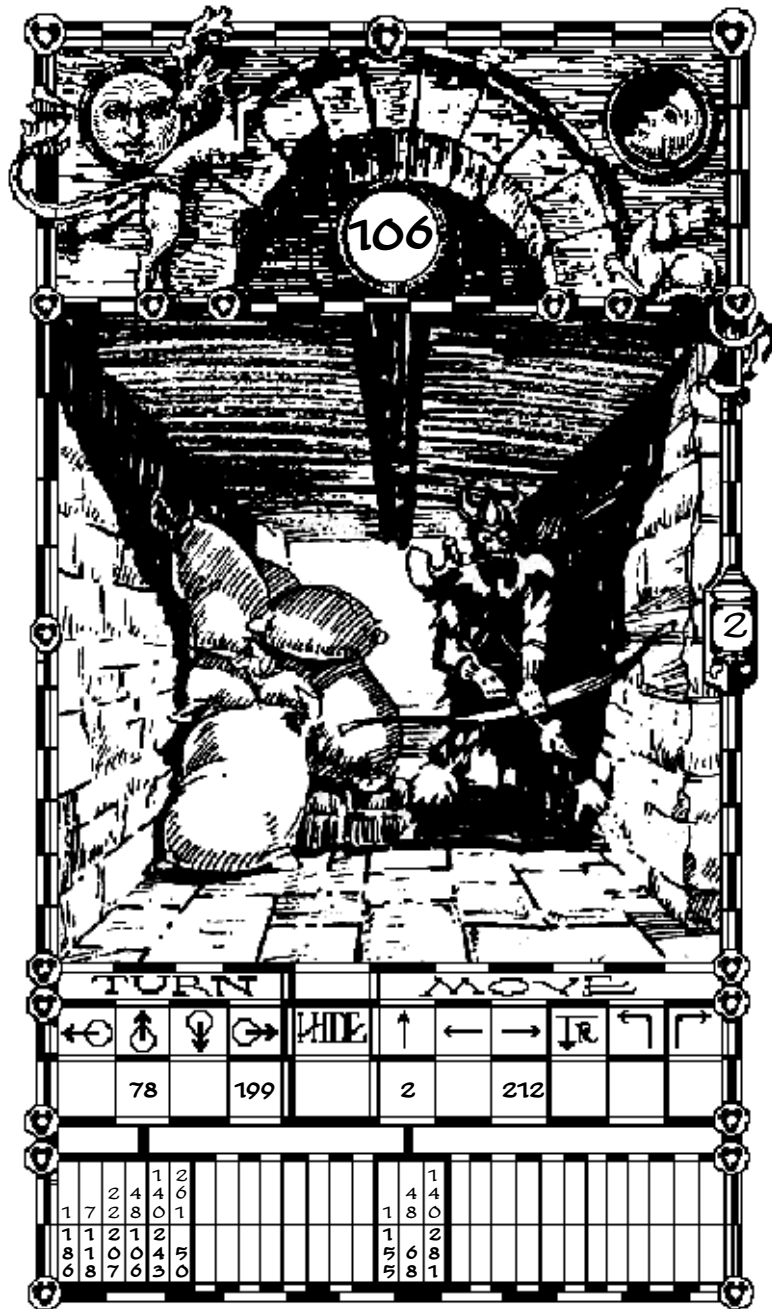


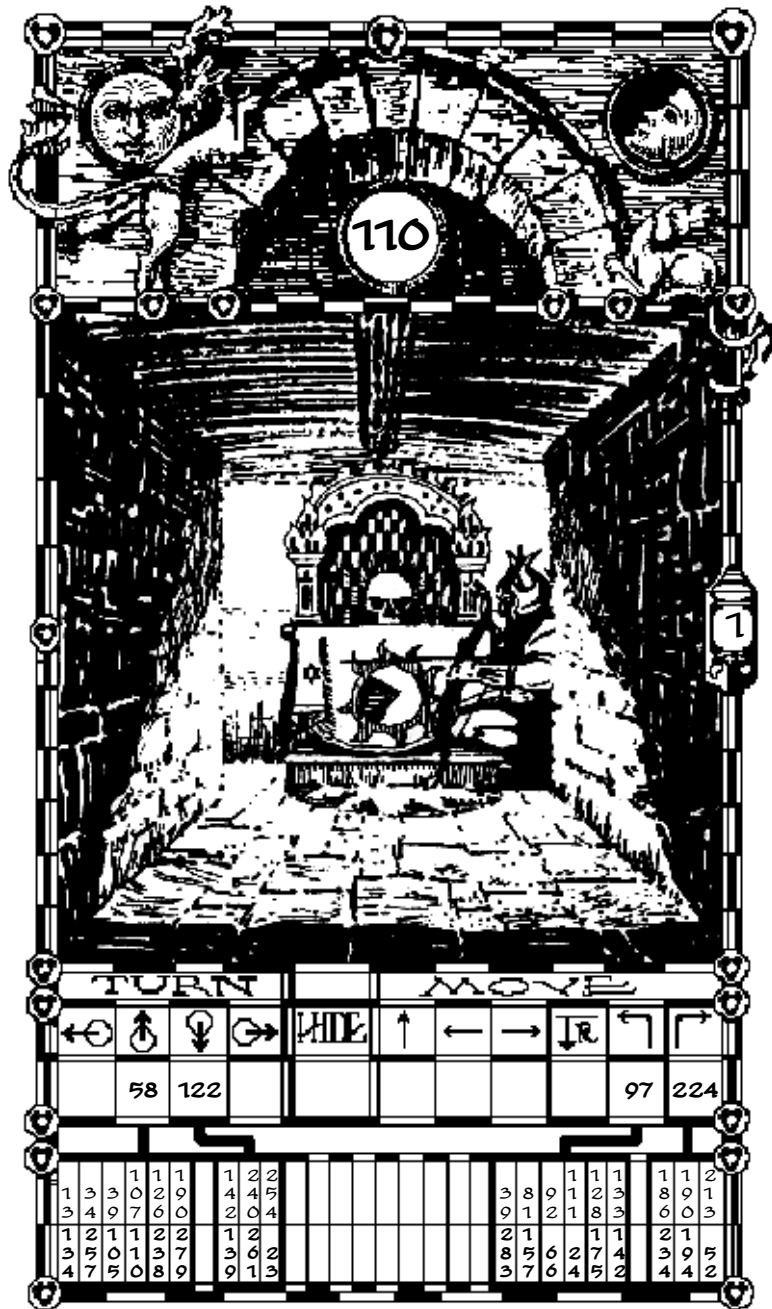


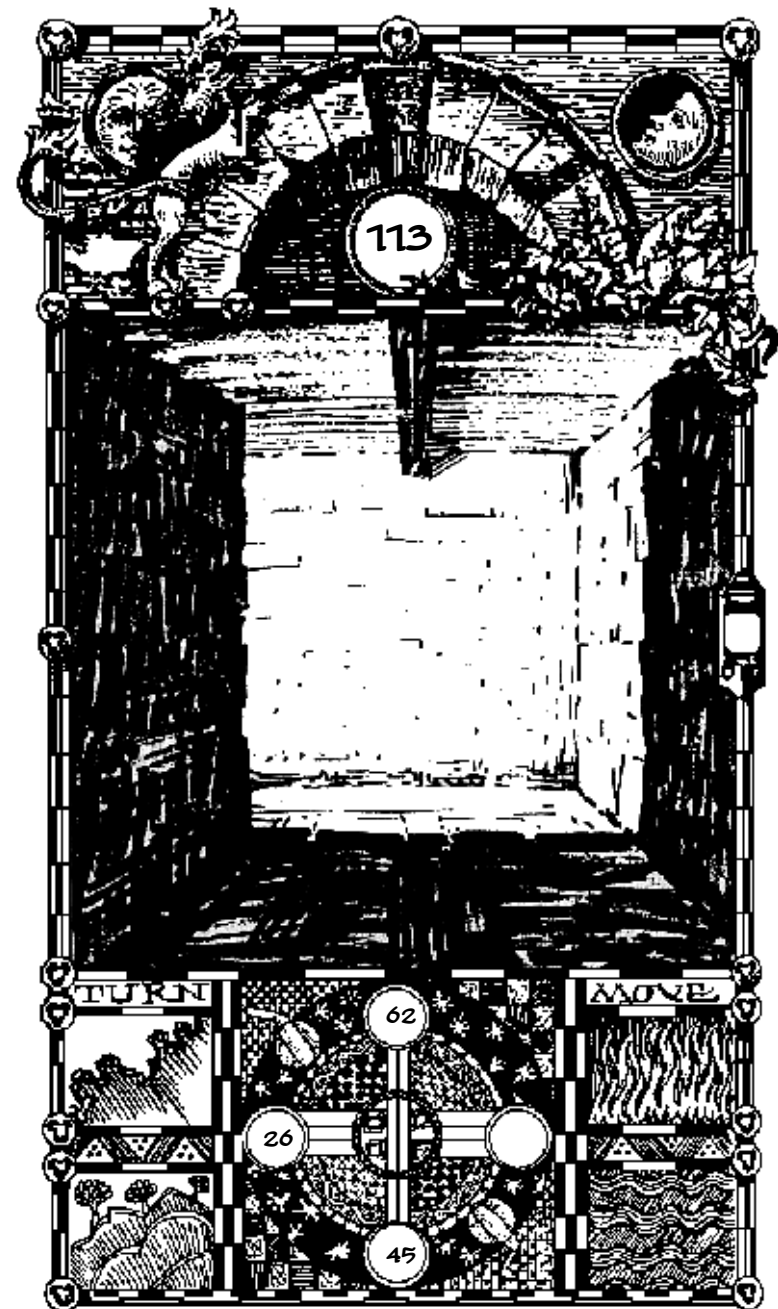
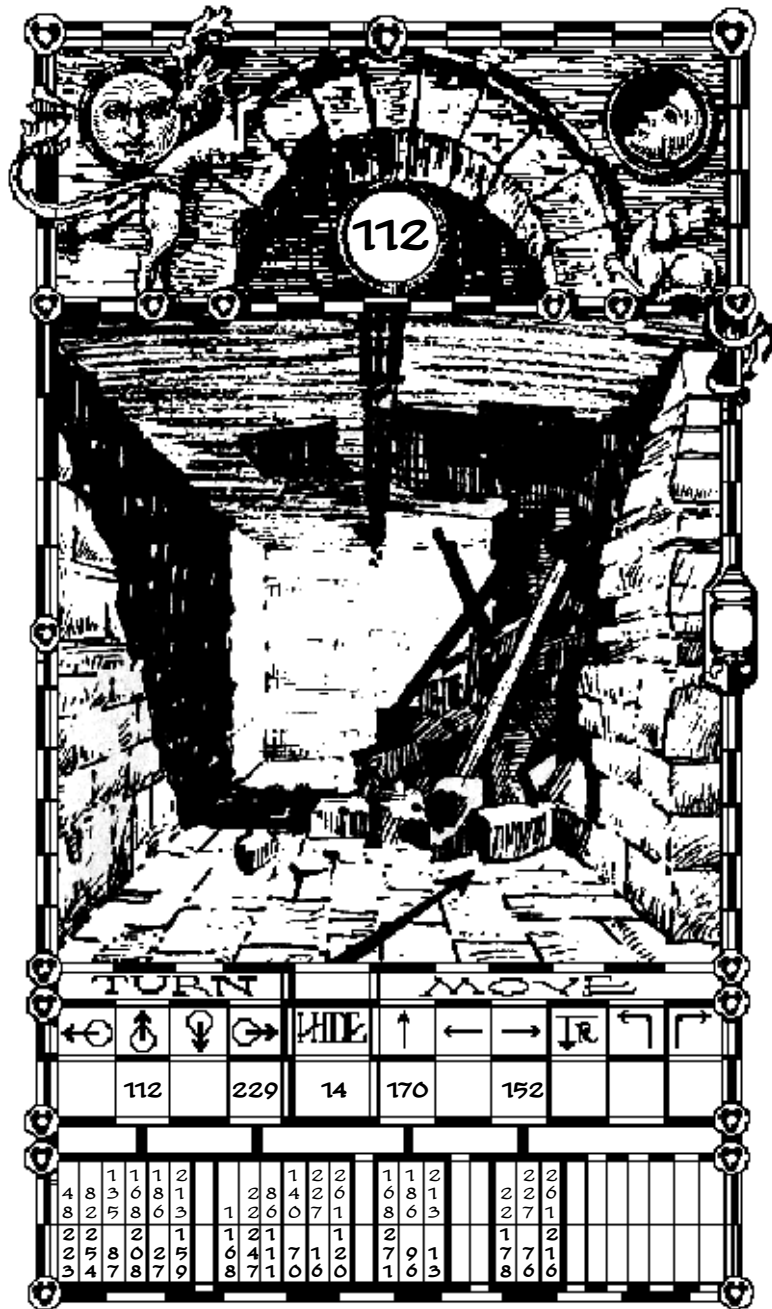


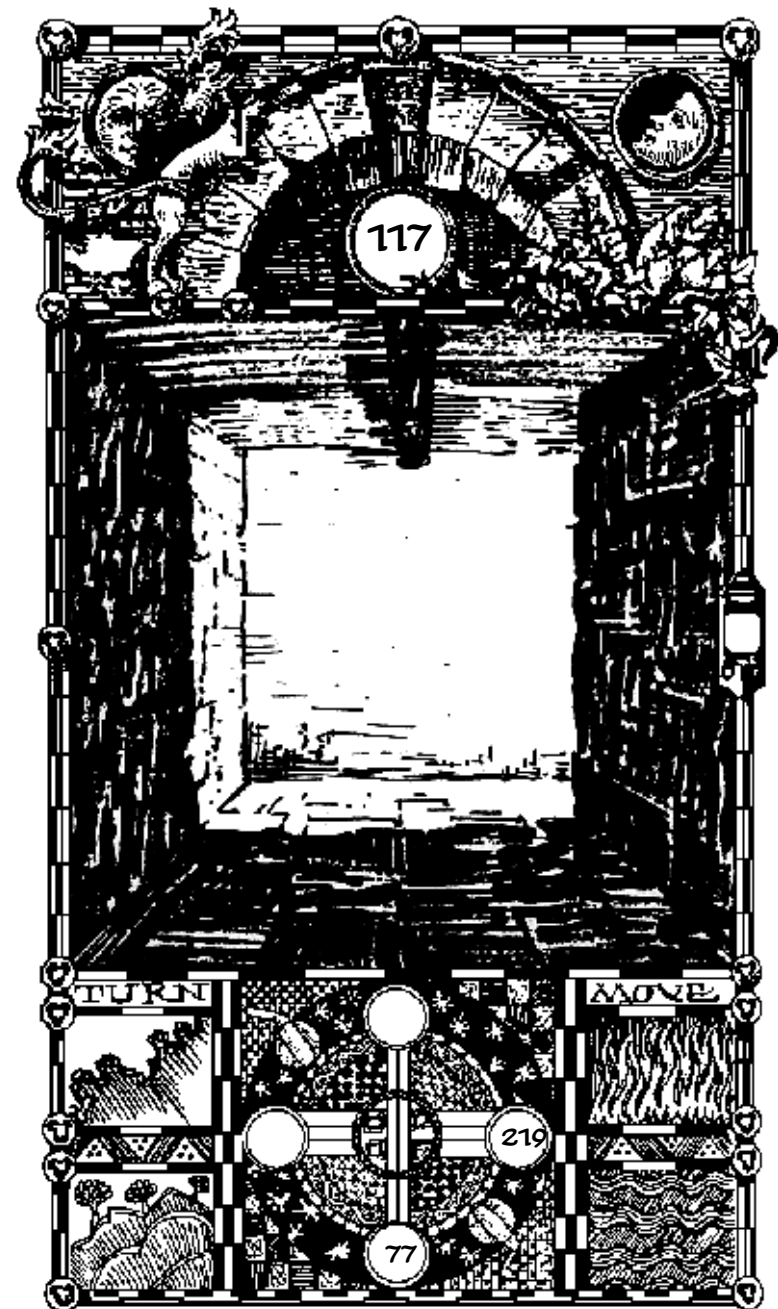


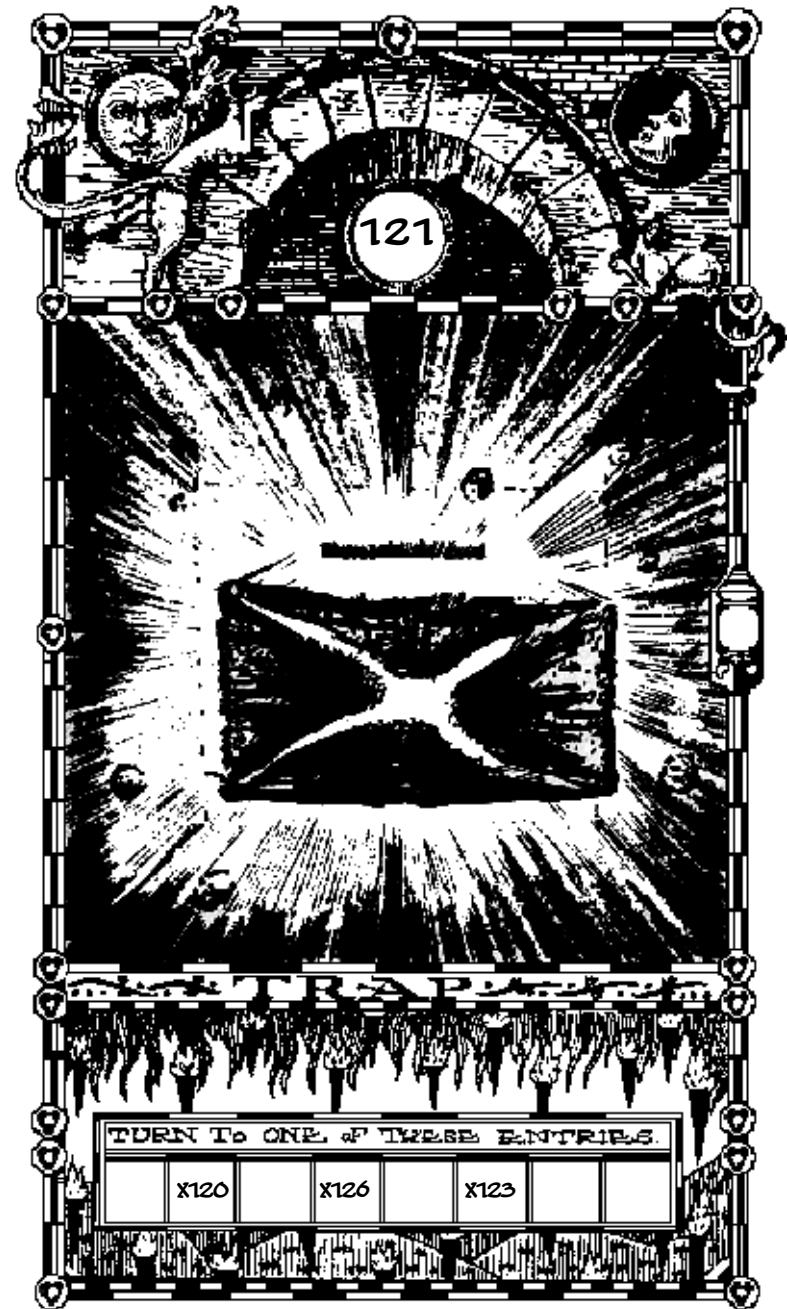


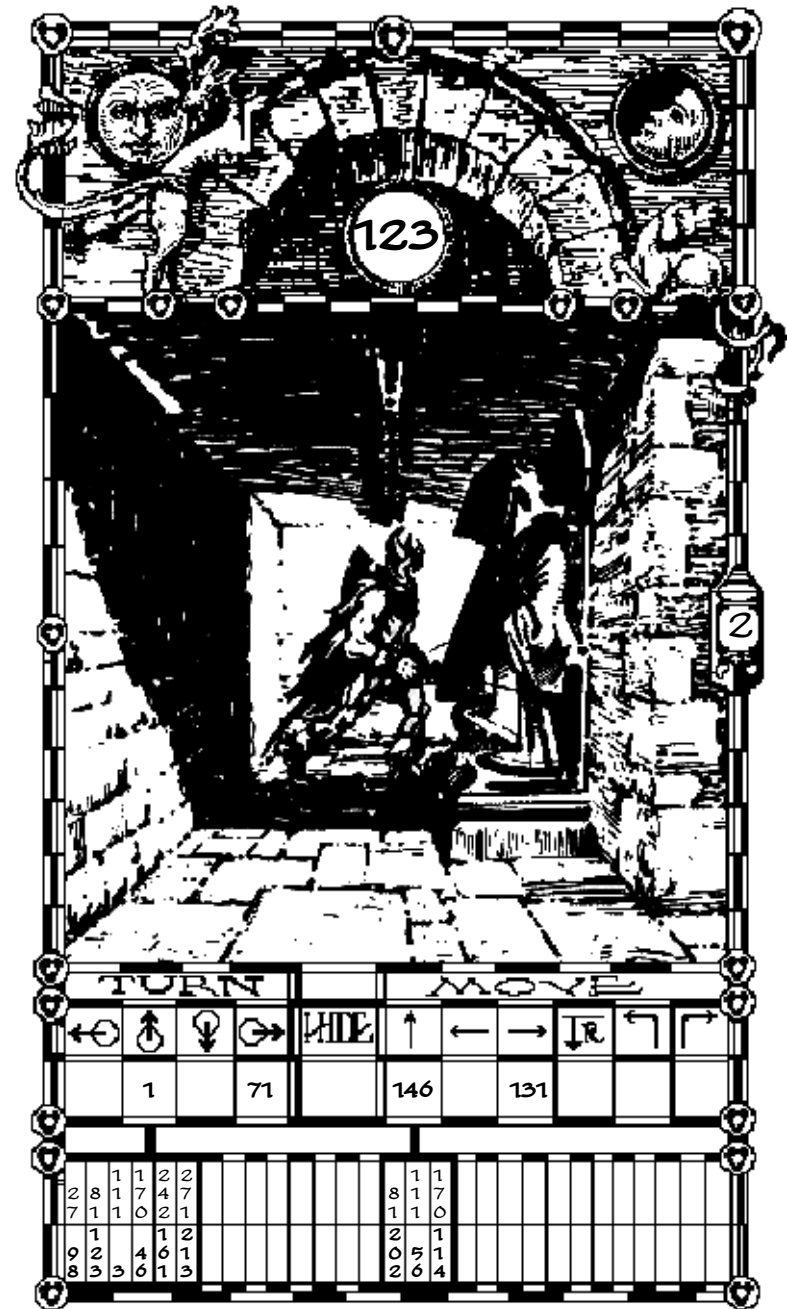
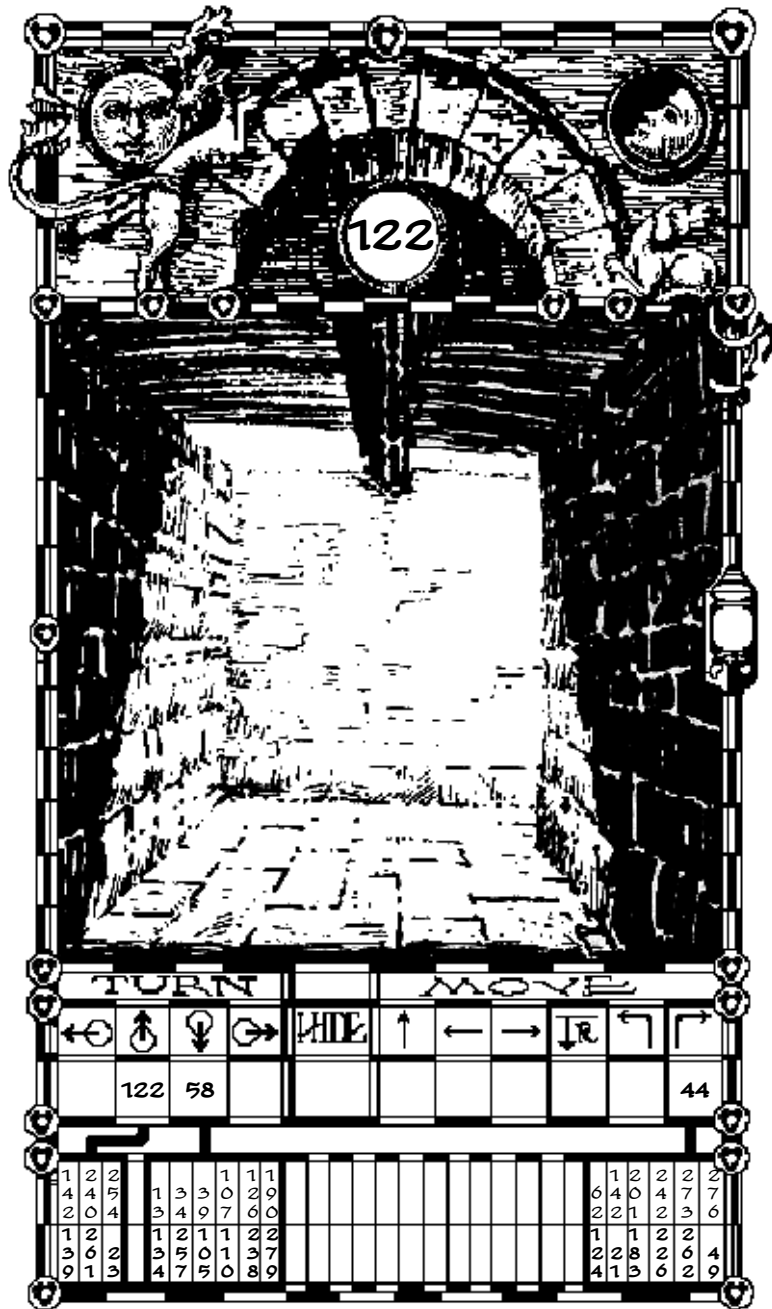


