

Sea of Madness by Andrew Wright

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An Entry in the 2011 Windhammer Prize for Short Gamebook Fiction
by Andrew Wright

Like the Odyssey but shorter...

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In this epic adventure, set on the storm-tossed waves of the Sea of Madness, you play a mighty hero sailing homewards to the city-state of Lopenos, after sacking the Citadel of Praj. Pick one of the three heroes below and copy their details onto your Quest Sheet.

Kasilios the Great
Male Warrior
MIGHT: 5
SORCERY: 2
HEALTH: 4
Weapon: Battle Axe (POWER 3)
Gear: Javelin
Gold: 1 talent
God: Morez

Kasilios is the foremost hero of Lopenos. His list of accomplishments is both long and bloody, and includes slaying the vampiric Death Hyena of Hesados, besting the Wave Raider champion Ixilytl the Red in single combat, and slaughtering Kadmus of Praj's elite Skull Legion to a man. Despite these achievements, Kasilios is also a spectacularly bad gambler, and has lost much of the fortune he acquired in the sack of Praj to the wily adventurer Ithaqua. Thus he sails homewards somewhat diminished in funds but hoping to do a spot of looting during the voyage to makeup for his current shortfall in gold.

Vethena Wave-Dancer
Female Enchantress
MIGHT: 2
SORCERY: 5
HEALTH: 4
Weapon: Staff (POWER 1)
Gear: Shield
Gold: 3 talents
God: Fosydos

An acolyte of Fosydos, god of the sea, Vethena is the most powerful spellcaster ever born in the city of Lopenos. She becalmed the waters of the Sea of Madness to allow the fleet of the Mellenic Alliance safe passage to Praj. During the siege Vethena also brought down wave upon wave onto the docks of Praj, reducing its stone causeways to rubble and much of its armada to shattered kindling. She sails home with much loot that she hopes to use to build a sorcerous college devoted to training more enchantresses of Fosydos.

Pellenthe of Pythia
Female Adventurer
MIGHT: 4
SORCERY: 3
HEALTH: 3
Weapon: Sword (POWER 2)
Gear: Javelin and Shield
Gold: 2 talents
Goddess: Zephis

Pellenthe is an exile from Pythia, the Isle of the Amazons that lies beyond the Straits of Skalos. Lopenos is her adopted home now, and she distinguished herself greatly in the final battle against the forces of Praj. The wandering hero Ithaqua devised a ruse of presenting the Prajans with the gift of an enormous wooden elephant constructed from teak. Concealed inside the 'gift' was Pellenthe, along with a crack squad of elite troops, who, having successfully infiltrated the citadel, opened the gates and allowed entrance to the cohorts of the Mellenic Alliance. With victory over the Prajans achieved, and her personal fame assured, Pellenthe now returns to Lopenos with a ringing endorsement of adulation from her fellow comrades in arms.

HOW TO SURVIVE THE SEA OF MADNESS

Introduction

It is not necessary to read all the rules before play. If you wish you may just pick a hero and start reading, referring back to the relevant rules section as needed. Alternatively, you could read all the rules beforehand to get a clear idea of how to play Sea of Madness. Note that there is also a section of Optional Rules at the back of the adventure, including rules for creating your own heroes.

MIGHT, SORCERY, and HEALTH

Your hero is defined by three scores:

MIGHT: This is a measure of how brawny and strong your hero is. You use this score in combat, and also test it when you're attempting to succeed in a great feat of strength. You also test this score when hurling a Javelin at an enemy. It can have a minimum value of 2 and a maximum value of 6.

SORCERY: This shows how skilled your hero is in the arts of magic and wizardry. You test this score when you're trying to cast a powerful enchantment upon a foe. It can have a minimum value of 2 and a maximum value of 6.

HEALTH: This represents how much damage your hero can take before dying. It will change a lot as you play Sea of Madness, and can even go as low as 1. If it reaches zero, your hero has died, and you must turn to 13.

You can replenish lost HEALTH points by recuperating at the halls of your fellow heroes who dwell in the great city-states that dot the shores of the Sea of Madness. You may have to prove to them how mighty a hero you are, but once you have done that, you are able to stay as long as you like and recover all lost HEALTH points back to your original starting total.

Lastly, every melee weapon you use has a given POWER value. This is the number of points deducted from the HEALTH score of an enemy wounded by this weapon.

Testing Your Scores

You will often be told to roll one die and compare the result to one of your scores. The simple rule is that:

If you roll under your score, you have succeeded.

If you roll equal to, or over your score, you have failed.

Sometimes you will be told to add a number to the die roll due to the increased difficulty of what your character is attempting.

Example: *Your hero is trying to lift a boulder that blocks the entrance to a cave, and you are told to roll one die and add one to the result, and compare it to your MIGHT score (which is 5). You roll a four, which would normally be a success. However, adding 1 takes it to 5, which is the same as your MIGHT score, and thus you fail in your attempt to lift up the boulder.*

Missile Combat

At the start of a battle, you will often be told “You may hurl a Javelin at your opponent if you have one”. To do this, roll one die and compare the result to your MIGHT score, then:

If you roll under your MIGHT score, your Javelin has hit your opponent. Deduct 1 point from their HEALTH score, and then start the battle (or if this kills them outright, turn to the next paragraph number indicated).

If you roll equal to or over your MIGHT score, your Javelin has missed the target. You must fight them as normal. After the battle, assuming you do not die or flee, you may retrieve your Javelin and use it again in your next conflict.

You can only carry one Javelin at a time.

Melee Combat

Fighting is something you will do a lot of while sailing the Sea of Madness. It takes place using a sequence of events called Battle Turns. Whenever you are told to fight an opponent, use the following instructions for each Battle Turn:

1. Roll one die and add your MIGHT score. This is your total Battle Strength for this Battle Turn.
2. Roll one die and add your opponent's MIGHT score. This is your opponent's total Battle Strength for this Battle Turn.
3. If both Battle Strengths are the same, your blows have cancelled each other out. Return to step 1 and start the next Battle Turn.
4. If your Battle Strength is higher than your opponent's, you have wounded them. Deduct the POWER value of your weapon from their HEALTH score. If their HEALTH score is zero, you have slain them and can turn to the paragraph number indicated. If their HEALTH score is greater than zero, they are still alive and you must return to step 1 and start the next Battle Turn.
5. If their Battle Strength is higher than yours, you have been wounded. Deduct your opponent's POWER value from your HEALTH score. If your HEALTH score is zero, you have been slain and must turn to **13**. If your HEALTH score is greater than zero, you are still alive and can return to step 1 and start the next Battle Turn.

Using a Shield

Your hero may start with or acquire a Shield while on their travels. Using a Shield in combat may help prevent you from suffering wounds. Whenever you have been wounded during a Battle Turn, roll one die. On a roll of a 1, the Shield has deflected the blow and you suffer no damage. On the roll of a 2-6, you are wounded as normal. Note that a Shield can only be used in combat if your hero is armed with a one-handed weapon such as a Sword or Staff. Weapons requiring two hands to use, such the Battleaxe, preclude the use of Shield as well.

