

ARCHIPELAGO OF OMENS

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Short Gamebook Fiction**

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"They say Eah, the Lord of the Stars, Mad God of Creation, was driven insane by the loneliness of divinity long before He created the universe and all the peoples in it. They say forging new life and new worlds did not satisfy Him."

"Under sad sad stars, His ever-watchful eyes, His madness only intensified. Planets grew and flourished but the inhabitants made only their wars with each other. So Eah created demigods, embodying the elements of the very worlds His immortal caretakers were entrusted to."

"Many, many demigods He made. However, they fought amongst themselves in the same way the civilizations they were intended to nourish were doing. They say the gods understood as little of their charges as they did the crazy crazy deity who formed them. Seemingly, there was no order or reason from Eah."

"Who can truly claim to understand the whims of the Reasonless God, eh? They say Eah had looked to these new gods to bring peace - peace to the universe, peace to Eah. They should say, though, that Eah was an almighty fool."

"They say many, many things," Utsi sighs gazing up at the stars, "but when the people ask where the caretakers of this world are; where are our gods? "They-Who-Say" are silent."

"Marissanua, the Goddess of the Sea, and the God of Fire, Utungerai, have abandoned this world, long long gone," he turns to you with a tear in his eye. "Only two gods were given and both are no more, no more. It is for humankind to take control of its own destiny."

The Game Rules

This story is as much game as it is book. You will need a Character to explore the Amma-urr Archipelago where the adventure takes place. There are three Characters to choose from. They can be found at the end of the Game Rules. First, though, you need to know some basic rules:

Ability Scores & Spirit

Your character is made up from several Scores or 'Stats' which reflect different mental and physical attributes. Your Initial Scores will depend on the Character you pick but as you adventure you will be able to increase these Ability Scores to suit your style of play. You will also discover Items and Weapons that, at certain points, can give boosts to your Ability Scores of Arms (A), Eyes (E) and Lungs (L).

Arms (A). The score that represents your Arms shows how generally strong and athletic you are, including, but not limited to, the muscles in your arms. It is the default score for Combat when you are Unarmed or using Melee Weapons. Arms indicates your physical fitness and is primarily used on Tests such as Throwing, Reflexes, Climbing, Running and Jumping.

Eyes (E). Your Eyes Stat is a combination of your Intelligence, Aim, Observation and Cunning. Eye Tests are used when Spotting hidden or obscure objects, Firing a pre-loaded Weapon or Looking for a safe path.

Lungs (L). Whilst obviously the Stat used when Holding your breath, Lungs is the score used when breathing control is the most important factor. Lung Tests are also used whenever Swimming, Holding your Breath, Playing Wind Instruments or using some exotic Weapons in Combat.

Spirit. Spirit is different to the other Stats. Spirit is a combination of things reflecting your Experience and Confidence as you adventure. If something goes your way, such as defeating a tough opponent or solving a puzzle, you will gain one or more points of Spirit. Conversely if things are not going well, you may lose Spirit; the Omens are against you – something that you will discover is quite important to the superstitious folk of Amma-urr.

Spirit can be used in two different ways.

1. You can spend Spirit Points to Permanently increase **Arms, Eyes or Lungs** Score. It costs as many Spirit Points to raise the Stat by One Point as the current Score stands at. For example, if your Character has the Ability Score "Eyes 3", it would cost 3 Points of Spirit to permanently increase Eyes to 4.
2. You can spend Spirit Points to Temporarily improve any Test, including Combat or Chance instructions. Each Spirit Point spent will change one "Failure" into a "Success" (explained later under Tests).

Health Track

The Character Chart shows a series of Tick Boxes for you to simply record how healthy you currently are (**Health Track**). Entering Combat and performing dangerous Tests may cause you to be hurt; each such "Health Decrease" requires you to move the Tick in the direction from Invulnerable to Wounded.

Your Armour dictates your Maximum Health Score. A Character wearing No Armour or Damaged Light Armour can never increase their Health above Unhurt. Light Armour or Damaged Heavy Armour sets Maximum Health at Protected and Heavy Armour increases your Maximum Health to Invulnerable. Armour and Damaged Armour are explained in more detail later.

Characters begin as Unhurt, the Maximum Health for wearing No Armour. Whenever you are Healed during the adventure you may "Increase your Health"; move the Tick from the direction of

Wounded to Invulnerable - provided that does not exceed your Maximum Health. Healing can take the form of using an Item like a MediPack or Healing Salve as ~**Medication**~ or spending Time resting in ~**Recovery**~, both are described in Appendix 2 at the end. Alternatively you may discover other special instructions in the text regarding both Increases and Decreases of Health.

Injured. If you are Bruised and suffer a Health Decrease again you become Injured. As a result you are only able to carry a Maximum of Two <**Weapons**> and Four {**Items**} when Injured. (**Armour**) worn becomes Damaged, reducing your Maximum Health by one level. If your Armour is already Damaged it is destroyed and should be discarded, unless you are carrying a spare set of Armour your Maximum Health returns to Unhurt.

Wounded. An Injured Character who suffers another Health Decrease becomes Wounded. You can only carry a maximum of One <**Weapon**> and Two {**Items**} whilst Wounded. (**Armour**) worn becomes Damaged, reducing your Maximum Health by one level. If your Armour is already Damaged it is destroyed and should be discarded, unless you are carrying a spare set of Armour your Maximum Health returns to Unhurt.

Death! If a Wounded Character receives another Health Decrease, they are dead and your adventure is over.

Tests, Chance & Combat

Tests. There will be times during your adventure when you will have to Test an Ability to see how successful a certain course of action will be. Generally a Test will either be described as **Natural** or **Aided**.

An Aided Test permits you to use a single {**Item**} boost, for example an [**Aided Arms (A) Test**] to Climb allows a Bonus if you are carrying a Rope.

Natural Tests do not permit you to use an {**Item**}, however, on rare occasions an {**Item**} or even a <**Weapon**> may provide a Bonus if they are especially suitable; you will be told in the text in such cases of these exceptions.

To Test you will need to use some sort of random generator: Anything that will give a 50/50 chance of Success or Failure will do. Dice, Coins, Cards, an App on your phone - it doesn't matter what. Choose the indicator of Success (e.g. All Even Numbers, "Heads", Black Suits/Clubs or Spades, etc.). Whatever you use to generate a random result we'll call 'D'. D = Dice in Roleplaying Games but here it could stand for "d" as in Old English Pence or Denarius or alternatively "Deck" as in Deck of Cards you are picking from if you are using these methods.

Each point of your Ability Score gives you 1D when you Test it. When Testing, count the number of Successes or 'S' (and Failures, 'F') and apply the results.

Example. Trying to Climb a Wall, [**Aided Arms (A) Test**]: You need 2 Successes to reach the top. You have **Arms (A): 3** and a {**Rope A+2**}: Altogether you have 5D for the Test (Arms 3D + Rope 2D). You Roll 5 Dice getting a 1, 5, 1, 6 & 4. You have 2 Even Numbers or 2 Successes and 3 Failures - you just make the climb!

Chance. Chance works similar to a Test but is based purely on Luck. You will be told each time how many "D" to pick. <**Weapons**> and {**Items**} do not affect Chance Tests, unless you are fortunate enough to acquire a Lucky Charm.

Combat. Combat works in a similar way to a normal Test, the main difference is that you may use one <**Weapon**> instead of an {**Item**} to boost your Ability Score. Combat takes place under one of three conditions or Ranges. Each Weapon description will have from One to Two Bonuses, separated by an oblique or forward slash (e.g. <**Boomerang A+1/A+1**>). The score before the oblique is the Close Combat Bonus, the Score after is the Extreme Range Bonus.

Standard Combat is the most common form of Combat where you may use any single Weapon you

are carrying and you can choose to add EITHER the Close Combat Bonus OR the Extreme Range Bonus. Pay attention to the description as some Weapons use different Ability Scores and Bonuses depending on the Range.

Close Combat tends to occur in narrow confines, as such you cannot use the Extreme Bonus on your Weapon.

Extreme Range Combat happens when one or both sides are attacking each other from a distance with missile Weapons and the like. You cannot enter Extreme Range Combat without a Weapon with an Extreme Range Bonus and will be directed to another course of action if this occurs, commonly to suffer a Health Decrease and begin Round 2 at Standard Range.

Combat procedure. Each Round of Combat happens as follows:

1. Record the Enemy's [S] Score (Success Levels Required to Defeat) in the Notes Section.
2. Make a Combat Test based on the Range, your <Weapon> and the relevant skill to which it applies [Arms (A), Eyes (E) or Lungs (L)]. If you are Unarmed and in Close or Standard Combat, use your natural Arms (A) Score: <Unarmed A+0/--->. If the Combat occurs in Extreme Range and you have no Extreme Range Weapon, you cannot attack and must follow alternative instructions.
3. Deduct the number of Successes from the Enemy's [S] Score. You may spend Spirit Points to increase the number of Successes: One Spirit Point turns a Failure into a Success as with other Tests.
4. If your opponent is still alive, you suffer one Health Decrease. Return to 2 & Begin a new Combat Round.
5. You do not receive a Health Decrease for the Round in which you defeat your opponent.

Example of Combat. You are walking through a forest when an ambusher fires a Bow from his vantage point in a tree [Combat: Hunter 4S]. All your Ability Scores are 2 each, you are Unhurt and carrying a <Pistol A+1/E+2>. For Close Combat you can hit your foe with the Pistol butt for 3D (2A+1) or at Extreme Range fire for 4D (2E+2) or at Standard Range either. You are told that this entire Combat is Extreme Range because the Hunter is out of reach up the tree but you can Flee anytime by suffering a Health Decrease (if you have no Extreme Range weapon your only option is to Flee). For the First Round you fire: you choose your 4D and get 3S, meaning you only need 1S to defeat him next Round. He is still alive so you move your Health Track one Tick from Unhurt to Bruised. The next Round you have a stroke of luck and receive all 4S from your 4D, enough to defeat the Hunter. You do not need to adjust your Health because the Combat is over. If you had all 4S for the First Round, the Combat would have only lasted One Round and you would still be Unhurt.

Quick Play

If you want a faster method of play for Tests, Chance and Combat you can tweak the Law of Averages and assume every 2D = 1F & 1S, in that order. So, for example, a [Chance 5D Test] would Result in 3F & 2S.

Special Note: Assume all ~Recovery~ attempts are 3S. ~Recovery~ is explained in Appendix 2.

Equipment, Transport & Status

Your Character Chart has boxes for <Weapons>, (Armour) and other {Items}. You can normally carry a Maximum of Three Weapons and Six Items as well as a suit of Armour. However, when you become Injured you only have the strength to carry up to Two Weapons and Four Items and your Armour becomes either Damaged or, if previously Damaged, Destroyed. If you should be Wounded you can

only carry One Weapon and Two Items and again your Armour becomes Damaged or Destroyed if previously so.

Exceeding Carrying Capacities. If you wish you may carry extra <Weapons> or (Armour) in your {Item} section of the Character Chart. If you do this each <Weapon> takes the space of TWO {Items} and a spare set of (Armour) takes the space of THREE {Items}. Note: If you are carrying more than one set of (Armour), you are penalised for EVERY SET you carry, whether worn or not, when you are told "Armour Impedes you".

<Weapons>, indicated by "< >", come with up to Two Scores, a Triple-Hyphen indicates that that particular Weapon cannot be used at a certain Range. For example, a <Longknife A+1/---> cannot be used at Extreme Range, only in Close or Standard Combat. Alternatively a <Crossbow ---/E+2> can only be used for Standard or Extreme Combat, not Close. A <Boomerang A+1/A+1> can be used like a club OR thrown - returning in time for the next Round; whichever way used it gives the same Bonus for any Combat and can be used at Close, Standard or Extreme Range.

Fortunately, all Missile Weapons you come across have more than enough ammunition to last the adventure so you will not need to keep track of bullets or arrows. You may change Weapons from one Round to another without penalty – this can be especially useful if the Range changes from Standard to Extreme say and your Weapon is less useful for example.

(Armour), dictates your Maximum Health and is identified by "()". In Amma-urr, the most common Armour types are either (Light), such as a Leather Jerkin, or (Heavy), like Conquistador Plate. Other types may be available but hard to find. Whilst Armour is a great thing to have, wearing Light or Heavy Armour will Impede your movements and you may find some Tests actually harder than if you were wearing No Armour at all.

Armour can become Damaged meaning that you will lose One level of Maximum Health until you are able to Repair it, such as using a ~Recovery~ opportunity. If you are wearing Damaged Armour and you are told it is Damaged a second time, it is Destroyed and should be discarded. Unless there is another set nearby, you are now wearing No Armour and limited to a Maximum Health of Unhurt. If you remove or otherwise lose Armour, you do not need to reduce your Health unless your current Health is higher than your new Maximum Health – in which case reduce it to the new level.

(No Armour). If you are not wearing any Armour, your Maximum Health is limited to Unhurt. Unless you are otherwise told, you begin with No Armour.

(Light Armour). When you put on Light Armour you may Increase your Health by One Tick in the direction of Protected if you are Unhurt or worse. Whilst wearing Light Armour your Maximum Health is Protected, unless the Armour becomes Damaged in which case Maximum Health is reduced to Unhurt. Should the Light Armour be Repaired, you may Increase your Health level by One Tick in the direction of Protected, which will again be your Maximum Health level.

(Heavy Armour). When you put on Heavy Armour you may Increase your Health by Two Ticks in the direction of Invulnerable if you are Unhurt or worse, or One Tick if you were Protected. Whilst wearing Heavy Armour your Maximum Health is Invulnerable, unless the Armour becomes Damaged in which case Maximum Health is reduced to Protected. Should the Heavy Armour be Repaired, you may Increase your Health level by One Tick in the direction of Invulnerable, which will again be your Maximum Health level.

{Items}, denoted by "{" are pieces of equipment that will mainly help boost your Ability Scores for Tests, occasionally they may have some other uses too. A {Rope A+2} grants a +2D Bonus to Aided Arms Tests only, for example. A futuristic {Utility Belt A, E & L+2} grants a +2D Bonus to ANY Aided Test – Arms, Eyes OR Lungs: Inside the Belt are various waterproof pouches with a Scanner, Torch, Synth-rope, Oxy-mask and other portable survival tools for most eventualities.

{Ride}. You will need a way of moving from one island to another in Amma-urr Archipelago – it's too far and too tiring to swim. Your Character will use a unique Ride, look after your Transport – should you lose it you will find it very difficult to complete your adventure in time.

{Wealth}. Gold, jewellery and other forms of wealth are represented by Tick Boxes in a similar way to your Health Track, these represent your **{Wealth & Status}**. It is not necessary to keep track of every last Gold Piece you possess, just a general score. A Wealth Tick could indicate a nice bracelet or a few coins – anything that could be traded or used as treasure.

The people around you will react to you depending on the amount of wealth you carry around. This can be both good and bad. A Noble might expect assistance from others belonging to the Upper Classes but apathy and even hostility from the Lower Class and criminals, a Beggar the opposite. A Citizen, halfway between the two, is least likely to stand out in a crowd.

A Beggar is a Character with One Wealth Tick; it can never be removed – even if you lose all your Wealth. Two or Three Wealth Ticks means you are known as a Pauper, between Four and Six Ticks mark you as a Citizen, Seven to Ten Ticks indicate you are a Merchant and Eleven Ticks or more makes you a Noble. During your adventure you will either gain or lose one or more Wealth Ticks, which ultimately affects your Status: A Pauper with Two Wealth Ticks finds a chest with Five Wealth Ticks of treasure inside and improves to Merchant Status.

Omens & Notes

Some actions will ultimately help or hinder you when dealing with the superstitious folk of the Amma-urr Archipelago. Whenever these Omens happen, you must record them on the Character Chart under the relevant letter: B, C, L, S or T. You may only have one Omen per letter, the text will tell you which Omen takes preference if you earn two with the same letter.

You can make any other notes you wish, including secrets or special skills your Character may be able to use or the number of Successes required to defeat an enemy.

Time

Time is extremely important. You have Two Scores – Available and Spent Time. If your **[Available Time]** should ever be equal to **[Spent Time]** you should stop reading the Section you are on and immediately turn to Section 13 to face the consequences of taking too long.

