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

211

Time: 5

4

You hold your ground, ready to battle the highwaymen.

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

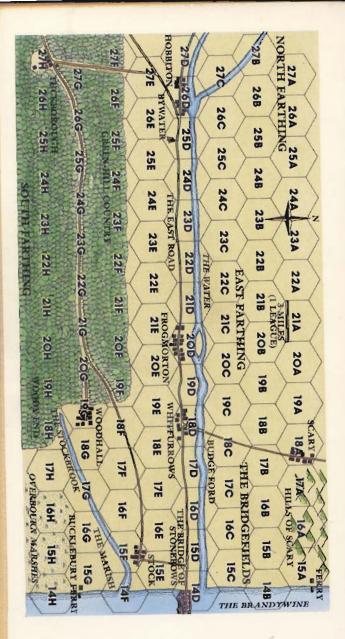
Time: 5 Exp Pt: 1

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

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

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.

THE BRANDY WINE RDEEY ISL. 13F OF STONEBOWS AND 12C OB OA 70 60 50 8 60 3D 36



You slip behind the Orcs and take 3 silver pieces, 4 meals, 1 club, a dagger, and a warhammer. Turn to 230.

Two rough-looking men on horseback ride up and threaten you, flashing their weapons. They demand all your money, "Now!"

- . If you fight the men, turn to 210.
- . If you run away, turn to 191.

A rattling wagon comes into view on the road. The man holding the reins wears the flowing robes of a monk.

- . If you hail the driver, turn to 187.
- · Otherwise, wait until the wagon passes and move on.

Time: 15
The outskirts of Scary are rough. People in the street eye you suspiciously. Passing an alleyway, you are grabbed from behind and whirled around to face two toughlooking men with knives. "Give us your money and weapons!" one demands. Take an action:

- · If you want to fight, turn to 156.
- If you successfully run away, move on in a random direction.

You reach for a weapon as the monk draws a dagger from beneath the seat. Fighting in the moving wagon is a test of your agility.

(MONK OB: 1 DB: 1 EP: 31)

- · If you win the fight, turn to 243.
- If you lose the fight, turn to 118.

You stand, carefully watching the man's every move. He offers you the bottle he holds. "It's good Dorwinion wine," he says with a smile. "Go on, it's safe. Drink while I play you a song."