Fleeing

Should the battle be going badly for you, you may wish to flee the fight. You must deduct one point from your HEALTH score as your opponent gets a glancing blow on your fleeing backside (and this may be deflected by using a Shield; see above). If your HEALTH score is at least 1, you have successfully fled and can turn to the new paragraph number indicated when fleeing is given as an option.

If you have thrown a Javelin at your opponent at the start of combat and then decide to flee later, you must cross the Javelin off from your Quest Sheet as you cannot retrieve it before you flee.

Gear

You start this game with the bare minimum of equipment, known here as Gear. Your hero has one of the following weapons (see their descriptions above to see which one):

- Staff (POWER 1)
- Sword (POWER 2)
- Battleaxe (POWER 3)

The higher the POWER value of a weapon the better! You can only carry one weapon at a time. Your hero may also have a Javelin and/or a Shield. Javelins are for throwing (see above) and you can only carry one Javelin at a time. Shields are for protection (see above), and you can only carry one Shield at a time also.

You can carry a maximum of 8 items on this adventure, including your weapon, and a Javelin and/or Shield, but not including Gold. There is space on your Quest Sheet for recording any items you might find or buy during the adventure. If you are carrying 8 items already and wish to take or buy another item, you will have to drop and cross off one item from your Quest Sheet before you can record details of your new acquisition.

Gold

The amount of Gold your hero has demonstrates how wealthy they are and is measured in units called talents. Gold can be acquired by raiding, trading or selling items. You can spend Gold on new equipment, trade goods, buying a new ship, or hiring a better crew. Keep a careful tally of your Gold in the Gold box on your Quest Sheet.

Gods and Goddesses

Although a host of minor demigods are worshipped by the city-states of the Sea of Madness, your hero will be a follower of one of the three major deities:

Morez: The god of war, who takes the form of a mighty warrior clad in blood-stained bronze armour. The greatest temple to Morez can be found in the Kingdom of Karta.

Fosydos: The god of the sea. Fosydos has been known to manifest himself as a gigantic half-human, half-fish being, and those who sail the Sea of Madness pay him devout fealty. White-walled Mellene hosts the biggest shrine dedicated to the sea god.

Zephis: Goddess of the wind. A nebulous spirit whose form varies from a gentle breeze to a howling gale, Zephis is, along with Fosydos, one of the most important deities for any sailor on the Sea of Madness. The citadel of Praj held the biggest church dedicated to this changeable goddess.

Each of the starting heroes already has a designated god to follow. Record this detail on your hero's Quest Sheet. You can visit the various temples of these gods to gain Blessings to help you on your journey. However, Blessings for the god your hero worships will be cheaper than those for the gods your hero does not follow.

Ships

To sail the Sea of Madness, your hero will need a ship. Full details of the ship that your hero commands at the start of the adventure can be found in 'The Saga So Far...' section below. Record these details carefully on your Quest Sheet. During the adventure you may have the opportunity to acquire a better or different type of ship. When this happens, erase the details of your old ship and enter the details of your new one on your Quest Sheet.

Your Crew

What use is a ship without a crew to sail her? Your starting ship also comes with a crew and further details on this can be found in 'The Saga So Far...' section below. Record these details carefully on your Quest Sheet. Your crew is defined by two scores:

CREW MIGHT: This is a measure of how strong and skilled your crew are. You use this score in mass combat (see below), and also test it when your crew are attempting to succeed in a great feat of nautical ability. It can have a minimum value of 2 and a maximum value of 6.

CREW HEALTH: This represents how much damage your crew can take before they are decimated. It will change a lot as you play Sea of Madness, and can even go as low as 1. If it reaches zero, your crew are all dead (and likely so are you), and your adventure is over. Turn immediately to **13**.

You can replenish lost CREW HEALTH points by hiring new crewmembers at the docks of any major Sea of Madness city-state. Details will be given in the adventure as to how many CREW HEALTH points you can restore, and how much Gold it will cost you to do so.

Testing Your Crew's Scores

You will often be told to roll one die and compare the result to one of your crew's scores. The simple rule is that:

If you roll under your crew's score, they have succeeded.

If you roll equal to, or over your crew's score, they have failed.

Sometimes you will be told to add a number to the die roll due to the increased difficulty of what your crew is attempting to do.

Mass Combat

Fighting is something your crew will do a lot of while sailing the Sea of Madness. It is nearly identical to Melee Combat (see above), and takes place using a sequence of events called Battle Turns. Whenever your crew is told to fight an opponent, use the following instructions for each Battle Turn:

1. Roll one die and add your CREW MIGHT score. This is your total Battle Strength for this Battle Turn.
2. Roll one die and add your opponent's MIGHT score. This is your opponent's total Battle Strength for this Battle Turn.
3. If both Battle Strengths are the same, your attacks have cancelled each other out. Return to step 1 and start the next Battle Turn.
4. If your Battle Strength is higher than your opponent's, your crew have inflicted casualties. Deduct 1 point their HEALTH score. If their HEALTH score is zero, your crew have defeated them in battle and can turn to the paragraph number indicated. If their HEALTH score is greater than zero, they are still undefeated, and you must return to step 1 and start the next Battle Turn.
5. If their Battle Strength is higher than yours, your crew have suffered casualties. Deduct 1 point your CREW HEALTH score. If your CREW HEALTH score is zero, your crew and yourself have been defeated and must turn to 13. If your CREW HEALTH score is greater than zero, your crew are still undefeated, and you can return to step 1 and start the next Battle Turn.

Retreat

Should the battle be going badly for your crew, you may wish to retreat from the fight. You must deduct one point from your CREW HEALTH score as your opponents get a series of glancing blows on your fleeing backsides. If your CREW HEALTH score is at least 1, you have successfully retreated from the battle and can turn to the new paragraph number indicated when retreat is given as an option.

Codewords

At certain points in the adventure you will check whether you have a certain codeword on your Quest Sheet, and must turn to a new paragraph number if you do so. Codewords measure what accomplishments your hero has achieved and how they have left their mark on the lands surrounding the Sea of Madness. Make sure you keep a scrupulous record of which codewords you have recorded, because the continuity of your adventure will be compromised otherwise.

Sea of Madness Quest Sheet

Name:

Sex:

Profession:

MIGHT:

SORCERY:

HEALTH:

Gold (in talents):

Gear: (including Weapon and Weapon's POWER)

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

God:

Blessings: Morez []
 Fosydos []
 Zephis []

Codewords:

Other Notes:

Ship's Manifest

Ship Name:

Ship Type:

Cargo Capacity:

Cargo: 1.
 2.
 3.

CREW MIGHT:

CREW HEALTH:

The Saga So Far...

*"When all you do can only bring you sadness,
out on the Sea of Madness..." (Smith, 1986)*

The Prajan War was finally over! For ten long years the legions of the Mellenic Alliance had battered endlessly against the ramparts of the great Citadel of Praj. Kadmus of the Black Helmet, the mad warlord of Praj, had sacked the peaceful trading port of Sathalene, his forces razing it to the ground. Outraged, the other city-states of the Sea of Madness had formed an alliance led by the Archon of fair white-walled Mellene, and including Karta and Lopenos. They had sailed off across the sea and laid siege to Praj, seeking bloody retribution.