Time is only a relative Score not an actual figure like hours or minutes, you may find certain choices will actually create more Time as your enemies become delayed.

Character Chart

You may wish to print out a copy of the Character Chart or draw your own based on this design:

Character Chart

Class:	
[A] Arms:	
[E] Eyes:	
[L] Lunge:	
Spirit:	
Ride:	

(Health Track)	
<input type="checkbox"/> Invulnerable (Heavy Armour/Maximum Health)	
<input type="checkbox"/> Protected (Light Armour/Maximum Health)	
<input type="checkbox"/> Unhurt (No Armour/Maximum Health)	
<input type="checkbox"/> Bruised	
<input type="checkbox"/> Injured (Max 2 <Weapons>, 4 {Items})	
<input type="checkbox"/> Wounded (Max 1 <Weapon>, 2 {Items}, Hurt Again = Death)	

[Wealth & Status Track]	
Noble	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Merchant	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Citizen	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Pauper	<input type="checkbox"/> <input type="checkbox"/>
Beggar	<input checked="" type="checkbox"/>
{Beggar Wealth Tick (Indelible)}	

Available Time:

Spent Time:

(If Available Time = Spent Time, Turn to 13)

(Armour)	Maximum Health	Damaged?
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

(No Armour/Maximum Health/Unhurt/Damaged/Armour Reduces Maximum by One)
(Armour is Damaged When Injured/Wounded, If Damaged Twice = Discard)

<Weapons> (Max 2 if Injured, 1 if Wounded)	<Close/Extreme>
1	< / >
2	< / >
3	< / >

{Items} (Max 4 if Injured, 2 if Wounded)
{1}
{2}
{3}
{4}
{5}
{6}

Omens
B
C
L
S
T

Notes

Characters & Playing the Gamebook

This Gamebook consists of numbered Sections, to maintain continuity you should only read the Sections you are directed to – otherwise you will spoil the secrets of the story which probably won't make any sense.

There are Three Characters to choose from:

Shodani Pearl Diver. This Tribal Character comes from the neighbouring Islands of Chachiri. The Pearl Diver hails from an Ancient Civilization with average Initial Ability Scores and access to only Primitive Technology. Extremely resourceful however, the Shodani can Craft equipment from virtually any island they visit. If you pick this Character your adventure takes place during Amma-urr's distant past, begin at Section 15.

Conquistador. This Character is a brave and fearless Explorer, a naturally strong Captain who is used to swashbuckling adventures both on and off the high seas with Gunpowder Weapons and similar technology. The Conquistador has the highest Initial Scores of the three Characters but, unfortunately, will have the worst access to new equipment during the adventure. Traders are few and far between. The Conquistador will have to mainly settle for equipment they can scavenge and salvage. If you pick this Character, your adventure will take place during a post-Renaissance period of time, begin at Section 45.

Smuggler. A sneaky and devious Space Smuggler, you often use this Sector as a short cut. You have regular access to purchasing the most advanced equipment that money can buy. This Character has lower Initial Scores than the others, though; over reliance on Technology has meant they haven't needed to naturally develop in the same way. If you pick this Character, your adventure is set in the far future and begins at Section 75.

1.

You awake with a start to find Utsi's hand clamped over your mouth.

"Congors!" He warns – for once only needing to say a single word.

You follow his finger to a small scouting party of half a dozen Eel-men emerging from the waves. They look quite eerie in the early morning fog which has returned. Their movements are slow and stiff with caution, they are clearly a well-trained unit – equally spread out and always looking in every direction. Heavily armed with Crossbows and Tridents they seem to be searching for something, or someone.

"I draw them away," whispers Utsi, despite your protestations.

"I take them to caves in hills," he says simply. "I call them Eah-Mind Caves, they twisty, turny, tricky tunnels. Congors confused, Congors get lost, Utsi escape. Utsi knows caves like the back of his hand."

You look at his incredibly wrinkled hand and can almost imagine the plethora of wrinkles could depict a map of these labyrinthine caves. You have little choice but to agree.

Utsi leads the Congors away, he can put on quite a turn of speed when he wants to and they follow the old goat swiftly. You silently pray for Utsi's safety as you make ready to leave the island.

You are on Yutee'Ujo. ***Craft***. **\$.Supply.\$**. **~Recovery~**. **~Medication~**. You stare out at the fog clouds drifting over the gently lapping waters and wonder which way to head.

If you wish to head southwest to the rocky island of Mara'Ujo, turn to **39**.

If you wish to head northwest to the sandy island of Mara'Metu, turn to **66**.

If you would like to head towards a distant island due west, turn to **51**.

2.

You are about to begin another round of gambling when Schaen's parrot flies up in alarm squawking as he does so. You soon see why. An adult Urr Crab has returned to check on her hatchlings and is not best pleased to find pirates feasting on her babies. One of the pirates, Grib who offered you the drink, is scooped up in a great claw. You draw your weapon calling the other two for aid, as you look though you see they are quarrelling over something, knives drawn. You will have to face the crab alone.

[Combat: Urr Crab 7S]. Standard Range. The Crab is vulnerable to heat and flames, if you can find a weak spot between the plates of its shell: If you use a **<Starsword>**, **<Flamer>** or **<Tartorch>** & **{Sparkstones}**, you may Deduct -1D but all your Successes are doubled. If you win Add **+1 Spirit**, **+2 Spirit** if you used a Heat Weapon.

If you win and you are Shodani, you may Craft Crabshell Plate (**Heavy Armour**) at the cost of **+1 Spent Time**.

Schaen has also defeated his opponent, who he said was planning to stab you in the back whilst you were fighting the crab. You both search a pirate each. The dead pirate is wearing a Leather Jerkin (**Light Armour**). You find an **{Empty Bottle}**, enough Treasure for **+2 {Wealth Ticks}**. You also find two weapons, a **<Longknife A+1/--->** and a **<Crossbow ---/E+2>** if you are Shodani, or a **<Pistol A+1/E+2>** if you are a Conquistador or Smuggler instead.

Schaen is going to head back to his ship. His parrot squawks "pieces of eight" as he collects his share of the treasure. He wishes you the best of luck. You may meet him again in the future, make a Note of Parrot +8; if you should come across a piece of text that says the word 'parrot' add +8 to the Section you are on and turn to the new Section immediately. If Schaen is there, the new Section will make sense. Add **+1 Spirit** for making a friend.

You are on Zevesa'Ujo. ***Craft***. **\$.Supply.\$**. **~Recovery~**. **~Medication~**.

You can head to a distant island northwest, turn to **36**.

Or you can head to a wooded island nearby, southwest of here, turn to **73**.

3.

You stride over to the skeleton but in your haste fail to spot the area of quicksand which led contributed to the poor unfortunate's downfall.

Make an **[Aided Arms (A) Test]**. If you get 3S or more you are not slowed by the quicksand, if you receive 2S or lower you eventually drag yourself out of the quicksand but must Add +1 **Spent Time**.

You are disappointed to see that most of the 'Treasure' the skeleton is wearing is little more than costume jewellery. You may take these **{Trinkets}** if you wish. Your **{Wealth Status}** appears one level higher than it actually is whilst you carry them (e.g. A Merchant appears as a Noble).

You do find a valuable ring and necklace that are real enough, if you take these Add +2 **{Wealth Ticks}**.

The skeleton is clutching a map in its hands. You are briefly excited at the thought of finding some buried treasure when you spot an 'X' marking the spot. Unfortunately the elements have not been kind to the map but you are able to see enough detail to know that the treasure lies close to a "triple trunked tree". If ever you feel you are at such a location you can add +5 to the Section you are on and turn to the new Section, you will not be given this option in the text. If you are at the right place the new Section will make sense. You can make a Note of this Section and the map on your Character Chart. (You do not need to record the map as an Item.)

You are on Mara'Metu. ***Craft*. \$.Supply\$. ~Recovery~. ~Medication~.**

If you wish to explore the eastern island turn to **27**.

If you wish to head to the western island, turn to **36**.

If you wish to visit the south-western island turn to **51**.

4.

You hide behind a dune of marram grass as a patrol of six Manders marches past. There are too many for you to fight. This island of Fari'Metu is swarming with Manders and Hazed Ones – their charmed human slaves. Not all the islanders here are like zombies, some still work the land and perform menial tasks for the Manders.

You are tempted to leave before you are caught however, there is one spot on the island that you are sickly fascinated by. A huge N'Jarajara tree stands near the coast with dozens of dead rebel natives hung from it like a gallows. You are angered by the Manders actions, if you could bring the tree down you could inspire the people to revolt.

Near the huts is a Leaky Canoe, you can take this as a Transport if you have no Ride but unless your **Arms (A) Score** is 4 or more, it will take you One EXTRA unit of **Spent Time** to travel anywhere.

You are on Fari'Metu. ***Craft*. \$.Supply\$. ~Recovery~. ~Medication~.**

If you wish to try and destroy the gallows tree, turn to **18**.

If you would rather leave, choose an island. Zevesa'Ngaru lies nearby south southwest, turn to **61**.

Another island, Fari'Zevesanii, lies further away, southwest, turn to **80**.

Yutee'Neraday, the furthest island, lies due west, turn to **25**.

Or the wild looking Eti'Ngaru lies northwest, turn to **44**.

5.

The second your hands close around the daggers you receive a vision events of that took place centuries ago. It takes you a moment but you realise you are watching the Judgement of Eah through the eyes of Marissanua, Goddess of the Sea.

You are still in the temple. You are stood next to a strong bearded warrior with bronze tanned skin, Utungerai the God of Fire. It is night-time but no mists shroud the Amma-urr Archipelago.

In front of you grovels the leader of the Manders. He is offering you the gems his race have found deep in the bowels of the earth along with many fine axes and other weapons.

The Congers come next, led by a tall thin female. She claps her hands imperiously and the nets carried by her entourage spill open, spewing all manner of shells and creatures from the sea in sacrifice to the two of you.

Man comes last. A man and women stand before you utterly naked without any possessions at all. Utungerai is outraged by this, asking what they have brought worthy enough to give the gods.

“We give you ourselves,” they answer in unison, kneeling.

Utungerai is absolutely furious but before he can speak a great shower of shooting stars fills the clear night sky. It is Eah’s turn to be angry but not with the mortals.

A great chunk of meteorite strikes the ground in front of you. Tendrils of electricity strike both you and Utungerai, blinding you. When your vision returns you see that the man and the woman have disappeared. No, not disappeared. The gods have disappeared. You are now the woman and Utungerai the man.

Eah, in his wrath, has placed you both in mortal bodies to teach you a lesson. You stare down at your hands, already beginning to be marred by wrinkles. You cannot bear to look at yourself grow old and ugly and before Utungerai can stop you, you tear out your eyes.

The vision swirls and changes and you now see the scene as Eah might view it.

The Mander’s leader reaches for the eyes of the goddess but the female Congor uses her magic to place them in a block of ice. The Manders flee the temple with their frozen prize.

Marissanua banishes the Congors to their realm beneath the waves and leaves for self-exile to Mara’Ujo. Utungerai is left alone and in the following years, using the star metal of the meteorite, creates the twin daggers, statue and other traps the temple now holds.

The next time you look at the temple through Eah’s eyes, Utungerai has gone.

Turn to **62**.

6.

The climb is long and as you rise the fog becomes thinner. As you reach the top you see piles of treasure heaped around a large rock pool. Gods know, though, how it was created at this height.

If you wish you make take this opportunity to place any treasure of your own here, delete as many **{Wealth Ticks}** as you wish and make a Note of how much you donate.

You peer into the pool and are surprised to see the night sky reflected back at you. You dumbly look up and can just about make out some patches of blue through the cloud, amazed that it is still daylight above. It must be a legendary Well of Worlds, a repository for all the lost items in the universe.

A sudden sound draws your attention to the approach of the Drawmaiden. They say she is the last remaining high priestess of Marissanua, they say she is mute. Only the Drawmaidens have the power to reach into the well and bring out an object for those brave enough to ask.

The hooded old crone gives you a gap tooth smile, it is the only part of her face you can see. She draws her hands from her tattered robes. One hand, the left, is black - dyed in the ink of a giant squid. Her right hand is white, dipped in the ash of a dozen and one burnt shipwreck timbers, according to tradition. Each hand represents one of the goddess’ eyes.

She wants you to pick a hand, you may use **Spirit** to aid your result. If you are a Beggar, you may select once from BOTH hands.

If you choose the left, the Dark Waters of Mystery, make a **[Chance 5D Test]**.

0S = **{Empty Caul L+2}**

1S = **(Light Armour)** Leather Jerkin.

2S = **(Heavy Armour)** Conquistador Plate.

3S = **{Lucky Charm}** Allows you to use +2D on any **[Chance Test]**.

4S = **{Telescope E+2}**

5S = **{Utility Belt A, E & L+2}**

If you choose the right, the White Waters of Destruction, make a **[Chance 5D Test]**.

0S = <Boomerang A+1/A+1>

1S = <Trident A+2/--->

2S = <Pistol A+1/E+2>

3S = <Flamer E+2/E+1>

4S = <Murmerer L+3/L+2>

5S = <Starsword A+4/A+1>

The Drawmaiden checks it is functional then wordlessly passes your prize to you. She turns and walks away into the mists leaving you to climb back down to the beach. You cannot help but wonder if she uses magic to assist your descent because it seems much quicker.

Set your **Spent Time** to 0 and increase your **Available Time** by +2. You may Add +1 **Spirit** for each object the Drawmaiden gave you.

You are on Mara'Ujo. *Craft*. \$.Supply\$. ~Recovery~. ~Medication~.

You can visit a similar island close by, north northwest of here, turn to 51.

Or a distant island west northwest, turn to 73.

7.

You attack without warning, catching the pirates by surprise but they are quick to react.

[Combat: Pirates 8S]. 1st Round Extreme Range, 2nd Round onwards Standard Range. Add +2 **Spirit** if you win. \$.Sabotage\$.

There are three pirates, each has a <Longknife A+1/--->. If you are Shodani each also has a <Crossbow ---/E+2>, if you are a Conquistador or Smuggler each pirate also has a <Pistol A+1/E+2> instead. You can take as many of the Weapons as you can carry. One of the pirates is wearing a Leather Jerkin (**Light Armour**). You also find an {Empty Bottle} and enough treasure for 5 {Wealth Ticks}.

You are on Zevesa'Ujo. *Craft*. \$.Supply\$. ~Recovery~. ~Medication~.

You can head to a distant island northwest, turn to 36.

Or you can head to a wooded island nearby, southwest of here, turn to 73.

8.

One of the Queen's bodyguards stoops to pick up her crown but you fling one of the magic daggers at her chest and she falls.

Wasting no time at all you rise to your feet only to be confronted by a Mander. Undaunted you dive between his legs, roll and summon the first dagger with the second – it flies through the air striking the Mander in the back on its journey to be reunited with its twin. You love magnets.

With the rebellion in full swing with more islanders being released by the minute, now is the ideal time to confront the Grandrake.

You leap up the steps to his throne, three at a time. He smugly sits waiting for you to be vaporised by the flames but it doesn't happen. The flames revitalize you (**Restore** your **Health** to **Maximum**).

Grabbing the lizard man you hurl him to the ground and, with daggers drawn, charge at him.

"We give you ourselves!" You cry as the terrified Grandrake looks at the revolution for the first time in fear.

He sneers and draws a pair of Sai, fashioned from the trident-heads of Congor champions.

[Combat: Grandrake of the Manders 16S]. Close Range.

Add +3 **Spirit** if you win, turn to 46.

9.

You take a mouthful of water and when you resurface your transport is nowhere to be seen, you must delete it from your Character Chart.

Near the huts is a Leaky Canoe, you can take this as a Transport if you have no Ride but unless your **Arms (A) Score** is 4 or more, it will take you One EXTRA unit of **Spent Time** to travel anywhere.

A sudden noise alerts you to the returning Mander patrol, lose **-1 Spirit**.

You must leave, choose an island. Zevesa'Ngaru lies nearby south southwest, turn to **61**.

Another island, Fari'Zevesanii, lies further away, southwest, turn to **80**.

Yutee'Neraday, the furthest island, lies due west, turn to **25**.