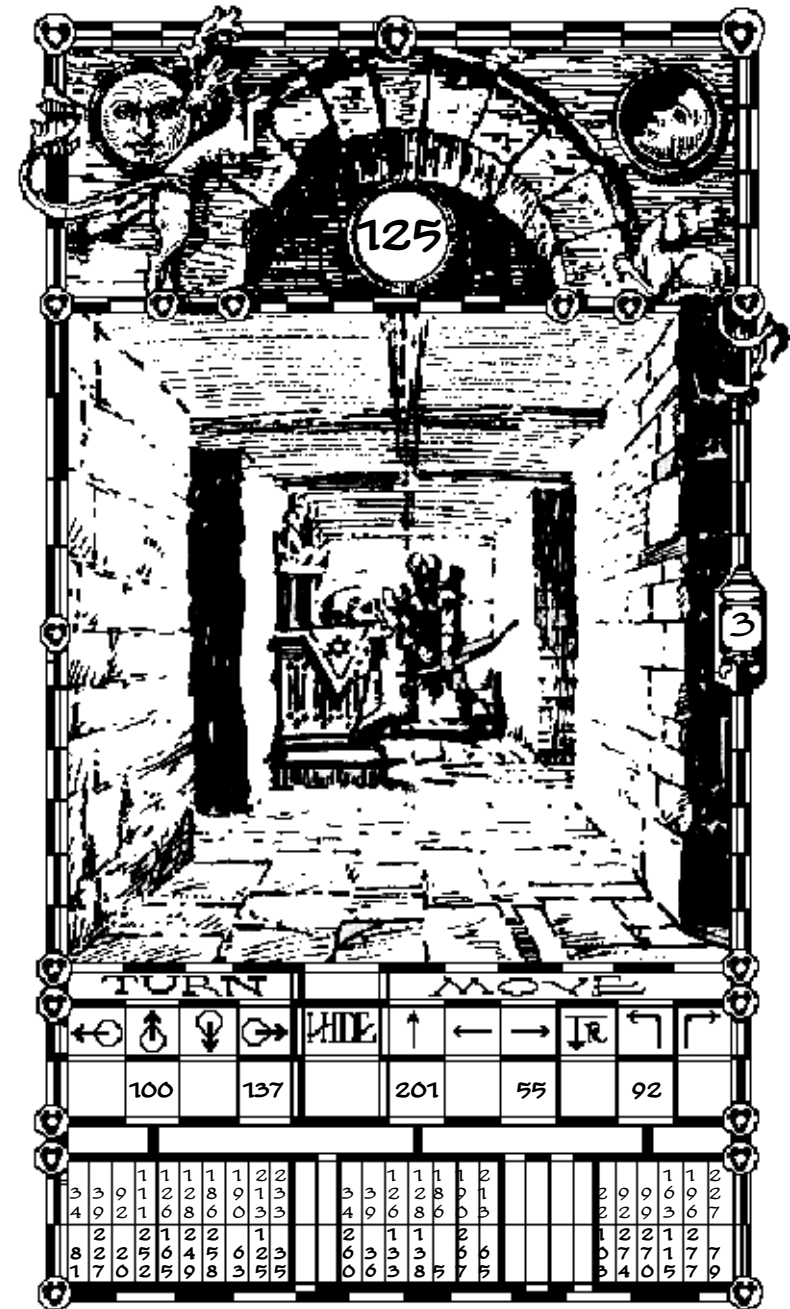


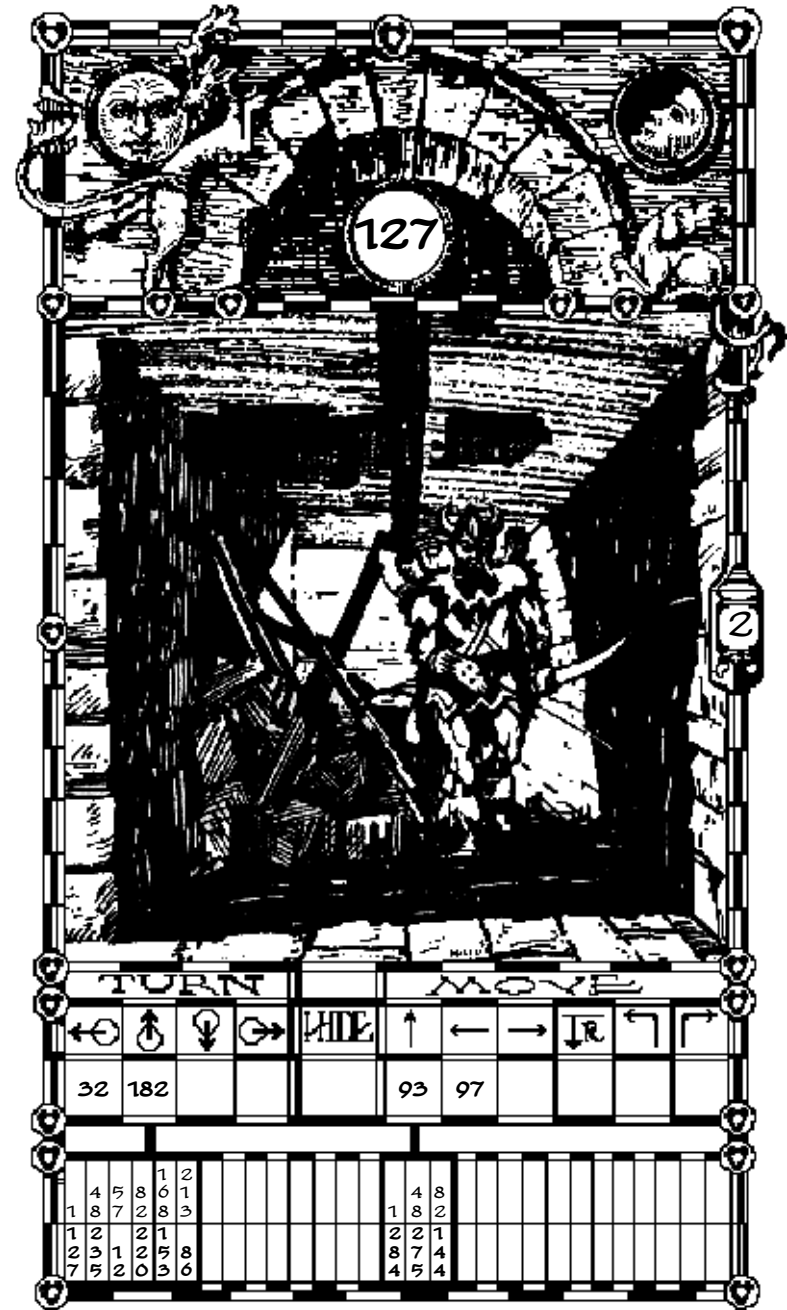
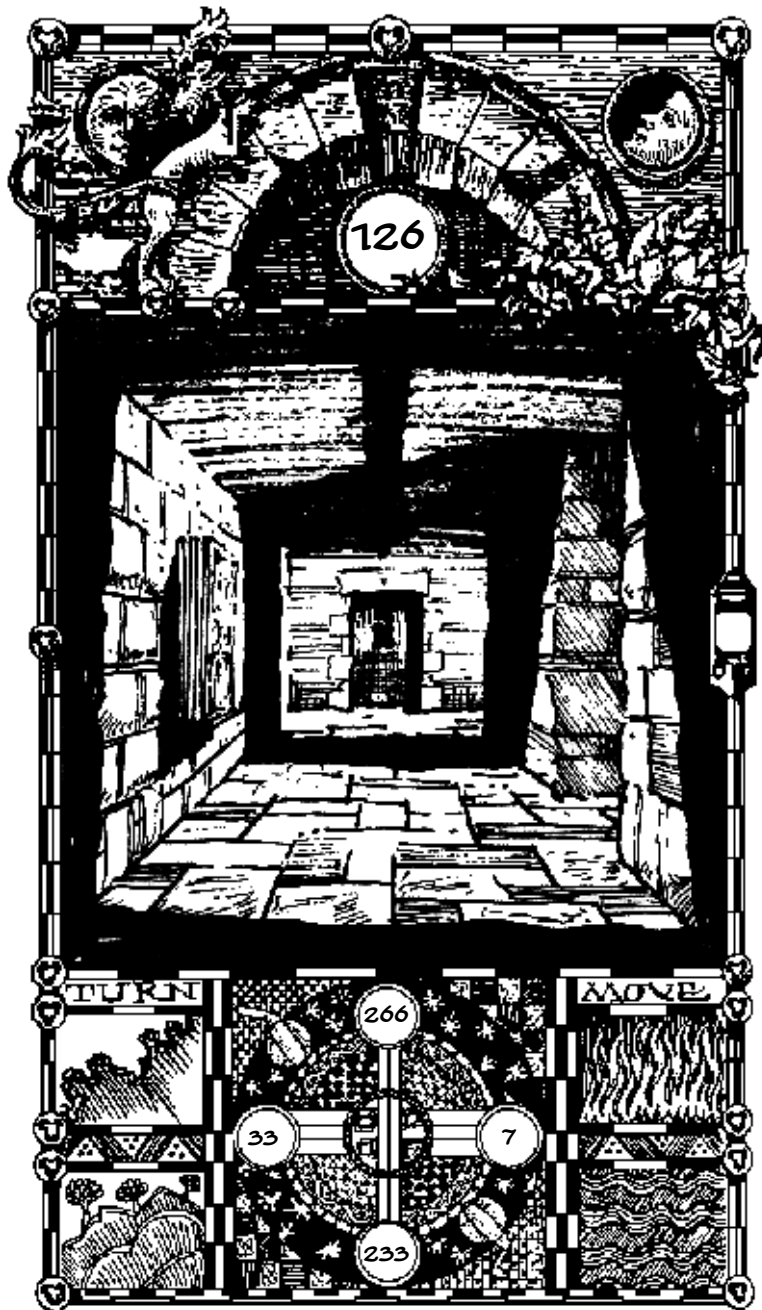




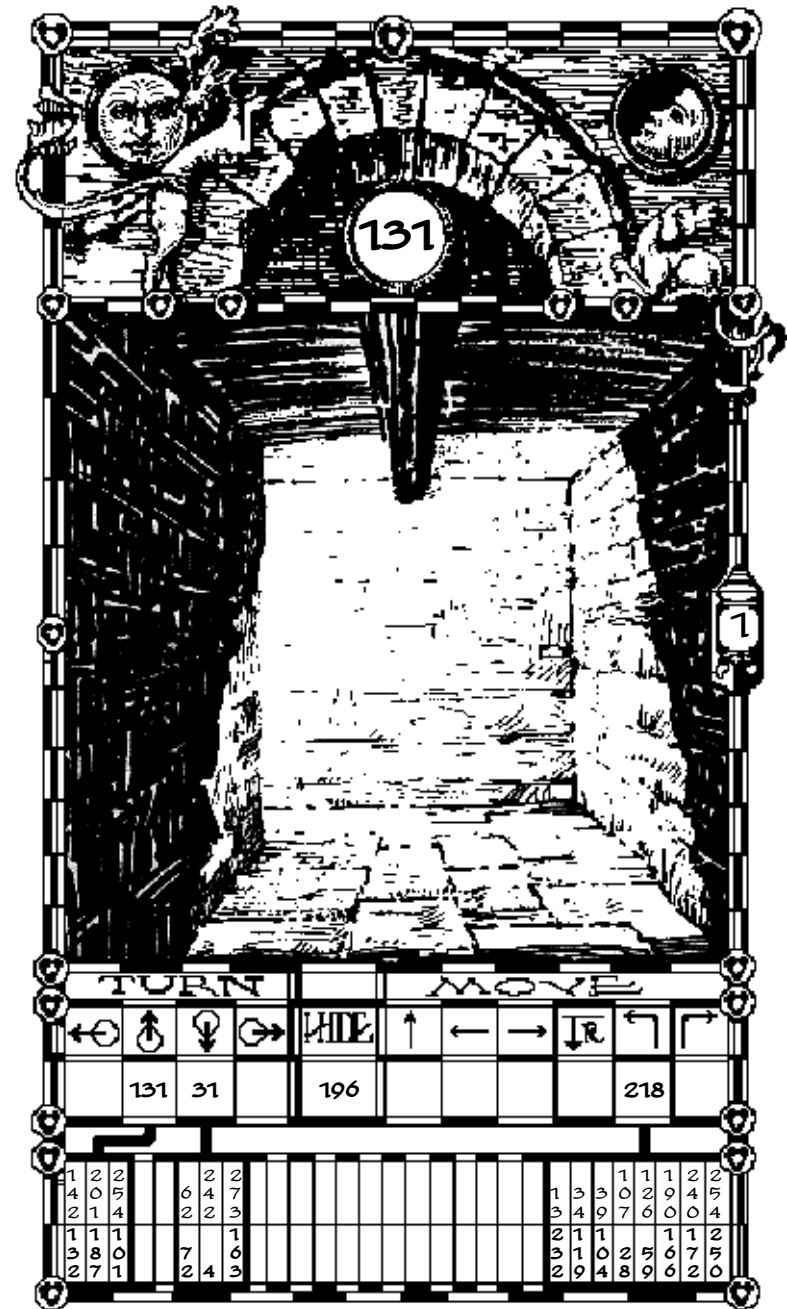
















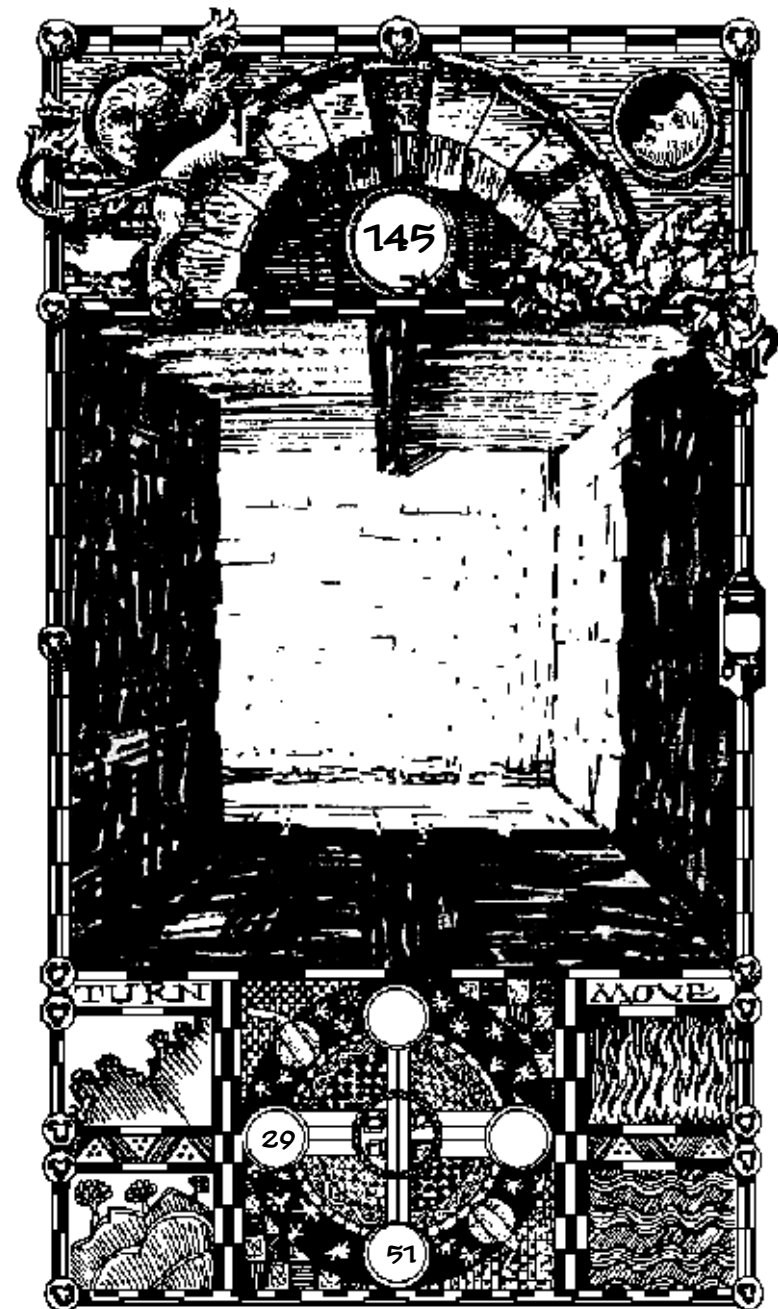


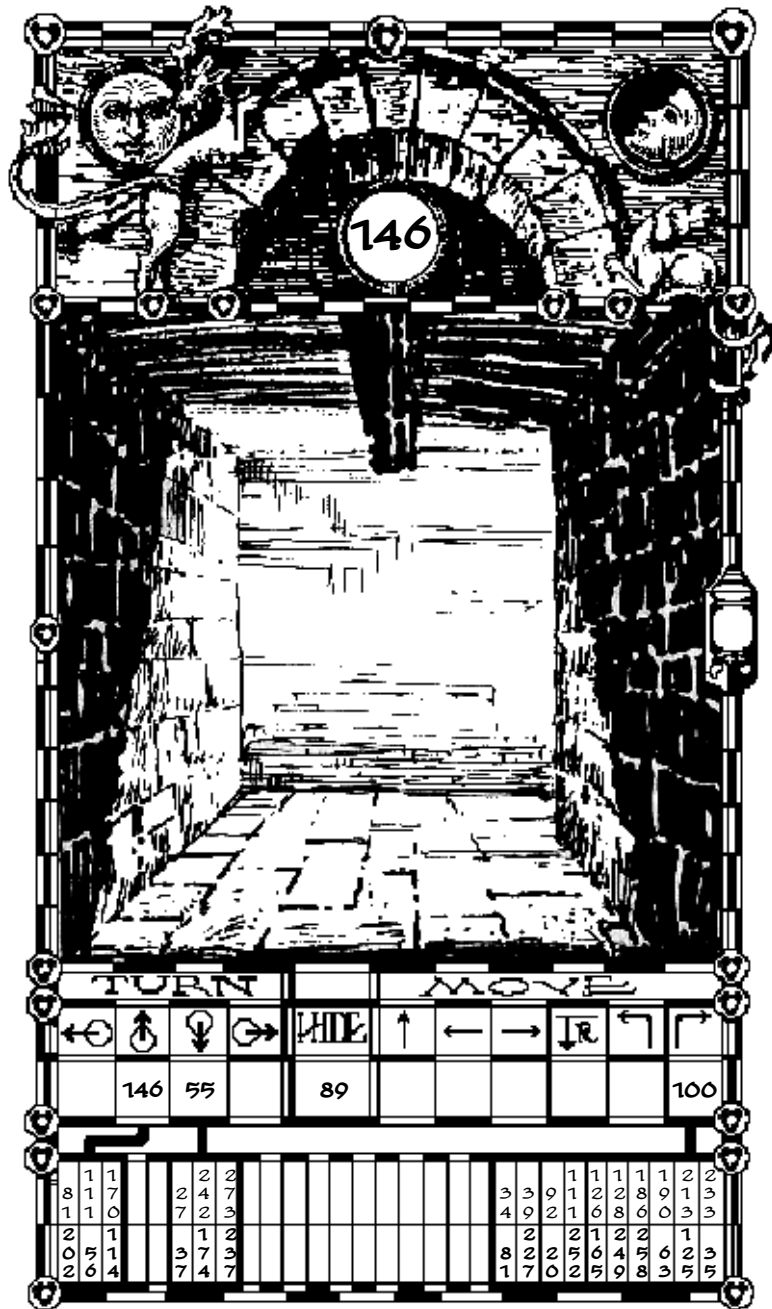




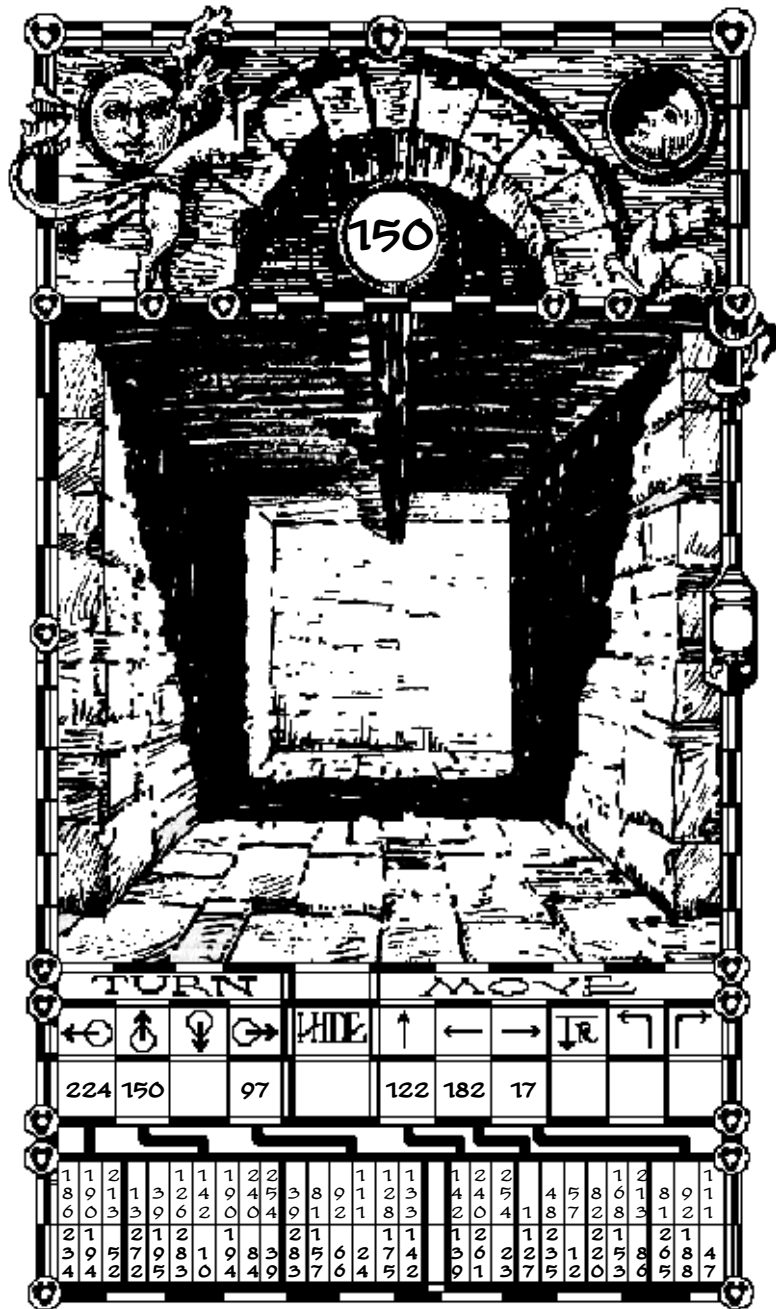


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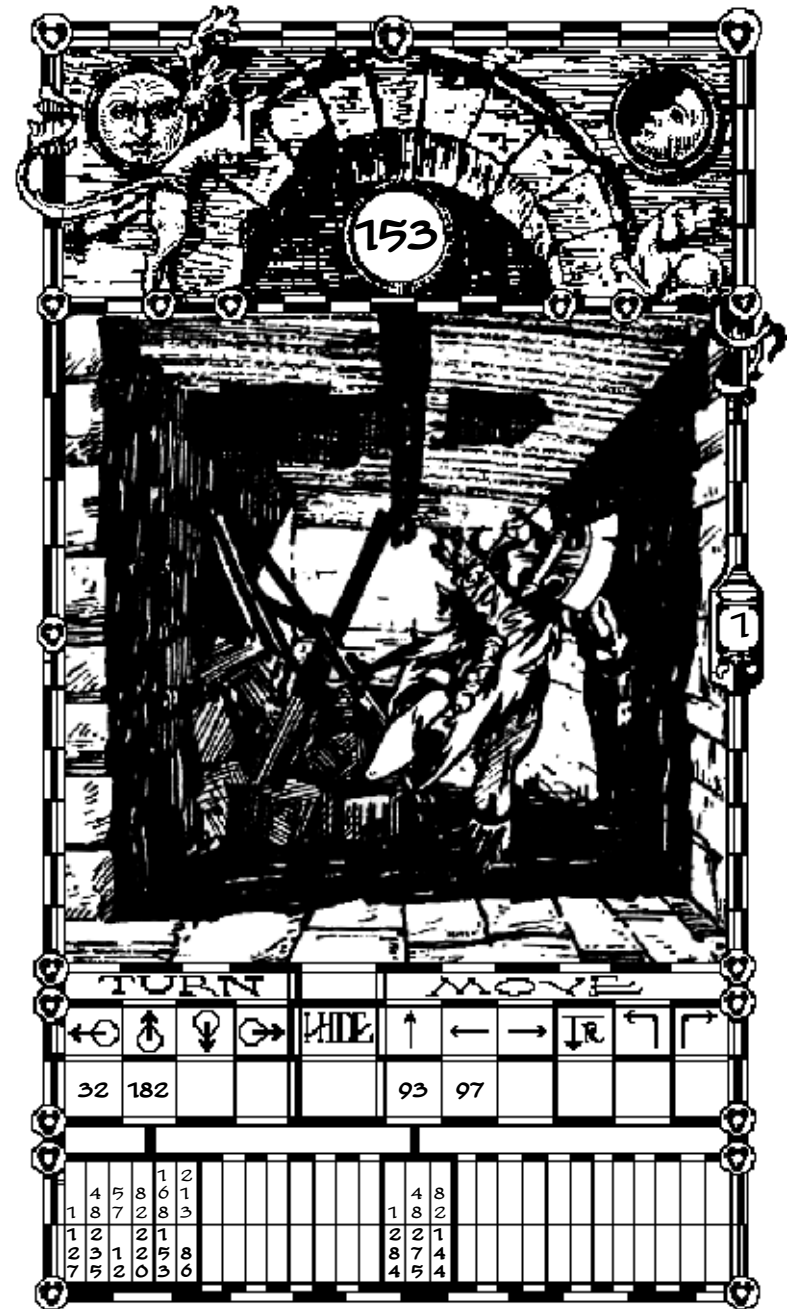
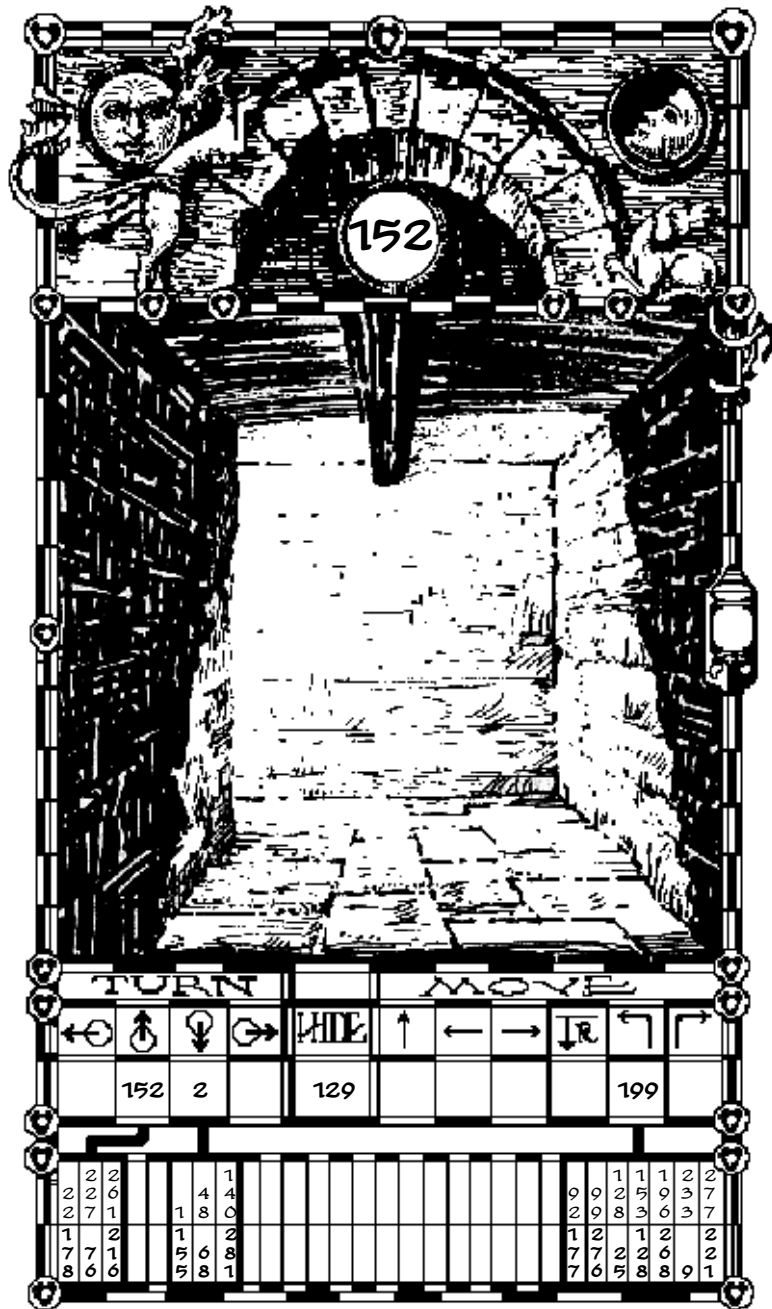