What won the war was the ruse of the hero Ithaqua and his gigantic wooden Teak Elephant which was gifted to the Prajans. An elite unit concealed within the elephant had snuck out during the dead of night and unlocked the gates of Praj, allowing entry for the forces of the Mellenic Alliance. The citadel was taken, its populace enslaved, and its insane overlord Kadmus imprisoned for life. Loot was distributed among the survivors of the war, a local garrison established to watch over the citadel, and then it was time for the remaining forces to leave and return home at long last.

YOU are a hero of the distant city-state of Lopenos, on the far south-eastern coast of the Sea of Madness. After a long war of attrition your sole command consists of the following vessel and her crew:

Ship Name:	<i>Pride of Lopenos</i>
Ship Type:	Trireme
Ship Cargo Capacity:	1 unit
Ship Cargo:	Slaves
CREW MIGHT:	3
CREW HEALTH:	3

Record these details on your Quest Sheet.

It is time to return home to Lopenos, and its fertile vineyards and shady olive groves. Sea birds wheel and call in the early morning air, as you stand on the foredeck of your ship, consulting a map and plotting a homeward course with the helmsman.

'Southwards lie the Straits of Skalos, where the Mellenic marines continue to battle renegades loyal to the dead lord of Praj. Meanwhile, to the east are the ruins of god-cursed Sathalene,' says the helmsman, tapping his forehead to ward off the taint of ill-fortune.

'What about the south-east?' you ask, fingering the map. 'Surely it is the quickest way home?'

The helmsman sighs. 'It is the heart of the Sea of Madness. Storms, raiders, monsters, and worse. You do know there is a reason why we hugged the coastline sailing here these ten years past?'

'Quite,' you reply, somewhat chastened. Nevertheless, you are the captain of your fate. Whither are you bound? South to the Straits of Skalos (turn to **25**), east to the ruins of Sathalene (turn to **65**), or south-east, into the Sea of Madness (turn to **1**)?

1

There is indeed a reason they call it the Sea of Madness. It may not actually inspire insanity directly, but there is no telling what horrors may befall you as you sail straight through this nautical heart of darkness.

‘Steady on the oars, lads!’ yells the helmsman, gripping the railing on the rear-deck with whitened knuckles. ‘Piper, slow and careful on the rhythm!’

A sonorous dirge goes up from the piper in charge of aligning the strokes of the rowers as your ship sails out into open waters. Roll one die and consult the following table:

- Roll a 1: turn to **10**.
- Roll a 2: turn to **20**.
- Roll a 3: turn to **30**.
- Roll a 4: turn to **40**.
- Roll a 5: turn to **50**.
- Roll a 6: turn to **60**.

2

The traders’ bazaar of Karta is a seething mass of commerce overseen by the ever-present red-cloaked soldiers of King Lykos. Of particular note are the heavily tattooed Numasean tribesmen from the west who deal in warclan totems, and the oxen caravans of the bull-headed Taurines from the south, who sell weapons and armour. You can buy any of the items listed below as long as you have enough gold to buy it and space to carry it. You may also sell any items you own that are listed below, for the price stated. Don’t forget to update your Quest Sheet in either case. Items with no purchase price are not available locally.

Weapons:

Staff (POWER 1)	To buy: 1 talent	To sell: 1 talent
Sword (POWER 2)	To buy: 2 talents	To sell: 1 talent
Battleaxe (POWER 3)	To buy: 3 talents	To sell: 2 talents
Javelin	To buy: 1 talent	To sell: 1 talent

Armour:

Shield	To buy: 1 talent	To sell: 1 talent
Breastplate	To buy: 2 talents	To sell: 1 talent

The Breastplate allows you to deduct 1 point from an enemy’s POWER down to a minimum of 1.

Other Gear:

Healing Potion	To buy: 2 talents	To sell: 1 talent
<i>One use only; restores your HEALTH to its starting level.</i>		
Enchanted Amulet	To buy: -	To sell: 3 talents
Cloak of Shadows	To buy: -	To sell: 3 talents
Pipes of Pandemonium	To buy: -	To sell: 3 talents
War Banner	To buy: 4 talents	To sell: 3 talents

The War Banner adds 1 to your CREW MIGHT during Mass Combat.

When you are ready to venture elsewhere in the city, turn to **66**.

3

You ready your weapon and stride forward to attack the Luskapine Behemoth. It snarls in defiance and reaches for you with tentacled talons, attempting to drag you into its wide, tooth-lined maw. Defend yourself!

LUSKAPINE BEHEMOTH: MIGHT 4, POWER 2, HEALTH 4

You may hurl a Javelin at the creature if you have one. You cannot Flee from this battle. If you slay the Luskapine Behemoth, turn to **16**. If the Luskapine Behemoth kills you, it goes on to destroy your ship and feast on your crew. Your adventure is over (turn to **13**).

4

Your expedition is walking through a blasted landscape of blackened lava flows close to the base of Mount T'sufanda, when there is great tearing noise from the now violently shaking ground beneath your feet.

'Phaistos is angry!' screams the helmsman. 'Save yourself!'

But his warning comes too late! A sudden explosion sends a plume of glowing magma up into the sky and down again, raining fiery death upon your crew. Quickly you attempt to cast a protective enchantment. Roll a die and Test your SORCERY.

If you roll equal to or over your SORCERY, your powers have no effect and your crew is decimated by the blast. Roll one die and divide the result by 2, rounding fractions up. Deduct the result from your CREW HEALTH down to a minimum score of 1.

If you roll under your SORCERY, you invoke a shielding ward that protects the majority of your crew from the blast. Deduct 1 from your CREW HEALTH, down to a minimum score of 1.

The survivors pick themselves up off the ground and tend to the wounded. If you want to return to the ship and set sail, turn to **53**. If you want to continue through the highlands, turn to **48**.

5

The north-western reaches of the Sea of Madness are where fertile green plains gradually lead up to the icy mountainous wilderness of Thulios. On the coast lies the great stone fortress-city of Praj, now garrisoned by the legions of the Mellenic Alliance following their victory over the mad warlord Kadmus.

'I've heard tell that the adventurer Ithaqua rules Praj these days,' says the quartermaster, chewing on a chicken bone that he later flings overboard for the fish to nibble. 'If you ask me that's like putting the wolf in charge of the sheep flock, given the wealth supposed to be hidden within the vaults of the Citadel!'

You can dock your ship at Praj (turn to **33**), or sail elsewhere, to other ports-of-call (turn to **89**).

6

The Temple of Zephis the wind goddess is an alabaster dome supported by fluted pillars on a breezy hilltop located a mile inland from Praj. Inside the dome Zephis is represented by a gold and ivory statue of a regal-looking woman holding the bag of the four winds in her left hand. Bell-chimes hanging from the roof of the dome give off a continuous tinkling sound as the wind blows through the sanctum.

If you are a follower of Zephis it will cost 1 talent to make an offering. If you are not a follower of Zephis, it will cost 2 talents for an offering. Making an offering gives you the Blessing of Zephis. If you do this, cross the gold off your Quest Sheet and tick the Blessing box for Zephis.