Or the wild looking Eti'Ngaru lies northwest, turn to **44**.

10.

Erase the **{Pebbles}** from your Character Chart.

At first nothing happens then, in perfect synchronisation, the hands raise the stones to the idol's empty eyes. After a slight pause the hands return to their original position, leaving the pebbles as a crude pair of eyes. Marissanua can see once again.

The hands holding the twin daggers uncurl their fingers and offer the blades to you, palms upturned.

Turn to **5**.

11.

You pass nameless small islands dotted at random appearing out of nowhere only to be swallowed by the gloom again as quietly as they appeared. At length you come to an area of deeper, open water. As you approach a large patch of kelp, you scan the area for any obvious signs of danger.

Make an **[Aided Eyes (E) Test]**, if you get 4S or more you find a safe passage through the kelp, turn to **61**.

Otherwise, if you get 3S or less, continue reading:

Seeing no immediate danger you continue more or less straight onwards. Suddenly the sea around you becomes a churning nightmare. Without warning a huge tentacle, as thick as a tree trunk, knocks you from your transport and into the water.

Blinking the brine from your eyes you feel the tentacle coil around your leg. You are being pulled towards the mouth of a Giant Squid you have disturbed!

[Combat: Giant Squid 9S]. 1st Round Extreme Range, 2nd Round Standard Range, 3rd Round+ Close Range. If you win **Add +2 Spirit**.

All around you the waters are dark with ink. If you possess a container **{Empty Caul/Bottle}** you may collect as much **{Squid Ink}** as you can carry.

Your Ride has disappeared, you have lost your transport and should cross it off your Character Chart.

Fortunately you have ended up only a few hundred yards from a nearby island, turn to **4**.

12.

After a couple of steps nothing unusual seems to happen. You breathe a sigh of relief.

Turn to **67**.

13.

Your head throbs painfully. Set your **Health** to Bruised. You have no possessions at all, erase all your **{Wealth}**, **{Items}**, **(Armour)** and **<Weapons>**.

Looking around you see half a dozen hopeless expressions staring back at you. You are in a prison cell on Yutee'Neraday, the Manders have saved you a trip. Your fellow inmates tell you that you are all

to be turned into Hazed Ones. You resolve to attack the guard when he comes for you.

[Combat: Mander 7S]. Standard Range. This evil lizardman has an **<Axe A+2/--->**, add **+1 Spirit & +3 Available Time** if you win. You may Add 'LIBERATION' if you do not have an Omen beginning with 'L' when you escape; you tell your new friends to release their fellow prisoners.

From an empty hut you plan your next move, turn to **65**.

14.

You pass a dead bird, leap over a crack in the ground and make your way further inland.

There is little of note here, more of the brown grass and outcrops of volcanic rock. You cough as you turn to head back to your ride. Only a couple of steps further and you cough again, with horror you realise that the island is covered with fissures exuding a natural, poisonous gas that is invisible to the naked eye.

Make an **[Aided Lungs (L) Test]**:

0S, you die from the fumes.

1-2S, you are weakened – reduce each of your **Arms (A), Eyes (E) & Lungs (L) Scores** by **-1**, this loss is permanent! You also suffer One **Health Decrease**.

3S or more, suffer One **Health Decrease**.

If you are still alive you may head northwest to Zevesa'Ngaru turn to **61**.

Or if you wish to head due west into the mist, turn to **80**.

15.

Note on your Character Chart your **[Class]:** Shodani Pearl Diver. You have the following Initial Scores:

Arms (A): 3, Eyes (E): 2, Lungs (L): 3. Spirit: 1. Your Available Time: 12, your Spent Time: 0.

You are wearing a Sharkskin Vest (**Light Armour**) so your beginning Health is Protected – this is also your current Maximum Health. You have some tribal jewellery; Add **+2 {Wealth Status}** Ticks and so begin as a Pauper (with 3 Wealth Ticks in total).

You are also carrying a **<Longknife A+1/--->** Weapon and an **{Empty Caul L+2}** Item.

You may also choose any ONE of the following; a **{Rope A+2}** Item, some more Pearls (+Two **{Wealth Status}** Ticks) or a **<Sling ---/A+1>** Weapon.

[Ride]: Chachirial Dolphin called "Chiri". A horned dolphin native to the waters of your homeland. The creature is so loyal you can in fact ignore any instructions that tell you "You have lost your Transport" – she will always find a way back to you, even if you acquire a different transport and lose that.

\$.Supply.\$ & \$.Sabotage.\$, these are special rules applying to another Character – if you see these words in the text you should ignore them.

~Recovery~ & ~Medication~. When you see these words you can attempt to Heal yourself or Repair your (**Armour**). See Appendix 2 for full Details. As a Shodani you are trained in spotting the dangers of the natural world and as such may add **+2D** to the **~Recovery~ [Aided Eye (E) Test]**.

Craft. You are highly trained in the art of survival on the Islands of Chachiri, your homeland, east of Amma-urr Archipelago. During your adventure you will find you have the opportunity to use these special skills to discover the resources you need to make new Weapons, Armour and Items. None of the other Characters will have the chance to use ***Craft***. Wherever you see ***Craft*** you have the choice to seek out these raw materials: You must add **+1** to your **Spent Time** if you do so. Then you must make an **[Aided Eyes (E) Test]** but you are especially trained and may use an extra **+1D**. If you receive **0S**,

you find Nothing but must still increase your **Spent Time**. Otherwise, you may Craft anything equal or less to the number of **Successes** you receive. As with all Tests, Spirit may be used to turn a **Failure** into a **Success**. The Results depend upon the island you are currently on:

‘Ujo. Ujo Islands are mainly sandy atolls with pleasant sand dunes, occasional rock pools and idyllic waters. 1S = {**Conch Shell**}, 2S = <**Sling ---/A+1**>, 3S = Precious Shells {+One **Wealth Status** Tick}, 4S+ = {**Lucky Charm +2D** extra all **Chance** Tests}.

‘Metu. ‘Metu Islands primarily consist of a series of fresh and saltwater lagoons, marshes and reed fens. 1S = {**Healing Salve**, +One Health Increase at ~**Medication**~ but requires a container like an **Empty Bottle** or an **Empty Caul**}, 2S = <**Mouthdarts L+1/---**>, 3S = {**Empty Caul L+2**}, 4S+ = <**Blowpipe ---/L+2**>.

‘Barahi. ‘Barahi is similar to the Shodani word for “Forest”. ‘Barahi islands are almost completely covered with rainforests and jungles and generally teeming with flora and fauna. 1S = {**Rope A+2**}, 2S = <**Boomerang A+1/A+1**>, 3S = <**Longspear A+2/---**>, 4S+ = <**Bow ---/A+2**>.

‘Ngaru. ‘Ngaru are relatively bare, rocky and volcanic islands formed from cooled lava. . 1S = {**Sparkstones**; used to light fires}, 2S = <**Tartorch A+1/---**>, 3S = {**Light Crystal**, requires sonic vibrations or singing to glow as a Lightsource: at least 1S from a [**Natural Lungs (L) Test**]}, 4S+ = Precious Stones {+Two **Wealth Status** Ticks}.

“Note” this Section **15** so that you can look at the ***Craft*** skill when you need to during your adventure.

.....

For years the Shodani Tribe lived on the Islands of Chachiri where the rich oyster beds provided both a staple food source and valuable trade goods to barter with neighbouring islanders. The Shodani have a strong bond with the sea, none stronger than the members of your family for your grandfather is the leader of the Shodani.

The best hunters of the tribe ride across the waves on Chachirial Dolphins, holding these beautiful creature’s curved horns for support. ‘Walking the Wake’ is a rite to adulthood for the youths of the tribe. Finding, taming and trick-riding their own mount dominates the thoughts of all the young Shodani girls and boys. However, it is not easy – the currents are unpredictable and there are many vicious predators in the ocean. The elders take their time to decide if a rider is ready. To choose the exact disciplines for display that only mount and rider can perform when there is absolute trust between the two, takes even longer. It is a necessity, though, for tragedy is never far away.

You disobeyed your father’s rules and sought out your own dolphin when you were only ten summer’s old. That day you will never forget, a Metu Shark came for you but you were saved by a dolphin. It cost the creature her life and your guilt was doubled when you saw her newly born, newly orphaned calf. Taking it as a sign, you took the baby dolphin home.

Your father was furious but instead of punishment you were permitted to raise the pup as your own, it seems Grandfather felt the past could not be changed and you needed to learn some responsibility. Over the years you cared for Chiri, as you named her. It came as little surprise that you became the youngest ever member of the tribe to become a Wakewalker, much to your father and grandfather’s admiration.

Life was hard but relatively good for a time, before the Manders and the Congors came.

There was a violent storm about two months ago. The Cifali people’s stilt huts had suffered more damage than the Shodani’s. The friendship between your two tribes has been strong for generations, so you and many other young men and women of the tribe had been sent to help with the rebuild and take other supplies to their island.

When you returned half your tribe, including your parents, were missing. Many others were dead

and the remaining few who survived were all wounded. Your grandfather told you through bloodied lips how the Mander's had come and taken the strongest as slaves, back to their island of Yutee'Neraday, at the western edge of the Amma-urr Archipelago.

Manders. Lizardmen, stout and stocky, almost seven feet tall and armed with cruel axes. They live near volcanoes usually but for some reason had come further east than ever before.

In the following weeks you pleaded to be allowed to take some hunters and rescue your people. Grandfather always refused, the tribe was too weak. You resolved to ask the Cifali to assist you and spent some time diving for the precious pearls you knew would help buy their loyalty.

Only a few days ago, you visited the Cifali to ask them to name their price. However, you were greeted by a scene of utter devastation. Huts you had spent days repairing just over a month earlier had vanished, replaced by shattered timbers and smouldering embers. Strange eight foot tall Eel-men, with long spindly limbs, had slaughtered everyone and were feasting on the corpses all around. Each was armed with a Crossbow and Trident and you slipped away before they could notice you.

They were Congors, mortal enemies of the Manders, and they had emerged from hibernation on the sea bed. They were hungry. You examined a discarded Caul, a membranous hibernation sack which must have once held a baby Congor. It both intrigued and repulsed you. Why now? Why had the Manders and the Congors both decided to act now?

You returned to your people to find your village empty, no sign of anyone. They had vanished without a trace, had they been warned about the Congors? Had Grandfather relented and taken the tribe to rescue your parents and the others? You had no idea; with the Congors coming from the East, your only option seemed to be to head west and either discover where Grandfather and the others had gone or try and save what remains of your tribe alone.

Chiri squeaks with excitement as you take your meagre belongings and head towards the mysterious archipelago. Amma-urr is a mystery - always surrounded by mist and fog. No-one knows just how many islands lie therein. All you know for certain is that your destination Yutee'Neraday lies on the other side.

As the sun begins to set Chiri takes you forward to the gloomy outline of the first island and as you enter the swirling mists you have no idea of the wonders, dangers and trials that await you.

Turn to Section 82.

16.

The smoke is coming from a crashed probe. Before you can get any closer a bright green light washes over you and automatic cannons emerge from the hull and fire bursts of laser bolts at you.

[Combat: Damaged Probe 4S*]. 1st Round Extreme Range, 2nd Round onwards Standard Range. *If you defeat the Probe in One Round Add **+1 Available Time**. If you fail to defeat the probe in One Round you must write 'SCANNED' as your Omen beginning with 'S' and Deduct **-1 Spirit**.

The probe self-destructs and you are left to wonder if it was sent by the Bounty Hunters chasing you, **\$.Sabotage.\$**.

Turn to 77.

17.

You find yourself in a long room with various open sarcophagi. This is obviously some sort of mummification chamber, or would be if in fact there were any bodies here - curiously there are none. Unfortunately, you do not have time to ponder the mysteries of the temple and must press on.

A few cracked pots stand at various preparation tables around the room. One in particular takes your interest as it is filled with pebbles painted black (you may take a **{Black Pebble}** if you wish).

To leave, turn to **100**.

18.

A single Mander stands guard at the tree, the rest of the huts are deserted.

[**Combat: Mander 6S**]. Standard Range. This evil lizardman has an <Axe A+2/--->, add +1 Spirit & +1 Available Time if you win, \$.Sabotage.\$.

On your own at last you consider how best to bring the tree down:

- You can cut the tree down, using the Mander's <Axe>. Add +1 Spent Time and write TIMBER under 'T' on your Omens section of the Character Chart.
- If you have <Flamer E+2/E+1>, <Starsword A+4/A+1>, or <Tartorch A+1/---> & {Sparkstones}, you can burn the tree down, write TINDER under 'T' on your Omens section of the Character Chart.
- If you have a {Rope A+2} you may try and use your ride to pull the tree down, but only if your transport is NOT a Leaky Canoe. If you wish to try this turn to 85.

If you bring the tree down, Add +1 Spirit.

You may also \$.Sabotage.\$ up to three islander's huts, if you have the skill. However, such a low act will make you Deduct -1 Spirit for each hut.

When you leave, choose an island. Zevesa'Ngaru lies nearby south southwest, turn to 61.

Another island, Fari'Zevesanii, lies further away, southwest, turn to 80.

Yutee'Neraday, the furthest island, lies due west, turn to 25.

Or the wild looking Eti'Ngaru lies northwest, turn to 44.

19.

Grib gives you an unpleasant wink as you take the grog.

"Put 'airs on yer chest that'll," he grins.

You take a deep swig and as you do so you see the third pirate to one side, drawing his blade, reflected in the glass of the bottle. You hold the liquid inside, even though it feels like your throat is burning.

Grib laughs and you take the opportunity to place the fire between yourself and him. You make out you are about to be sick but instead are preparing to turn the tables. Make a [Natural Lungs (L) Test] and note the number of Successes.

As Grib reaches for his weapon you spit out the vile spirit, straight through the flames of the fire and directly into Grib's face. The highly flammable liquid ignites and Grib screams and paws at his burnt face before he leaps at you with his knife. Schaen intercepts the other pirate as he joins in and the four of you fight around the fire.

[**Combat: Grib the Pirate 6S***]. Close Range. *You may reduce the Total number of Successes needed by each Success from the Lungs Test. Add +1 Spirit if you win.

Schaen has also defeated his opponent, who he said was planning to stab you in the back whilst you were fighting Grib. You both search a pirate each. Grib is wearing a Leather Jerkin (Light Armour). You find an {Empty Bottle}, enough Treasure for +2 {Wealth Ticks}. You also find two weapons, a <Longknife A+1/---> and a <Crossbow ---/E+2> if you are Shodani, or a <Pistol A+1/E+2> if you are a Conquistador or Smuggler instead.

Schaen is going to head back to his ship. His parrot squawks "pieces of eight" as he collects his share of the treasure. He wishes you the best of luck. You may meet him again in the future, make a Note of Parrot +8; if you should come across a piece of text that says the word 'parrot' add +8 to the Section you are on and turn to the new Section immediately. If Schaen is there, the new Section will make sense. Add +1 Spirit for making a friend.

You are on Zevesa'Ujo. *Craft*. \$.Supply\$. ~Recovery~. ~Medication~.

You can head to a distant island northwest, turn to **36**.
 Or you can head to a wooded island nearby, southwest of here, turn to **73**.

20.

You brace yourself as the boulder reaches the top of the ceiling and sure enough the chains release it down into the room below.

It comes as a pleasant surprise when the rock completely covers the pool of flaming oil it lands on, a perfect fit. The fire disappears immediately and a much more bearable temperature returns to the room as you make your way to the secret tunnel.

The passage follows a roughly spiral pattern and rises by occasional stone stairs.

Eventually you reach a small antechamber, again lit by flaming oil in wall recesses. The room is narrow and the only content is a large bronze statue of a four armed humanoid. Two of the arms hold long wavy bladed Kris daggers, carved from the same metal as the chains that supported the boulder. The other two arms are empty with one hand painted white, the other black. The empty hands both have a shallow depression as if they are meant to be holding something.

As you look at the statue you notice the head is in fact made up from two faces. The first is bearded and manly, the other more feminine but devoid of eyes – only a pair of hollow sockets stare back at you. You are not sure you like the look of the mouths either, both are open in a wide circular design. The front of the bronze statue has a faint greenish stain.