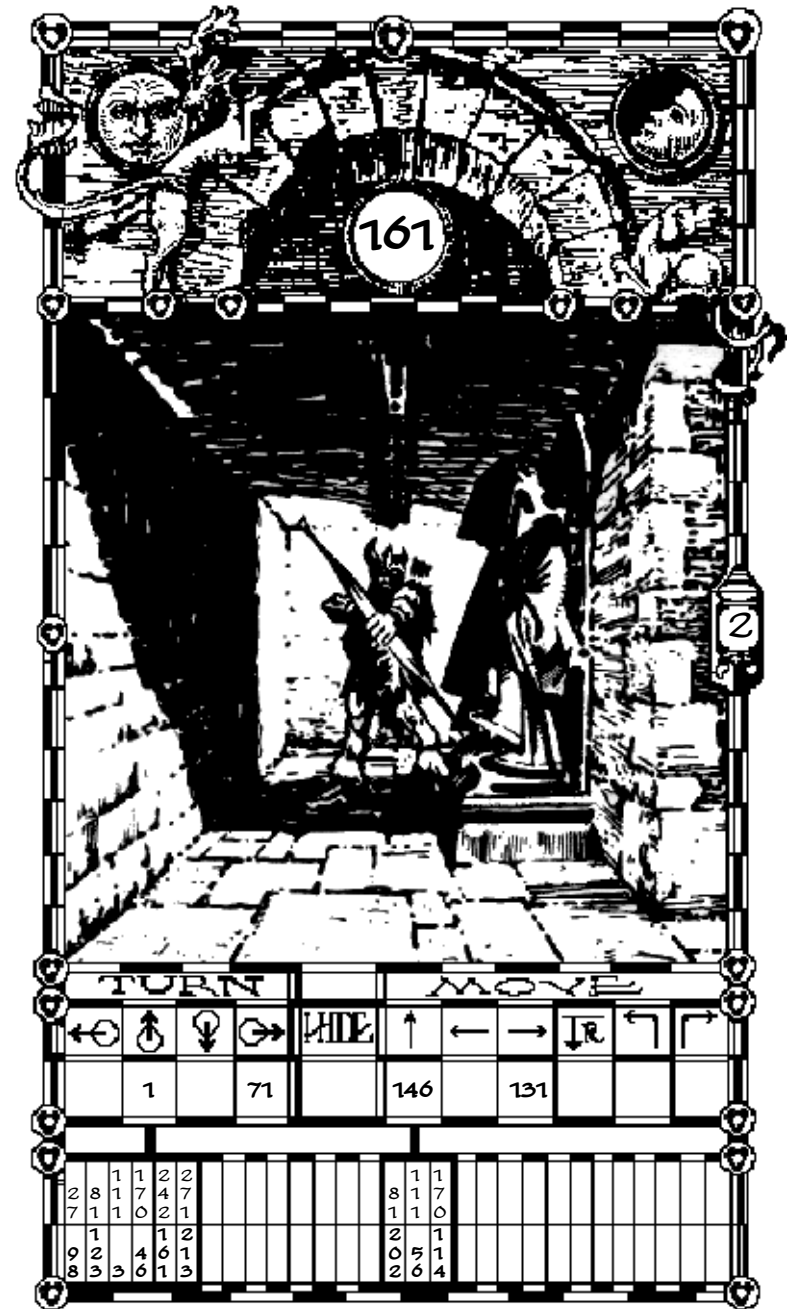
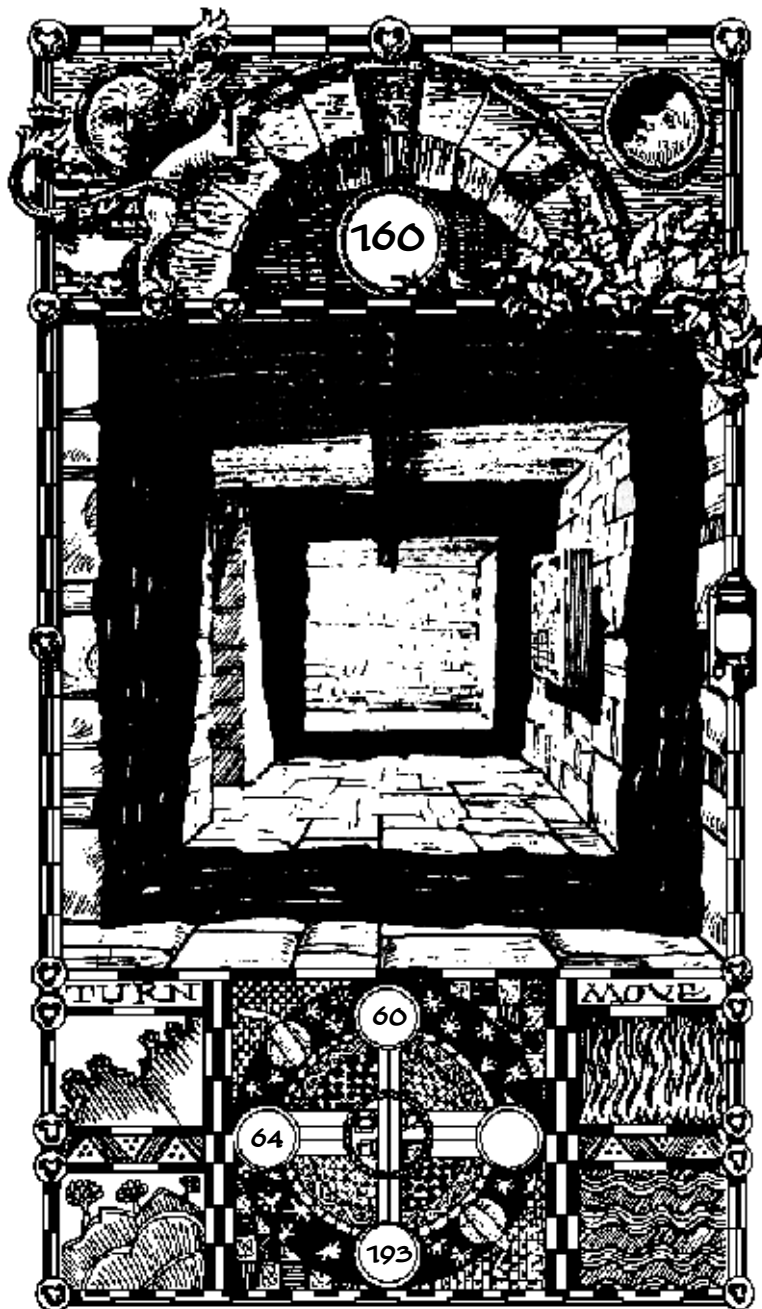


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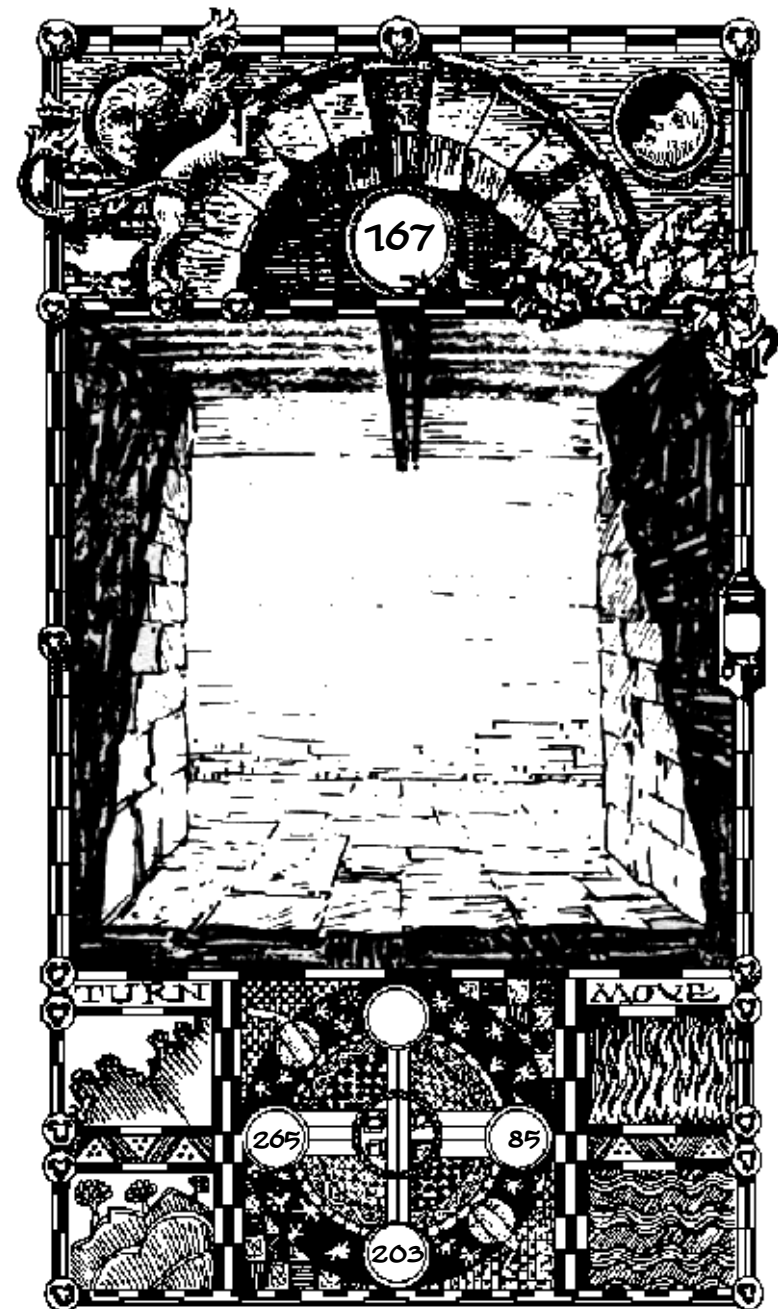




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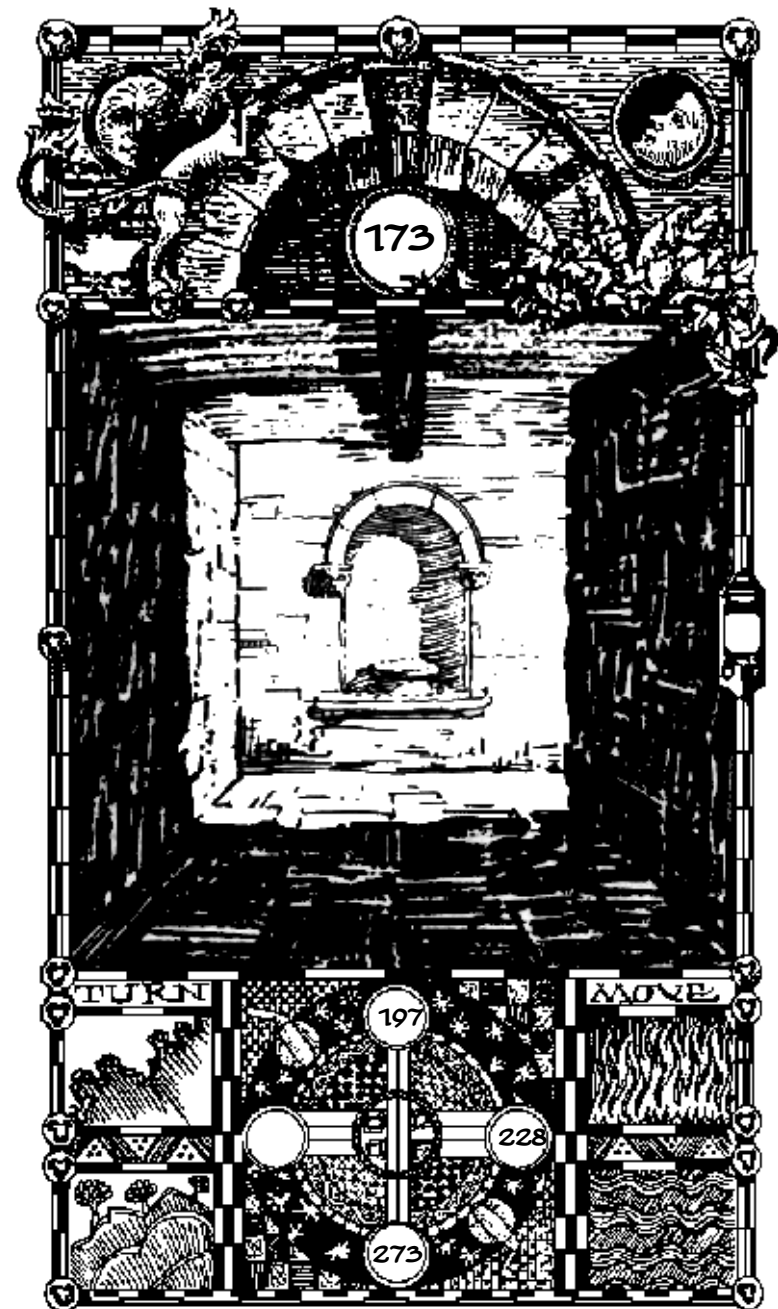








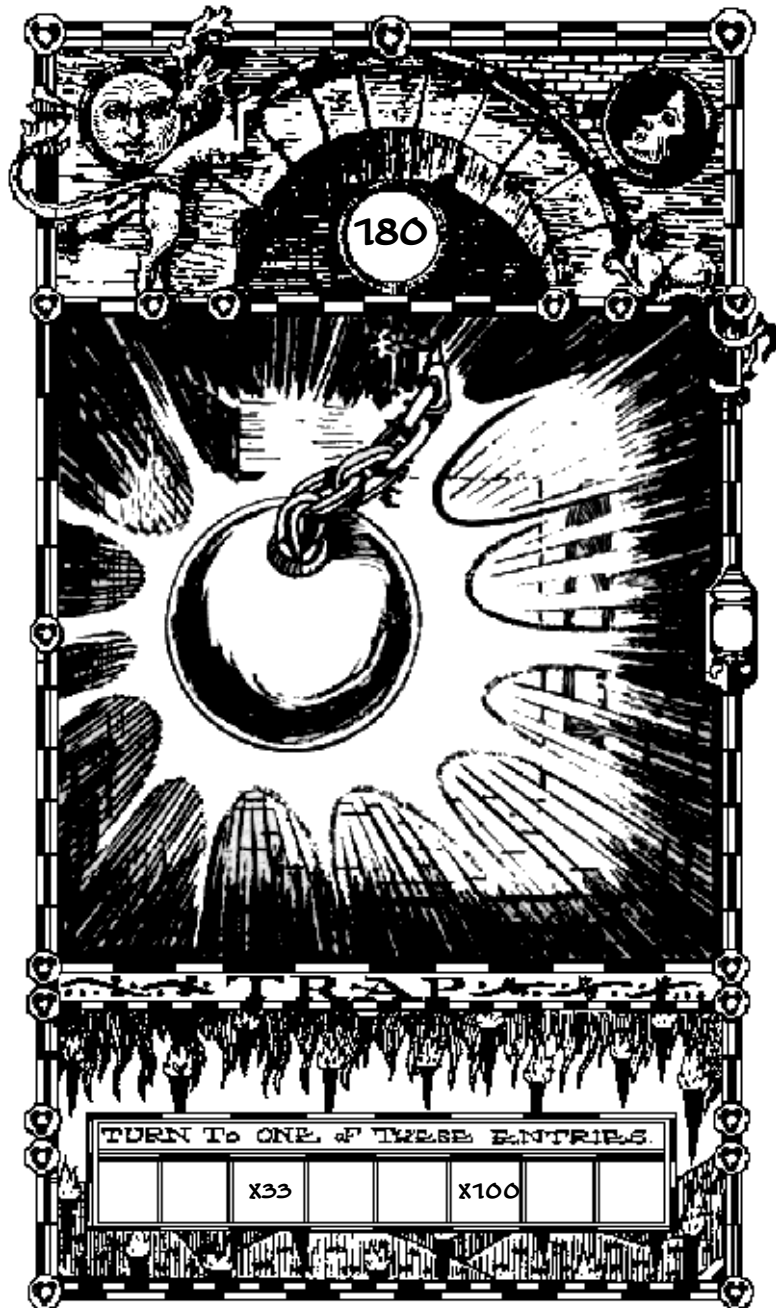
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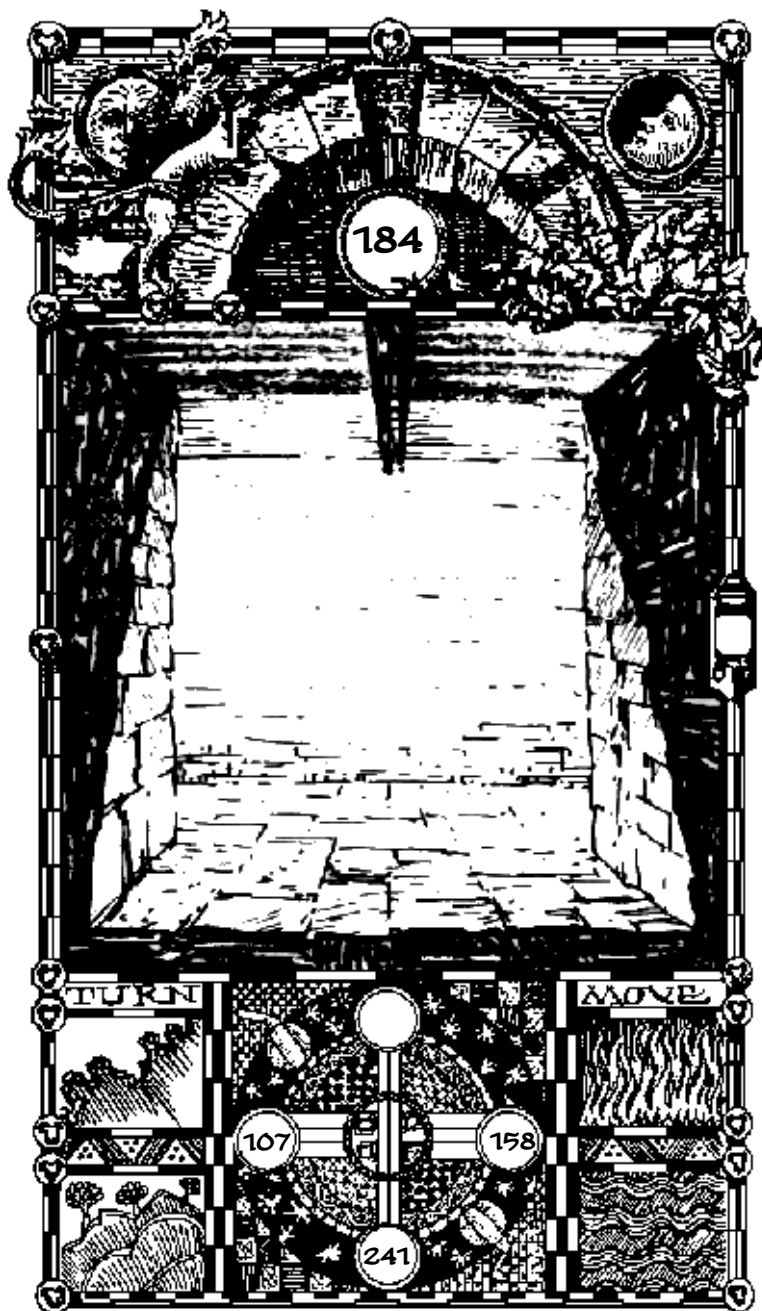
















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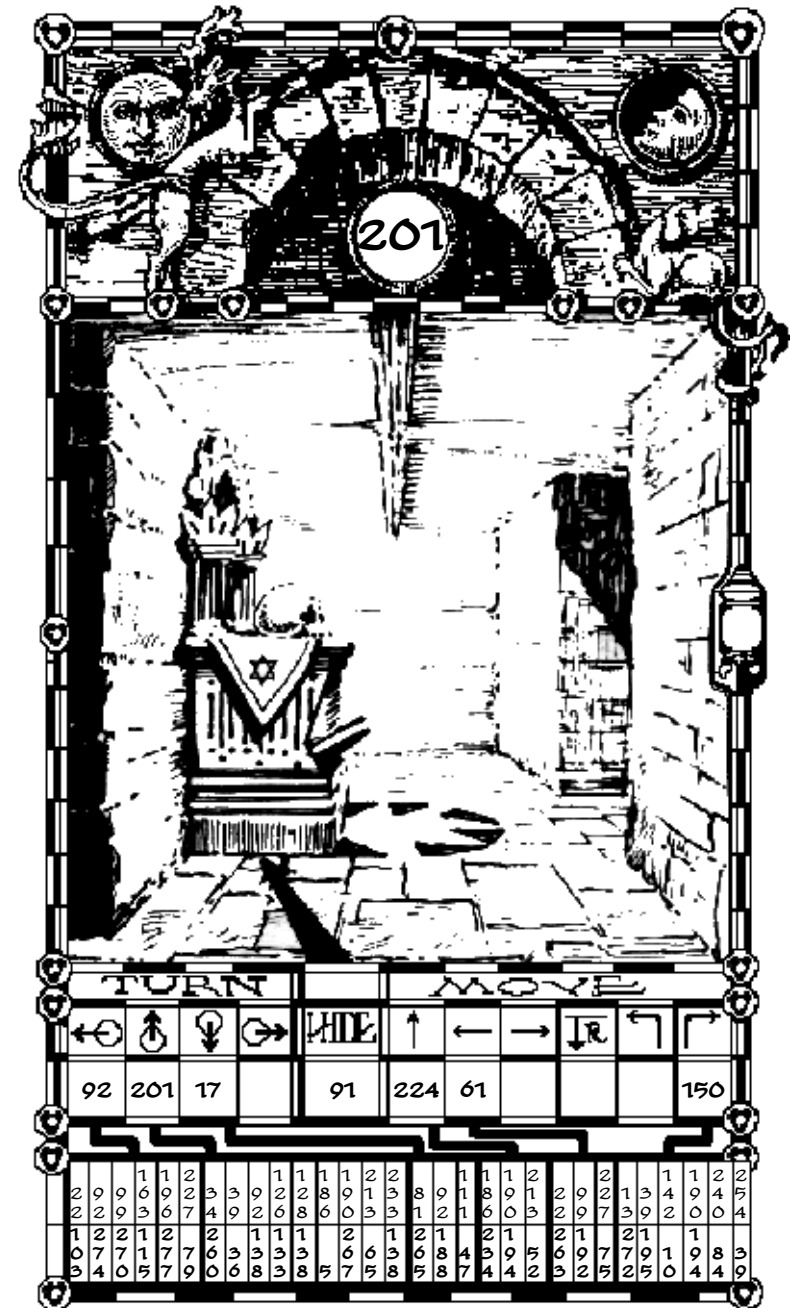