The Blessing works by allowing you to summon the wind if you need it while at sea. When you use the Blessing, cross it off your Quest Sheet. You can have only one Blessing of Zephis at a time. Once it is used up, you will need to return here to obtain a new one

When you have finished here, you can return to the centre of the city-state of Praj. Turn to **33**.

7

You raise your hands and perform an invocation of banishment, trying to send the Asipatra demon back to its rightful home in the lands of the dead. The creature hisses at you in outrage, its metallic feathers bristling and creating a chiming sound that contrasts weirdly with the dire peril you find yourself in. Roll a die and Test your SORCERY. Add one to the die roll as the Asipatra is imbued with powerful counter-spells.

If you roll equal to or over your SORCERY, your powers have no effect. You will have to engage the beast in combat (turn to 23)!

If you roll under your SORCERY, you summon a black oval in the air, coruscating with crimson fire. With a mournful howl the Asipatra is sucked into the hole, which is a portal to the Deadlands and it closes immediately after disposing of the demon. All that remains are a few stray feathers scattered on the temple flagstones.

Congratulations! You have defeated the Asipatra. Turn to 41.

8

The ship sails almost silently towards the Tower of Xaxes, and your crewmembers are white-faced with fear. Many of them are no doubt thinking they would not have signed aboard had they known their captain would be challenging the power of an incarnate wizardly demigod. As you approach the tower, weird cephalopods rise from the sea and grasp at the ship with leprous tentacles, while dark-winged beasts flutter about the cavities of the great titan's skull which stares down at you with a sightless glare.

If you wish to turn back and sail away from here, turn to 73.

If you continue, you get the uncanny sensation that Xaxes is watching you from a chamber deep within the tower. Will you challenge the ancient master of the night to a trial of combat (turn to 32), or sorcery (turn to 44)?

9

The harbour of Mellene is the biggest and busiest in all the city-states of the Sea of Madness. Luxurious goods are transported here from all points of the compass for the delectation of the Archon and his court of ruling aristocrats.

Ships are available at the following prices:

Trireme:	Cost: 4 talents	Cargo Capacity: 1 cargo unit
Quadrirème:	Cost: 6 talents	Cargo Capacity: 2 cargo units
Quinquerème:	Cost: 8 talents	Cargo Capacity: 3 cargo units

You can sell your current ship for half the above price (so if you sold a quadrirème you would get 3 talents in return). Note that you cannot leave Mellene without a ship, so if you sell your ship make sure you have enough funds to buy a new one, otherwise your adventure will be over!

If you wish to upgrade your crew, it costs 1 talent to raise either your CREW MIGHT or CREW HEALTH by 1 point, up to a maximum score of 6 each (so if you spent 2 talents you could raise your CREW MIGHT by 2 points, or your CREW HEALTH by 2 points, or both scores by 1 point each).

You can also buy and sell cargo units at the prices listed below. Each price is for one cargo unit.

Copper:	To buy: 3 talents	To sell: 2 talents
Ivory:	To buy: 4 talents	To sell: 3 talents
Slaves:	To buy: 3 talents	To sell: 2 talents
Spices:	To buy: 4 talents	To sell: 3 talents
Teak:	To buy: 4 talents	To sell: 3 talents

When you have finished here, you can return to the city (turn to **22**). Alternatively, you can board your ship and set sail (turn to **74**).

10

The days have been calm, balmy even, as your crewmembers are lured into a false sense of security steering the ship across the Sea of Madness. White clouds streak the horizon and the sun is a glowing orb shining down from a vaulted blue sky.

'Rock ahead!' yells the lookout in the bow, and the rowers slow their pace appreciably as the ship coasts towards a rugged black outcrop poking above the surface of the waves.

Suddenly, the waters surrounding the ship bubble furiously and the 'rock' rises up to reveal itself as the top of the skull of an immense sea monster whose gaping jaws are lined with row upon row of recurved teeth. Rivulets of sea water stream down the dark rubbery hide of the beast's flanks as long, claw-tipped tentacles reach for the crew of your ship!

'It's a Luskapine Behemoth!' exclaims the helmsman, petrified with fear like most of the crew. Racing towards the bow of the ship you will have to decide how best to attack the creature. With your weapon (turn to **3**), or with the power of sorcery (turn to **19**)?

11

Record the codeword *Bellerophon* on your Quest Sheet.

Your crew slays most of the Piscians and the rest flee back into the Sea of Madness, diving off the docks and into the depths. The people of Sathalene are overjoyed when you free them from their captivity.

'We have nothing with which to repay you!' says a woman called Elliadia who is the daughter of the last lord of Sathalene. 'But you are free to stay here whenever you are passing by!'

You can rest here for as long as you like and restore your HEALTH score to its original starting total.

The survivors get to work on restoring their city-state to its former glory. You help out for several days before your crew starts to get restless and it is decided to venture onwards. The crew takes the ship out from the harbour, and sail away from the ruins of Sathalene, now a hive of rebuilding activity. Turn to **42**.

12

You raise your arms above your head in readiness for a spell of power. Given that Spirullans are creatures of muck and slime, you reason a cleansing blast of flame should slaughter plenty of them and drive the rest off. Roll a die and Test your SORCERY.

If you roll equal to or over your SORCERY, your sorcerous flames slay a few of the creatures but the rest press relentlessly forward. You will have to either engage their champion in single combat (turn to **36**), or order a mass charge by your crew (turn to **82**).

If you roll under your SORCERY, your flames fan outwards in a coruscating halo of destruction that boils the creatures alive in their shells. Those that are not cut down by your retributive fires silently sink under the water's surface and disappear.

'I wonder what they taste like?' muses the quartermaster, sniffing at the smell of charred shellfish that now permeates the air around the ship.

You have defeated the Spirullans. Turn to **64**.

13

You are either dead or have been incapacitated in some unfortunate and ignoble fashion. Assuming you are not keeping a record of your failed would-be heroes, erase all their details from your Quest Sheet (or print out a new sheet), and start again. You can use either the same or a different starting character, taken from the start of this adventure. Alternatively, you may like to have a go at creating your own

unique hero or heroine, using the Optional Rules for Creating New Characters at the end of this adventure. The choice, as always, is yours.

14

You are sailing away from the Kingdom of Karta, the gleaming sunshine reflected off from the bronze armour of the massed sentries that guard the walls of this war-like city-state.

'Bleedin' Kartans!' scowls the shipwright, a Mellenian by birth. 'Three hundred of their best soldiers die in the mountains fighting the tribesmen of Numasea and they think that makes them all heroic battle companions of Morez the war god...'

Ignoring his outburst, you plot a course onwards. You can sail west, towards the foreboding Tower of Xaxes (turn to 55), east, to the equally infamous Jungle of T'suf (turn to 85), or north, out into the open waters of the Sea of Madness (turn to 1).

15

If you have the codeword *Evdominta*, you should also have a number associated with it. Turn to that number immediately. If not, read on below.

You sail into the picturesque bay that encloses your home port of Lopenos. Or, at least you try. Some huge hemispherical magical barrier of sparkling motes of lights appears and prevents you from sailing any closer. Further experiments, such as landing outside the bay, also show it prevents you reaching Lopenos by land as well.