If you have a **{Black Pebble}** and a **{White Pebble}** and wish to place them in the appropriate hands (they look an exact fit to the depressions), turn to **10**.

If not, you can try to take the pair of daggers from the statue, turn to **86**.

Or you can leave, turn to **40**.

21.

As you near the island of Fari'Metu you notice a large flock of noisy multi-coloured birds. The birds are diving into the water, flapping their wings angrily at each other and generally making a terrible racket.

If you wish to have a closer look at the birds, turn to **49**.

If you would rather land on Fari'Metu without delay, turn to **4**.

22.

Utsi strokes his chin thoughtfully as you ask him about the islands. You begin to think you've made a mistake. He travels back down memory lane, telling you what Amma-urr was like in the good old days.

"Man and woman used to eat Triкта Fish. The shores were red with them like blood. Then Manders came. Manders hunt Barahine Tigers so Whooping Tubills birds no longer hunted by Barahine Tigers. Whooping Tubills eat all Triкта Fish. Humans go hungry."

"It not like the old days. Tribes used to meet on Fari'Metu when horn of Zevesa'Ngaru blown, it can be heard all over the archipelago. People used to trade stories and food, now Fari'Metu used by Manders to kill rebels. Their bodies are hung as a warning to all, Whooping Tubills eat bodies when they find no fish."

Utsi sighs. "I avoid Yutee'Ngaru if I you. Maybe you visit Drawmaiden of Mara'Ujo. She help, she Marissanua's friend. Maybe she have soft spot for Sea's Champion. Hmm. They say Temple of Fari'Zevesianii have godly weapon called 'Fatefingers', godly champion need godly weapon. You find temple too."

Eventually the time comes for you to sleep. You thank Utsi for his advice and drift off into a peaceful sleep. You may Restore One Health Tick if you have lost any on your adventure so far. Add **+1 Spirit**.

Turn to **1**.

23.

The tunnel rises out of the water and ends in a small antechamber. Lying on the floor is the skeleton of a dead Congor. It has nothing except for a {**White Pebble**} in its hand.

A set of stone steps lead up to a trapdoor.

If you wish to try and open the trapdoor, turn to 17.

Otherwise you return to the first chamber, turn to 52.

24.

After the second step there is a definite 'click' and a sudden bright light dazzles you.

~**Blindness**~. Until you see a ~**Recovery**~ point, whenever you use **Eyes (E)** for Tests, including each Round of Combat, you must turn 1S into 1F. Spirit may be used as normal.

Turn to 67.

25.

It takes +1 **Spent Time**, to travel to Yutee'Neraday.

This island is crawling with Manders and Hazed Ones, luckily the sun has almost set and the ever present gloom makes it easy for you to avoid their initial patrols.

As you land on the volcanic beach you spot something unusual, here and there are the dead bodies of Manders and Congors alike. They do not look like they were fighting each other, it seems you have an ally who got here before you. Add +3 **Available Time**, +1 **Spirit**.

You are about to investigate further when you hear the tramping feet of a Mander patrol. Hurriedly you slip into an abandoned hut.

Turn to 65.

26.

The heat and flames ignite the sap of the Maw Tree creating an instantaneous conflagration you are not expecting. Add +2 **Spirit** but suffer **One Health Decrease**.

As the fire burns away the branches and other vegetation you see a skeleton appear from under the withering vegetation. You have no idea how long it has been here but you do notice enough treasure for One {**Wealth Tick**} and a <**Musket A+1/E+3**>, which thankfully was unaffected by both the flames and the years it has lain here.

You are on Eti'Barahi. \$.**Supply**\$. ~**Recovery**~. ~**Medication**~.

You could leave, heading southwest to an island Utsi called Yutee'Ngaru, turn to 98.

Or north northwest to Yutee'Barahi, turn to 36.

27.

Add +1 **Spent Time**, travelling to the new island.

You leave your ride and explore this rocky looking land. The island itself seems to be little more than a large hill which peaks roughly in the centre. You climb towards the top and turn to admire the view, if the mist clouds permit.

It is at this point you are in for a shock. Your ride is several hundred yards away and disappearing out of sight, along with Mara'Metu. Turning around you see a giant turtle-like head and realise you have in fact landed on a large sea creature, which is heading in the opposite direction to the way you want to go.

You race back towards your transport before you waste any more time. Unless you possess a {**Jetpack**}, make a [**Natural Arms (A) Test**]. **Armour** Impedes you; if you are wearing (**Light Armour**) turn 1S into 1E, if you are wearing (**Heavy Armour**) turn up to 2S into 2E. If your final result is 1S or less you twist your ankle and must suffer **One Health Decrease**. If you get 2S or more you reach your

ride safely.

Cursing your misfortune you resolve to head off before any more time is lost.

If you wish to head to the western island, turn to **36**.

If you wish to visit the south-western island turn to **51**.

28.

It is a short distance to the cave, you sprint all the way.

The cave itself narrows and turns sharply upwards, you waste no time in climbing into darkness.

If you have a Lightsource such as {**Glow Rod**}, {**Light Crystal**}, {**Macrofier E+4**}, <**Flamer E+2/E+1**>, <**Starsword A+4/A+1**>, or <**Tartorch A+1/---**> & {**Sparkstones**}, turn to **71**.

Otherwise continue reading:

In absolute blackness you hear the dull boom of the Tsunami strike the land, you close your eyes (rather stupidly considering the situation) and brace yourself for impact, yet incredibly you stay dry. Somewhere below you the rushing waters hit the cave but as luck would have it you are inside a natural air pocket.

When the 'coast' seems clear, you swim back through the tunnel and surface not far from where you left your ride. Marissanua must indeed be smiling upon you, your transport is completely unharmed. Add **+1 Spirit**.

Turn to **83**.

29.

Compare your **Available Time** and **Spent Time** on your Character Chart.

If the difference between the two is **10** or more, turn to **83**.

If there are **9** or less units between the two, turn to **96**.

30.

Marissanua offers to teach you the magic of the sea and Utungerai wants to show you how to work star metal for weapons to protect your people. Your senses reel at this dramatic turn of events, you cannot wait to try out magic whilst Wakewalking.

Of more immediate concern is your tribe and you are hugely relieved to find many of them have survived, along with the Cifali. Sadly your father died, one of the first to join your revolt. With your grandfather dead too it falls upon your shoulders to become leader of the tribe. However, there is a scuffle as other islanders, both the Cifali and Amma-urrians want you to lead them too.

You are inundated with a procession of prospective marriage proposals and, as you disappear beneath the mob, Utungerai winks at you – the world is indeed the Shodani Pearl Diver's oyster.

THE END

31.

You see a man being led by a Hazed One not far away and attack his captor without warning with a punch to the throat.

"Free the prisoners!" You cry, your voice edged with fire.

The stunned man obeys instantly and soon there are shouts from Mander guards as they try to control the escapees.

You direct the islanders as fast as you can but a hail of Congor crossbows cuts many down. You realize you need to take out their queen.

[**Combat: Congor Queen 12S**]. 1st Round Extreme Range, 2nd Round onwards Standard Range. If you win Add **+3 Spirit**.

If you possess the <**Fatefingers**>, turn to **8**.

Otherwise, turn to **84**.

32.

You reach the large island of Nera'Metu swiftly, travel takes **+1 Spent Time**.

The waters here are so deep and clear you can see a beautiful coral reef teeming with fish all the colours of the rainbow. Suddenly there is a distant rumble, like thunder. The fish all dart into the safety of various anemones or dark recesses in the reef. You look around you, perhaps it is going to rain soon – it is hard to tell what the weather is up to above with the ever present mist.

As you round a large outcrop of rock, you see a wide horseshoe shaped bay containing an unusual sight.

If you are Shodani turn to **42**.

If you are a Conquistador, turn to **53**.

If you are a Smuggler, turn to **68**.

33.

You are surprised that there is actually a set of handholds to climb down with, Add **+1 Spirit**.

If you have the Omen 'SCANNED', erase it now.

Turn to **67**.

34.

Add **+1 Spirit**. The hypnotized tribesman has a <Tartorch A+1/--->.

The shells are piled with such precision and purpose you realise the structure is a giant horn, used to call the different tribes together. If you have a {Conch Shell}, you can it on the structure, Add **+1 Spirit** for every shell you place.

If you want to blow the horn you will have to climb it first. Make an [Aided Arms (A) Test]. **Armour** Impedes you; if you are wearing (**Light Armour**) turn **1S** into **1F**, if you are wearing (**Heavy Armour**) turn up to **2S** into **2F**. If your final result is **3S** or less, you fail to climb the shells.

If you get **4S** or more you soon reach the top. You see that the horn is built where three dried up valleys meet – the shape of the valley sides must act like a natural amplifier. The horn can surely be heard all over the islands. You take a deep breath and blow.

Make an [Natural Lungs (L) Test] **1S** or less means you fail to get a sound, write **CHOKED** on your Character Chart under Omens 'C'.

2S or more means you give vent to three long, low blasts and make the Whooping Tubills of Yutee'Barahi take to the air in panic. Add **+2 Spirit** and write **CLARION** on your Character Chart under Omens 'C'.

Return to **61** and continue reading from 'You are on Zevesa'Ngaru...'

35.

"Thankyou, thankyou," says Utsi in his repetitive way, "it's a gift. Here, I give you gift."

He rummages through some old rags and brings out a pair of speckled rocks. He taps them together and they make sparks. He giggles almost like a child in his excitement.

You ask if he wants anything for them but he shakes his head.

"Money, money, money," he laughs. "What need have I for any of that? Here you may as well take this too. Fire no good with nothing to burn."

Utsi hands you a wooden torch.

If you wish to keep these {Sparkstones} and <Tartorch A+1/--->, mark them on your Character Chart.

You may now get some rest yourself, turn to **91**.

If you would rather ask Utsi's advice on the islands, turn to **22**.

36.

It is closer to Yutee'Barahi than you think, travel still takes **+1 Spent Time**, though.

This island has lush green trees and long sandy beaches. The wind blows gently through the marram grass, like families waving at their loved ones to welcome them at the end of a long journey. A sudden feeling of homesickness overcomes you, it passes as swiftly as it came but leaves you wondering what troubles you can expect here in this seemingly tranquil looking place. You rest your back against a triple trunked tree and survey the island.

As if on cue, you notice a thin column of smoke, presumably from a campfire, a few hundred yards up the beach – just inside the treeline.

If you want to ignore the smoke and explore the rest of the island turn to **77**.

If you wish to investigate the smoke:

If you are Shodani, turn to **97**.

If you are a Conquistador, turn to **56**.

If you are a Smuggler, turn to **16**.

37.

You hold your breath and tiptoe past, hoping the pair won't notice you.

If you are wearing Photon Armour, turn to **17**

Otherwise make a **[Natural Lungs (L) Test]**, on this occasion if you have **{Squid Ink}** you may douse yourself; Add **2D** to the Test. (Remember to change your Character Chart to **{Empty Caul/Bottle}** if you use the **Ink**.)

If you get **3S**, you sneak past, turn to **17**.

If you get **2S** or less, the snake notices you and begins to uncoil, turn to **79**.

38.

You arrive at a tribal village, high on the slopes of a volcano. The people stare in awe at you, never before has one not of their tribe ridden Dactylloi. They bow down before you and speak in a strange language that sounds more like animal grunts, erase **LIBERATION** and write the word **LEADER** instead. **+1 Spirit**.

You point to Yutee'Neraday and they seem to understand. They nod and take you to their leader, a shaman who smokes a long rune covered pipe. He smiles and offers you the pipe to smoke, you appear to have no choice. Make a **[Natural Lungs (L) Test]**, every **Success** allows you to take One of the following objects:

{Black Pebble}, **{Conch Shell}**, **{Rope A+2}**, **{Sparkstones}**, **{White Pebble}**, **<Blowpipe ---/L+2>**, **<Boomerang A+1/A+1>**, **<Bow ---/A+2>**, **<Longknife A+1/--->**, **<Longspear A+2/--->**, **<Tartorch A+1/--->**, **Tribal Jewellery +1 {Wealth Tick}**.

Return to **44** and read from 'You are on Eti'Ngaru...'.
.

39.

Add **+1 Spent Time** for your travel to Mara'Ujo.

The deep fogbank swirls around you and you can almost imagine it as taunting spirits - dancing and laughing at you in this hellish grey gloom. For some reason the mists are more concentrated here than the other islands in the archipelago

Make an **[Aided Eyes (E) Test]**. If you get **0S** you are lost and end up at somewhere else altogether, turn to **51**. (If you receive at least **1S**, continue reading.)

At length you reach your destination. Finding the one small patch of sand on the whole island you come ashore there. As you walk on the soft white sand you notice a pretty looking shell which you may keep if you wish; **{Conch Shell}**.

All around you are sharp volcanic rocks as you head inland. Deep rock pools hint at a time when the sea level was much higher than it is now, you are struck by both the harshness and the beauty of the place. The island is much like a perfect reflection of the sea itself.

At length you come to a cliff. It is quite high and there seems to be no other way around it. There is little else on the island left to investigate now, you could either try climbing the cliff or leave.

If you wish to try climbing the cliff make an [**Aided Arms (A) Test**]. If you are wearing (**Light Armour**), on this occasion you are not Impeded. If you are wearing (**Heavy Armour**), 1S = 1F. You will need 2S or more to be able to reach the top. You may try up to three times with no penalty for failing but if you took more than one attempt you must Add +1 **Spent Time**, even if you fail three times. If you succeed in climbing the cliff, turn to 6.

If you do not climb the cliff you may leave the island. You are on Mara'Ujo. *Craft*. \$.Supply\$. ~Recovery~. ~Medication~.

You can visit a similar island close by, north northwest of here, turn to 51.

Or a distant island west northwest, turn to 73.

40.

As you take your first steps towards the exit, check the Omens on your Character Chart.

If you have the Omen 'STEAL', turn to 57 immediately.

If not continue reading.

You manage to squeeze yourself out through the narrow gap to leave the temple. It is late afternoon now, not that you can see the sun, you cannot stay here long. ~Medication~. \$.Supply\$.

To leave the island and head for the last, turn to 25.

41.

You remember the Treasure Map you found on the skeleton in the quicksand and look for the spot where you believe the treasure to be buried.

Make an [**Aided Eyes (E) Test**]. 0S means you cannot find the Treasure, return to 36.

With 3S or more you find the chest straight away, 1 or 2S means you find the treasure but must Add +1 **Spent Time** (if you do not want to increase your Time, return to 36.)

The Treasure Chest is relatively small and makes a definite 'chinking' sound as you unearth it.

Inside you find a hoard of cracked plates and other crockery. There is a strange glass bottle containing a foul looking liquid which you tip away (you may keep the {**Empty Bottle**}).

Just when you are giving up any hope you find some gold coins at the very bottom, enough to Add +3 {**Wealth Ticks**}.

Add +2 **Spirit** and return to 36.

42.

You are on Nera'Metu. *Craft*. ~Recovery~. ~Medication~.

In the sheltered cove you see a pod of Chachirial Dolphins frolicking in the surf. You allow Chiri to go over and make their acquaintance.

As she does so you notice an Oyster bed forming part of the reef you saw earlier. You could dive for some Oysters to see if you can find some pearls, if you feel you have the time. (You take your armour off whilst swimming.)

If you wish to look for Oysters, make an [**Aided Lungs (L) Test**], if you possess a <**Blowpipe**> you may Add +2D, each S Adds +1D to a [**Chance 2D Test**] – every 2 Full Successes from the Chance Test Adds +1 {**Wealth Tick**}. You can dive for Oysters as much as you wish, however, for each attempt AFTER the first, you must Add +1 **Spent Time**.

When you, and Chiri, are ready to move on, turn to 29.

43.

The fog deepens around you and you shiver as you strain your eyes trying to find the island you were heading towards.

Make an **[Aided Eyes (E) Test]**. 3S means you reach your destination safely, turn to 98.

If you get 2S or less make a **[Chance 6D Test]**:

0-2S, turn to 11.

3-4S, turn to 4.

5S or more, turn to 32.

44.

It takes +1 **Spent Time** to travel to Eti'Ngaru.