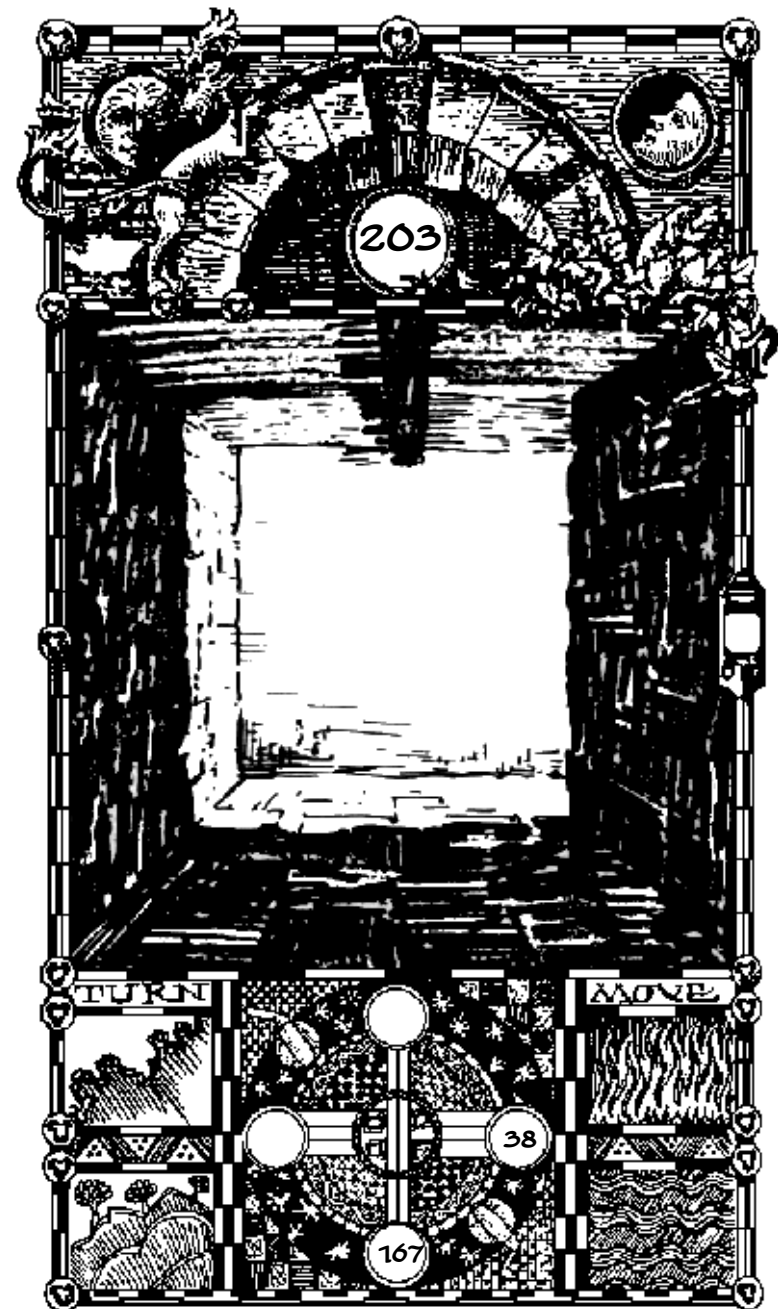
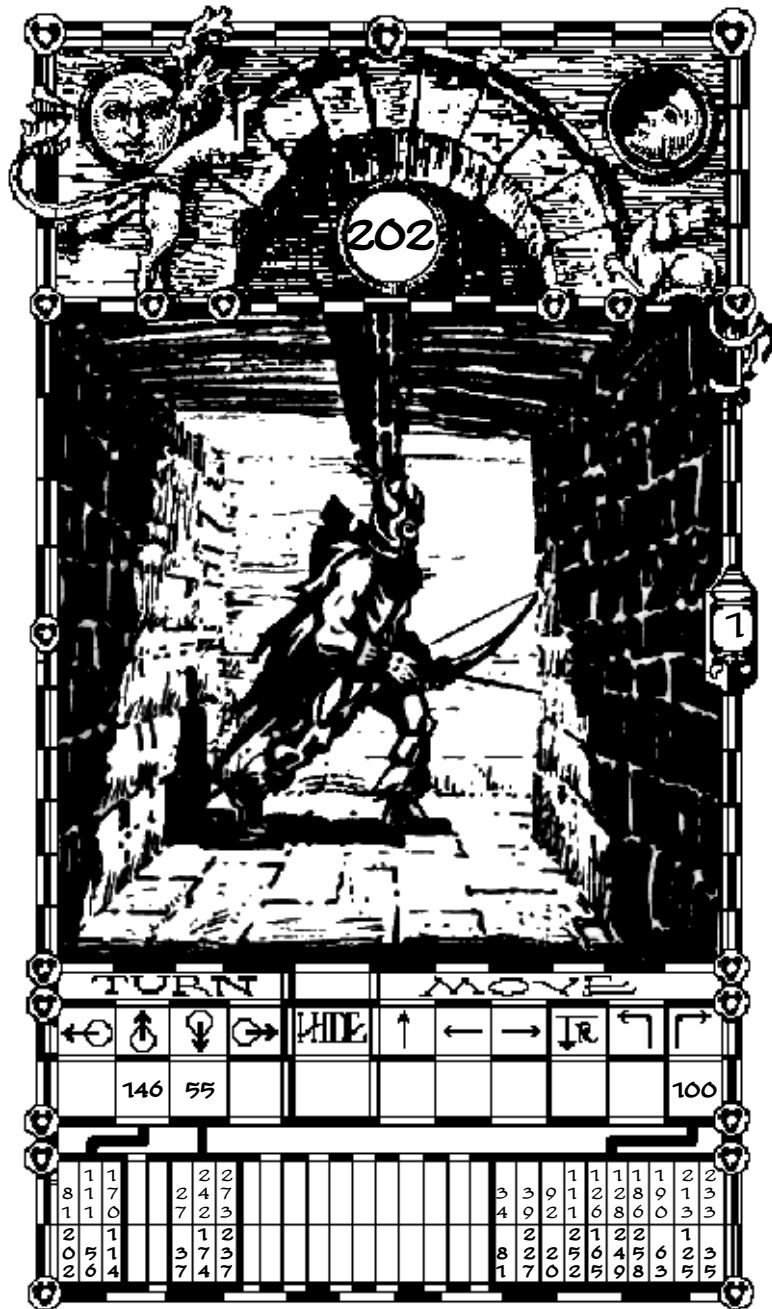




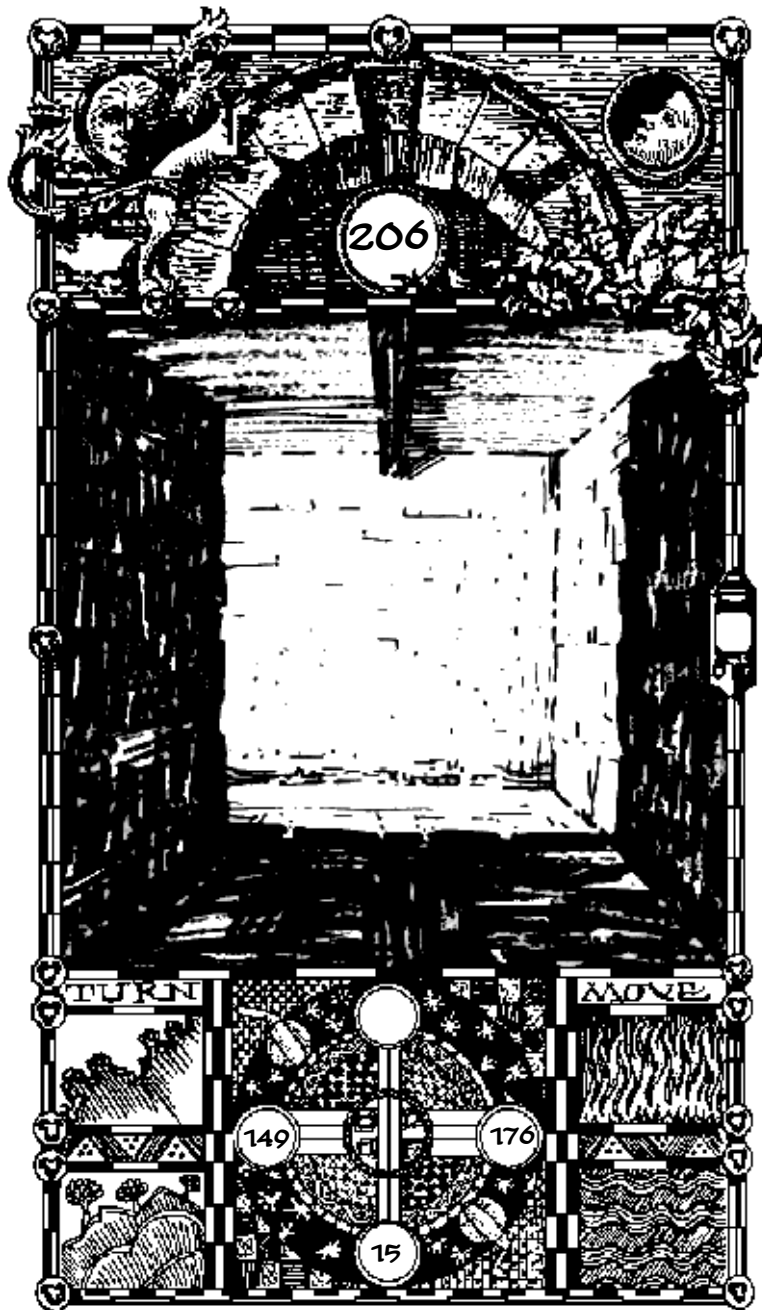


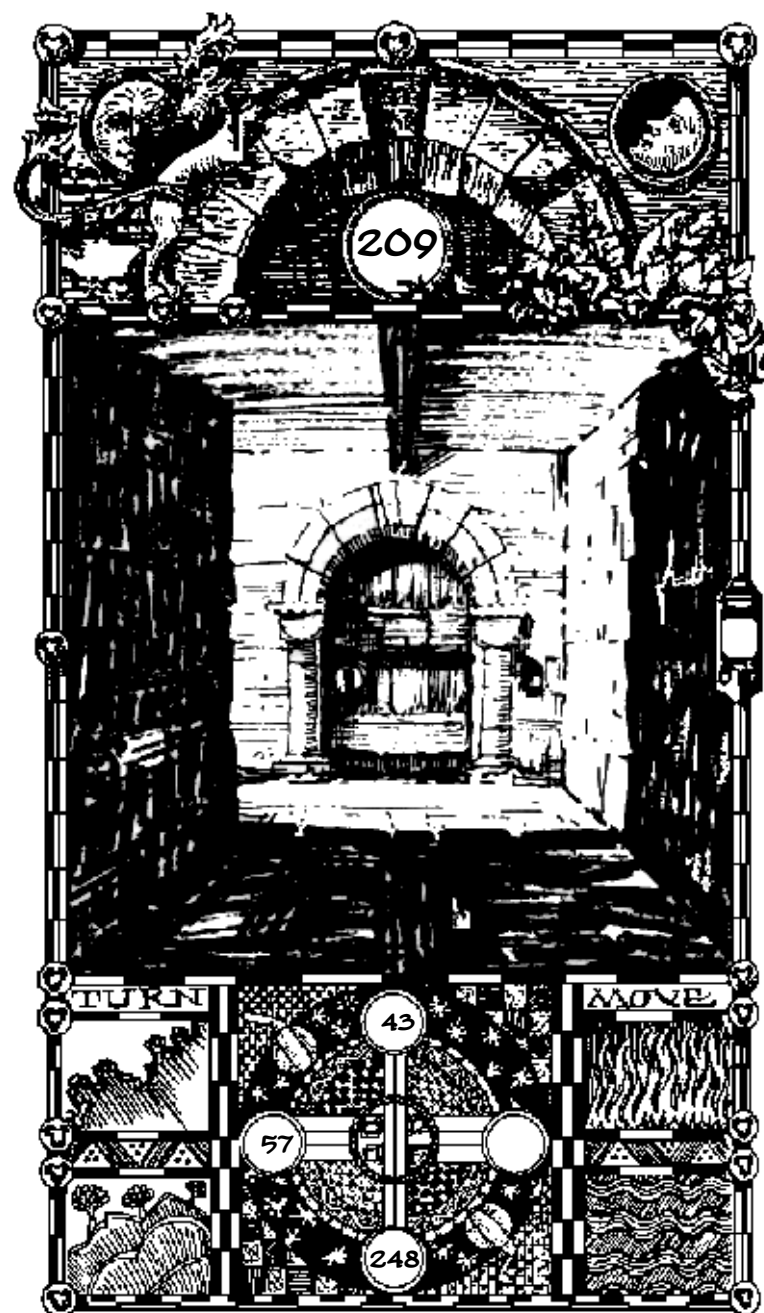


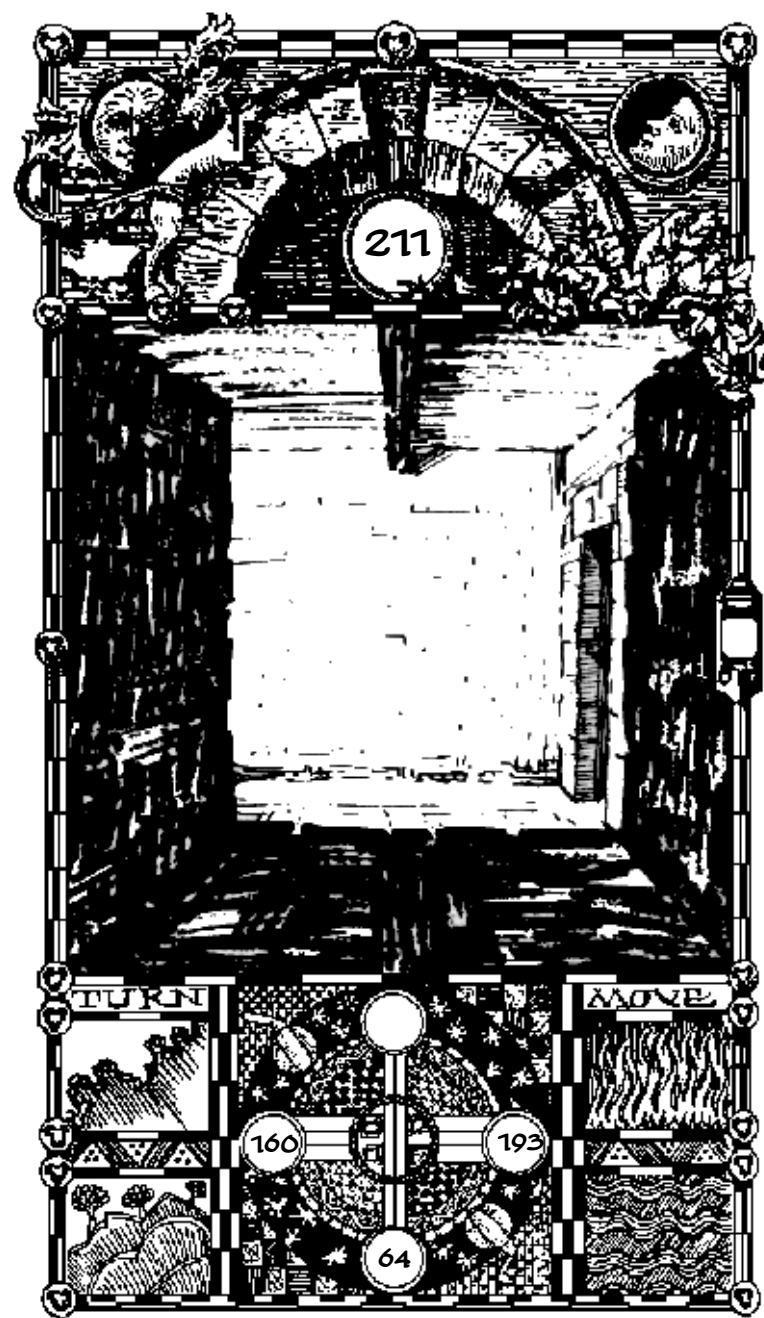


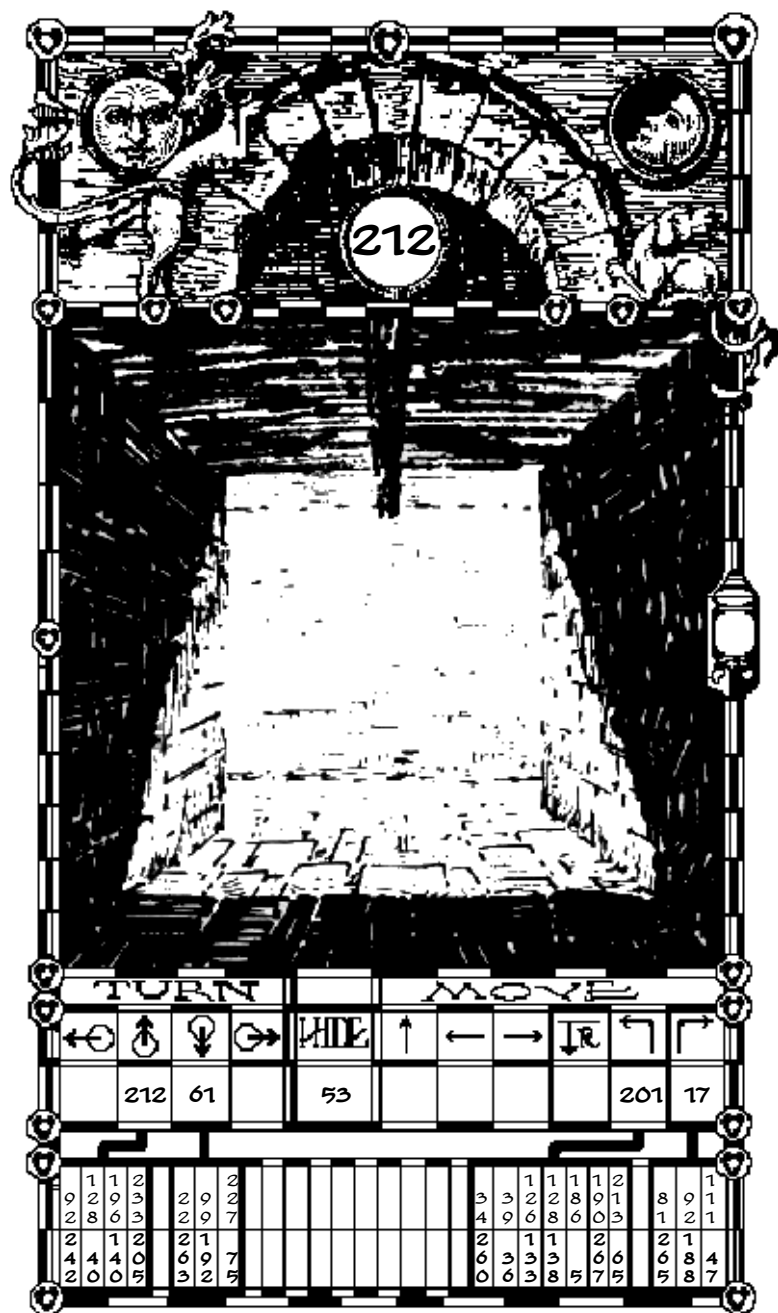


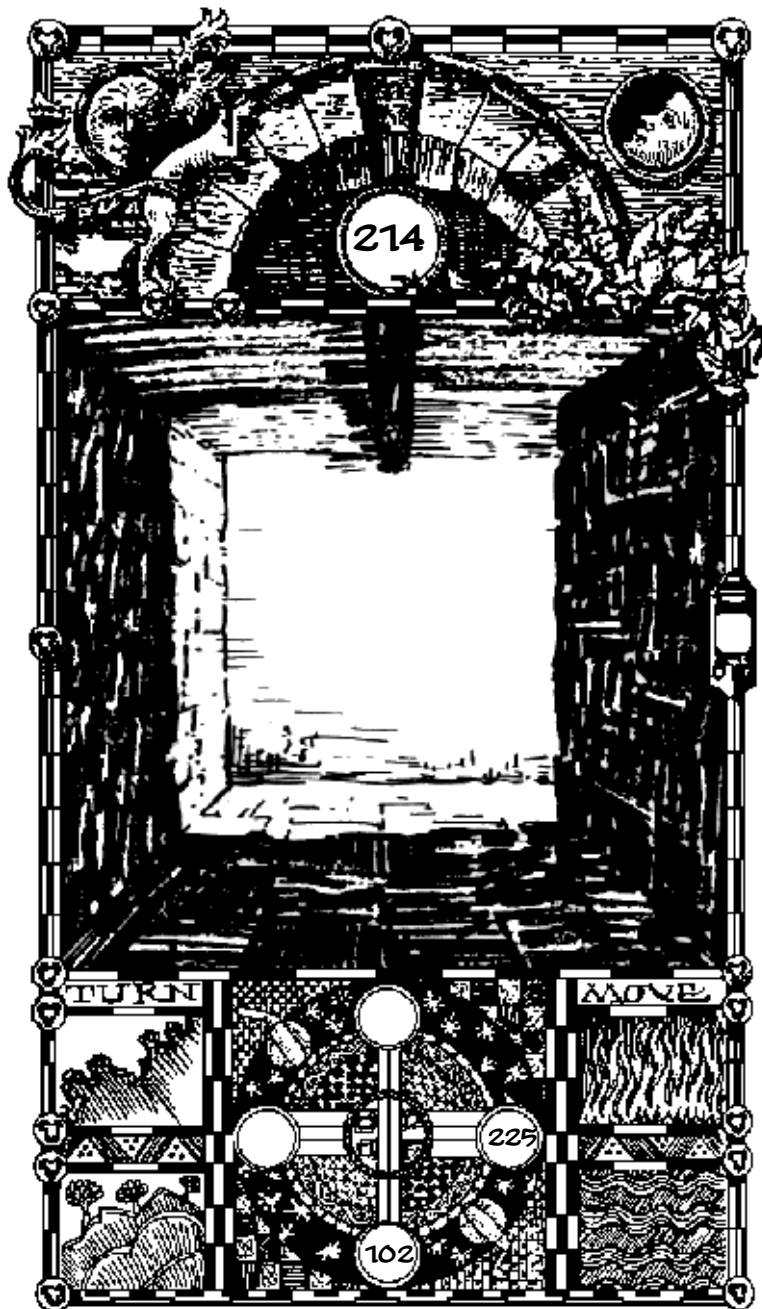








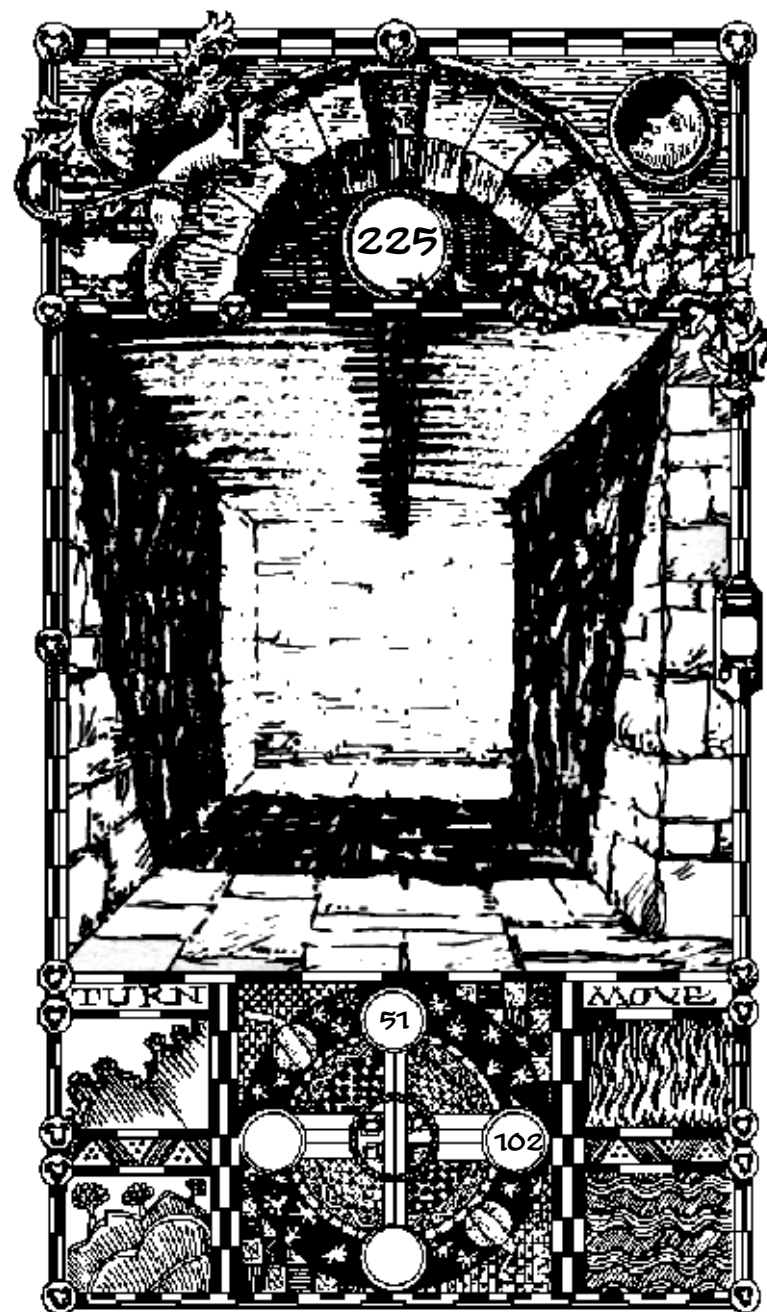
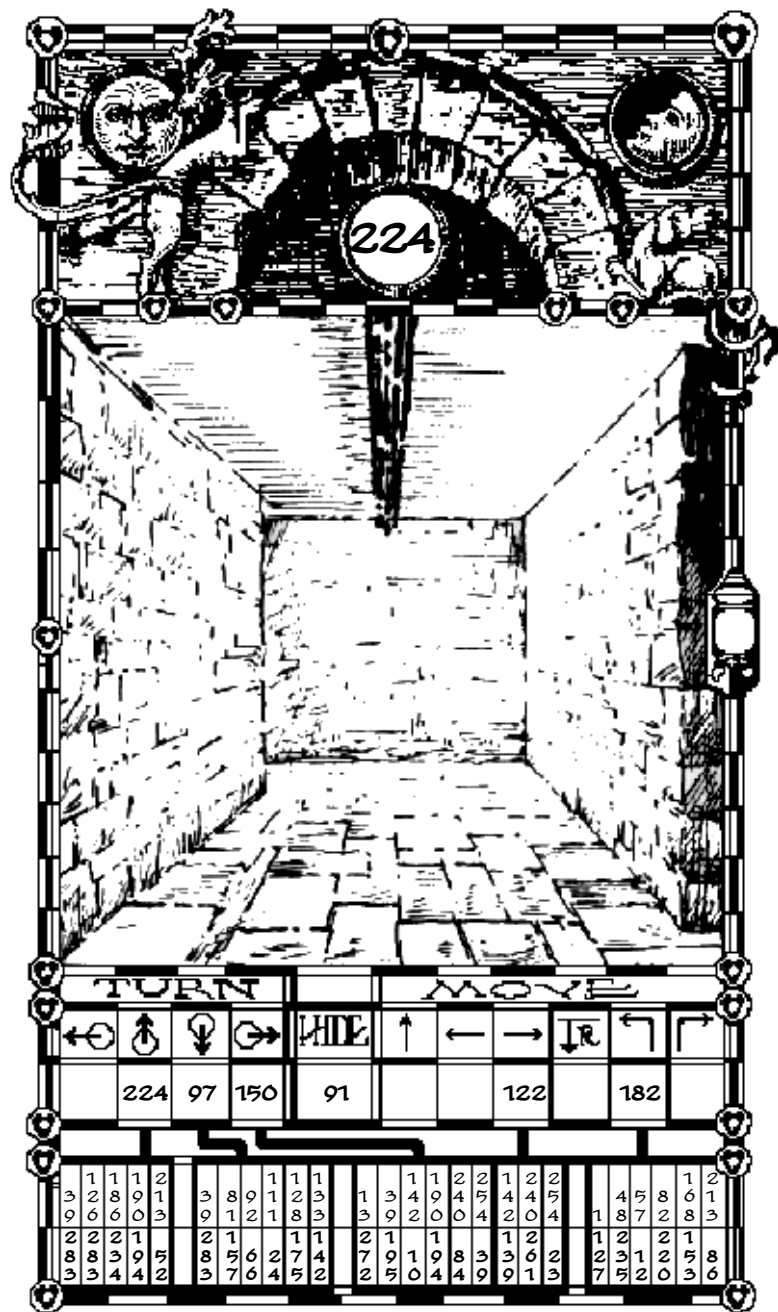