'What manner of sorcery is this?' mutters the helmsman, utterly baffled. 'Perhaps we should sail to the other cities and consult with their leaders.'

If you want to sail elsewhere in search of answers to your dilemma, turn to 28.

If you want to cast a spell and try to divine the origin of the barrier, roll one die and Test your SORCERY.

If you roll equal to or over your SORCERY, turn to 63.

If you roll under your SORCERY, turn to 98.

16

It was an epic battle but you have finally killed the Luskapine Behemoth. As its blob-like carcass sinks into the depths of the sea, your crew cheers and applauds your victory. Your shining example of bravery has inspired them all!

Roll one die. If the result is higher than your CREW MIGHT, you may increase your CREW MIGHT by one point as they feel much bolder sailing with a hero of such obvious power. If you roll equal to or under your CREW MIGHT there is no effect.

'A resounding triumph, Captain,' says the boatswain, clapping you on the shoulder. 'I've not heard tell of a mortal slaying one of those beasts since Koseus the Grey killed a Behemoth that swam into the harbour at Port Mellene half a century ago!'

And so you sail on across the sea. Turn to 80.

17

You and your crew follow a game trail through the stifling gloom of the jungle, heading for the highlands and Mount T'sufanda. Strange bird calls and clouds of stinging insects dog your every footfall upon the mossy ground. Gradually the landscape rises as a series of limestone hills, carved into fantastic shapes by wind and water, and overgrown with tangled clumps of lianas and strangler figs. Mist rolls down into the valleys, muffling all sounds and obscuring your view, while the ground beneath your feet

occasionally shudders and heaves, as though you walked upon the restlessly sleeping form of a Titan.

'I don't like this one bit,' says the helmsman. 'Surely we're better off heading back to the ship, Captain?'

If you want to return to the ship and sail on, turn to **53**.

If you want to explore the coastal jungles instead, turn to **38**.

If not, roll one die to see what you have encountered in the foothills surrounding Mount T'sufanda:

Roll a 1 or 2: turn to **78**.

Roll a 3 or 4: turn to **4**.

Roll a 5 or 6: turn to **31**.

18

Your valiant crew defeats the barbarians of Thulios, and you can enslave the survivors if you wish. Add a cargo unit of Slaves to the Ship's Manifest on your Quest Sheet if you have space on board your ship (if you don't you can always dump cargo and cross it off your Quest Sheet to make more space).

There's not much in the way of additional valuables to find among the ruins of Sathalene. 'I think the Prajans took most of it when Kadmus destroyed the city,' says the quartermaster. 'The barbarians here are just picking over scraps.'

Still, roll one die. If you roll a 6 you can add 1 talent of Gold to your Quest Sheet.

Where will you explore next? You can head to the ruined temple complex on a low hill overlooking the port (turn to **34**), or explore the docks, where there appear to be more than a few fires, wafting columns of smoke high into the sky (turn to **57**).

Or, you could leave this place entirely, and return to your ship (turn to **42**).

19

You stand defiant on the prow of your ship, calling upon mystical powers to aid you in halting the attack of the Luskapine Behemoth. A coruscating halo of fiery violet light surrounds both you and the monster.

Roll one die and Test your SORCERY. If you roll equal to or over your SORCERY, your powers have no effect. Turn to **3** and fight the creature with your weapon.

If you roll under your SORCERY, your spell has succeeded and you are able to command the beast to cease its onslaught. In fact, the Luskapine Behemoth is so cowed by your sorcerous prowess that it will follow your ship and fight in place of you or your crew in the next sea battle you face. The monster's ability scores are as follows (make sure to note them on your Quest Sheet):

LUSKAPINE BEHEMOTH: MIGHT 4, POWER 2 (Melee Combat only), HEALTH 4

If the Luskapine Behemoth dies during the battle you or your crew will have to take over and finish the conflict. If the Luskapine Behemoth defeats its opponent(s), it will return to the depths of the sea. In either case, cross it off from your Quest Sheet. Note that this applies to sea battles only.

Slightly nervous by the large black shadow in the water that now trails your ship, you sail on elsewhere. Turn to **80**.

20

You are making good time sailing the Sea of Madness, when the lookout starts screaming: 'Wave Raiders! Wave Raiders! To arms! To arms!'

Off to the starboard side of the ship are a row of black dots on the horizon, rapidly enlarging as they approach your ship. Wave Raiders are nomadic human marauders who patrol the Sea of Madness riding on giant manta rays, attacking all they encounter. Your crew is still scrambling to arm themselves by the time the Wave Raiders attack. Scrawny bronze-skinned men, clad in shagreen armour and wielding

driftwood spears tipped with the venomous barbs of stingrays, they hurl themselves at your ship in a frenzied rampage!

WAVE RAIDERS: MIGHT 4, HEALTH 2

Fight a Mass Combat battle between the Wave Raiders and your crew. You cannot Retreat from this battle. If your crew defeats the Wave Raiders, turn to **26**. If the Wave Raiders defeat your crew, they slaughter all the survivors (including yourself), take your loot if you have any, and scuttle the ship. Your adventure is over. Turn to **13**.

21

Such is the reputation of Xaxes the Sorcerer that the ruins of his tower still lie largely undisturbed following his death at your hands. Your crewmembers therefore are able to find further riches among the toppled basalt bricks and shattered statuary that once formed Xaxes' lair. Roll one die and divide the result by 2, rounding all fractions up. The end result is the number of talents you may add to the Gold box on your Quest Sheet. However, once you have visited here three times then there is no more gold to discover and you must leave empty-handed.

When you have finished here it is time to sail on. Turn to **73**.

22

There is no denying that Mellene is truly the jewel among the city-states of the Sea of Madness. Its broad, cypress-lined colonnades and ornate marble architecture lend it an air of refinement and sophistication rarely seen in the more rustic and provincial settlements elsewhere. Having docked your ship at Mellene, you can do any of the following:

Visit the harbour to trade cargo, hire more sailors, or sell your ship and buy a new one (turn to **9**).

Buy and sell personal equipment at the agora (turn to **90**).

Make an offering at the Temple of Fosydos, god of the sea (turn to **99**).

Call on the Palace of the Archon, ruler of all Mellene (turn to **43**).

Or, as long as you have not sold your ship (and failed to replace it with a new one), put to sea and set sail (turn to **74**).

23

You stand firm, weapon in hand, and face the onslaught of the Asipatra. Its face is a disturbing mix of bird and man, dominated by a curved black beak that snaps at you. The feathers on its wings are razor-sharp, as are the cruel grasping talons on its feet that lash out in a blinding blur. Worse though is the miasma of hopelessness that settles on your soul. This is the insidious enchantment of the Asipatra and its baleful influence will be hard to resist. You must deduct one from your die roll every Battle Turn for the duration of this Melee Combat. This will be a difficult battle!