This island is dominated by a series of smouldering volcanoes but you hardly even notice them for there are dinosaurs as far as the eye can see. You marvel at the sight of a Brontosaurus barely fifty feet away, oblivious to your presence.

Above you fly Dactylloii, blind Pterosaurs that rely on sonar generated by their throbbing tongues to fly. Some carry tribespeople on their backs. You shout and whistle but you don't seem to be able to get their attention.

Suddenly a Dactyllus flies down and attacks you.

[Combat: Dactyllus 5S*], 1st & 2nd Round Extreme Range, 3rd Round Onwards Standard Range. *A **<Murmerer>** is especially effective, double all your Successes.

You are on Eti'Ngaru. ***Craft***. **\$.Supply.\$**. ~**Recovery~**. ~**Medication~**.

You can head south southwest to Fari'Zevesanii, turn to 80.

Or west southwest to the furthest island, Yutee'Neraday, turn to 25.

45.

Note on your Character Chart your **[Class]**: Conquistador. You have the following Initial Scores:

Arms (A): 4, Eyes (E): 4, Lungs (L): 2. Spirit: 2. Your **Available Time: 10**, your **Spent Time: 1**.

At the start of the adventure you have no equipment at all – you are without **<Weapons>** or **{Items}**. You have no **(Armour)** so your beginning and Maximum Health is Unhurt.

You also have no **{Wealth}** of any kind - begin as a Beggar (One Wealth Tick).

{Ride}: Raft.

Craft, **\$.Supply.\$** & **\$.Sabotage.\$**, these are special rules applying to another Character – if you see these words in the text you should ignore them.

~**Recovery~** & ~**Medication~**. When you see these words you can attempt to Heal yourself or Repair your **(Armour)**. See Appendix 2 for full Details.

.....

The cries of seagulls are almost a comfort against the pounding agony in your head as you regain consciousness.

You claw your way out of the ocean and up onto a low sandbank, only a score or so yards across. Below you, lapping in the waves, are the remnants of your once proud ship. Broken barrels, driftwood, scraps of sailcloth and a whole host of other unidentifiable objects bear testament to the storm that struck during the night.

The pain increases, you have over exerted yourself. Darkness returns.

In your sleep you dream of your homeland, Cantolenia. It has been many months since you left, to

save the life of your friend Anterius.

A scholar and a sage, Anterius has angered your king by stating that, according to his scientific calculations, the world is round. King Juan-Luis, who believes the world flat, utterly disagrees with this nonsense and has ordered Anterius to be executed for treason. The king was angered by what he felt was public humiliation when Anterius dared to challenge the king's beliefs. Fortunately you are an extremely capable captain of the royal fleet – both a friend to Anterius and a loyal subject of the king's court. You volunteered to test Anterius' theory and as luck would have it King Juan-Luis agreed. You have only a few weeks left to prove Anterius is correct but you now know this to be true.

The Amma-urr Archipelago lies to the East of Cantolenia - yet after a long voyage at sea you are approaching these islands from their eastern side. It is proof Anterius is telling the truth because you set out West on your journey all those weeks ago. You were within days of saving your friend when a storm of apocalyptic proportions set in.

Some hours later you awake, feeling a little better. You return to the shoreline and begin picking through the flotsam and jetsam. It takes almost the entire afternoon but you are able to find enough cloth, rigging and timbers to fashion a crude raft for yourself. You even have a makeshift oar to aid movement should the wind drop.

You have no idea where the rest of your crew are or indeed if any survived as you are certainly lucky to have done so. It troubles you that you have found no bodies, living or dead, you can only hope they have been rescued.

To see how successful your efforts have been make a **[Chance 2D Test]** to determine if there are any excess equipment left over:

0S = No extra equipment.

1S = You have enough spare rigging to give you a **{Rope A+2}**.

2S = You have enough spare rigging to give you a **{Rope A+2}** and also find a pitch soaked rag which you can tie to a belaying pin to create a **<Tartorch A+1/--->**.

With a few hours of daylight left still you are keen to make haste and launch your raft westwards.

A few hundred yards from the shore you look back to the sandbank and your blood freezes. There stands a creature, humanoid but not manlike. Its limbs are long and spindly and it carries a trident. Alien yellow eyes in an eel-like face are staring back at you. It is a Congor, an eight foot tall eel-man. As you watch it gestures to another who is examining the wreckage.

These creatures were a myth or so you were told, they live only in children's stories – trapped in hibernation on the sea bed. It seems that the Congors are very much alive and awake, perhaps the storm revived them?

You gulp and paddle with your oar to increase your speed. The two stare at you briefly but then are happy to return to investigating the sandbank, you can but hope they do not follow you. Your thoughts return to the crew and you begin to wonder if other Congors have eaten them.

Amma-urr is a mystery - always surrounded by mist and fog. No-one knows just how many islands lie therein. All you know for certain is that your destination, the westernmost island Yutee'Neraday, lies on the other side.

As the sun begins to set you head forward to the gloomy outline of the first island and as you enter the swirling mists you have no idea of the wonders, dangers and trials that await you.

Turn to Section 82.

46.

The Grandrake lies dead at the base of his throne, with the queen slain too both Manders and Congors back away from you.

Utsi appears at the top of the throne with his bucket, you shout a warning but he seems immune to the flames.

“Marissanua!” He cries, offering the bucket on high to Eah.

“Marissanua,” he whispers as if into the ear of a loved one, clutching the bucket to his breast.

With that he pours what looks like seawater over the suspended block of ice. There is a terrific cracking and the ground shudders as the ice splits apart and the two large pearls contained within bounce down the steps and head towards the sea.

As the pearls reach the sea a great waterspout forms and a pair of hands, one white the other black, emerge from within. The pearls leap upwards as if commanded and, once caught, hands and pearls disappear into the waterspout. The twister gains both speed and dimension, drawing all the mists of Amma-urr into itself, never to enshroud the archipelago again.

The congregation kneel and whisper in terror but there is nothing to fear. Above the beautiful night sky is revealed with a backdrop of stars in such multitude as has not been seen for generations. As you look a bright meteor shower strikes both Utsi and the waterspout.

After the brilliance dims you see Utungerai and Marissanua standing before you in all their divine glory. Eah has judged again and the gods have returned. Perhaps He is not so mad after all.

Their first act is to banish the Manders to Yutee’Ngaru and the Congors to Nera’Metu. To ensure they never again interfere with the lives of humans, Utungerai shrinks both races to one foot tall and Marissanua drains them of their magic.

Marissanua winks at you and Utungerai bows.

“We give you ourselves,” they say in unison.

If you are Shodani, turn to **30**.

If you are a Conquistador, turn to **60**.

If you are a Smuggler, turn to **90**.

47.

Discordant wind chimes bedeck the entrance. The temple lies below sea level and sinks a little more with the passing centuries. ~**Medication**~. **\$.Sabotage.\$**. **\$.Supply.\$**.

If you are Shodani, you may walk into the temple, turn to **94**.

If you are a Smuggler you must swim through the flooded entrance, turn to **78**.

A Conquistador may walk, turn to **94**., or swim, turn to **78**., into the half submerged tunnel.

Alternatively you can leave the island and head for the next, turn to **25**.

48.

Make an [**Extreme Range Combat Test**], if you get **1S** or less you fail to stop the Mander in time; Deduct **-1 Spirit**, you must return to **95** and select a different option.

If you get **2S** or more:

The Mander falls from your shot and the girl wastes no time fighting back. She spins on her heel, grabs the lizard man’s Axe and beheads him in one swift blow. She gives you a nod of thanks and, putting her fingers to her lips gives a long warbling whistle.

A rapidly approaching humming from behind you makes you turn to be greeted by a Dactyllus, a blind pterosaur that relies on a primitive sonar generated by its constantly throbbing tongue in its throat. In the foggy skies of Amma-urr, nothing flies as swift and as sure as the Dactylloi.

You move to protect the girl only to see her leap astride the beast. With a wave she tosses the **<Axe A+2/--->** to you, your prize it seems, before she is off – lost in the clouds.

Add **+1 Spirit** & **+1 Available Time** for your victory. You do not realise it but your actions have helped spark a revolution; under your Omens on your Character Chart write the word **LIBERATION** where you see the ‘L’.

Delighted at the turn of events you place your fingers to your lips and try to copy the girl’s whistle whilst the sound is still fresh in your mind. It takes a while but eventually you manage to get a close

enough imitation. At some point in the future you may wish to attract a Dactyllus' attention. You won't be given the option in the text to do so but you may Whistle by Adding +20 to the section you are on, if the new Section makes sense you know the Whistle worked.

You notice an odd looking crystal on a crude leather necklace near the riverbank. The girl must have dropped it in the struggle. It is a **{Light Crystal}**, it will glow as a Lightsource if you can activate it with the right sonic vibrations: 1S or more from a **[Natural Lungs (L) Test]** when you hum or sing to the crystal.

You are on Eti'Barahi. *Craft*. \$.Sabotage\$. \$.Supply\$. ~Recovery~. ~Medication~.

You could wander through the rainforest, turn to **89**.

Or you could leave immediately, heading southwest to an island Utsi called Yutee'Ngaru, turn to **98**.

Or north northwest to Yutee'Barahi, turn to **36**.

49.

The birds sound like the Whooping Tubills Utsi mentioned you might encounter. They are fighting over a very large shoal of Triкта Fish, the sea is red with fins.

You have seen huts on the shores of Fari'Metu, it occurs to you that the fishermen there would be extremely grateful if you scare the Tubills away – the rate they are going there won't be any fish left for the islanders.

The birds are too fast for you to hit with a hand weapon. If you have an **Extreme Range <Weapon>** you may make One Round of a **Combat Test** (on this occasion you cannot be harmed yourself).

If you receive 3S, turn to **70**.

If you receive 2S or less, or do not fire, you fail to scare the birds, turn to **4**.

50.

There is a flash of ignition and you are forced to stand with your back against the wall the wave heat is so intense. Fortunately you are not hurt by the flames, yet. Cowering beneath your arms you become aware of a sudden humming noise coming from the inside the walls.

When you dare to take a peak you notice two things. The boulder is rising towards the ceiling and will soon be touching the roof of the chamber but also, more importantly, a block has slid down from the wall revealing a secret passageway the other side of the pool.

If you wish to brave the heat and dash for the passage before the trap activates, turn to **74**.

If you want to wait and see if the flames die down a bit first, turn to **20**.

If you want to escape the temple, turn to **40**.

51.

Add **+1 Spent Time** for your travel to Zevesa'Ujo.

You emerge from the mists to find a pleasant tropical island. If only the clouds would part and sunshine pour down, you would think you had found paradise. Palm trees sway gently in a slight breeze and the sea laps lazily at the beach.

You see a rowboat not far from your landing point and cautiously you position yourself behind some nearby rocks.

Not far from the boat are a trio of men; from their clothing, body language and raucous laughter you identify them as pirates. It is hard to make out what they are up to at this distance. They have a small fire by a large pool. They seem to be warming some shellfish type food but you aren't sure if they are eating it or gambling over it – they seem to be doing both.

If you wish to attack the pirates, turn to **7**.

If you would like to approach them peacefully turn to **63**.

If you want to leave immediately you can head to a distant island northwest, turn to **36**.

Or you can head to a wooded island nearby, southwest of here, turn to **73**.

52.

You look for a way out of the first chamber. To your left and right a set of steps lead upwards whilst on the far side of the pool a large alcove suggests another chamber.

If you wish to ascend the left set of steps turn to **81**.

If you would rather climb the right hand ones, turn to **99**.

If you would like to investigate the alcove, turn to **72**.

53.

Anchored in the horseshoe bay is a galleon, your heart skips a beat when you realise the flag she bears is Cantolenian.

You feel embarrassed at your bedraggled appearance in front of your kinsman but this opportunity seems too good to be true. You decide to try and get the attention of the crew and call to them.

Check your **{Wealth & Status}**, if you are a Beggar or Pauper you hear a voice shout at you to go away and you hear a couple of Muskets being cocked, leave by turning to **29**.

If you are a Citizen, Merchant or Noble, a ladder is tossed down and you are permitted aboard.

The vessel, *The Last Laugh*, is manned by a small crew of only seven or eight men under the command of their Captain Gildeban. You have heard of this man, a successful but miserly merchant who treats his crew well but is notoriously slow at paying his dues to others, docking fees in particular.

Gildeban, a fat man with a ridiculously long moustache, recognises you and listens to your story. He isn't very sympathetic and yawns profusely during your tale in between sniffing a perfumed kerchief in his pudgy hand. You are surprised when he offers you a glass of delicious Caushoonic Rum, which you gladly accept (**Restore +1 Health Increase Tick**).

You are hoping he'll let you join his crew but he takes one look at your clothing and refuses. He has plenty more crew ashore, obtaining provisions, there is simply no room for another person. He tells you he is not concerned with Congors, Manders or even if the world is flat or not. The only roundness he cares about is coinage and when you have finished he changes the subject abruptly and offers to sell you some of his equipment or have one of his men fix yours:

1 **{Wealth Tick each}**: **{Conch Shell}**, **{Empty Bottle}**, **{Sparkstones}**, Repair any (**Armour**).

2 **{Wealth Ticks each}**: **<Tartorch A+1/--->**, **{Rope A+2}**, **{Telescope E+2}**.

3 **{Wealth Ticks each}**: **<Crossbow ---/E+2>**, **<Cutlass A+2/--->**, (**Light Armour**) Leather Jerkin.

4 **{Wealth Ticks each}**: **<Pistol A+1/E+2>**, **{Bottle of Squid Ink}**.

5 **{Wealth Ticks each}**: **<Musket A+1/E+3>**, (**Heavy Armour**) Conquistador Plate.

Gildeban isn't keen on buying equipment back from you but after more rum begrudgingly agrees to pay 1 **{Wealth Tick}** for any **<Weapon>** or **{Item}** you sell and 2 **{Wealth Ticks}** for any (**Armour**).

The captain's mood softens and he lets you keep the rest of the rum (it counts as a **{Bottle of Healing Salve}**). He wishes you well and tells you if you find his crew, tell them to get a move on!

Add **+1 Spent Time**.

To leave, turn to **29**.

54.

Erase 'SCANNED' now.

As you make your way towards the main entrance of the temple a barrage of laser bolts streak towards you. The Bounty Hunters have caught up with you at last.

[Combat: Bounty Hunters 8S]. 1st Round Extreme Range, 2nd Round Onwards Standard Range. If you win Add **+1 Spirit**. Both have the following each; **<Phaser E+2/E+3>**, Trooper Battleplate (**Heavy Armour**), **2 Credits**.

\$.Sabotage.\$

Turn to **47**.

55.

You freeze mid step.

Ahead of you, you notice the camouflaged creepers of a Maw Tree – a carnivorous plant with a taste for human flesh. Add **+1 Spirit** for this good fortune.

Carefully you skirt the area and come to a clearing of sorts where you find a grove of N'Jarajara trees. Your father once taught you how to make armour from this strong but supple wood. If you wish to Craft an N'Jarajara Bark Breastplate (**Light Armour**), Add **+1 Spent Time**.

Before you leave Eti'Barahi. You may also perform ***Craft***. **~Recovery~**. **~Medication~**.

When you leave, you could head southwest to an island Utsi called Yutee'Ngaru, turn to **98**.

Or north northwest to Yutee'Barahi, turn to **36**.

56.

You are relieved to see the smoke comes from the campfire from a fellow sailor. In fact your heart leaps in excitement when you recognise his Conquistador breastplate comes from the court of King Juan-Luis.

As you draw nearer the man raises his head and your throat runs dry.

The sailor is none other than Admiral Crastellan, who retired from duty many years ago due to mutual agreement. It was either that or face court martial for using sailors of lesser birth as cannon fodder. He never liked you and you wonder what he is doing here, there is no time to think though for he draws a Cutlass and attacks.

[Combat: Admiral Crastellan 8S]. Standard Range. If you win you make take his **<Cutlass A+2/--->** & **(Heavy Armour)** Conquistador Plate. He also has enough gold doubloons for **+3 {Wealth Ticks}**. Add **+2 Spirit**.

You find an unsealed, unsigned letter among his possessions giving details of your journey and suspected route, it seems someone didn't want you returning to save Anterius. Did they also know the world was round too?