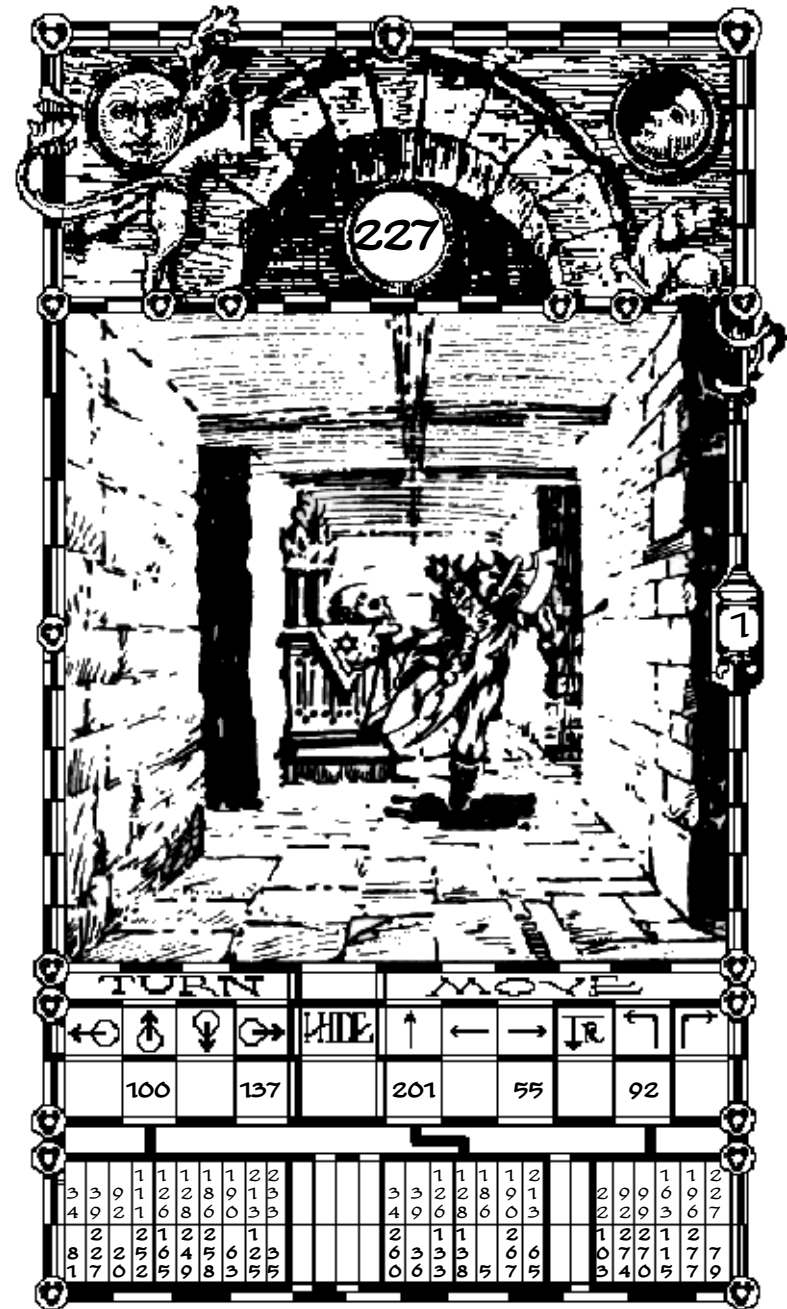


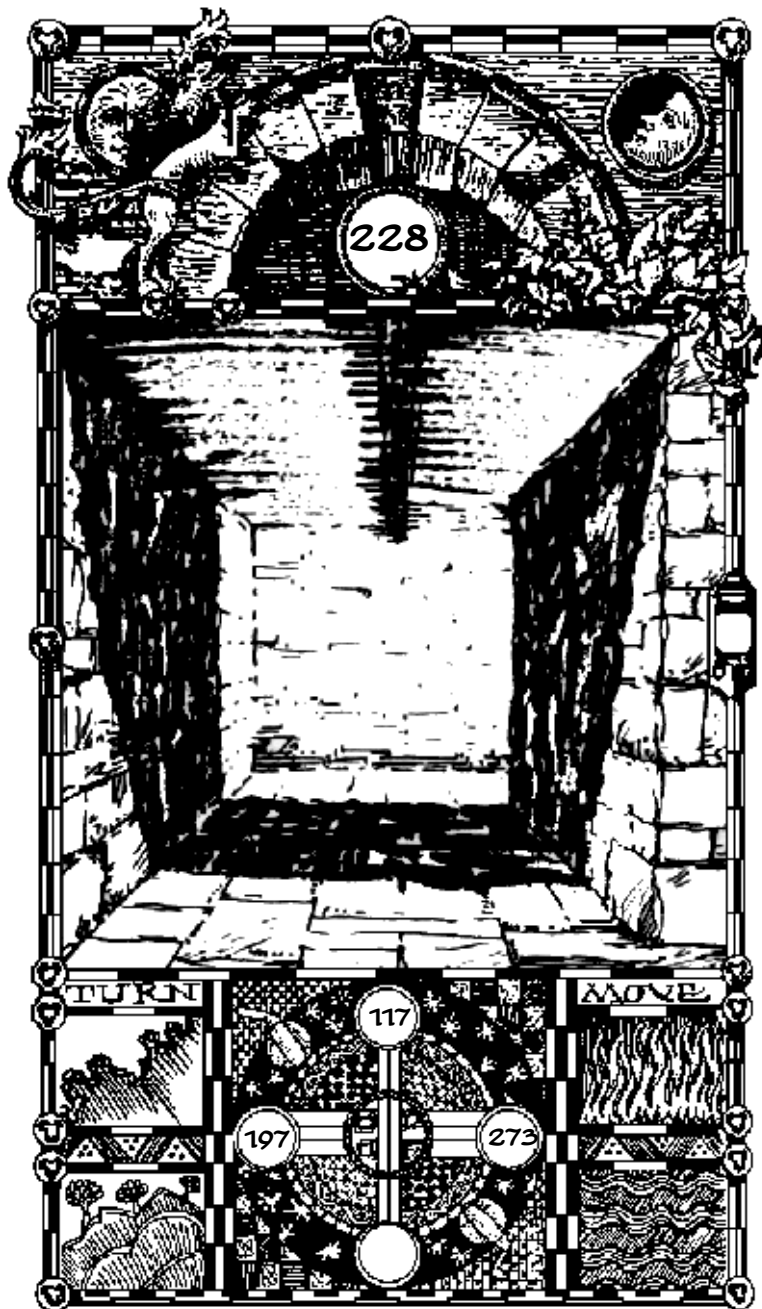




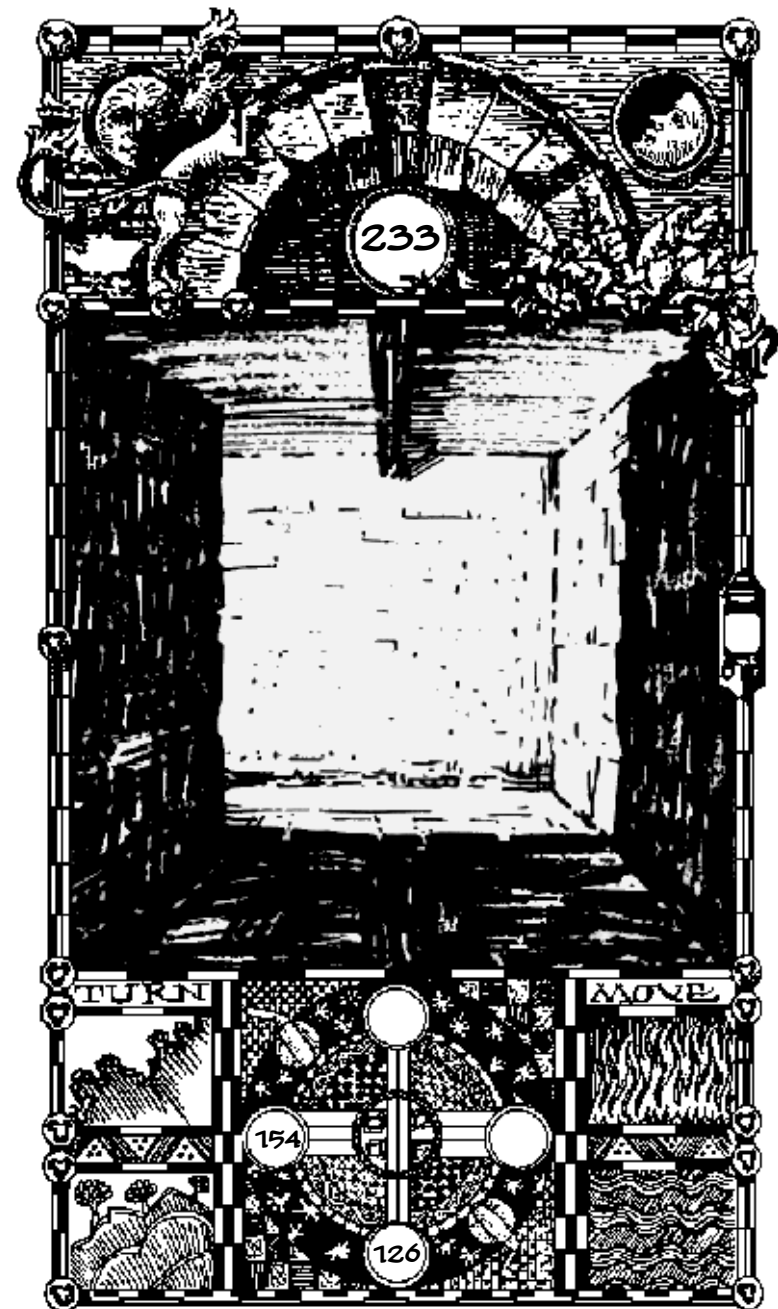
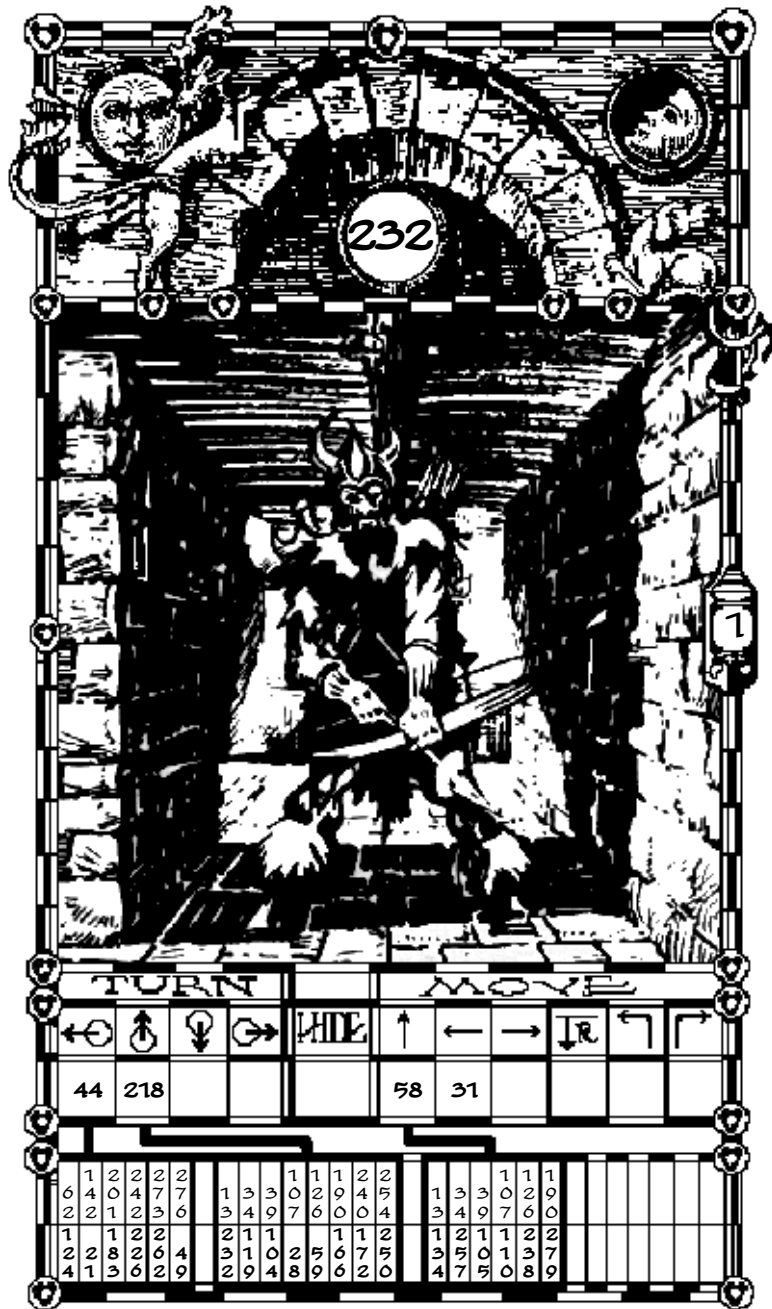