ASIPATRA DEMON: MIGHT 4, POWER 2, HEALTH 4

You may hurl a Javelin at the Asipatra if you have one. Note that the Asipatra is immune to the power of the Sargazan Flower. If you want to Flee from this battle and escape back to the ship with your crew, reduce your HEALTH by one, and turn to **53**. If you slay the Asipatra, turn to **41**. If the Asipatra kills you, it flings your body contemptuously aside and goes after your crew. They are unable to resist its dire sorcery and are slowly picked off one by one as they flee back towards the ship. Only one survivor remains and he has been driven mad by his ordeal. When a merchant trireme from Karta picks him up a few weeks later, all he can say is 'The bird of doom!' repeatedly in an insane cackle. Your adventure is over (turn to **13**).

24

If you have the codeword *Perseus*, turn immediately to 76. If not, read on below.

The slave mines of Bhintos are where merchants come to buy copper in exchange for slaves and timber. The mines are run by the nomad tribes of the wastes and overseen by mercenary renegades from the various city-states. As a result, the slaves are treated appallingly. Those who try to escape are crucified outside the mines as examples to their fellows, and it pains you to see entire families enslaved in chains, scratching in the dirt, trying to find nuggets of copper under knife-like shards of shale.

'Welcome, trader,' says an overseer, clad entirely in black, with a barbed whip on one side of his belt and a scabbarded sword on the other. 'Do you have any slaves you'd like to sell?' In the distance on a far hill you see a legion of armoured mercenaries supervising the erection of yet more crucifixes.

You can buy and sell cargo units at the prices listed below. Each price is for one cargo unit.

Copper:	To buy: 2 talents	To sell: 1 talent
Ivory:	To buy: 3 talents	To sell: 1 talent
Slaves:	To buy: 4 talents	To sell: 3 talents
Spices:	To buy: 3 talents	To sell: 1 talent
Teak:	To buy: 4 talents	To sell: 3 talents

Record any transactions on your Quest Sheet. When you have finished here you can board your ship and sail on to other shores (turn to 68). Or, if you are horrified by their short and brutal lives, you can try to free the slaves (turn to 51).

25

The Straits of Skalos are the rocky jaws that close upon the western reaches of the Sea of Madness. Beyond the straits lie the great Ocean of Furies and the fabled island of Pythia. Here though, in the hidden inlets and secret coves of Skalos lurk dark ships of doom: Prajan renegades, lone pirate vessels and free-lance privateers.

The helmsman gives the sign to mute the pipes, and your ship sails near-silently, aside from the creak of wood or occasional splash, through tattered wreathes of mist and across the straits.

Roll one die. If you roll a 1-3, turn to 92. If you roll 4-6, turn to 81.

26

Your crew has slain most of the Wave Raiders in an epic battle, and the bloodied survivors flee on the backs of their swift-swimming manta rays. Searching the bodies of the dead Wave Raiders yields one talent's worth of gold ornaments, which you may add to the Gold box on your Quest Sheet.

'Best we leave this area soon, Captain,' says the helmsman. 'The Wave Raiders will be back for vengeance, and in greater numbers than before.'

You sail on through the Sea of Madness. Turn to 80.

27

Record the codeword *Heracles* on your Quest Sheet.

A rousing cheer goes up from the arena spectators as your final blow sends the Taurine gladiator crashing into the sandy floor, where he lies unmoving. Warriors and guards throughout the stands beat their weapons against their shields and armour in a clattering roar of approval. King Lykos comes down from the royal dais to crown you himself, as the new gladiator champion of the arena.

Of course in your case the role is largely ceremonial and a surprisingly festive celebration is held later that night to recognize your real ascension to the status of Honoured Guest of Karta. You sit at the right hand of King Lykos and are the subject of many long epic poems sung in the favoured pentameter of the

times.

In a lull between dueling battle-poets, King Lykos turn to you and says: 'I have heard of unrest in your home port of Lopenos. A villainous band of usurpers have seized control of the city. Daringly, they have engaged the aid of Xaxes the Sorcerer to prevent the return of Lopenos' heroes of the Prajan War, such as yourself. In this manner they rule unopposed and in an ever-worsening climate of fear. More than this, I do not know.'

For the rest of the night you brood on the King's troublesome words. If what he says is true, your return home will not be so easy and you will face more foes that you could have possible imagined at the start of this voyage.

For now, the arena games are over. Turn to **66**.

28

You are sailing away from the city-state of Lopenos.

'Look, Captain! Red herrings!' says the quartermaster, pointing at a crimson shoal of fish that dart about haphazardly in the water, changing their speed and direction with dazzling irregularity.

You refrain from drawing comparisons to your current voyage. Where are you heading anyway? West, to the Jungle of T'suf (turn to **85**), north, to the Melloskine Marshes (turn to **75**), or north-west, into the Sea of Madness (turn to **1**)?

29

The people of Sathalene are overjoyed to see the return of their saviours. You and your crew are feted with celebrations and feasts, and toasted long into the night.

'Recently we had a ship here that had just come from the land of T'suf,' says Elliadia, the newly-appointed Watch-Lady, to you, during a feast. 'They said the jungles there conceal the ruins of ancient civilizations. I replied that at least in this ruined city we still have real citizens and not creatures of the night...'

You can rest here for as long as you like and restore your HEALTH score to its original starting total.

After that you can either visit the temple of Zephis (turn to **34**), or sail on from here (turn to **42**).

30

A titanic storm brews up on the western horizon like a livid black bruise in the sky. Gargantuan rolling waves, hurricane-like winds, and a deluge of rain split by jagged blasts of lightning rapidly catch up with your ship and hurl it about like a broken toy.

'This is no normal storm,' screams the helmsman above the howl of the wind. 'Do something Captain, quickly!'

If you have a Blessing of the sea god Fosydos, cross it off your Quest Sheet and turn to **37**.

Otherwise, you will have to use your sorcerous powers in a bid to placate the storm-clouds and abate the tempest. Roll one die and Test your SORCERY. If you roll under your SORCERY, you succeed in spellbinding the thunderous gale and bringing it under control. Turn to **37**.

If you roll equal to or over your SORCERY, you fail to control the storm. The main-mast splits and topples to the deck, crushing both crew and rowers alike. The force of the impact cracks the side of the vessel, and seawater begins to pour into the hold in an unstoppable torrent. Your ship sinks rapidly down into the depths, leaving just wave-tossed debris and the occasional survivor clutching at flotsam (of which you are not one) to mark its passing. The Sea of Madness has claimed yet more victims and your adventure is over. Turn to **13**.

31

Your expedition is picking their way across a jungle clearing, littered with bones, when a green vine suddenly snakes around your ankle and drags you towards a strange-looking bush. Attached to the centre of the bush is an enormous gourd that splits open to reveal a blood-red mouth studded with curved barbs.

'Fight it, Captain!' yells the helmsman, hesitating to throw any javelins in case he or the crew spear you by mistake.

You face the dreaded Fangpod Plant! More green tendrils thrash about in the long grass, trying to cram you into the plant's maw. Frantically you try to tear the vines off you and slay the vegetable monster.

FANGPOD PLANT: MIGHT 4, POWER 1, HEALTH 3

You may hurl a Javelin at the carnivorous plant if you have one. If you want to Flee from this battle and escape back to the ship with your crew, reduce your HEALTH by one, and turn to 53. If the Fangpod Plant kills you, it devours your carcass. Your horror-stricken crewmembers are quickly picked off by other jungle predators as they attempt to return to the ship. Your adventure is over (turn to 13).