Turn to **77**.

57.

After the second step there is a definite 'click' and you find yourself tumbling into a deep pit, you lose consciousness before you hit the bottom.

Turn to **13**.

58.

The Trident flies true but bounces off the Grandrake's fiery shield. He roars with laughter and directs his troops to attack you.

Turn to **69**.

59.

"You are Sea's Champion, yes, yes?" Asks the man as he kneels in gratitude before you.

"It was nothing," you mutter - a little embarrassed you gesture for him to get up.

"Utsi, Utsi." He says tapping his chest to identify himself to you, he speaks a language very similar to your own.

He welcomes you to his island, Yutee'Ujo, and hands you the driftwood to hold whilst he strips the quills expertly from the monster. Within moments he gives a handful of the sharp spit-darts to you.

If you wish to keep the **<Mouthdarts L+1/--->**, remember to add them as a **<Weapon>** to your Character Chart.

You regard your new friend as he takes you back to his little hut. Night is drawing in and he

promises you a comfortable sleep. It has stopped drizzling now, a wind has sprung up from the east and as the breeze increases the swirling clouds above begin to thin until you can actually see the twilight sky.

"A good, good omen Sea's Champion," comments Utsi as he lays the fire. "Marissanua has sent you. You come from over the sea, you save me, you here to save us all."

He winks. "You can't start a fire, can't start a fire without a spark."

With that there is a sudden crackle and Utsi's fire bursts to life. You wonder if he poured some oil onto it, how did the damp tinder ignite?

Utsi claps his hands with joy and you cannot help but smile yourself at this funny little man. You enjoy an impromptu Quillgator feast, both eating in silence. As your meal ends, he knows your questions almost before you have asked.

"Who is Marissanua? What do you mean by 'saving you'?" You say.

Utsi smiles sadly, he seems a little disappointed you do not know. Taking a deep breath, he watches the flames dance - seemingly envious of their freedom, then he speaks.

He tells you of how the demigods were sent by Eah to rule the world but they failed and are gone, leaving it to humans to restore the balance.

Utsi looks at you, his gaze is suddenly piercing and you become uncomfortable.

"The humans of Amma-urr are a cowardly lot now. The brave are all enslaved or dead. No doubt you have heard of the Manders and the Congors?"

You nod.

Utsi tells you that when Utungerai and Marissanua came to the world, Eah in His madness had neglected to give them a people to rule over. The two demigods argued. Utungerai felt that they should create their own races but Marissanua wanted to see how the creatures of the world would evolve without their interference.

Utungerai created the Manders, warlike and strong, just like Himself. They were ruled over by the strongest warrior, their Grandrake. Marissanua was horrified and created the Congors for fear of losing all control of the planet to Utungerai. The two races despised each other as much as their gods. The Manders though took early dominance thanks to their Grandrake forcing the Congors to choose a Queen to lead them and force a stalemate.

Over the years Grandrakes and Queens were born and died and no resolution came. Ultimately Marissanua and Utungerai tired of the conflict and decided to join forces to bring it to an end. Together they created man as their instrument of balance. In some respects they succeeded – in all the universe none understand their place in all things better than man. Unfortunately in all the universe none accept their place in all things worse than man. The gods were disappointed in their new race. Humans seemed to lack the strength of the Manders and Congors, their power was diluted.

"Eah noticed these events and His judgement was anger at what the gods had done. They say Marissanua could not even look at Her creations, such was Her shame. She tore out Her eyes, threw them away and banished Her Congors to the waves where they live centuries in hibernation. Eah punished the gods, destroying them. The Manders took control and enslaved the humans, using them to grow their food or become food themselves. Some people they hypnotised with flames of magic fire. These Hazed Ones are dangerous men and women, they serve the Manders utterly and kill anyone who opposes them. Do not trust Hazed, do not trust Mander's fire - once hypnotised it is impossible to turn anyone back."

"The Manders are not all powerful though," smiles Utsi. "They know the strength of a people together and fear rebellion. That is why they allow some people to remain free, to wander far far away in fear. However, something has changed. The winds have changed. Congors are emerging from hibernation, I know not why. The Manders have responded by taking more people slaves than ever before and this is their weakness."

“All they need is a strong leader, stronger than Grandrake or Queen. You are Sea’s Champion, mine too. You must travel to Yutee’Neraday and free the people in glorious rebellion. Your allies will help you overthrow the Mander yoke. The emergence of the Congors can only help, the enemy of my enemy is surely my friend. Marissanua, too, gazes favourably on you.”

Utsi points to the half-moon you can now see in the night sky.

“Every night they say she looks for Her eyes, the White Eye of Destruction and the Dark Eye of Mystery. Some nights you see one eye, some nights both or none. She is always seeking, seeking. She looks to you now. Will you help?”

You nod, you are headed for Yutee’Neraday anyway. If it keeps the old coot happy you agree. Right now you need all the friends you can get.

Utsi prods the fire and yawns as he adds some ‘sleepers’; large logs to burn through the night.

If you wish to compliment Utsi on his fire turn to **35**.

If you wish to ask Utsi more about the islands turn to **22**.

If you wish to get some rest, turn to **91**.

60.

The islanders of the archipelago trip over themselves to thank you for rescuing them. You are draped in jewellery and given all manner of trade goods. You are grateful but there is no way your transport can take it all back to Cantolenia.

Utungerai taps His nose knowingly with His finger as Marissanua turns back into the waterspout briefly. When the goddess reverts back to Her humanoid form, there in the waters is a beautiful golden sailing ship, complete with pure silk sails and a figurehead in Her own likeness.

The ship sails at an incredible speed and you return triumphant to Cantolenia in no time at all. With your gods-given craft and undeniable account that the world is indeed round, King Juan-Luis has no choice but to free Anterius.

Fortunately, the king is not mad at you at all –to save face he proclaims himself as the ruler who discovered the world was round. Then he asks how you feel about becoming King’s Admiral...

THE END

61.

Zevesa’Ngaru, like many of the islands in the archipelago, is made of volcanic rock. There is very little life here, few plants flowers or even animals. Add **+1 Spent Time** to travel here.

The only location of interest lies in the centre of the island, a strange manmade structure looking like a mountain of shells, standing guard is a vacant eyed Hazed One.

If you wish to investigate the shell mountain, turn to **87**.

You are on Zevesa’Ngaru. **Craft*. \$.Supply\$. ~Recovery~. ~Medication~.**

If you wish to head due west to Fari’Zevesianii, turn to **80**.

If you want to visit the north-western island, furthest away, turn to **25**.

If you want to head north northwest to the closest island, Eti’Ngaru, turn to **44**.

62.

You are holding in your hands the **<Fatefingers A+5/A+2>**, a wondrous pair of blades forged by the God of Fire Himself. Add **+3 Spirit** and **Restore** your **Health** to its **Maximum**; this counts as **~Recovery~**, if you are currently suffering **~Blindness~**, **~Irritation~** or **~Coughing~**.

You swish the fine weapons back and forth, they are magnetic too – so long as you hold one, the other will always return to you. Finally, as long as you possess the **<Fatefingers>**, fire cannot harm you.

With a huge grin you sheathe your prize and stride confidently towards the exit.

Turn to **40**.

63.

One of the pirates, Schaen, welcomes you and asks you to join them, he has a parrot on his shoulder which eyes you curiously.

The other two pirates seem a little less friendly, if you are a Merchant or Noble the trio attack you – turn to 7. Otherwise they tolerate your presence, for now.

They tell you that they are searching for supplies for their ship which lies anchored nearby. When you mention that you are headed for Yutee'Neraday they shake their heads and try to dissuade you.

Schaen tells you they are playing a game and asks if you wish to join in. They dip their hands into a nearby rock pool and pull out Chachirial Oysters, some of which contain pearls. A recent storm deposited them here as they are normally found out to sea. However, the pool also has baby Urr Crabs that nip your fingers. They are only a foot long, adults grow to eight times that size. The winner is the player who has the most pearls before being nipped. They cook the crabs they catch, the meat is delicious with the oysters.

If you wish to play, make a [**Chance 4D Test**] if you are Shodani you can add 1D:

- 4S+, Add +2 {Wealth Ticks} Add +1 Spirit.
- 2S-3S, Add +1 {Wealth Tick}.
- 0S-1S. You must delete one {Wealth Tick} (if you are a Beggar or refuse to pay, you fight, turn to 7).

You can play this game twice, after that time one of the pirates wants a drink, which he offers to you first. You detect the strong smell of an alcoholic spirit from the bottle. Schaen interrupts saying he wants to play another round first.

If you accept this drink turn to 19.

If you would rather carry on gambling with Schaen turn to 2.

64.

You remember the river girl's whistle and sure enough one of the Dactylloi flies down to you. The creature seems obedient enough. In fact you can take it as your own transport. Note it as your Ride, the Dactyllus is so fast you do not need to Add **Spent Time** when you travel between islands. Add +1 **Spirit**.

You can try to follow where the other riders were going, turn to 38.

Or not, return to 44 and read from 'You are on Eti'Ngaru...'

65.

The hut is empty but you may rest here for a moment. \$.Sabotage.\$, \$.Supply.\$, ~Medication~.

When you are ready to leave you make for a group of palm trees, turn to 92.

66.

Add +1 **Spent Time** for your travel to Mara'Metu.

This 'island' is more a collection of sand banks and mud flats, relatively bleak and featureless. One sand bank seems larger than the others and you decide to climb it to get a better vantage point.

You are in for a shock though, as you approach a large mouth appears at one end and you find yourself being attacked by a Giant Siltworm.

[**Combat: Giant Siltworm 7S**]. Standard Range. Add +1 **Spirit** if you win. \$.Sabotage.\$.

Climbing the body of the dead worm it is easy to get a better view of the surrounding area. To the east is an island you hadn't noticed before, there is a forested looking island west of here and southwest is an island looking similar to this, though with more rocks it looks a little more like solid ground. Just as you are climbing back down you notice the body of a skeleton, half buried in the sand a short distance away. The deceased is wearing many valuable pieces of jewellery by the looks of it.

If you wish to examine the skeleton, turn to 3.
 You are on Mara'Metu. *Craft*. \$.Supply\$. ~Recovery~. ~Medication~.
 If you wish to explore the eastern island turn to 27.
 If you wish to head to the western island, turn to 36.
 If you wish to visit the south-western island turn to 51.

67.

You are standing in a chamber lit by oil burning in small recesses cut into the walls.
 Ahead of you are two statues depicting Marissanua and Utungerai in front of a round pool, there are piles of treasure heaped at their feet. You may do one of the following:

- If you wish to donate some of your {Wealth}, decide how much and write the Omen 'SACRIFICE'.
- If you wish to take some {Wealth}, Add as many Ticks as you wish and write the Omen 'STEAL'.
- If you donate ALL your {Wealth}, becoming a Beggar, write the Omen 'STRIPPED'.

When you have finished make an [Aided Eye (E) Test].
 If you get 4S or more, turn to 76.
 Otherwise, turn to 52.

68.

You are on Nera'Metu. \$.Supply\$. ~Recovery~. ~Medication~.
 On the bed of the horseshoe bay is the sunken wreck of a Cantolenian galleon. It looks like it has lain undisturbed here for hundreds of years. The cargo looks intact, not that you are in a position to take it but there may yet be something of value you can find. You wonder why no-one appears to have salvaged anything from the ship, perhaps the Congors or the Manders have prevented it somehow.
 If you wish you may dive down to the hold and look for sunken treasure, Add +1 Spent Time if you do this. Make an [Aided Lungs (L) Test], Armour Impedes you; if you are wearing (Light Armour) turn 1S into 1F, if you are wearing (Heavy Armour) turn up to 2S into 2F:
 0S-1S Add +1 {Wealth Tick} before a Metu Shark attacks. [Combat: Shark 5S]. Close Range.
 2S-4S Add +2 {Wealth Ticks}, Add +1 Spirit.
 5S+ Add +3 {Wealth Ticks} you also find a shell necklace {Lucky Charm}, not that it did the crew any good. The charm allows +2D on any [Chance Test]. Add +1 Spirit.
 \$.Supply\$. ~Recovery~. ~Medication~.
 To leave, turn to 29.

69.

You fight valiantly, slaying three Manders without a scratch. Ultimately though you do not have enough islanders helping you and inevitably you fall.
 A Congor's crossbow bolt to the back slays Sea's Champion.
 THE END

70.

When the first bird is struck, the flock continue feeding as normal. When the second bird is hit there are a few caws of alarm and much ruffling of feathers in agitation. When the third bird falls all hell breaks loose.
 As one, the Whooping Tubills take to the sky, a mass of coloured feathers accompanied by deafening screeches. The birds wheel twice and then fly northeast to the safety of the trees of Yutee'Barahi.
 You are so busy watching the birds you had forgotten the Triкта Fish, the shoal has moved and are

now under your transport. With a grin you expertly shepherd the fish with your ride, like one of the legendary Wakewalkers of the Chachiri Islands. You drive the shoal into the shallow waters of Fari'Metu, turning the sea blood red. The native people come out of their huts to watch, pointing shouting and clapping as they do so.

Add **+2 Spirit** and under Omens Add BLOODSEA under 'B' on your Character Chart.

For a few short moments you are a hero, and then you notice the Mander slavemasters and charmed Hazed Ones whipping the people back into order. They look at you with evil eyes and you are forced to find somewhere further along the coast to land.

Turn to **4**.

71.

The cave tunnel burrows deep under the island, along the walls are all manner of primitive tribal paintings depicting great battles between men and ugly fish and lizard headed humanoids which you take to be Manders and Congers. You smile at the fact the humans seem much larger than their foes than in real life.

Eventually you reach a chamber with no other exit. A huge mural drawn on the wall shows a great temple rising out of the sea. Congers and Manders seem to be shown running away in terror. The temple shows a large rock or boulder extinguishing flames as it rolls in front of a four armed statue that holds a pair of long wavy daggers in two hands, a white disc in the third and a black one in the fourth. A procession of men and women walk along alternate black and white flagstones before sacrificing their treasure, appearing naked before the statue.

A gargling behind you forces you to spin and see a terrifying creature headed towards you, arms outstretched. It is a Coral Corpse, an Undead superstitious sailor who died believing he was cursed with bad luck. They say Marissanua, the Goddess of the Sea, sends the Coral Corpses to hunt for her long lost eyes. It is true the wretch in front of you has one pale white eye and a black socket where the other should be but surely this is coincidence. You must fight.

[Combat: Coral Corpse 6S]. 1st Round Standard Range, 2nd Round onwards Close Range. If you win you find some jewellery, Add **+2 {Wealth Ticks}**.

You may also Add **+2 Spirit** too - you swim back through the tunnel now the Tsunami has passed and surface not far from where you left your ride. Marissanua must indeed be smiling upon you after all, your transport is completely unharmed.

Turn to **83**.

72.

As you step into the alcove there is an audible click behind you and a heavy wall of stone slides down, preventing your retreat. With no choice you continue onwards.

The passage you follow heads downwards and at times a strange milky-white liquid drips from the ceiling, you cannot avoid the drips which increase in frequency the further you go.

If you are carrying any (**Armour**), you must mark it as Damaged (if it was already Damaged it is Destroyed). Curiously the acid has no effect on your skin and other apparel.

Cursing you are relieved when you finally reach a crossroads, all three passages have steps leading upwards.

To head straight on, turn to **100**.

To go left, turn to **81**.

To go right, turn to **17**.

73.

The air is alive with birdsong as you near Eti'Barahi, Add +1 to your **Spent Time** for travelling here.

The island is thick with vegetation, tall trees and sharp thorny bushes cover every inch of this land. You follow the coast, looking for somewhere hospitable to land and after only a few minutes spot a gap in the trees where a freshwater river delta meets the sea. The noise here is almost deafening at first but you soon get used to it after a while. You consider your options.

You could follow the river upstream and see where it leads, turn to **95**.

You could wander through the rainforest, turn to **89**.

Or you could leave immediately, heading southwest to an island Utsi called Yutee'Ngaru, turn to **98**.

Or north northwest to Yutee'Barahi, turn to **36**.

74.