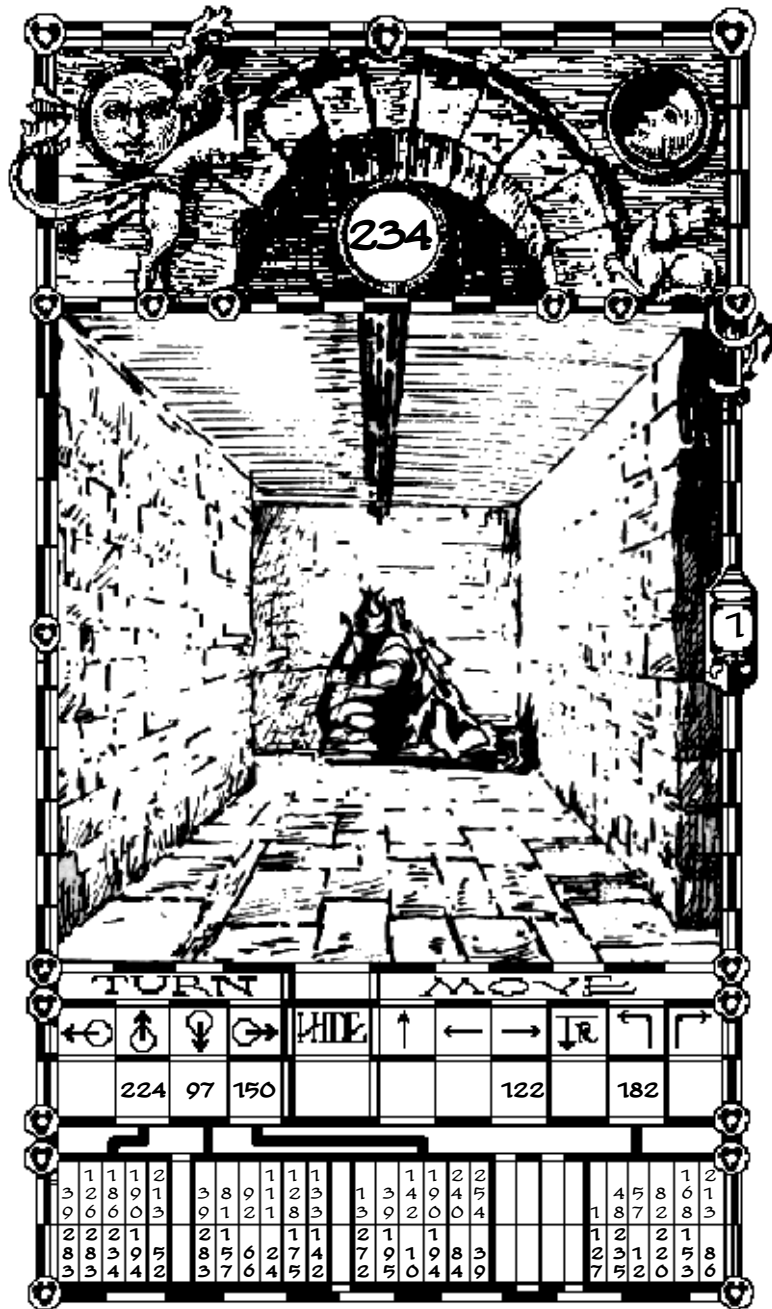










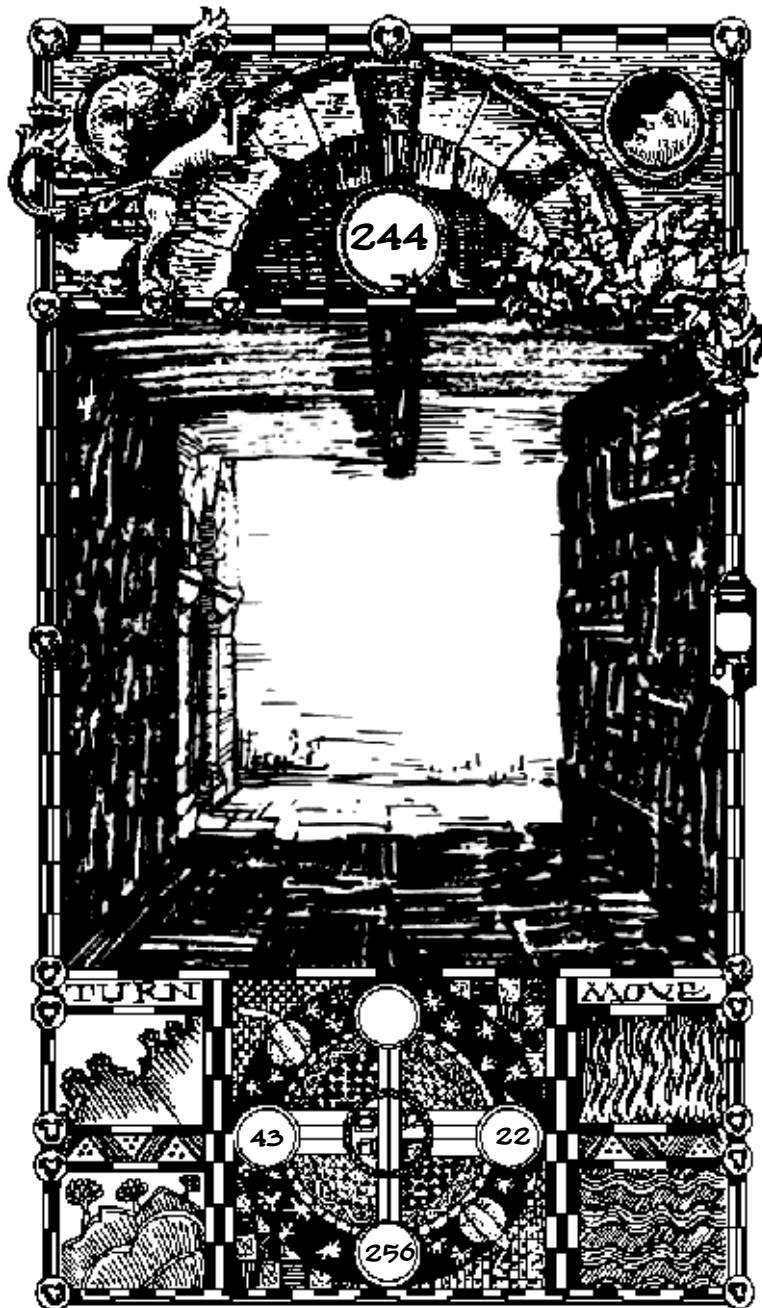




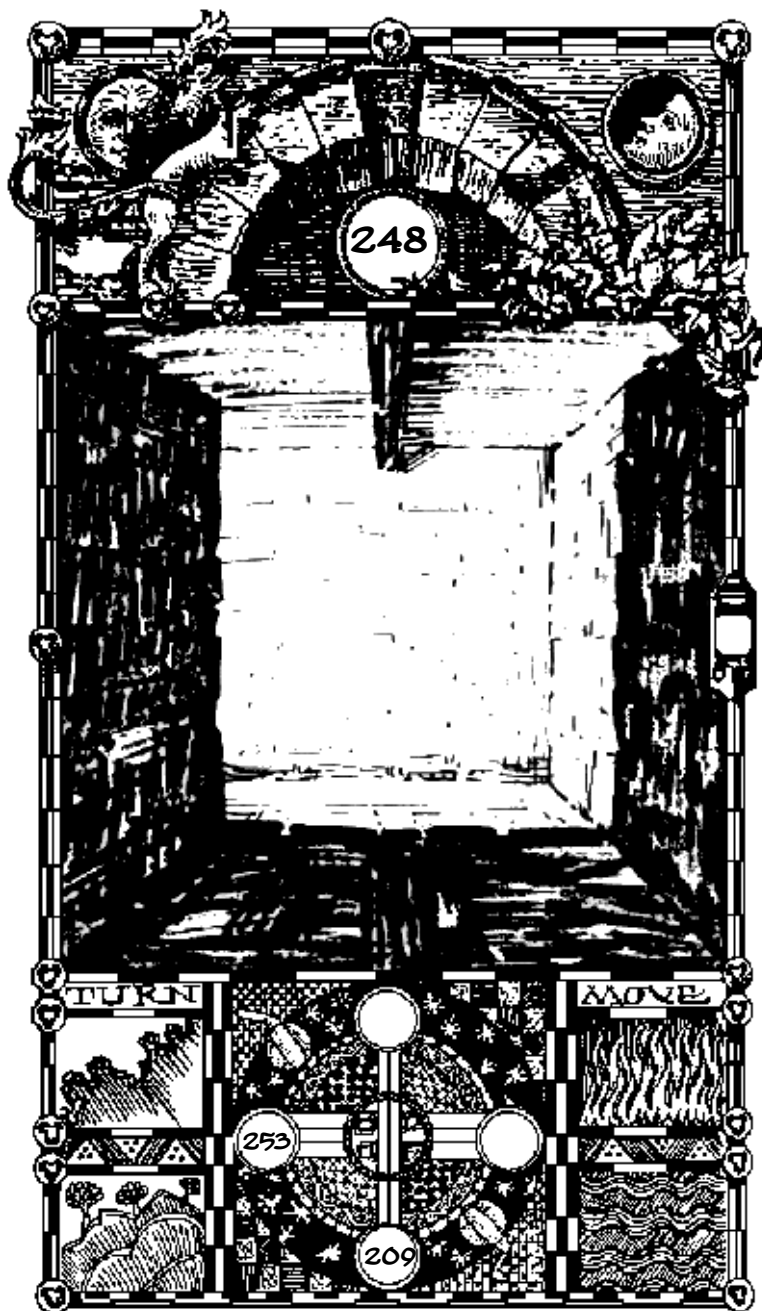


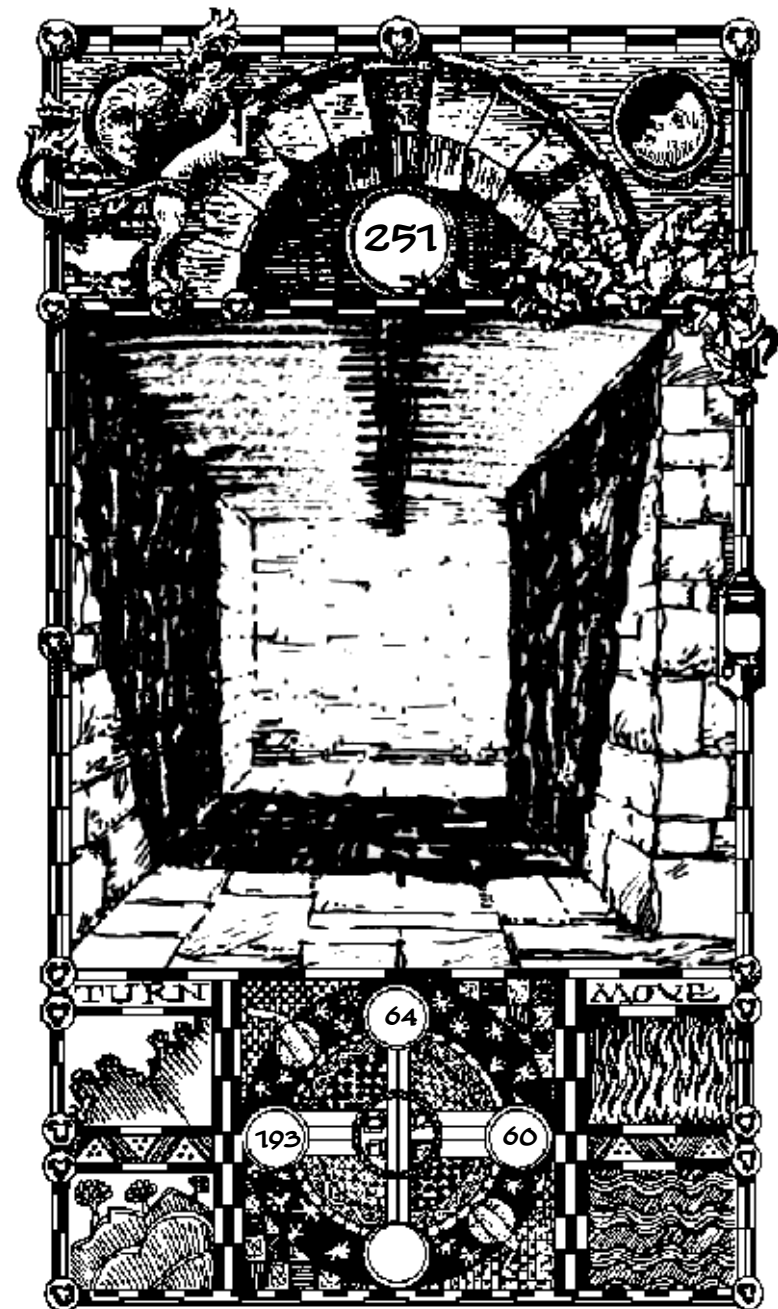






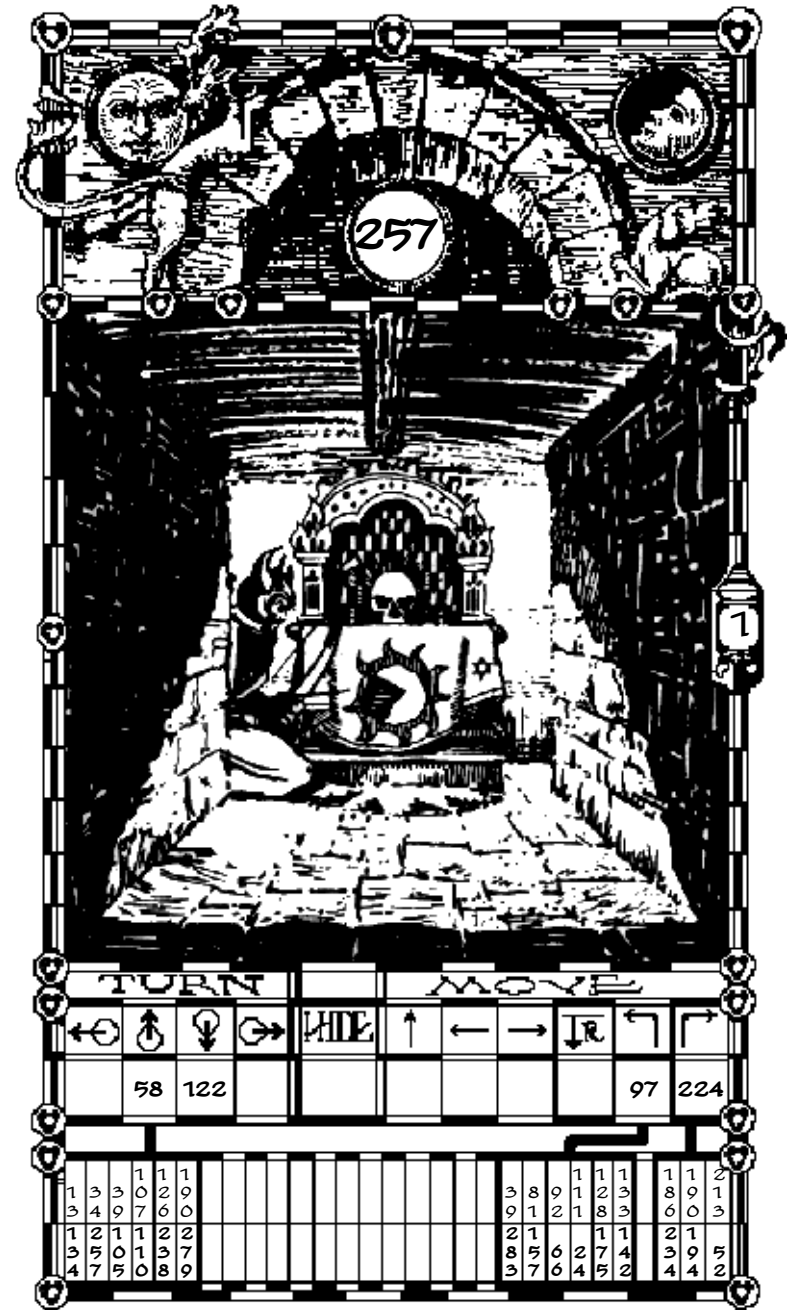
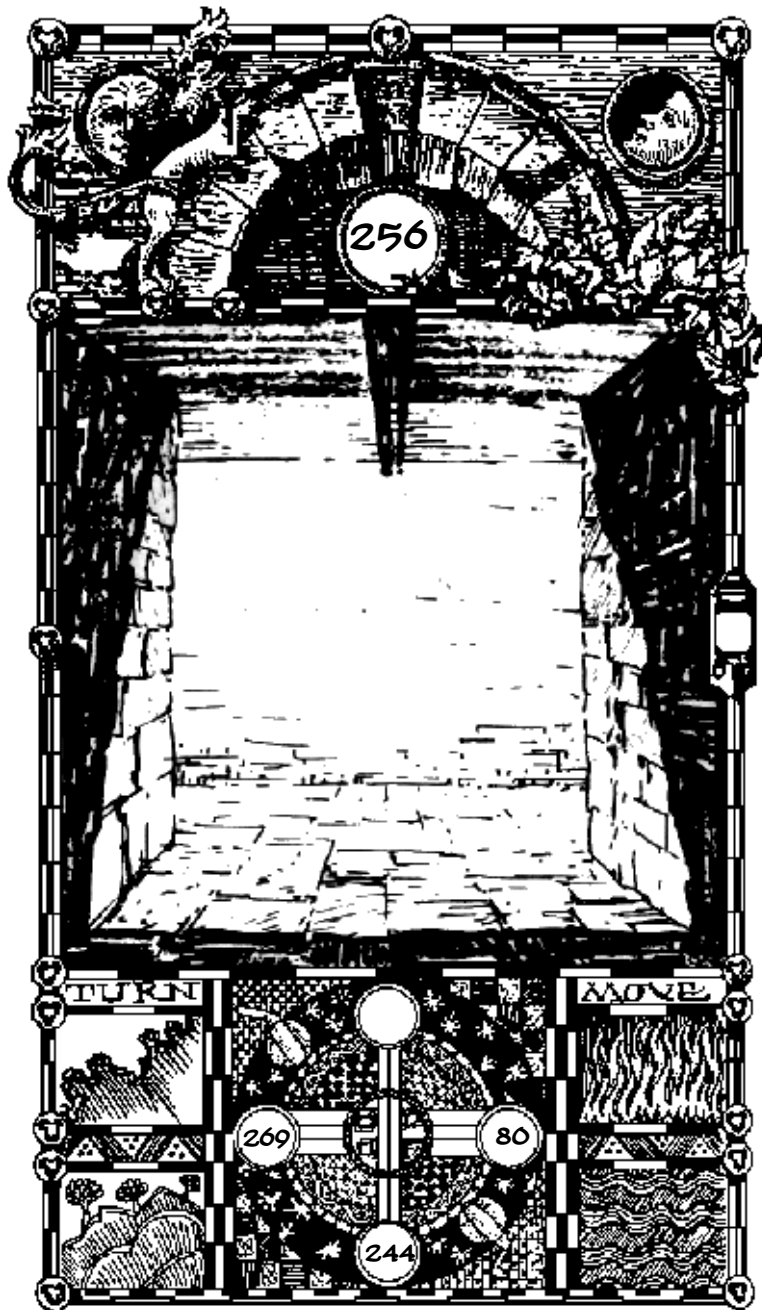