If you kill the Fangpod Plant, you can search through the remains of its less fortunate victims. Roll one die and consult the table below to see what you find:

Roll 1 or 2: a Shield

Roll 3 or 4: a Javelin

Roll 5 or 6: a talent of Gold

You can add what you find to your Quest Sheet if you wish. When you are finished here, you continue trekking towards Mount T'sufanda. Turn to 48.

32

'Xaxes, you scabrous old goat!' you yell into the silence surrounding the tower as your ship cruises in the brush against its stone dock. 'Come out here and fight like a man!'

Your crew whimpers in fear at your temerity but this is drowned out by the sound of deep and mocking laughter. A glowing sphere of green light materializes on the dock, and within it stands Xaxes the Sorcerer.

He steps out of the sphere, which dissolves around him and you see he is an unnaturally tall man with golden skin and long dark hair held back by a silver circlet upon his brow. In one hand he brandishes long curved sword made from some unknown gleaming metal and under his purple robes he is wearing a jeweled bronze breastplate. Because of this, you must reduce your weapon's POWER by 1 point, down to a minimum of 1.

His sword's blade flares with green fire and he strides forward to attack you, a grim smile upon his face.

XAXES THE SORCERER: MIGHT 6, POWER 3, HEALTH 6

You may hurl a Javelin at Xaxes if you have one. Note that Xaxes is immune to the power of the Sargazan Flower. You cannot Flee from this battle. If you slay Xaxes the Sorcerer, your crew gives a rousing cheer (turn to 61). If Xaxes the Sorcerer kills you, he then turns and blasts your ship out of the water with a jagged bolt of searing ebony flame. You have been vanquished by the greatest wizard of the age. Your adventure is over (turn to 13).

33

Despite being heavily damaged during the decade-spanning Prajan War, the port of Praj looks quite presentable thanks to a large-scale rebuilding effort by those citizens not enslaved to the Mellenic Alliance. Having been made Governor of the newly-established Prajan Protectorate, the adventurer Ithaqua has largely left the status quo in place, as long as everyone renounces the works of the fallen warlord Kadmus and instead embrace the new spirit of change sweeping through the city-state. Once your ship is docked at Praj, you can do any of the following:

Visit the harbour to trade cargo, hire more sailors, or sell your ship and buy a new one (turn to 96).

Buy and sell personal equipment at the merchants' market (turn to 88).

Make an offering at the Temple of Zephis, goddess of the wind (turn to 6).

Call on the Citadel of Praj, where the wily hero Ithaqua holds court over the local Mellenic garrison (turn to 71).

Or, as long as you have not sold your ship (and failed to replace it with a new one), put to sea and set sail (turn to 89).

34

If you have the codeword *Jason*, turn immediately to 77. If not, read on below.

At the summit of the breeze-caressed hill above Sathalene lies a ruined sanctuary dedicated to the wind goddess Zephis. The temple has been desecrated and Zephis' statue is a missing. An old and crippled priest shuffles out to greet you.

'Hail, travellers,' he says. 'I am Ionnos the Priest. I have need of an image of the goddess to rebuild this shrine. Do you have a statuette of Zephis by any chance?'

If you have the Golden Idol of Zephis, turn to 91.

If not, there is naught you can do here but leave. Turn to 83.

35

The southern coastal waters gleam azure-blue under a cloudless sky. Nearby, the walls of the war-like city-state of Karta are visible, looming out into the sea atop a rocky promontory. Karta is a kingdom and a member of the Mellenic Alliance, and its soldiers are famed for their bravery in the face of certain death. Their leader, King Lykos is a devout disciple of the war god Morez.

'King Lykos slew the Numasean Lion with his bare hands and claims direct descent from Morez himself!' says the helmsman reverentially.

You can dock your ship at Karta (turn to 66), or sail on, to parts elsewhere (turn to 14).

36

You stride forward to the prow of your ship with your weapon in hand, ready to face the leader of the piratical Spirullans. One of them takes a conch shell and blows it, sounding a discordant note. There is a ferocious frothing in the water and an enormous Spirullan surfaces, waving a rusty trident in one hand and a barbed scimitar in another. Twice the height of a man, it easily clambers aboard your ship using its powerful tentacles and launches into an attack.

The Spirullan's armoured shell offers excellent protection. Because of this, you must reduce your weapon's POWER by 1 point, down to a minimum of 1.

SPIRULLAN CHAMPION: MIGHT 4, POWER 2, HEALTH 4

You may hurl a Javelin at the Spirullan if you have one. You cannot Flee from this battle. If you slay the Spirullan Champion, the other creatures sink suddenly back into the water (turn to 64). If the Spirullan Champion kills you, the rest of the marauders go on to slaughter your demoralized crew and loot your ship. Your adventure is over (turn to 13).

37

The storm quickly blows itself out and leaves little to mark its passing other than a mass of wave-tossed debris and weeds sloshing about in the water. You take stock of your vessel and crew. You have lost some of your rowers who were swept overboard and must deduct one point from your CREW HEALTH, unless it is 1 already, in which case there is no effect. You also lose one cargo unit from your hold if you have any (you get to choose which cargo you lose and must cross it off your Quest Sheet).

'I thought we were done in there for sure,' says the quartermaster, clutching at the rail with both hands, his face still a bilious shade of green. 'Perhaps we should make offerings to Fosydos as thanks, the next time we visit his temple...'

You sail on across the Sea of Madness. Turn to 80.

38

If you have the codeword *Achilles*, turn immediately to 94. If not, read on below.

Your expedition stumbles across a cyclopean ruin constructed from huge stone blocks of rust-red laterite, and overgrown with a profusion of lianas and sickle-leafed chayan trees. The dominant sculptural motif in this ancient city of the dead appears to be birds, particularly vultures, serpent eagles and great crested hornbills. Your crewmembers are keen to search the ruins for hidden riches but also somewhat afraid.

'I can't put my finger on it, Captain,' says the shipwright, lifting up several smaller flagstones in the temple precinct to see if anything lies beneath. 'But something just doesn't feel right...'

There does seem to be a choking feeling of despair and melancholy settling across the ruins. It is most disturbing.

If you want to continue exploring the ruins, turn to 79.

If you want to sail on to other shores, turn to 53.

If you want to explore the highlands instead, turn to 17.

39

Record the codeword *Odysseus* on your Quest Sheet.

You wake up in a simple stone cell within the Citadel of Praj. You wear a white shift and the rest of your clothes and equipment are piled in a corner of the room. Ithaqua stands before you, a great black helmet cradled under one arm. He appears more gaunt and haggard than before, but in some ways more closely resembles the Ithaqua of old.

'Friend, I am sorry for what we did to you,' he says. 'But even though we won the war these are still desperate times. Unfortunately, we need this helmet, even though I would rather give it to you as a gift to help you on your travels. As compensation for your suffering however, I can tell you about another even mightier treasure.'

'Though Kadmus comprehensively sacked the city of Sathalene, he could not find the most legendary artefact reputed to be hidden there. Somewhere in the ruins lies the Gauntlet of Power, crafted by the forge god Phaistos for Morez himself. If you find the Gauntlet of Power you will truly be a hero beyond compare.'