You grit your teeth and ignore the pain as you race towards the passage but the heat is intolerable, take **Two Health Reductions** and Lose **-1 Spirit**.

If you are still alive, your heart sinks when you realise about halfway that you are not going to reach the tunnel before the boulder reaches the ceiling.

Turn to **20**.

75.

Note on your Character Chart your **[Class]**: Smuggler. You have the following Initial Scores:

Arms (A): 2, Eyes (E): 2, Lungs (L): 2. Spirit: 0. Your **Available Time: 12**, your **Spent Time: 0**.

Add +7 **{Wealth Status}** Ticks and so begin as a Merchant (with 8 Ticks in total) but you start with no other equipment, however you can purchase supplies before you begin (see below).

{Ride}: Skycycle. A hovering jet bike.

\$.Supply.\$ At certain safe points in your adventure you may call a friendly supply satellite for extra equipment but only when you see this instruction. It costs Credits, which are readily exchangeable for **{Wealth}**; One Wealth Tick is worth One Credit. However, whilst you wait for the supply capsule you must add +1 to your **[Spent Time]**. You may choose to "Supply" yourself before your adventure begins at no Time cost:

<u><WEAPONS></u>	<u>COST</u>
<Longknife A+1/--->	1 Credit
<Axe A+2/--->	2 Credits
<Crossbow ---/E+2>	2 Credits
<Cutlass A+2/--->	2 Credits
<Flamer E+2/E+1>	3 Credits
<Pistol A+1/E+2>	3 Credits
<Murmerer L+3/L+2>	4 Credits
<Phaser E+2/E+3>	4 Credits
<Pulse Rifle A+1/E+4>	5 Credits
<Starsword A+4/A+1>	5 Credits

Sonic amplifier mask, turns your voice into a weapon.

<u>(ARMOUR)</u>	<u>COST</u>
(Light Armour)	2 Credits
(Heavy Armour)	3 Credits
(Photon Armour)	5 Credits

Leather Jerkin.

Trooper Battleplate.

Shimmersuit: **(Heavy Armour) Health (No Armour)**

Impede.

<u>{ITEM}</u>	<u>COST</u>	
{Bottle of Salve}	1 Credit	See {Healing Salve} Appendix 1, {Empty Bottle} after use.
{Rope A+2}	1 Credit	
{Telescope E+2}	1 Credit	
{Glow Rod}	2 Credits	Counts as a flameless Lightsource.
{Medipack}	2 Credits	+Two Health Increase Ticks at ~Medication~.
{Jetpack A+4}	3 Credits	
{Macrofier E+4}	3 Credits	Space Binoculars for infra-red to ultraviolet spectrums.
{Utility Belt A, E & L+2}	3 Credits	
{Voidhaler L+4}	3 Credits	Noisy mask to breath anywhere, even the vacuum of space.
<u>{RIDE/TRANSPORT}</u>	<u>COST</u>	
Skycycle	5 Credits	(Replacement if original lost)
Wind Runner	10 Credits	Advanced speed Skycycle, ignore Time Spent to Travel.

Note: You may only purchase equipment with **Supply**; the GOLENI Cartel are not interested in buying back used stock. Appendix 1 Weapons, Armour & Items explains more about the equipment.

\$.Sabotage.\$ During the course of your adventure at certain key points it will be possible for you to interfere with Imperial plans by making it look like they are trying to invade the planet. Your employers the GOLENI Cartel will reward you with Credits:

Make an **[Aided Eyes (E) Test]**; between 2S to 4S will give you one Credit, 5S or more will give you Two Credits. 1S or less will give you no Credits.

“Note” this Section 75 so that you can look at the **\$.Supply.\$** & **\$.Sabotage.\$** skill descriptions when you need to during your adventure. Credits should be recorded under Notes too. You may swap One Credit for a **{Wealth}** Tick and vice versa in the same way you use **\$.Supply.\$**.

Craft, these are special rules applying to another Character – if you see this word in the text you should ignore it.

~Recovery~ & ~Medication~. When you see these words you can attempt to Heal yourself or Repair your **(Armour)**. See Appendix 2 for full Details.

.....

It was supposed to be a simple job, transport some Kegennah Spice through this sector to your client on Hyborea Three. All was going fine until a couple of Bounty Hunters show up - you hate those scum.

You had to take evasive action as you dropped out of Void-space, straight into a meteor shower. The main engine took a few hits but luckily the hull integrity held, just. Only a fool would’ve attempted to copy such a manoeuvre and as luck would have it the Bounty Hunters seem to be no fools.

You limped down to a nearby backwater planet to check the damage. Fortunately there is a lot of natural cloud on this ocean world but as a precaution you initiated the Aqua-plex™ windows and the camouflage coloured dyes were injected into the outer shell, making your ship look invisible. You can see out but no-one can either see in or in fact see your ship. It’s just like a cloaking device only cheaper and that suits you just fine.

Your nearest GOLENI Contact is Ravvis. He is a jolly man, for a Tauronian, and kindly does not

laugh too greatly at your predicament when you call him. You check the on-board scanners for your assailants but fortunately draw a blank whilst he guffaws. You spend a few more minutes looking through some of the available data on this planet and its inhabitants whilst he recovers from his laughing bout.

When Ravvis finishes gloating he tells you he can send you the parts to repair your ship for free, you tense up – he never does favours. The catch is he wants you to rescue a scientist who is being held not far from your position by one of the indigenous species, some lizard men known as Manders.

The scientist, Doctor Valuris, is an expert on fusion reactors, repulsion and propulsion systems. You recognise the name. Before he lost his wife, Doctor Valuris was a top Imperial engineer and one of the inventors credited with creating the Mk 17 Void-drive™ engine. It won't legally be available to non-Imperials until the Mk 18 comes out but you just happen to have a MK 17 on your very own ship anyway. He would make an extremely valuable acquaintance to the GOLENI, besides with a damaged ship you have little choice but to accept.

The Manders have maintained their own culture and shunned technology like their enemies the Eelmen known as Congors. However, Doctor Valuris was keen to learn some of their special fire-using techniques – whilst primitive he felt that the concept could be used to help in the creation of a cheaper, more efficient engine.

Unfortunately contact was lost with the doctor, it seems Manders only take humans as slaves and hostages. Worse, the Imperials have discovered Valuris is in the Mander's hands and are attempting negotiations for his release. It is no secret Doctor Valuris has no love for the Imperials after his wife was mistakenly executed as a traitor. He vowed to sell his knowledge to the highest bidder but if the Imperials rescue him, he might just re-join them in gratitude.

Ravvis is unusually serious as he makes the point about the Imperials trying desperately to secure Valuris' release. He begs you to take every opportunity to stir up mistrust between the Manders and the Imperials and ruin negotiations by whatever means of sabotage you can. He has already sent for the parts to reach you to repair your ship but it will take a while as they are rather specialist, and rather illegal. Other, more conventional supplies can be sent to you from a local GOLENI satellite orbiter during your adventure.

When you are satisfied you have all the equipment you are going to need you decide to make a start looking for the good doctor. You rev the engine of your skycycle like the Yahoos of Detropia Six and then set out for the nearby islands – your transport leaving a wake in the water even though you hover a foot above the waves.

The Amma-urr Archipelago is a mystery - always surrounded by mist and fog. No-one knows just how many islands lie therein, despite the scanning drones. All you know for certain is that your destination Yutee'Neraday, where Valuris is captured, lies on the other side.

As the sun begins to set your Skycycle growls like Feresti Lion as it takes you forward to the gloomy outline of the first island. As you enter the swirling mists you have no idea of the wonders, dangers and trials that await you.

Turn to Section 82.

76.

You notice a narrow underwater tunnel leading out of the room.

If you want to explore this tunnel, turn to 23.

Otherwise, turn to 52.

77.

Your exploration of the island reveals some unusual plants, with pain relief and healing properties similar to Aloes. If you wish you may smear some of the sap onto your injuries – you may Restore up to

+2 Health Increases. If you have any containers, {Empty Caul} or {Empty Bottle}, you may fill them with this {Healing Salve}.

You are on Yutee'Barahi. *Craft*. \$.Supply\$. ~Recovery~. ~Medication~.

From here you can head due west to nearby Nera'Metu, turn to 32.

Journey west southwest to distant Fari'Metu, turn to 21.

Sail southwest to an island even further away in the mist, turn to 11.

Or head south southwest into the fog bank shrouding Yutee'Ngaru, turn to 43.

78.

The water is quite warm. Make an [Aided Lungs (L) Test], if you possess a <Blowpipe> you may Add +2D. Armour Impedes you; if you are wearing (Light Armour) turn 1S into 1E, if you are wearing (Heavy Armour) turn up to 2S into 2E. If your final result is 3S or less, you must Add +1 Spent Time.

Eventually the tunnel rises, turn to 67.

79.

You leap forward and kill the snake in one blow. However, rather than thank you the man tries to strangle you with his bare hands. How were you to know he was a Hazed One with his eyes shut?

[Combat: Hazed One 3S]. Close Range.

If you win, turn to 17.

80.

It takes +1 Spent Time to travel to Fari'Zevesanii.

The island is very flat, descending to a large crater that lies below sea level. You realize this was once a volcano. Inside the crater is a huge ziggurat, a pyramidal temple built out of great stone blocks that ascend like a godly staircase.

As you step ashore, you are greeted by a brightly coloured parrot, "pieces of eight!" It squawks before flying off.

If you have the Omen 'SCANNED', turn to 54.

Otherwise turn to 93.

81.

The stairs lead to a wide passageway which has many footprints in the dust. You come to a large storeroom of sorts, crammed full of urns.

Most of the contents of this room are useless to you but you do find a ceramic pot with a soothing oil inside. You may use it only now to Restore One Health Tick.

To exit, turn to 100.

82.

A warm drizzle buffets your face as you approach the nearest island. It is covered with beautiful palm trees and high sand dunes, from this distance it seems safe enough.

You are relieved to see a man wandering along the shore picking up driftwood you assume for a fire. He looks rather old and dodderly, old fool – surely the wood is too wet to burn. However, you are looking forward to some sorely missed company and perhaps help too but your thoughts are interrupted by a beastly intruder.

Creeping through the gentle surf is what initially looks like a clump of reeds but you recognise the deadly barbs of a hungry Quillgator, creeping up behind the man. Looking like a cross between a crocodile and a porcupine, these vicious creatures are always hunting for food and think of little else.

You shout a warning but the fellow is either deaf or ignoring you. With no other choice you are

forced to intercept the creature before it can strike.

[Combat: Quillgator 4S]. Standard Range.

If you win turn to **59**.

83.

You are on Nera'Metu. ***Craft***. **\$.Supply\$. ~Recovery~. ~Medication~.**

South southwest of here is nearby Fari'Metu, to visit turn to **21**.

West southwest is open sea with a gloomy island outlined in the distance, to go this way turn to **80**.

Or due west is an island further away than Fari'Metu but closer than the other, to see it turn to **44**.

84.

The Queen's copper Trident crackles with electricity, betraying the sorcery locked inside. You turn on your heel and hurl it at the Grandrake of the Manders, hoping the magic weapon can pierce his protections.

Make a [Natural Arms (A) Test].

If you get **4S** or more, turn to **46**.

If you get **3S** or less, turn to **58**.

85.

You tie the rope as tight as you can, take the strain and pull.

Make a [Natural Arms (A) Test], if you get **4S** or more the great roots give way in the soft sandy soil and the tree falls, write **TIMBER** under 'T' on your Omens section of the Character Chart. Return to **18** and continue reading from 'If you bring the tree down...'.
 If you get **3S** or less, there is a loud snap! The **{Rope}** breaks, erase it from your Character Chart, and

turn to **9**.

86.

The blades are locked in place and you cannot pull them free. Then the very thing you dreaded happens. The statue comes to life but you are not expecting the dramatic fashion in which it does so.

The male face turns to you first and suddenly spits a gout of flame at you. You duck instinctively and retreat but as you do so the statue's head revolves and the female face gazes blankly at you. She spits a stream of acid towards you.

You turn tail and run, only to hear the statue following, heads spewing acid and fire at you alternately as it does so. You cannot escape, your only hope is to fight it in the narrow passage.

[Combat: Idol 12S*]. Close Range. ***For this fight only, if you have the Omen SACRIFICE, you may Add +1D, if you have the Omen STRIPPED you may Add +3D.**

If you win, turn to **5**.

87.

You aren't going to get much closer to the shell structure without defeating the guard first, who won't leave his post.

[Combat: Hazed One 5S]. Standard Range. You may evade anytime by running away, return to **61** and continue reading from 'You are on Zevesa'Ngaru...'.
 If you win turn to **34**.

88.

Schaen's parrot leads you to the top of the temple where you see the pirate emerging from a chimney-like hole. He is covered in tribal jewellery, gold and other artefacts.

Schaen greets you warmly and tells you of a secret way into the temple, avoiding some of the traps. He's set to retire now he has made his fortune and wishes you good luck.

Peering into the hole there seems a dimly lit room below.

If you wish to climb down the chimney, turn to **33**.

If you would rather not, return to **80**.

89.

You part a pair of trailing vines to one side and enter the gloomy forest. Brilliant flowers bloom in the dark light and brightly coloured birds flit from one beautiful bloom to another in search of nectar.

If you are Shodani do not continue reading but turn to **55**.

If you are a Conquistador or Smuggler:

You push past the cloying vegetation but it catches in your clothing slowing you down, Add **+1 Spent Time**.

Some of the vines around you are the tendrils of a Maw Tree – a carnivorous plant with a taste for humans. As its thorny-toothed 'mouth' opens, you reach for a weapon.

If you possess a method of creating fire - <Starsword>, <Flamer> or <Tartorch> & {Sparkstones}, turn to **26**.

Otherwise you must fight the tree normally.

[Combat: Maw Tree 8S*]. Close Range. *If you are using an <Axe> or <Cutlass> you may use twice as many **D** as you would normally be entitled to. If you win you may Add **+1 Spirit**.

Unknown to you, one of the Maw Tree's tendrils grasped an {Item}, the last one you are carrying. If you have no {Items}, deduct One {Wealth Tick} instead. (If you are a Beggar with No {Items}, well, you have nothing left to lose and are unaffected; Add **+1 Spirit**.)

You are on Eti'Barahi. **\$.Supply\$. ~Recovery~. ~Medication~.**

You could leave, heading southwest to an island Utsi called Yutee'Ngaru, turn to **98**.

Or north northwest to Yutee'Barahi, turn to **36**.

90.

You have been to a lot of worlds and seen a lot of things but speaking to gods is a first.

Utungerai and Marissanua lead you to a man in dishevelled clothing sitting chained in one of the huts. With a click of Utungerai's fingers the chains fall apart and the man is freed, the demigods then take their leave.

"Doctor Valuris I presume?"

.....

Valuris is able to fix your ship in double quick time with the parts that Ravvis sends you and then you can both leave this strange planet, though not before the islanders have given you a whole heap of trade goods and provisions – some far too delicious to be legal.

As you set course he gives you good and bad news. The bad news is that he had already promised the Imperials that he would give them the secrets of the Mk 18 Void-drive™ engine and he is a man of his word.

"The good news," Doctor Valuris continues with a smirk, "is that Utungerai gave me a few new secrets of fire that I cannot wait to test out on the Mk 19. Say, how do feel about being my test pilot...?"

THE END.

91.

Utsi stays awake, prodding the fire and staring at the moon, it is unusual for the mists to have cleared. Every so often he seems to remember an old song and he sings it softly. In response to Utsi's lullaby, you drift off into a peaceful sleep.

You may **Restore** your **Health** to its **Initial Maximum**. You rise early, Increase your **[Available Time]** by 1.

Turn to 1.

92.

From the safety of the palm trees you can see the Grandrake sat on a great flaming throne of fused volcanic rock, barking orders at tribespeople and Manders alike. Above the throne is a strange looking object looking totally out of place. A large block of ice defies all logic and hovers above the flames. Not a single drop of water drips from the ice, inside of which you can faintly make out two large balls – one white, the other black. It is the source of the mists.

"The eyes of Marissanua," whispers a voice beside you. "Trapped forever in the Grandrake's flames, no human can touch. I tell you this before or I no say, say?"