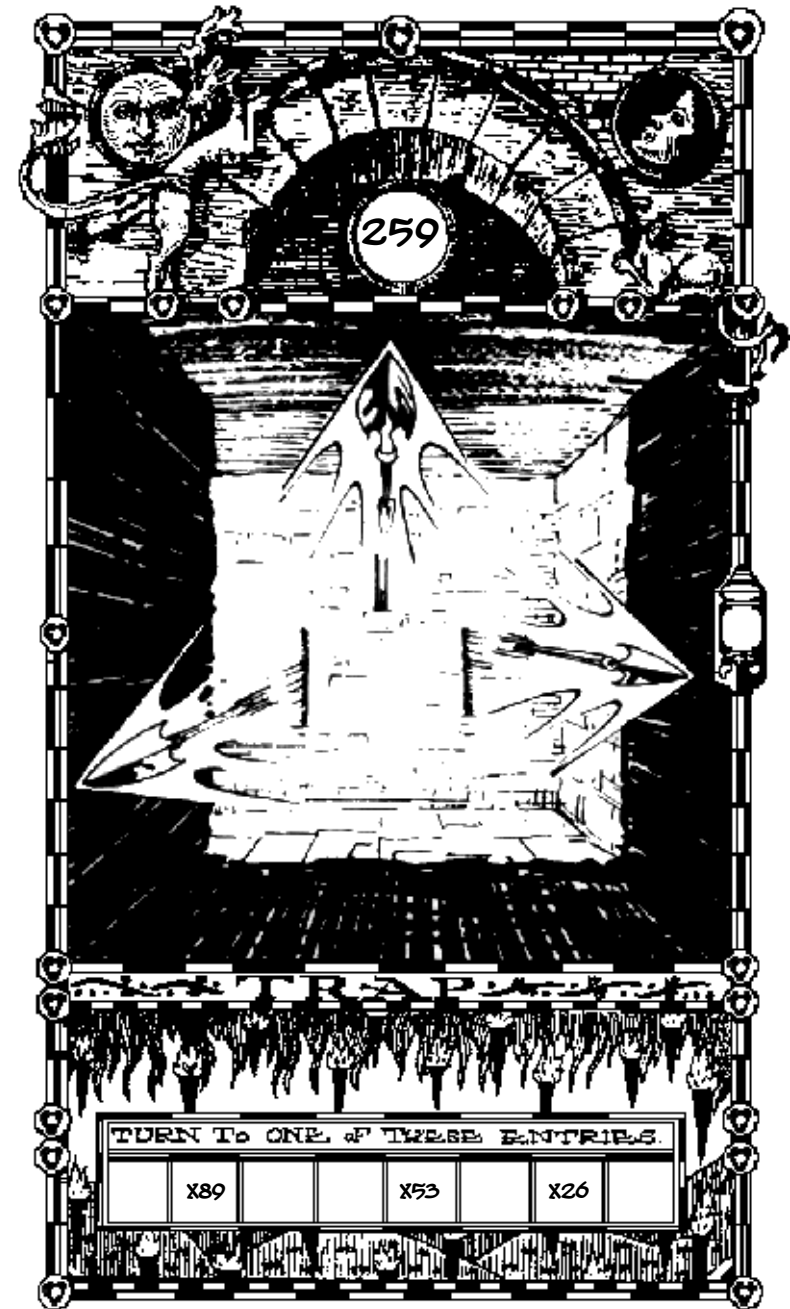


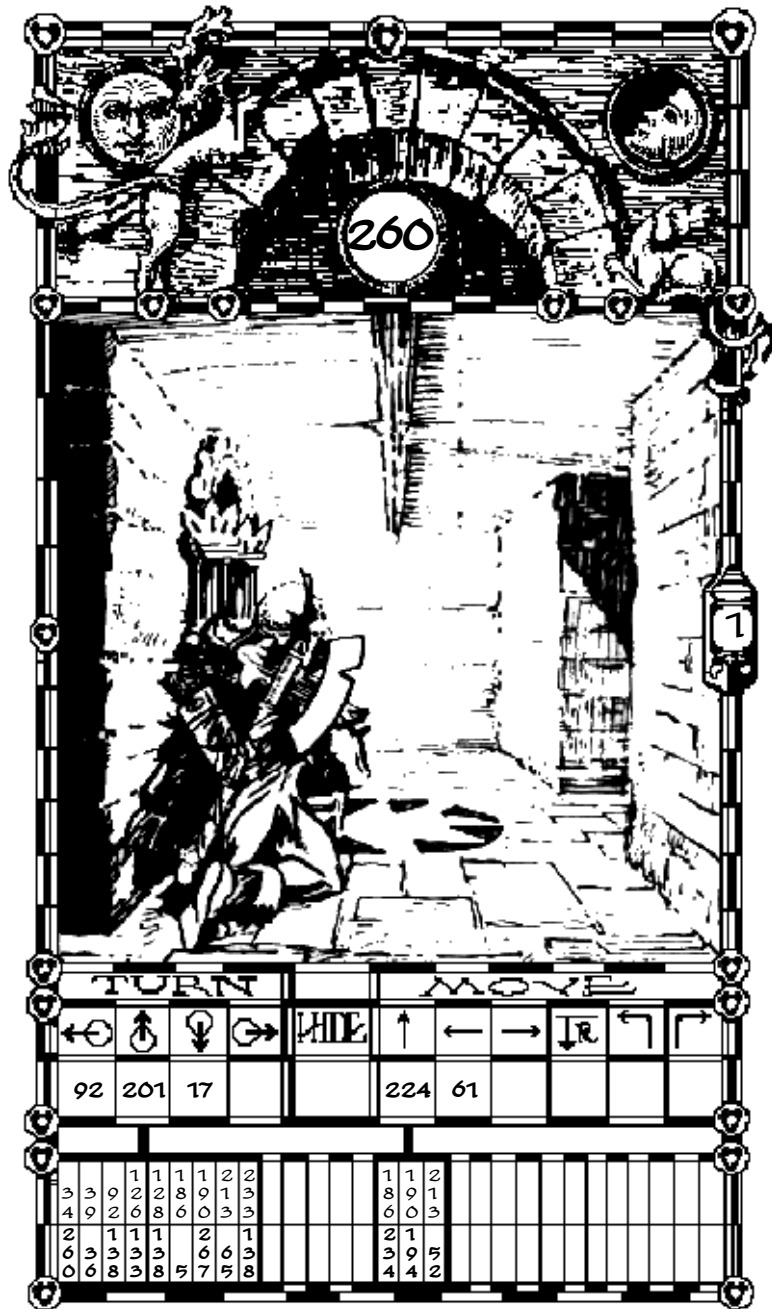




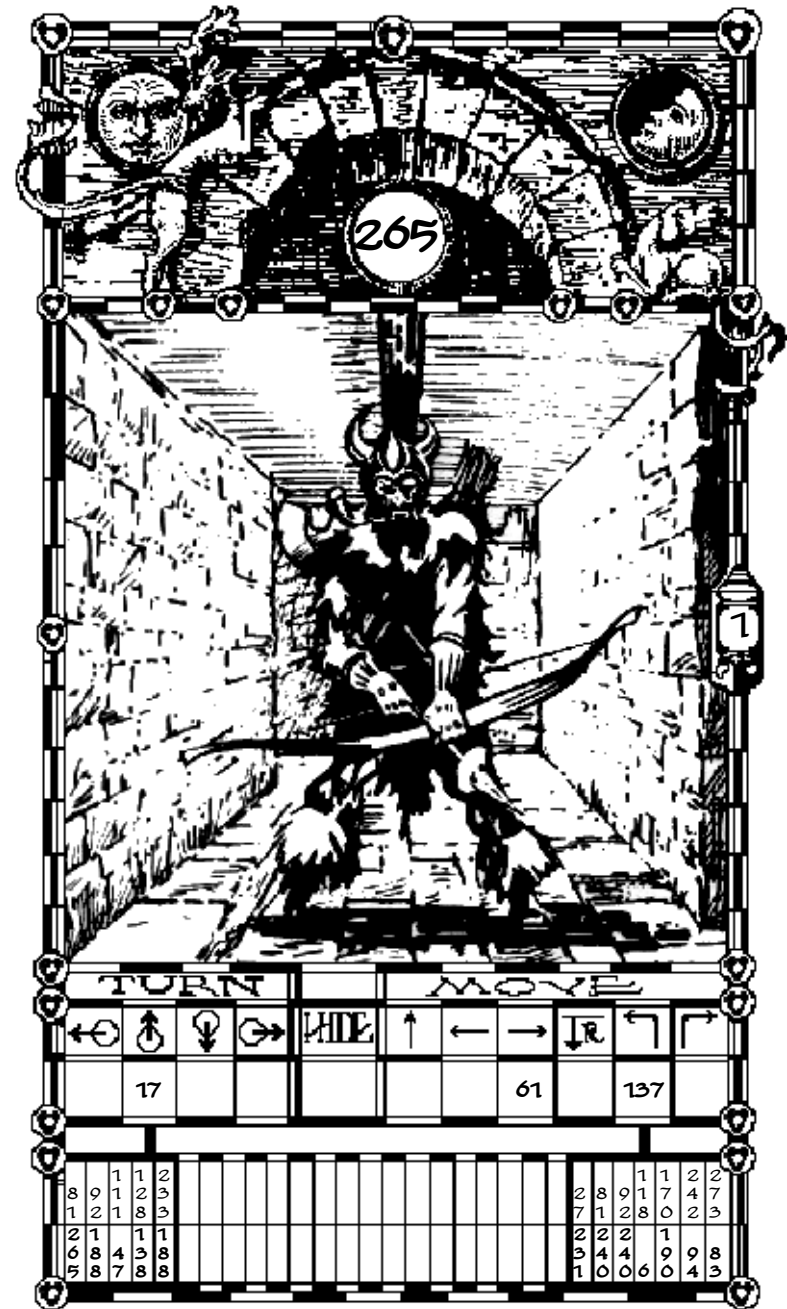


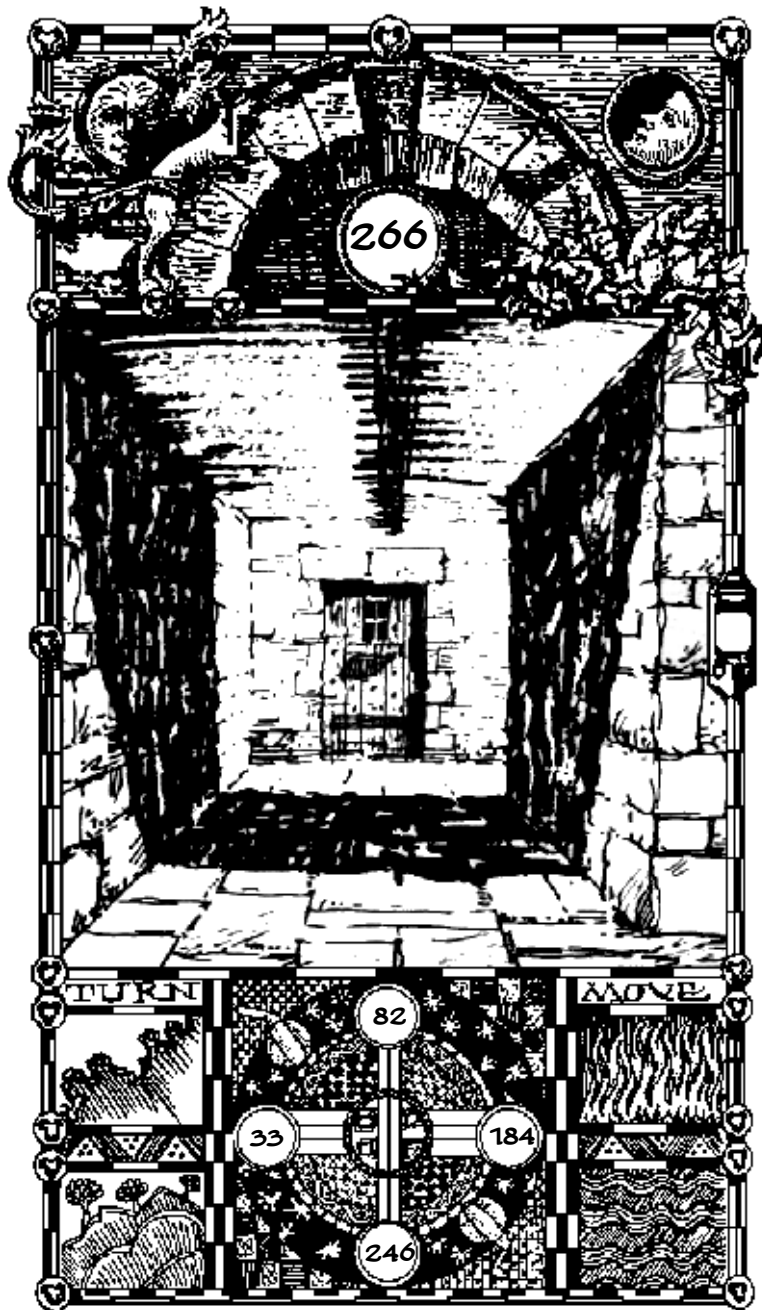






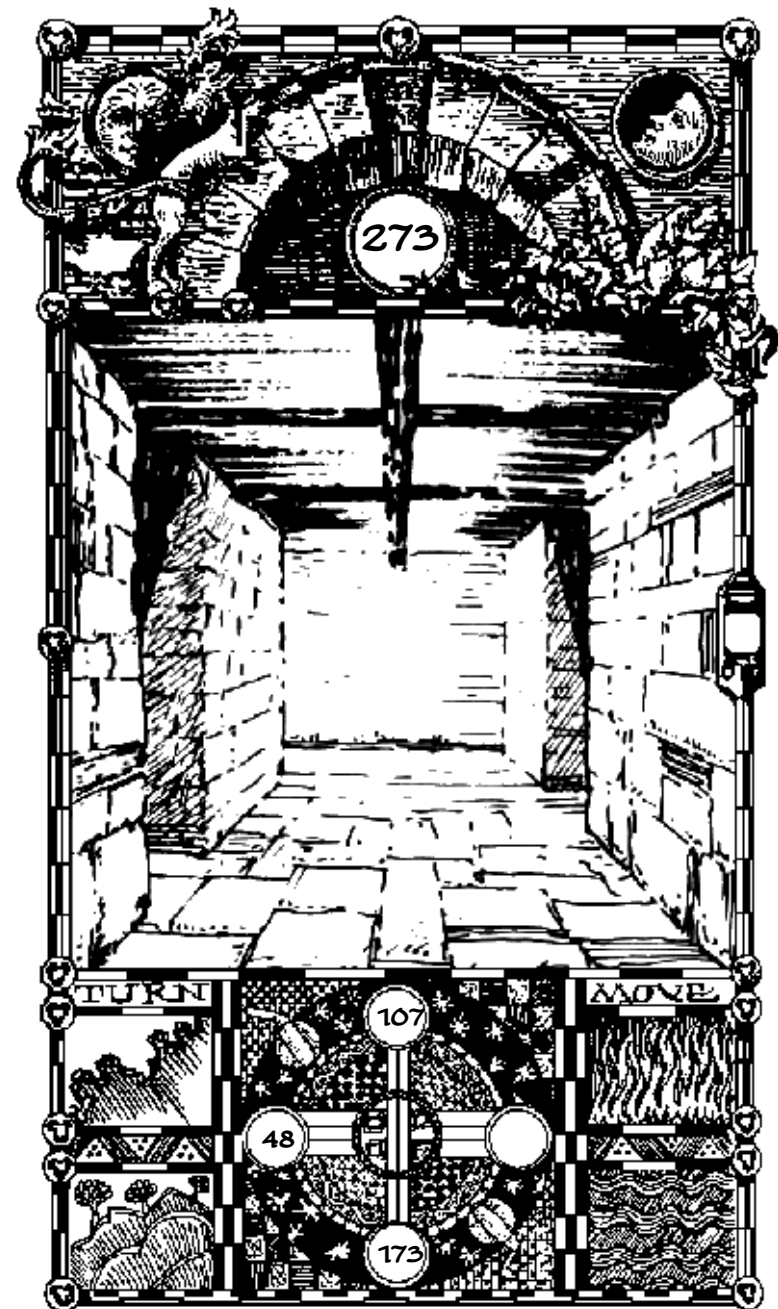




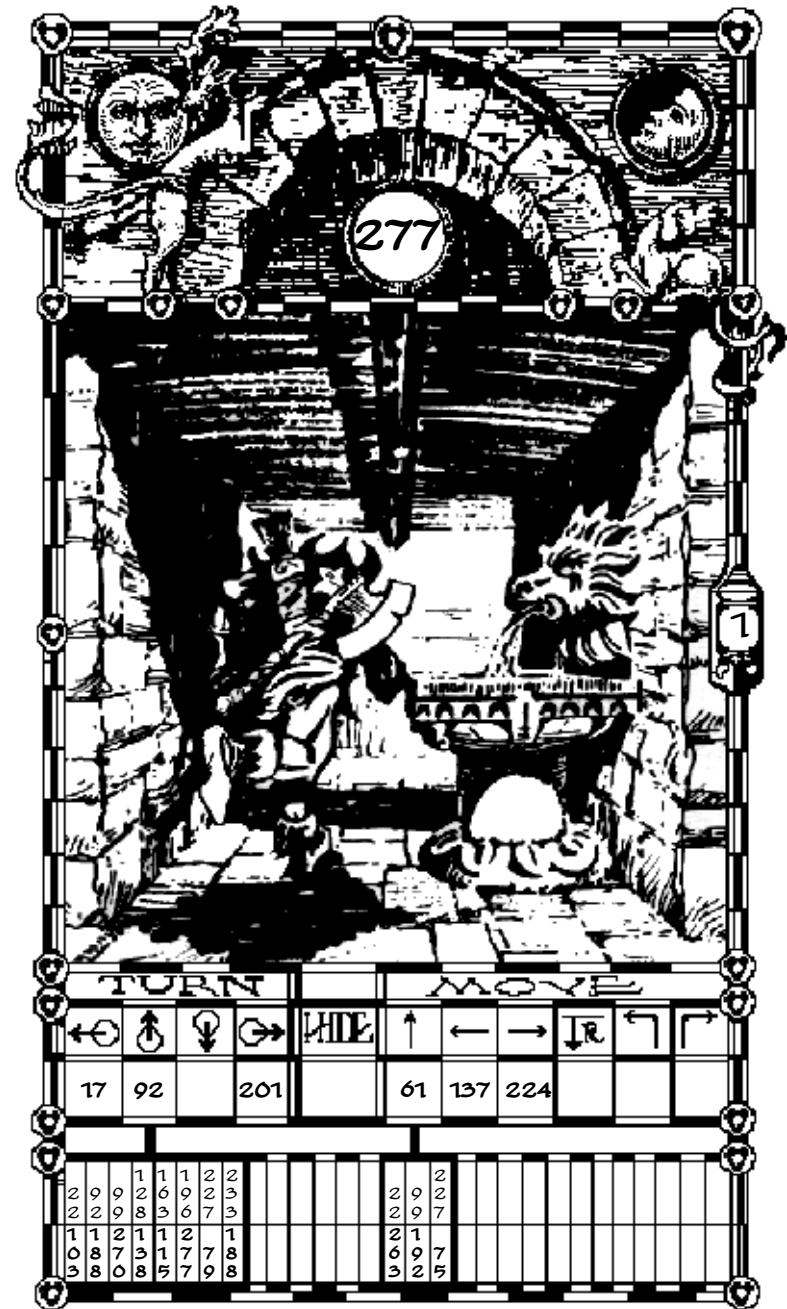


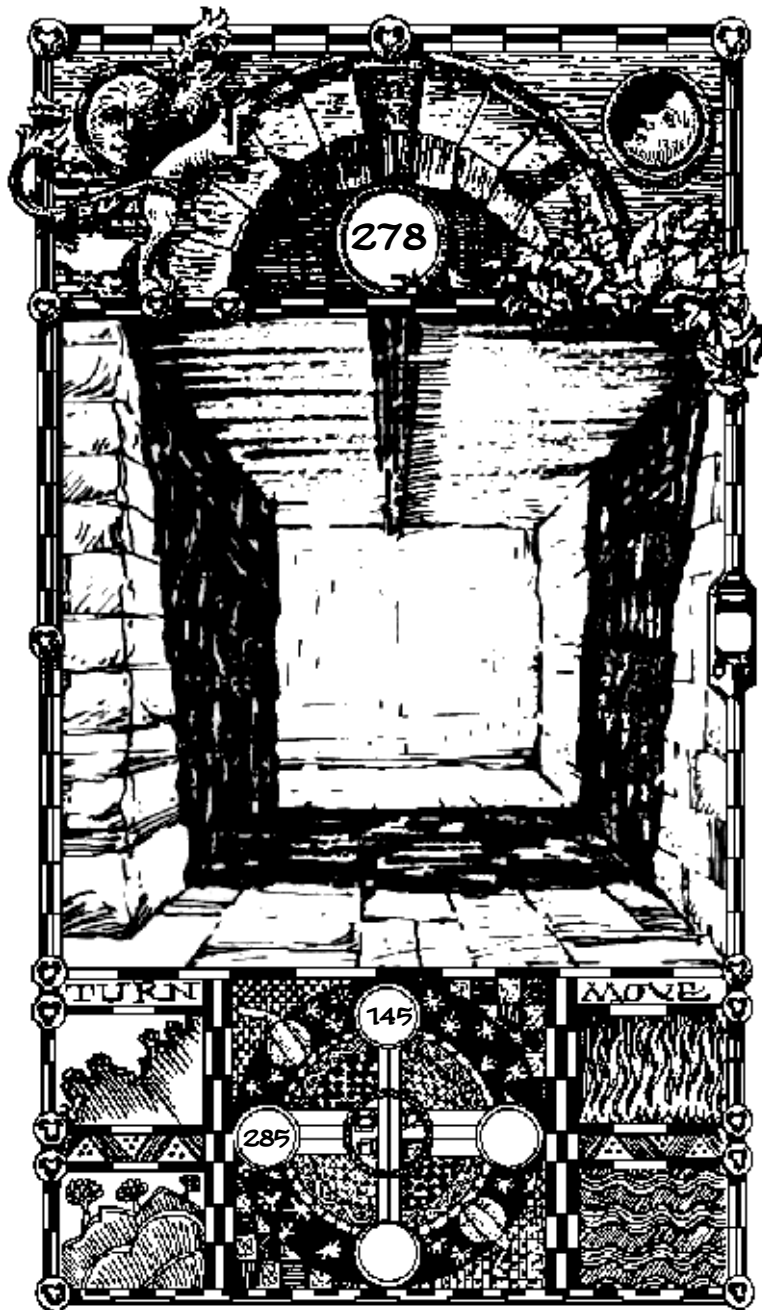






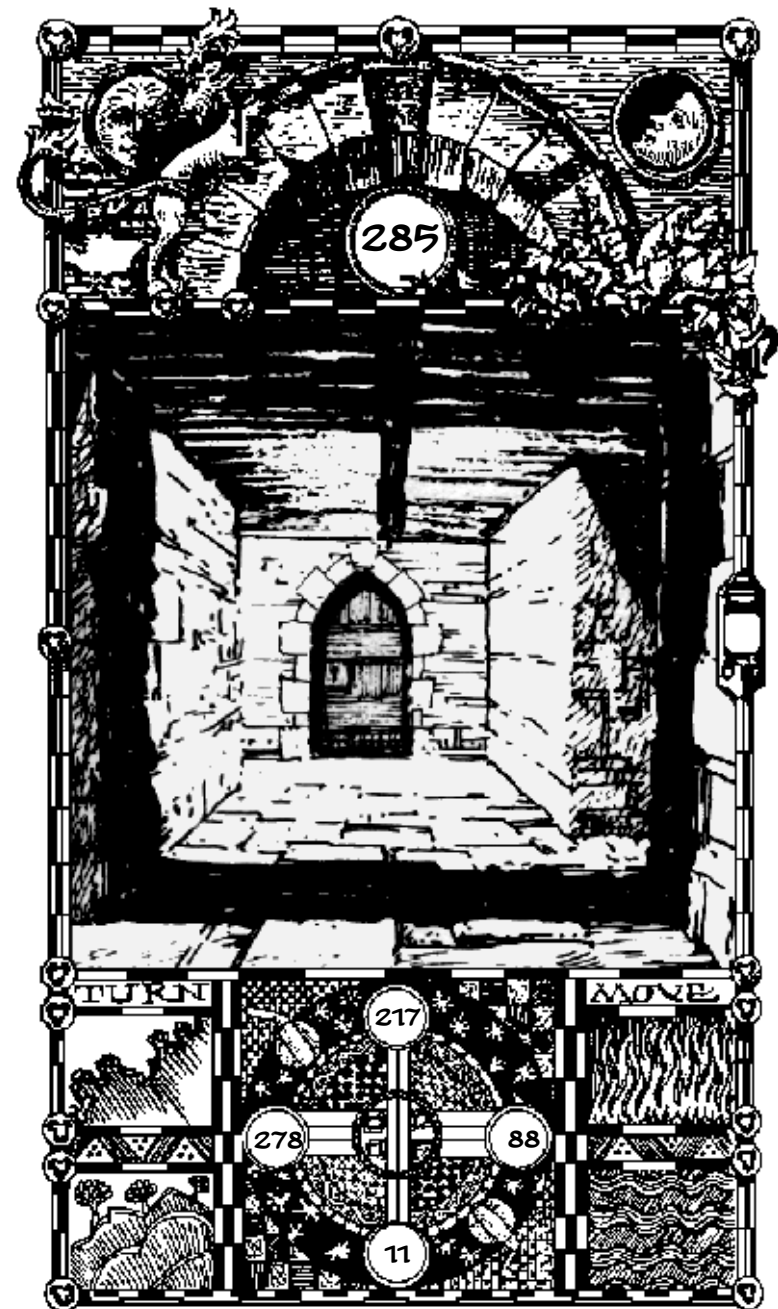












SPECIAL INFORMATION ENTRIES

- X1:** The door of the box has a circular notch cut into it, the size of your Silver Disc. You insert the disc and trigger a hidden lock. The door swings open to reveal a gleaming Crystal. Tick treasure item 'C' on your *Solo Sheet* and write 'Crystal' in the space beside it. Congratulations! You are one step nearer your goal. Return to **Page 33** to continue your adventure.
- X2:** You open the book and place it on the barrel. A fierce wind slams it shut and knocks you off your feet—lose 1 ENDURANCE.
If you wish to try another treasure item, turn to **X57**.
If you decide to leave the barrel and continue your quest, turn to **page 26**.
- X3:** You blow the horn but to no effect.
If you wish to try another treasure item, turn to **X50**.
If you wish to press on with your quest, turn to **page 11**.
- X4:** You place the Crystal near to the keyhole. A loud resonant hum builds in pitch until your ears echo with its dreadful sound. Lose 4 ENDURANCE.
If you wish to try another treasure item, turn to **X62**.
If you wish to leave and resume your quest, turn to **page 41**.
- X5:** As you press the Diamond into the recess, a blade shoots up from the base and gashes your wrist. Lose 3 ENDURANCE.
If you wish to try again using a different treasure item, turn to **X106**.
If you choose to leave the door and continue, turn to **page 43**.
- X6:** He scowls and stabs his halberd at your throat. The tip punctures your skin—lose 4 ENDURANCE.
If you wish to show him another treasure item, turn to **X36**.
If you wish to retreat out of range of his weapon, turn to **page 45**.
- X7:** You hold the Crystal to the lock. A jet of green gas shoots out and engulfs your face—lose 4 ENDURANCE.
If you wish to try another treasure item, turn to **X22**.
If you wish to leave and continue your quest, turn to **page 102**.
- X8:** Slowly you place the Amulet into the misty portal. There is a flash of red light and a terrible pain shoots up your arm. Lose 3 ENDURANCE.
If you wish to try another treasure item, turn to **X32**.
If you wish to leave the portal, turn to **page 176**.
- X9:** You rest the Amulet on the plinth but nothing happens.
If you wish to try again using a different treasure item, turn back to **X43**.
If you choose to leave the alcove, turn to **page 197**.
- X10:** Suddenly the floor drops away to reveal a deep dark pit. You jump backwards just in time to

avoid falling in and the floor rises up to seal off the trap.

Turn to **page 203**.

X11: You hold the Amulet to the keyhole and a sharp needle flies out. It embeds itself in your hand—lose 2 ENDURANCE.

If you wish to try another treasure item, turn to **X62**.

If you choose to leave and continue your quest, turn to **page 41**.

X12: You rest the Horn on the barrel but to no effect.

If you wish to try another treasure item, turn to **X57**.

If you choose to leave the barrel and continue your quest, turn to **page 26**.

X13: You place the Horn to your lips and blow. Suddenly, a beautiful green Emerald appears on the plinth. Tick treasure item 'E' on your **Solo Sheet** and write 'Emerald' in the space beside it.

You have acquired another treasure—well done! Restore 4 ENDURANCE and turn to **page 19** to continue your adventure.

X14: You rest the Flask on the urn but nothing happens.

If you wish to try another treasure item, turn to **X50**.

If you wish to leave the urn and press on, turn to **page 11**.

X15: 'Ha!' he snorts derisively. Without warning he lunges forward and opens a cut across your forehead with the tip of his halberd—lose 2 ENDURANCE.

If you wish to show him another treasure item, return to **X36**.

If you wish to retreat out of range of his weapon, turn to **page 45**.

X16: You try your Silver Disc but the door remains locked.

If you wish to try another treasure item, turn to **X106**.

If you wish to leave the door and continue, turn to **page 43**.

X17: A gigantic razor-sharp blade whistles down from the shadows above and opens a deep cut across your shoulders—lose 3 ENDURANCE.

Turn to **page 173**.

X18: The Flask is far too big to insert into the keyhole.

If you wish to try another treasure item, turn to **X62**.

If you wish to leave and press on, turn to **page 41**.

X19: The inscription on the locked door reads:

*'Place the charm upon this shelf,
and step inside to claim your wealth.'*

Which treasure item will you place on the shelf in order to open the door?

If you have and wish to try:

Item 'A' turn to	X31	Item 'F' turn to	X60
Item 'B' turn to	X71	Item 'G' turn to	X86
Item 'C' turn to	X83	Item 'H' turn to	X48
Item 'D' turn to	X39	Item 'I' turn to	X90
Item 'E' turn to	X94	Silver Disc turn to	X77

If you do not wish to place a treasure item on the shelf, turn to **page 193** to resume your adventure.

X20: You place the Emerald on the urn. A loud drone begins to fill your head with pain—lose 3 ENDURANCE.

If you wish to try another treasure item, turn to **X50**.

If you want to leave the urn and press on, turn to **page 11**.

X21: You are caught by a line of steel bolts that shoot out of the ground. One passes clean through your foot—lose 4 ENDURANCE.

Turn to **page 248**.

X22: Screwed to the top of the chest is a brass plaque with an inscribed message:

*‘A very plain and simple key,
unlocks the treasure inside me.’*

Which treasure item will you use to unlock the chest?

If you have and wish to try:

Item ‘A’ turn to	X99	Item ‘F’ turn to	X54
Item ‘B’ turn to	X63	Item ‘G’ turn to	X88
Item ‘C’ turn to	X7	Item ‘H’ turn to	X58
Item ‘D’ turn to	X109	Item ‘I’ turn to	X79
Item ‘E’ turn to	X45	Silver Disc turn to	X66

If you do not wish to open the chest, continue your quest by turning to **page 102**.

X23: As soon as you place the Flask on top of the barrel, a Gold Key appears beside it. Tick ‘G’ on your **Solo Sheet** and write ‘Gold Key’ beside it. Restore 3 ENDURANCE and turn to **page 26**.

X24: You insert the Gold Key and the door opens to reveal a gleaming Diamond. Tick treasure item ‘D’ on your **Solo Sheet** and write ‘Diamond’ beside it. Well done, you’ve found another treasure—restore 4 ENDURANCE and turn to **page 67**.

X25: As you place the Book on the plinth, a bolt of crackling energy shoots up from the ground and burns both of your legs—lose 4 ENDURANCE.

If you wish to try again using a different treasure item, turn to **X43**.

If you wish to leave the alcove and continue, turn to **page 19**.

X26: Three slits open in the wall ahead. You freeze in your tracks as a volley of arrows shoot towards you. One gashes your shoulder—lose 2 ENDURANCE.

Turn to **page 233**.

X27: You rest the Iron Key on the urn and a blast of hot air hits you in the face—lose 2 ENDURANCE.

If you wish to try another treasure item, turn to **X50**.

If you wish to leave the urn, turn to **page 11**.

X28: You put the Emerald in the recess but nothing happens.

If you wish to try another treasure item, turn to **X106**.

If you wish to leave the door and continue, turn to **page 43**.

X29: You hold out the Flask but to no effect—the mist does not clear.

If you wish to try another treasure item, turn to **X32**.

If you wish to leave the portal and continue, turn to **page 176**.

X30: He laughs mockingly and launches a vicious attack which opens a wound in your side—lose 3 ENDURANCE.

If you wish to show him another treasure item, turn back to **X36**.

If you wish to retreat out of range of his weapon, turn to **page 45**.

X31: Silently the door opens to reveal a small, well-lit room beyond. Lying on the stone plinth you find an ornately carved Horn. Tick treasure item ‘H’ on your **Solo Sheet** and write ‘Horn’ in the

space next to it. Well done! You are one step nearer your goal. Restore 5 ENDURANCE points and continue your quest by turning to **page 160**.

- X32:** From somewhere beyond this misty portal you hear a voice repeating this message, over and over again:

*'As smooth as glass,
as green as grass.'*

Which treasure item will you use to dispel the mist?

If you have and wish to use:

Item 'A' turn to	X8	Item 'F' turn to	X29
Item 'B' turn to	X59	Item 'G' turn to	X72
Item 'C' turn to	X64	Item 'H' turn to	X93
Item 'D' turn to	X98	Item 'I' turn to	X108
Item 'E' turn to	X87	Silver Disc turn to	X44

If you do not wish to try to gain access to the portal, return to **page 176**.

- X33:** A gigantic ball swings down from the ceiling. It threatens to decapitate you, but your razor-sharp instincts save you and you escape with just a bruised shoulder—lose 1 ENDURANCE.

Turn to **page 77**.

- X34:** You hold the Crystal over the plinth but it becomes unbearably hot and scorches your fingers—lose 3 ENDURANCE.

If you wish to try another treasure item, turn back to **X43**.

If you decide to leave the alcove and continue, turn to **page 197**.

- X35:** You hold the Crystal over the urn and there is a blinding flash which leaves you stunned—lose 1 ENDURANCE.

If you wish to choose another treasure item, turn to **X50**.

If you wish to leave the urn, turn to **page 11**.

- X36:** As you approach the exit, a shimmering mist arises and, gradually, it changes into the solid form of a formidable warrior. He fixes you with a cold stony stare and lowers his gleaming halberd menacingly towards your chest.

'I am the guardian of the bridge,' he bellows. 'Show me what says but does not speak, and I shall grant the freedom you seek.'

In order to cross the bridge and escape, you must show the guardian of the bridge the one treasure item he wishes to see. But which one?

If you have and wish to show him:

Item 'A' turn to	X81	Item 'F' turn to	X15
Item 'B' turn to	X105	Item 'G' turn to	X6
Item 'C' turn to	X69	Item 'H' turn to	X30
Item 'D' turn to	X38	Item 'I' turn to	X85
Item 'E' turn to	X47	Silver Disc turn to	X61

If you do not wish to show him any of your treasure items, return to **page 45** and choose a new course of action.

- X37:** You try the Iron Key but a bolt of electricity leaps down from the ceiling and scorches your skull—lose 4 ENDURANCE.

If you wish to try another treasure item, turn to **X106**.

If you wish to leave the door and continue, turn to **page 43**.

- X38:** 'Foolish mortal!' cries the guardian and strikes. His sharp weapon cuts deep into your chest—lose 4 ENDURANCE.

If you wish to choose another item, return to **X36**.

If you wish to retreat out of range of his weapon, turn to **page 45**.

- X39:** Seconds after placing the Diamond on the shelf, it leaps at your face as if thrown by a hidden

hand. It hits you squarely on the nose—lose 2 ENDURANCE.

If you wish to try another treasure item, turn to **X19**.

If you wish to leave the door and press on, turn to **page 193**.

X40: You insert the Iron Key and twist. A powerful electric shock leaves your hand and arm numb with pain—lose 3 ENDURANCE.

If you wish to try another treasure item, turn to **X62**.

If you wish to leave and press on with your escape, turn to **page 41**.

X41: The door creaks open to reveal a large table filling the tiny room beyond. Upon it rests a china Flask. Tick treasure item 'F' on your *Solo Sheet*, and write 'Flask' in the space beside it. You have gained one more treasure item—restore 4 ENDURANCE and leave the room by turning to **page 22**.

X42: You place your Iron Key on the barrel but nothing happens.

If you wish to try another treasure item, turn to **X57**.

If you wish to leave and continue your search, turn to **page 26**.

X43: An inscription engraved into the plinth reads:

*'Sound your call,
to claim your haul.'*

Which treasure item will you use in order to gain another?

If you have and wish to try:

Item 'A' turn to	X9	Item 'F' turn to	X74
Item 'B' turn to	X25	Item 'G' turn to	X92
Item 'C' turn to	X34	Item 'H' turn to	X13
Item 'D' turn to	X65	Item 'I' turn to	X52
Item 'E' turn to	X46	Silver Disc turn to	X101

If you do not wish to use a treasure item, resume your quest by turning to **page 197**.

X44: You hold out the Silver Disc. Loud laughter breaks the silence, causing your ears to ring viciously—lose 1 ENDURANCE.

If you wish to try another treasure item, turn to **X32**.

If you wish to leave and press on with your search, turn to **page 176**.

X45: You place the Emerald on the chest. Suddenly, a large block of stone drops from the ceiling and hits your back—lose 5 ENDURANCE.

If you wish to try another treasure item, turn to **X22**.

If you wish to leave the chest, turn to **page 102**.

X46: You recognize this alcove—it is where you discovered the Emerald. The plinth no longer contains any treasure. To continue, turn to **page 19**.

X47: 'You dare insult me!' shouts the warrior, and thrusts his halberd at your midriff. The sharp tip rakes your side—lose 1 ENDURANCE.

If you wish to show him another treasure item, turn to **X36**.

If you wish to retreat out of range of his deadly halberd, turn to **page 45**.

X48: You recognize this door. It leads to the room in which you found the Horn. The room is now empty. To continue, turn to **page 193**.

X49: You place your Silver Disc on the barrel but to no effect.

If you wish to try another treasure item, turn to **X57**.

If you choose to leave the barrel, turn to **page 26**.

X50: The top of the urn is sealed off and chiselled below it is the following inscription:

*'So clear and hard, and yet so bright,
my treasure waits to see this light.'*

Which treasure item will you use to unlock the secret of this copper urn?

If you have and wish to use:

Item 'A' turn to X103	Item 'F' turn to X14
Item 'B' turn to X96	Item 'G' turn to X84
Item 'C' turn to X35	Item 'H' turn to X3
Item 'D' turn to X73	Item 'I' turn to X27
Item 'E' turn to X20	Silver Disc turn to X75

If you do not wish to use any treasure items, continue by turning to **page 11**.

X51: You place the Horn to the keyhole and blow. A yellow gas fills your mouth and burns your throat—lose 5 ENDURANCE.

If you wish to try another treasure item, turn to **X62**.

If you wish to leave and search elsewhere, turn to **page 41**.

X52: You are about to drop the Iron Key on the plinth when there is a terrific bang. You fall backwards, your ears ringing painfully—lose 2 ENDURANCE.

If you wish to try using a different treasure item, turn back to **X43**.

If you decide to leave the alcove, turn to **page 197**.

X53: Three slits open in the wall ahead. Instinctively you throw yourself to the ground to avoid this deadly trap. You are shaken but unharmed.

Turn to **page 233**.

X54: You rest the Flask on the lid but nothing happens.

If you wish to try another treasure item, turn to **X22**.

If you choose to leave and continue, turn to **page 102**.

X55: As you put the Crystal on the barrel, a bolt of flame shoots from the ceiling and burns your shoulder—lose 3 ENDURANCE.

If you wish to try another treasure item, turn to **X57**.

If you wish to leave the barrel and continue, turn to **page 26**.

X56: The book is too large to fit into the recess.

If you wish to try again using a different treasure item, turn back to **X106**.

If you choose to leave the door and continue, turn to **page 43**.

X57: A scroll, laid out on the top of the barrel, reads:

*'Place here upon, a humble pitcher,
if your desire is to get richer.'*

Which treasure item will you place on the barrel? If you have and wish to use:

Item 'A' turn to X91	Item 'F' turn to X23
Item 'B' turn to X2	Item 'G' turn to X95
Item 'C' turn to X55	Item 'H' turn to X12
Item 'D' turn to X82	Item 'I' turn to X42
Item 'E' turn to X57	Silver Disc turn to X49

If you do not wish to place any item on the barrel, return to **page 26**.

X58: You sound your Horn but to no avail.

If you wish to try another treasure item, turn to **X22**.

If you wish to leave and continue your search, turn to **page 102**.

X59: You hold the Book in the swirling mist but nothing happens.

If you wish to try another treasure item, turn to **X32**.

If you wish to leave and continue, turn to **page 176**.

X60: As you place the Flask on the shelf, a numbing pain runs the length of your arm and stabs you in the chest—lose 4 ENDURANCE.

If you wish to try a different treasure item, turn back to **X19**.

If you wish to leave the door and continue, turn to **page 193**.

X61: He snorts his contempt and thrusts his halberd at your chest. You jump back but the blade catches your arm—lose 2 ENDURANCE.

If you wish to show him another treasure item, return to **X36**.

If you wish to retreat out of range of his weapon, turn to **page 45**.

X62: Next to the keyhole is a message pasted to the wall. It reads:

*‘Gleaming metal, warm yet cold,
unlocks the door of my threshold.’*

Which treasure item will you use to open this door?

If you have and wish to use:

Item ‘A’ turn to	X11	Item ‘F’ turn to	X18
Item ‘B’ turn to	X70	Item ‘G’ turn to	X24
Item ‘C’ turn to	X4	Item ‘H’ turn to	X51
Item ‘D’ turn to	X78	Item ‘I’ turn to	X40
Item ‘E’ turn to	X102	Silver Disc turn to	X110

If you do not wish to try to open this door, continue your search by turning to **page 41**.

X63: You recognize this chest. It is where you discovered the Book and it is now empty of treasure. To leave the chest and continue, turn to **page 214**.

X64: You place the Crystal in the mist and an unseen blade gashes your fingers—lose 2 ENDURANCE.

If you wish to try another treasure item, turn to **X32**.

If you wish to leave the portal, turn to **page 176**.

