

206

*Time: 10 Exp Pt: 1*

You sneak up behind the Orc and cut a hole in the sack. You steal 1 silver piece and 2 meals. *Move on.*

207

*Time: 15 Exp Pt: 3*

The bear sniffs you and paws at you, rocking you back and forth. You hear him slurping down all of your food and then the sound of the bear moving off. You have survived by playing dead! *Move on.*

208

*Time: 10 Exp Pt: 13*

Hursoot picks up his hammer off a nearby anvil. With a determined tone he says: "these dark folk will not harm Scary... nor will pass through our hills! I will pass the warning; you can count on me!" You successfully warn Scary. *Move on.*

209

*Time: 5 Exp Pt: 1*

Something is wrong; where's the ferryman? You decide to take a chance and run toward the ferry. From behind the trunk of a tree a man emerges with a club. "Halt, you thief!" he calls. "I'm no thief!" you reply, drawing a weapon.

- If you fight the man, turn to 394.
- If you talk more with the man, turn to 219.
- Otherwise, move on.

210

*Time: 5*

You hold your ground, ready to battle the highwaymen.

- If you talk with the highwaymen, turn to 402.
- If you fight, turn to 272.

211

*Time: 5 Exp Pt: 1*

Another Orc emerges from the mouth of the cave. He sniffs the air suspiciously. *Pick a number and add your Tricky bonus:*

- If 2-6, turn to 200.
- If 7-12, turn to 221.

212

*Time: 60 Exp Pt: 3*

After a while, you catch on to steering the flat-bottomed boat and aim for the west shore of the River. Sore but dry, you come ashore leagues north of the Bridge and the Road, space 14B. *Turn to and read 14B.*