You turn and are delighted to see Utsi hiding beside you, clutching a bucket you assume he'll use as a crude helmet in the final fight.

"No," you whisper watching the Grandrake sitting in his fiery protection. "You no say, say?"

"Hmm, Grandrake only one, you our champion," he says punching the air with his bucket. "Many prisoners here. You rally people, they fight Manders, do it quick though."

Emerging from the sea behind you is a large force of Congors, led by a coral-crowned queen. The people stuck in the middle will be the first to die unless you can convince them to release the other prisoners to fight.

Make a **[Chance 12D Test]**, Add +1D if you are a Beggar or Noble, Deduct -1D if you are a Citizen.

You can turn 1F into 2S for each of the following Omens: LEADER, STRIPPED, TINDER.

You can turn 1F into 1S for each of the following Omens: BLOODSEA, CLARION, LIBERATION, SACRIFICE, TIMBER.

You must turn 1S into 1F for each of the following Omens: CHOKE, STEAL.

If you get 10S or more, turn to 31.

If you get 9S or less, turn to 69.

93.

As you cross the clearing to the temple you notice skulls on pikes all around the perimeter. Most belong to either Manders or Congors but some are almost certainly human. Deduct -1 Spirit.

Turn to 47.

94.

After a short distance the flagstones on the floor are painted a chequered black and white design.

If you tread only on black, turn to 57.

For only white, turn to 24.

If you just walk normally, turn to 12.

95.

The river is shallow, slow and sluggish. The course it follows is long and winding, with so many twists and turns you feel almost dizzy following it. Thinking of Utsi's caves, you make a mental note to tell him you have found the Eah-Mind River if you should ever meet him again.

A sudden noise from up ahead brings you to your senses. Peering around bend you see a curious

scene unfold.

In front of you a young girl is running from a Mander, it is clear from the way he hefts his already bloodied axe he intends to kill the girl. If you want to help you'll need to attack the Mander from a distance, fast.

If you wish to use a Weapon with an **Extreme Range**, such as a <Crossbow> or <Pistol> turn to **48**.

If you do not possess one, or you do not wish to get involved, you can enter the jungle, turn to **89**.

Or you could leave immediately, heading southwest to an island Utsi called Yutee'Ngaru, turn to **98**.

Or north northwest to Yutee'Barahi, turn to **36**.

96.

A quarrel bolt whizzes past your ear, you have tarried here too long.

Emerging from the water is a lean Conger. He tosses his Crossbow to one side, cursing in his alien sounding tongue. Gripping his Trident tightly he advances towards you.

[**Combat: Congor 7S**]. Standard Range. You may add **+1 Spirit & +1 Available Time** if you win. It is carrying a <Trident A+2/---> and a <Crossbow ---/E+2> which you may take. \$.Sabotage.\$

You barely have time to catch your breath afterwards when you notice something unusual. The beach seems to have grown larger, here and there fish are flapping on the dry land. After a moment or two you realise the tide has gone out, way out and at quite a speed too. You have heard of such events before, they always precede a killer wave known as a Tsunami. You need to find a safe place to avoid it, fast.

You see a grove of high palm trees not far away, as you begin to run towards them you notice a large cave you didn't see before because the rocks were below the waterline, it is closer than the trees.

If you wish to risk running towards the cave turn to **28**.

If not continue reading:

Make an [**Aided Arms (A) Test**], 4S or more and you climb a tree in time, avoiding the killer wave as it passes harmlessly below you. When it is safe you climb down, you find your transport amazingly undamaged, turn to **83**.

If you get 3S or less the Tsunami strikes you before you reach the tree. You are caught in roiling, churning waves that batter you against rocks and plants alike. Reduce each of your **Arms (A)**, **Eyes (E)** & **Lungs (L) Scores** by **-1**, this loss is permanent! You also suffer One **Health Decrease**. If you are still alive, any (**Armour**) you are wearing is Damaged (if it was already Damaged it is now destroyed). You have also lost the first <Weapon> and {Item} you were carrying. As if that wasn't bad enough you have also lost your transport, erase your Ride.

You sit down dejectedly on a beach you do not immediately recognise, **Lose -1 Spirit**.

Turn to **4**.

97.

You carefully pick your way through the trees towards the fire. Many footprints precede you, not all of them human. You are on your guard, all your senses tingling with anticipation, your tribal senses honed to perfection for just such an opportunity as this.

It is a complete shock to find the body of your grandfather lying by the fire.

You go to the old man but there is little you can do. His body is covered with wounds and nearby you see the corpses of many Congors, testament to your tribal leader's prowess. His actions have delayed your enemies, you may Add **+1 Available Time**.

Grandfather forces a weak smile as he sees you.

"Yutee'Neraday," he says when you ask where the other are. "You lead the tribe now..."

With his final words he presses his <Shodani Longspear A+2/---> into your trembling hands. Add **+2 Spirit**. This weapon is adorned with Shodani runes and tells the stories of your ancestors most epic

battles. Whilst you carry this weapon you may spend **2 Spirit** to turn **2F** into **3S**, in any Combat, Chance or other Test you make; even if you are not using the spear at the time.

In your grief you do not notice an almost invisible creature stalking you when you leave. Make a **[Natural Eyes (E) Test]** unless you receive **2S** you must suffer One **Health Decrease** before you can fight back.

[Combat: Chameleosaur 5S]. Close Range. If you win the fight, you may skin the creature with your grandfather's spear to Craft **(Photon Armour)** Chameleosaur Cloak: **(Heavy Armour)** for Health but **(No Armour)** for Impede. Add **+1 Spirit** & Add **+1 Spent Time** if you do this.

Turn to **77**.

98.

Add **+1** to your **Spent Time** for your travel to Yutee'Ngaru.

The sand is a pale yellow colour as you walk up the beach. The island itself is quite rocky, there is very little vegetation apart from a dull brown scratchy reed grass that covers the flat ground, scaring all the other plants away or so it would seem. It seems quite a large island judging by the mountain range you can see, there used to be active volcanoes here but they look extinct now.

You are on Yutee'Ngaru. ***Craft*. \$.Supply\$. ~Recovery~. ~Medication~.**

If you wish to explore further inland, turn to **14**.

If you wish to head northwest to Zevesa'Ngaru turn to **61**.

If you wish to head due west into the mist, turn to **80**.

99.

The stairs round a corner.

In front of you is a man struggling in the coils of a large snake, like a python. The man is close to death, his face is purple and his eyes are closed as he struggles for breath. You cannot leave him to die surely?

To return the way you came, lose **-1 Spirit**, turn to **52**.

To try and sneak past, lose **-1 Spirit**, turn to **37**.

Or to attack the snake and save the man, turn to **79**.

100.

You come to another large chamber, unlike the rest of the temple this one is not lit by flaming oil in the wall recesses. It is not dark though.

Daylight streams through a thin crack in the blocks on the far wall, a design flaw. The opening looks like a narrow passage leading back outside, it should be easy enough for someone of your experience to squeeze through.

Set in the floor of the room is another round pool, this one though is filled with a flammable looking oil. Set above the pool is a huge boulder, painted on one half with black pitch and the other with white chalky paint. The rock is suspended by thick chains of a metal you do not recognise. Something about this whole set up warns you that this room could be trapped.

If you want to squeeze through the gap and leave, turn to **40**.

If you have the means to make fire - **<Starsword>**, **<Flamer>** or **<Tartorch>** & **{Sparkstones}** and wish to set fire to the oil, turn to **50**.

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Appendix 1 Weapons, Armour & Items.

Weapons.

<Axe A+2/--->	Ideally requires two hands to use, though a Mander owner may use one.
<Blowpipe ---/L+2>	Comes with many Darts, may also be used as a snorkel.
<Boomerang A+1/A+1>	Returns when thrown, may also be used as a club.
<Bow ---/A+2>	As Utsi would say, comes with "many many" arrows.
<Crossbow ---/E+2>	Designed by Congors to be fired on land or underwater.
<Cutlass A+2/--->	Long slashing sword-blade favoured by seafarers.
<Fatefingers ?/?>	Pair of wavy-bladed Kris longknives with unknown magical powers.
<Flamer E+2/E+1>	Powerful flamethrower, works best at short range. Lightsource too.
<Longknife A+1/--->	A trusty cutting implement for battle or skinning.
<Longspear A+2/--->	Too long to be thrown. Shodani carve with the story of their tribe in runes.
<Mouthdarts L+1/--->	The long spines of a Quillgator, may be spat at foes.
<Murmerer L+3/L+2>	Sonic amplifier mask, capable of turning your voice into a weapon.
<Musket A+1/E+3>	Gunpowder weapon of the Conquistadors. Can be used as a club.
<Phaser E+2/E+3>	Advanced handgun, capable of disintegrating opponents.
<Pistol A+1/E+2>	Trusty handgun, the butt may be used as a cosh.
<Pulse Rifle A+1/E+4>	Powerful advanced long range weapon.
<Sling ---/A+1>	Plenty of pebbles around.
<Starsword A+4/A+1>	Laser sword Lightsource. Returns to hand via homing device tech if thrown.
<Tartorch A+1/--->	Hazed Ones hypnotized by the flames. Lightsource lit by {Sparkstones}.
<Trident A+2/--->	A spear of the sea, a triple pointed harpoon carried by Congors.

If you have NO weapon you fight unarmed using your natural **Arms (A)** Score: <Unarmed A+0/--->.

Armour.

(Light Armour)	Leather Jerkin, Sharkskin Vest, N'Jarajara Bark Breastplate. Protected Maximum Health (+1 Health Increase when first worn).
(Heavy Armour)	Conquistador Plate, Trooper Battleplate, Crabshell Plate. Invulnerable Maximum Health (+2 Health Increase when first worn).
(Photon Armour)	Shimmersuit: (Heavy Armour) for Health but (No Armour) for Impede. Camouflage and forcefield technology makes you virtually invisible. Invulnerable Maximum Health (+2 Health Increase when first worn).

Items.

{Black Pebble}	Obviously painted but has minute white runes on one side.
{Conch Shell}	Hear the sea when held up to the ear or blow it like a horn.
{Empty Bottle}	A container for liquids. No rum but at least it comes with a stopper.
{Empty Caul L+2}	A small Congor's hibernation sack, looks like a balloon. Can be a container for liquids or air. Assists [Aided Lungs (L) Tests].
{Glow Rod}	Counts as a flameless Lightsource, strike once to turn on and again to turn off, lasts indefinitely.
{Healing Salve}	+One Health Increase Tick at ~Medication~ but requires a container like an {Empty Bottle} or an {Empty Caul L+2}. Delete Salve after use; container returns to "Empty" version again.

{Jet Pack A+4}	EVA jump pack, comes complete with booster anti-grav boots. Used to fly short distances, cannot replace {Transport}. Used for [Aided Arms (A) Tests].
{Light Crystal}	Requires sonic vibrations or singing to glow as a Lightsource: at least 1S from a [Natural Lungs (L) Test].
{Lucky Charm}	Allows you to use +2D on any [Chance Test].
{Macrofier E+4}	An extremely advanced set of space binoculars. Permits the user to see magnified microscopic details in every spectrum from infra-red to ultraviolet. Used for [Aided Eyes (E) Tests].
{Medipack}	+Two Health Increase Ticks at ~Medication~. Delete after use.
{Rope A+2}	Not just for Climbing. Assists [Aided Arms (A) Tests].
{Sparkstones}	Pair of stones, some metallic content means they spark when struck and can start fires. Lights a <Tartorch A+1/--->, among other things.
{Squid Ink}	Giant Squid Ink in an {Empty Bottle} or an {Empty Caul L+2} container. Delete Ink after use; container returns to "Empty" version again.
{Telescope E+2}	Used for [Aided Eyes (E) Tests].
{Trinkets}	Costume jewellery, {Wealth Status} appears one level higher than actual.
{Utility Belt A, E & L+2}	+2D Bonus to ANY Aided Test – Arms, Eyes OR Lungs: Inside the Belt are various waterproof pouches with a Scanner, Torch (Lightsource), Synth-rope, Oxy-mask and other portable survival tools for most eventualities.
{Voidhaler L+4}	A noisy mask permits the user to breath underwater, poisonous gas or even the vacuum of space. Used for [Aided Lungs (L) Tests].
{White Pebble}	Obviously painted but has minute black runes on one side.

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Appendix 2 ~Recovery~ & ~Medication~.

~Medication~. Whenever you see this word you may use an Item you are carrying to give you a Health Increase. Typically a {Medipack} or {Bottle/Caul of Healing Salve}. You may do so only at these points at no Time cost only up to your Maximum Health. The Medipack will give a Health Increase of Two Ticks, the Healing Salve One. Whichever used is then Discarded but, in the case of the Salve, the {Empty Bottle} or {Empty Caul L+2} may be kept.

~Recovery~. If you are currently suffering ~Blindness~, ~Irritation~ or ~Coughing~ these effects are instantly removed at no cost when you see ~Recovery~, even if you do not use it.

At the cost of +1 Spent Time, you can also either Repair a Damaged suit of Armour (and therefore Increase your current Health & Health Maximum by One Level) or rest and receive a Health Increase. However, if you have not found a safe enough place to recover, a Wandering Encounter may occur: make an [Aided Eyes (E) Test] afterwards and apply the result to your current island.

(Note, if using Quick Play Rules the Eye Test is automatically 3S Nothing.)

‘Ujo.

0S ~Blindness~. You are assailed by a strong wind blowing sand into your eyes making your vision temporarily blurred. Lose -1 Spirit. Until you see a ~Recovery~ point, whenever you use Eyes (E) for Tests, including each Round of Combat, you must turn 1S into 1F. Spirit may be used as normal.

1S [Combat: Cornworm 4S]. Standard Range. Named after the Unicorn-style horn this sandsnake has, rather than the long marram grass of the sand dunes it hides in. <Longknife A+1/---> if you wish to take the horn.

2S [Combat: Mutineer 6S]. Standard Range. This rogue pirate has a <Cutlass A+2/---> and some Gold Doubloons (+Two {Wealth Status} Ticks) add +1 Spirit if you win.

3S Nothing.

4S+ You find a {Conch Shell} as you leave.

'Metu.

0S ~Irritation~. You are attacked by a swarm of flies leaving you with scores of painful and distracting bites. Lose -1 Spirit. Until you see a ~Recovery~ point, whenever you use **Arms (A)** for Tests, including each Round of Combat, you must turn **1S** into **1F**. Spirit may be used as normal.

1S [Combat: Quillgator 5S]. Standard Range. You may take <Mouthdarts L+1/---> if you win.

2S [Combat: Congor 7S]. Standard Range. You may add +1 Spirit & +1 Available Time if you win. It is carrying a <Trident A+2/---> which you may take.

3S Nothing.

4S+ You notice an {Empty Caul L+2} washed up nearby which you may keep.

'Barahi.

0S You do not notice the air is heavy with the pollen of nearby Lotus flowers and other blossoms. It makes you so drowsy you fall into a short sleep. You awake with a start, cursing your misfortune. Lose -1 Spirit & +1 Spent Time.

1S [Combat: Barahine Tiger 5S]. Standard Range. You may take teeth & claws (+One {Wealth Status} Tick) if you win.

2S [Combat: Cannibal 6S]. Standard Range. This Head-hunter has a <Longspear A+2/--->, add +1 Spirit if you win.

3S Nothing.

4S+ Near to your resting place is an unusually long, thick vine that may easily be used as a {Rope A+2}

'Ngaru.

0S ~Coughing~. A dark ash cloud drifts over you, seemingly from out of nowhere, forcing you into a prolonged bout of coughing. Lose -1 Spirit. . Until you see a ~Recovery~ point, whenever you use **Lungs (L)** for Tests, including each Round of Combat, you must turn **1S** into **1F**. Spirit may be used as normal.

1S [Combat: Hazed One 6S]. Standard Range. This hypnotized tribesman has a <Tartorch A+1/--->, add +1 Spirit if you win.

2S [Combat: Mander 7S]. Standard Range. This evil lizardman has an <Axe A+2/--->, add +1 Spirit & +1 Available Time if you win.

3S Nothing.

4S+ A pair of stones lying nearby can be used to start a fire when struck together to produce a spark. If you wish to take them add {Sparkstones}.