X65: As you lay the Diamond on the plinth, a jet of choking gas billows up from a vent in the floor—lose 2 ENDURANCE.

If you wish to try again using a different treasure item, turn back to **X43**.

If you choose to leave the alcove, turn to **page 197**.

X66: You insert the Silver Disc and a ball and chain drop from the ceiling. You are struck on the head and lose 4 ENDURANCE.

If you wish to try a different treasure item, turn to **X22**.

If you wish to leave and continue your search, turn to **page 102**.

X67: You are about to touch the barrel with the Emerald when acidic gas seeps from the cracks in the wood—lose 2 ENDURANCE.

If you wish to try using a different treasure item, turn to **X57**.

If you wish to leave and continue your search, turn to **page 26**.

X68: You recognize the door to the room in which you found the Flask. The room is now empty of treasure. To continue, turn to **page 43**.

- X69:** The guardian sneers and lunges forward. The razor-sharp tip of his halberd opens a wound in your thigh—lose 3 ENDURANCE.
If you wish to try showing him another treasure item, turn to **X36**.
If you wish to retreat out of range of his weapon, turn to **page 45**.
- X70:** You hold the Book up to the keyhole but nothing happens.
If you wish to try another treasure item, turn to **X62**.
If you choose to leave and continue your search, turn to **page 41**.
- X71:** The door remains firmly locked.
If you wish to try again using another treasure item, turn back to **X19**.
If you choose to resume your search, turn to **page 193**.
- X72:** Holding the Gold Key, you extend your hand into the mist. There is a sharp crack and a terrible pain shoots up your arm—lose 4 ENDURANCE.
If you wish to try another treasure item, turn to **X32**.
If you wish to leave and continue your search, turn to **page 176**.
- X73:** As you hold the Diamond over the urn, the top glows and an Amulet appears. Tick treasure item 'A' on your **Solo Sheet** and write 'Amulet' in the space beside it. You have found another treasure—congratulations! Restore 4 ENDURANCE and continue by turning to **page 285**.
- X74:** Gingerly you place the Flask on the plinth. Without warning a dart shoots out from a hidden niche and embeds itself in your hand. It is poisoned and you lose 5 ENDURANCE.

If you are still alive and wish to try another treasure item, turn back to **X43**.

If you choose to leave the alcove, turn to **page 197**.

- X75:** As soon as you place the Silver Disc on top, there is a deafening noise that shakes you to the core—lose 3 ENDURANCE.
If you wish to use another treasure item, turn to **X50**.
If you choose to leave and continue your search, turn to **page 11**.
- X76:** There is a mighty roar as the torches on either side of the corridor belch out a fierce sheet of flame. You are singed in the blast—lose 3 ENDURANCE.
Turn to **page 184**.
- X77:** As the Silver Disc touches the shelf, tongues of flame appear from nowhere and engulf your hand—lose 3 ENDURANCE. You retrieve your Disc and the flames disappear but the door remains firmly locked.
If you wish to try again using a different treasure item, turn to **X19**.
If you choose to leave the door and continue your adventure, turn instead to **page 193**.
- X78:** You recognize the door to the room in which you found the Diamond. The room is now empty. Leave the door by turning to **page 67**.
- X79:** The Iron Key fits and unlocks the chest. You lift the lid and see a Book. Tick item 'B' on your **Solo Sheet** and write 'Book' beside it in the space. Restore 6 ENDURANCE and continue your search by turning to **page 214**.
- X80:** As you place the Amulet into the recess, a blast

of icy cold air freezes your fingers—lose 2 ENDURANCE.

If you wish to try using another treasure item, turn to **X106**.

If you decide to leave the door and push on with your search, turn to **page 43**.

X81: ‘Bah!’ snorts the guardian, contemptuously, and cuts you with his halberd. Lose 2 ENDURANCE.

If you wish to show him another treasure item, turn to **X36**.

If you wish to retreat out of range of his weapon, turn to **page 45**.

X82: You place the Diamond on the barrel. A vent opens in the side and a spike shoots into your leg—lose 4 ENDURANCE.

If you wish to try using another treasure item, turn to **X57**.

If you wish to leave and continue your search, turn to **page 26**.

X83: As you place your Crystal on the shelf, an electric shock runs up your arm—lose 3 ENDURANCE.

If you wish to try again using a different treasure item, turn back to **X19**.

If you decide to leave the door and resume your adventure, turn instead to **page 193**.

X84: You lay the Gold Key on the urn. Suddenly, a steel spike shoots out of the wall and wounds your arm—lose 4 ENDURANCE.

If you wish to try using another treasure item, turn to **X50**.

If you wish to leave and continue your search, turn to **page 11**.

X85: He growls and takes a swing at your head. The sharp tip of the halberd draws a crimson line across your cheek—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **X36**.

If you wish to retreat out of range of his weapon, turn to **page 45**.

X86: Nothing happens when you place the Gold Key on the shelf. But as you retrieve it, a bolt of red lightning hurtles from the inscription and hits you in the chest—lose 5 ENDURANCE.

If you wish to try again using a different treasure item, turn back to **X19**.

If you choose to leave the door and resume your adventure, turn to **page 193**.

X87: As you hold the Emerald in the mist, the portal gradually clears to reveal an Iron Key. Tick treasure item ‘I’ on your **Solo Sheet** and write ‘Iron Key’ in the space beside it. Restore 6 ENDURANCE and turn to **page 176**.

X88: You insert the Gold Key and feel a sharp pain as a needle shoots into your finger. It’s poisoned—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **X22**.

If you choose to leave and continue your search, turn to **page 102**.

X89: Three slits open in the wall ahead and a deadly volley of arrows scream towards you. Before you can dive for cover, you are wounded in the hand and thigh—lose 4 ENDURANCE.

Turn to **page 233**.

X90: You place your Iron Key on the shelf but nothing happens; the door remains firmly locked.

If you wish to try again using a different treasure item, turn back to **X19**.

If you choose to leave the door and resume your search, turn instead to **page 193**.

- X91:** You place your Amulet on the barrel but nothing happens.
If you wish to try using another treasure item, turn to **X57**.
If you choose to leave the barrel and continue your search, turn to **page 26**.
- X92:** As your Gold Key touches the plinth there is a blinding flash—lose 1 ENDURANCE.
If you wish to try again using a different treasure item, turn back to **X43**.
If you decide to leave the door and press on, turn to **page 197**.
- X93:** You sound the Horn but to no avail.
If you wish to try using another treasure item, turn to **X32**.
If you choose to leave and continue your search, turn to **page 176**.
- X94:** The door remains firmly locked.
If you wish to try using another treasure item, turn back to **X19**.
If you choose to resume your search, turn to **page 193**.
- X95:** You recognise this barrel: it is where you discovered the Gold Key. The barrel is now devoid of treasure.
Turn to **page 26**.
- X96:** You place your Book on the urn but nothing happens.
If you wish to try using another item, turn to **X50**.
If you wish to leave and continue your search, turn to **page 11**.
- X97:** The Horn is too large to fit into the recess.

If you wish to try using another treasure item, turn to **X106**.

If you choose to leave the door and continue your search, turn to **page 43**.

- X98:** You grasp the Diamond firmly and place your hand into the mist. A sudden blow to your stomach sends you reeling back into the corridor—lose 2 ENDURANCE.
If you wish to try another treasure item, turn to **X32**.
If you choose to leave and continue your search, turn to **page 176**.
- X99:** The Amulet will not fit into the lock.
If you wish to try using another treasure item to open the chest, turn to **X22**.
If you wish to leave the chest and continue your search, turn to **page 102**.
- X100:** A massive Iron Ball hurtles down from the ceiling and knocks you off your feet—lose 3 ENDURANCE.
If you are still alive, turn to **page 77**.
- X101:** You place your Silver Disc on the plinth but nothing happens: no treasure appears.
If you wish to try again using a different treasure item, turn back to **X43**.
If you choose to leave the alcove, turn to **page 197**.
- X102:** You hold the Emerald close to the keyhole and it burns your fingers—lose 1 ENDURANCE.
If you wish to try using another treasure item, turn to **X62**.
If you wish to leave and continue your search, turn to **page 41**.
- X103:** You recognize this copper urn—it is where you

discovered the Amulet. It is now empty of treasure.
Turn to **page 285**.

X104: You try the Gold Key and a wave of searing heat burns your hand—lose 2 ENDURANCE.

If you wish to try using another treasure item, turn to **X106**.

If you wish to leave the door and continue your search, turn to **page 43**.

X105: Upon seeing you hold up the book, the guardian slowly fades from sight. The exit is now clear and you hurry across the bridge to safety. Congratulations, you have conquered the Black Baron's dungeon. Now turn to **page 175** to check your victory level.

X106: A message is written on a piece of parchment nailed to the door. It reads:

*'A ball of glittering glass
will allow the curious to pass.'*

Which treasure item will you place in the recess in order to open the door?

If you have and wish to use:

Item 'A' turn to X80	Item 'F' turn to X68
Item 'B' turn to X56	Item 'G' turn to X104
Item 'C' turn to X41	Item 'H' turn to X97
Item 'D' turn to X5	Item 'I' turn to X37
Item 'E' turn to X28	Silver Disc turn to X16

If you do not wish to place a treasure item in the recess, continue your search by turning to **page 43**.

X107: A blast of freezing cold gas shoots from a tiny vent in the wall. You hold your breath but not quickly enough to avoid inhaling some of the acrid fumes—lose 2 ENDURANCE.

Turn to **page 211**.

X108: You recognise this misty portal—it is where you discovered the Iron Key. It is now empty of treasure.
Turn to **page 176**.

X109: You hold the Diamond near the lock. There is a twang of a bowstring and an arrow grazes your scalp—lose 2 ENDURANCE.

If you wish to try using another treasure item, turn to **X22**.

If you choose to continue your search, turn to **page 102**.

X110: You insert your Silver Disc but to no effect.

If you wish to try using another treasure item, turn to **X62**.

If you wish to continue your search, turn to **page 41**.

X111: A blast of cold gas shoots from a tiny vent in the wall. You shield your face but cannot help inhaling the poisonous vapour—lose 4 ENDURANCE.

If you are still alive, turn to **page 211**.

X112: A massive pendulum blade whistles down from the ceiling, cutting the air barely an inch in front of your face. You jerk backwards just in time to avoid its counter-stroke.

Turn to **page 173**.

X113: Suddenly the floor drops away to reveal a deep pit. You teeter on the brink and cannot prevent yourself from falling in—lose 3 ENDURANCE. Within seconds the floor rises and you are elevated back into the corridor.

Turn to **page 203**.

X114: A flurry of steel bolts shoots out of the ground near your feet. Desperately, you hurl yourself

forward to avoid being hit, and escape with a grazed calf—lose 1 ENDURANCE.

Turn to *page 248*.

- X115:** A circular hole appears in the distant wall. There is a loud click and a spear comes whistling towards your chest. There is no time to avoid it—lose 4 ENDURANCE.

Turn to *page 278*.

- X116:** You hear a gurgle coming from the ceiling and jump aside just in time to avoid a deluge of corrosive acid!

Turn to *page 80*.

- X117:** The floor drops away beneath your feet and you fall into a pit of steel spikes—lose 4 ENDURANCE. Soon the floor rises up and seals off this deadly trap.

Turn to *page 51*.

- X118:** A swish alerts you to the danger of a scythe trap. The massive blade swings out, missing your hip by a fraction of an inch, before retracting back into the wall of the corridor.

Turn to *page 236*.

- X119:** A sticky green liquid squirts from two holes in the ceiling. It's acid—lose 2 ENDURANCE.

Turn to *page 80*.

- X120:** A large stone block hurtles out of the far wall and catches you squarely in the stomach—lose 4 ENDURANCE.

If you are still alive, turn to *page 256*.

- X121:** A loud grating clang alerts you to a huge sharpened steel pole, swinging down from the gloomy ceiling on a collision course with your

head. You step aside just in time to avoid decapitation and the pole swings up and disappears.

Turn to *page 62*.

- X122:** A panel in the far wall drops open and a spear hurtles straight towards your chest. You sidestep and escape with a graze to your arm. Lose 1 ENDURANCE.

Turn to *page 278*.

- X123:** A large stone block shoots out of the far wall. You duck in time to avoid being crushed to death.

Turn to *page 256*.

- X124:** You look up in horror to see two streams of green acid raining down on you. The corrosive fluid burns your skin—lose 3 ENDURANCE.

Turn to *page 80*.

- X125:** A massive scythe blade swings out of the wall and opens a deep cut above your knee before retracting back into the wall. Lose 3 ENDURANCE.

Turn to *page 236*.

- X126:** A great stone block flies out of the far wall and glances off your shoulder—lose 2 ENDURANCE.

Turn to *page 256*.

- X127:** A huge sharpened steel pole swings down from above, gashes your head, and swings back into the darkness. Lose 2 ENDURANCE.

Turn to *page 62*.

- X128:** The floor sinks beneath your feet and you just manage to avoid falling into a pit of sharpened stakes. As the floor slowly rises once more, you breathe a sigh of relief to have avoided this deadly trap.

Turn to *page 51*.

LEVEL OF VICTORY

Now that you have successfully escaped from the dungeons of Castle Blackdawn, assess your level of victory on the following chart:

ENDURANCE
score at end

of game	Level of Victory
0–3	Lucky survivor – <i>basic victory</i>
4–6	Cursory survivor – <i>pyrric victory</i>
7–9	Empirical survivor – <i>lesser victory</i>
10–12	Instinctive survivor – <i>minor victory</i>
13–15	Trained survivor – <i>medial victory</i>
16–18	Innate survivor – <i>creditable victory</i>
19–21	Skilled survivor – <i>prime victory</i>
22–24	Professional survivor – <i>major victory</i>
25+	Expert survivor – <i>total victory</i>

CRITICAL HIT CHART

Combat

Critical
Hit

Number

Effect of Critical Hit

2	Dislocated Jaw: Stunned, –1 COMBAT SKILL; –4 ENDURANCE. Drop weapon in hand. Must retreat or dodge aside next game round.
3	Stomach Wound: severe injury, death is instantaneous.
4	Gashed Shoulder Blade: –1 COMBAT SKILL; –5 ENDURANCE. No use of bow for 3 game rounds.
5	Torn Right Bicep: –1 COMBAT SKILL; –5 ENDURANCE. Drop weapon in hand.
6	Sliced Cheek: Stunned, –4 ENDURANCE. No movement or turning for 1 game round.
7	Cut in Right Forearm: –1 COMBAT SKILL; –3 ENDURANCE. Drop weapon in hand.
8	Thigh Wound: –5 ENDURANCE. No movement or turning for 1 game round.
9	Deep Wound Right Shoulder: –2 COMBAT SKILL (P); –4 ENDURANCE. Drop weapon in hand. No weapon change for 2 game rounds.
10	Gashed Left Bicep: –5 ENDURANCE. No use of bow for 5 game rounds.
11	Wound Across Forehead: Stunned, –4 COMBAT SKILL for 4 game rounds. No weapon change for 4 game rounds.

CRITICAL HIT CHART

Bow

- 12 **Torn Hip:** -1 COMBAT SKILL (P); -4 ENDURANCE. Drop weapon in hand. No use of bow for 5 game rounds.
- 13 **Deep Wound in Neck:** Stunned, -6 ENDURANCE. Unable to defend or attack for 1 game round.
- 14 **Gashed Ribs:** -4 ENDURANCE. Winded, must retreat or dodge next round.
- 15 **Punctured Heart:** Death is instantaneous.
- 16 **Gashed Right Elbow:** -1 COMBAT SKILL (P); -4 ENDURANCE. Drop weapon in hand. No use of bow for 5 game rounds.
- 17 **Wounded Left Hand:** -5 ENDURANCE. No use of bow for 6 game rounds.
- 18 **Punctured right lung:** -6 ENDURANCE. Must retreat or dodge aside next game round.
- 19 **Gashed Left Forearm, Severed Artery:** -1 COMBAT SKILL (P); -8 ENDURANCE. No use of bow for rest of game.
- 20 **Sliced Right Hand:** -2 COMBAT SKILL (P); -4 ENDURANCE. Drop weapon in hand. No changing weapon for 3 game rounds.

(P) = Permanent loss

Critical Hit

Number	Effect of Critical Hit
2	Arrow in Right Calf: -6 ENDURANCE. No movement for 2 game rounds.
3	Glances Off Ribs: -5 ENDURANCE.
4	Punctures Right Elbow: -1 COMBAT SKILL (P); -5 ENDURANCE. Drop weapon. No use of bow for 5 game rounds. No weapon change for 2 game rounds.
5	Arrow in Shoulder: -1 COMBAT SKILL; -5 ENDURANCE. Drop weapon in hand. No movement for 1 game round.
6	Pierces Hip: -6 ENDURANCE. No movement for 2 game rounds. Drop weapon in hand.
7	Fractured Jaw: Stunned, -2 COMBAT SKILL; -4 ENDURANCE. No attacking for 5 game rounds. Drop weapon in hand.
8	Hits Right Knee: -1 COMBAT SKILL; -5 ENDURANCE. No movement for 2 game rounds.
9	Gashed Neck: Stunned, -1 COMBAT SKILL (P); -4 ENDURANCE. No movement or turning for 2 game rounds.
10	Pierced Right Forearm: -1 COMBAT SKILL (P); -4 ENDURANCE. No use of bow for 3 game rounds.
11	Hit in Head: Arrow punctures skull; death is instantaneous.

- 12 **Wounds Left Wrist:** -4 ENDURANCE. No bow use for rest of game.
- 13 **Fractures Shoulder Blade:** -1 COMBAT SKILL (P); -7 ENDURANCE. Drop weapon in hand. No movement for 1 game round.
- 14 **Arrow in Left Thigh:** -5 ENDURANCE. No movement or turning for 1 game round.
- 15 **Pierces Right Foot:** -5 ENDURANCE. No movement or turning for 2 game rounds.
- 16 **Arrow Punctures Heart:** Death is instantaneous.
- 17 **Pierced Hand:** -1 COMBAT SKILL; -3 ENDURANCE. Weapon in hand shattered. No weapon change for 2 game rounds.
- 18 **Pierces Left Bicep:** -7 ENDURANCE. Drop weapon. No use of bow for rest of game.
- 19 **Shatters Right Wrist:** -3 COMBAT SKILL (P); -3 ENDURANCE. Weapon in hand destroyed. No weapon change for 3 game rounds. No use of bow for rest of game.
- 20 **Pierces Upper Chest:** -8 ENDURANCE. No movement or turning for 2 game rounds.

(P) = Permanent loss

BOW FIRE GRID

DEFENDER

	0-5	6-10	11-14	15-17	18-21	21-23	24-26	27-29	30-35	36-39	40 & over	
Bow Number	2	M	M	1	★	1	3	1	4	★	3	★
	3	1	M	M	M	M	3	★	1	★	2	
	4	M	1	★	1	2	★	2	M	★	4	★
	5	3	M	4	M	4	M	M	★	M	M	★
	6	M	3	M	M	★	3	4	2	2	2	3
	7	4	★	M	2	M	2	2	★	★	★	4
	8	2	M	2	★	3	★	3	M	3	★	2
	9	M	1	1	M	3	★	M	1	★	M	★
	10	3	M	M	3	M	M	★	M	4	3	★
	11	M	4	★	2	★	4	3	★	M	★	M
	12	M	M	M	M	2	2	★	M	3	4	★
	13	1	M	3	★	M	★	M	3	2	★	3
	14	M	2	★	M	2	M	4	★	★	2	4
	15	M	3	M	4	M	3	★	2	M	4	★
	16	★	M	2	3	★	M	2	★	4	★	2
	17	2	2	M	M	4	2	★	4	3	3	★
	18	M	M	3	★	M	M	M	3	★	★	★
	19	M	★	M	M	M	★	M	2	★	2	3
	20	M	M	M	3	★	1	★	2	3	★	4

SHOT MODIFIERS

Range 2: Move one column to the left

Range 3: Move two columns to the left

Partial obstruction: Move one column to the left

No move/turn last round: Move one column to the right

Unaware of opponent last round: Move one column to the left

M = Miss

* = Critical Hit

COMBAT GRID

		DEFENDER									
		1	2	3	4	5	6	7	8	9	10
ATTACKER	1	2	1	*	3	0	4	2	5	1	2
	2	5	2	0	1	2	3	2	1	*	4
	3	1	2	2	3	4	5	*	0	2	1
	4	5	1	4	2	*	3	2	1	0	2
	5	1	4	2	0	1	5	2	3	2	*
	6	3	*	1	5	4	2	2	1	2	0
	7	0	1	2	3	2	5	4	*	2	1
	8	1	0	2	*	4	2	1	3	2	5
	9	*	1	2	3	2	0	5	2	4	1
	10	2	4	2	1	5	*	0	3	1	2

0 = Miss – no damage

1/2/3/4/5 = Defender loses double the indicated amount of ENDURANCE (*First round only*)

* = Critical Hit – consult Critical Hit chart (*Combat* or *Bow* as appropriate).

White Warlord contains two separate action-packed adventures. One you play by yourself, the other you play with a copy of the twin book, **Black baron**, and a friend.

Solo adventure

You need: **White Warlord** only

You, **White Warlord**, are imprisoned in the castle dungeons of your arch-enemy **Black Baron**. You must use all your cunning to survive. Beware the Warlord's deadly traps, solve his mind-boggling riddles, seek out his treasures. You may yet live to avenge your honour!

Dual adventure

You need: **White Warlord** **Black Baron** and a friend!

Your feud with the **Black Baron** is legendary. Now the Maze-master of Xenda has challenged you both to fight it out in his combat maze. Sudden death lurks in every shadowy corner of the underground tunnels and you never know when you may come face to face with your opponent. Sharpen your senses and tighten your bow: you must outwit, out-shoot, and out-fight your enemy once and for all. Remember, every successful bout can help you achieve the highest warrior rank of

COMBAT HERO

Errata

Character Sheet: Replaced ‘44,’ with ‘44’.

How to Play: Replaced ‘Special Information entries’ with ‘Special Information Entries’.

How to Survive: Replaced ‘guide you and’ with ‘guide you, and’, ‘position of traps’ with ‘positions of traps’, and ‘treasures and’ with ‘treasures, and’.

The Two-player Game Rules: Replaced ‘view-point’ with ‘viewpoint’, and ‘who’s’ with ‘whose’.

Background: Replaced ‘Jakor’ with ‘Jakor’ and ‘Xenda,’ with ‘Xenda’.

The Character Sheet: Replaced three instances of ‘character sheet’ with ‘Character Sheet’, ‘COMBAT HEROES’ with ‘COMBAT HEROES’, ‘Combat Skill’ with ‘COMBAT SKILL’, ‘basic score of 16’ with ‘COMBAT SKILL of 16’, ‘Endurance’ with ‘ENDURANCE’, ‘critical hits’ with ‘Critical Hits’, ‘*THE COMBAT HEROES Campaign*’ with ‘*The COMBAT HEROES Campaign*’.

Order of Play: Replaced “Call-out” with ‘Call-out’ ‘Moves’ with ‘MOVES’ and ‘Turns’ with ‘TURNS’.

Missile Fire: Replaced both instances of ‘left hand’ with ‘left-hand’, ‘right hand’ with ‘right-hand’, ‘account),’ with ‘account)’, ‘Move or Turn’ with ‘MOVE OR TURN’, two instances of ‘move or turn’ with ‘MOVE OR TURN’, ‘eg’ with ‘e.g.’, ‘swop’ with ‘swap’, and ‘sword, an axe for a bow etc,’ with ‘sword, or an axe for a bow,’.

Close Combat: Replaced ‘left hand’ with ‘left-hand’, and ‘2, 3 and 4’ with ‘2, 3, and 4’.

Ambushing: Replaced ‘side view’ with ‘Side View’, ‘rear view’ with ‘Rear View’, and ‘section 3. onwards’ with ‘section 3 onwards’.

Finishing The Game: Replaced ‘captured or’ with ‘captured, or’, both instances of ‘Combat Skill’ with ‘COMBAT SKILL’, both instances of ‘Endurance’ with ‘ENDURANCE’, and ‘critical hit’ with ‘Critical Hit’.

The Combat Heroes Campaign: Replaced ‘Combat Skill’ with ‘COMBAT SKILL’.

Section 21: Replaced ‘42’ with ‘49’.

Section 95: This illustration is missing from the published book, and has therefore been intentionally left blank.

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X6: Replaced ‘polearm’ with ‘halberd’.

X9: Replaced ‘alcolve’ with ‘alcove’.

X19: Centred and italicised riddle.

X22: Centred and italicised riddle.

X27: Replaced ‘ENDURANCE’ with ‘ENDURANCE.’.

X31: Replaced ‘ENDURANCE’ with ‘ENDURANCE points’.

X32: Centred and italicised riddle; split riddle over two lines.

X36: Replaced ‘bellows, ‘show’ with ‘bellows. ‘Show’.

X43: Centred and italicised riddle; split riddle over two lines.

X46: Replaced ‘continue turn’ with ‘continue, turn’.

X47: Replaced ‘polearm’ with ‘halberd’.

X50: Centred and italicised riddle.

X57: Centred and italicised riddle.

X61: Replaced ‘return to **X36**’ with ‘return to **X36**.’

X62: Centred and italicised riddle.

X68: Replaced ‘continue turn’ with ‘continue, turn’.

X69: Replaced ‘polearm’ with ‘halberd’, and ‘a would in’ with ‘a wound in’.

X105: Replaced ‘page 345’ with ‘page 175’.

X106: Centred and italicised riddle; split riddle over two lines.

X111: Replaced ‘alive turn’ with ‘alive, turn’.

X122: Replaced ‘lose –1 ENDURANCE’ with ‘lose 1 ENDURANCE’.

Combat Grid: Replaced ‘Endurance’ with ‘ENDURANCE’, and ‘only).’ with ‘only)’.

Rear Cover: Replaced ‘BARON’s’ with ‘Baron’s’, ‘Maze–Master’ with ‘Maze–master’, and ‘out–shoot and’ with ‘out–shoot, and’.

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30 June 2006

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