'What of my wounds? And the pain?' you say with a shudder, looking at your unmarked body.

'Healed back to normal,' Ithaqua replies. 'The pain was so great you fell unconscious though you kept screaming all the same. We unchained you immediately once we had the helmet from Kadmus, and brought you here. Kadmus was an evil man, and continues to be punished. You however, are now free to go.'

Ithaqua leaves the cell. Turn to 33.

40

After several days of fine sailing, the wind dies and dwindles away to nothing. Following several more days of becalmed weather, the rowers are exhausted and, owing to a cloudless blue sky, the freshwater supplies on board are running very close to empty. The crew begins to mutter and look to you for leadership. How will you solve this problem?

If you have a Blessing of the wind goddess Zephis, cross it off your Quest Sheet and turn to 46.

Otherwise, you will have to use what sorcerous powers you have to summon up some rain clouds and a friendly wind. Roll one die and Test your SORCERY. Deduct one from the die roll if you have the Golden Idol of Zephis. If you roll under your SORCERY, you succeed in summoning some magical weather to aid you, and can turn to 46.

If you roll equal to or over your SORCERY, there is a mutiny on board the ship as the conditions worsen. You are tossed overboard to feed the sharks! Your ship may eventually reach a safe port, but you will not. Your adventure is over. Turn to 13.

41

Record the codeword *Achilles* on your Quest Sheet.

Having bested the guardian demon, you set about exploring the ruined temple it kept watch over. It appears to be consecrated to an earlier incarnation of Zephis, but more in her capacity as queens of the birds rather than mistress of the four winds.

'Over here, Captain,' says the helmsman with a note of urgency in his voice. 'What do you make of this then?'

By pulling back the foliage in a forgotten inner sanctum they have discovered a large idol of Zephis, shown here in flowing robes with an eagle perched on her wrist, made from solid gold!

If you wish you can add the Golden Idol of Zephis to your Quest Sheet. It is extremely valuable and can be sold at any city-state market for 6 talents of Gold!

Your crewmembers have also stumbled upon further riches in the lost city. Roll one die and divide the result by 2, rounding all fractions up. The end result is the number of talents you may add to the Gold box on your Quest Sheet. When you have finished here it is time to leave the temple and the lost city. Decide what future path you will take:

If you want to sail on to other shores, turn to 53.

If you want to explore the highlands instead, turn to 17.

42

You leave the waters surrounding Sathalene, and head onwards in search of new directions.

'Stavros of the Blue Monkey taverna once owed me fourteen obols a lifetime ago now,' mutters the helmsman, gesturing at the ruins of Sathalene as they drop away to the stern. 'There's no chance of collecting that debt now...'

You can sail east to fair, white-walled Mellene, jewel among the city-states of the Sea of Madness (turn to 95), west to the citadel of Praj, garrisoned now by forces loyal to the Mellenic alliance (turn to 5), or south, into the eye of the storm that is the centre of the Sea of Madness (turn to 1).

43

If you have the codeword *Theseus*, turn immediately to 54. If not, read on below.

The Palace of the Archon of Mellene is an impressive marble building heavily guarded by elite purple-robed warriors armed with two-handed swords. You are allowed to enter the Archon's hall, where he holds court amid a refined crowd of sycophants, catamites, catechists, ideologists, and mystagogues. The Archon, clad in robes of gold with a simple laurel-leaf crown atop his grey and balding pate, stares at you with calculating eyes.

'My friend, we are all in debt to you for your courageous efforts during the Prajan War.' he says in a

clear and commanding voice. 'However, times have changed, and this new era calls for new demonstrations of loyalty. If you can complete my chosen task I will grant you the status of Near-Equal while you are in Mellene.'

A collective gasp goes up from the crowd of courtiers. Near-Equal status is a reverential title indeed!

'The task is this,' continues the Archon. 'Sophos, greatest of my philosopher-aides, has attempted to devise a means for man to fly. However, all of his attempts thus far have ended in failure, and the deaths of many slaves and Sophos' own son Karos. If you can improve upon Sophos' design, I will consider you Near-Equal.'

You are taken to the workshop of Sophos, a grey-bearded wild-haired man now slightly deranged following the death of his son. His flying device is a set of articulated golden wings attached to a leather harness. Calling upon all the powers of your intellect, you attempt to decipher its flaws. Roll one die and Test your SORCERY.

If you roll equal to or over your SORCERY, you sadly tell the Archon that this task is too great for you at this time. You announce that you will travel the land seeking solutions before returning here to try again. Your audience with the Archon has ended (turn to 22).

If you roll under your SORCERY score, turn to 69.

44

'Xaxes, you senile lump of decrepit slag!' you yell into the silence surrounding the tower as your ship cruises in the brush against its stone dock. 'Come out here and duel like a true wizard!'

Your crew whimpers in fear at your temerity but this is drowned out by the sound of deep and mocking laughter. A glowing sphere of green light materializes on the dock, and within it stands Xaxes the Sorcerer.

He steps out of the sphere, which dissolves around him and you see he is an unnaturally tall man with golden skin and long dark hair held back by a silver circlet upon his brow. Xaxes wears silk robes of amber and vermilion, and each hand is encased in a glowing blue nimbus of arcane energy. His right hand holds the silvery screen of a warding charm while his left hand summons up a ball of fire. Smirking at you, he prepares to launch it in your direction. Defend yourself!

For this sorcerous duel, replace your MIGHT score with your SORCERY score, and note that your POWER score is equal to half your SORCERY score with fractions rounded up. Otherwise all rules are the same for normal Melee Combat.

XAXES THE SORCERER: SORCERY 6, POWER 3, HEALTH 6

Note that Xaxes is immune to the power of the Sargazan Flower. You cannot Flee from this battle. If you defeat Xaxes the Sorcerer, your crew gives a rousing cheer (turn to 61). If Xaxes the Sorcerer bests you in magical battle, he then turns and blasts your ship out of the water with a jagged bolt of searing ebony flame. You have been vanquished by the greatest wizard of the age. Your adventure is over (turn to 13).

45

The land of Bhintos is an arid waste of orange dunes and strange rock formations. Few would dwell here by choice, excepting the desert nomads and their shaggy-haired camels. However, copper has been discovered in abundance in the flinty hills that border the wastes. As it is needed by all the city-states to smelt into bronze, a thriving series of mines has sprung up along the coast, using slave labour to extract the metal from the bowels of the earth.

'Might be a good idea to put in here and buy some copper,' says the quartermaster. 'You won't find it available anywhere else at such low prices.'

If you want to dock at the slave mines, turn to 24. If you want to leave this area and sail onwards, turn to 68.

46

From nowhere a gale blows up amid racing clouds and propels your vessel out from the dead-calm doldrums and back into a familiar wave-tossed seascape. Your ship has escaped being becalmed.

'Thanks Zephis for that!' exclaims the helmsman. 'The only thing worse than a quick death by drowning is a slow death from thirst...'

And you sail on across the Sea of Madness. Turn to **80**.

47

The Temple of Morez the war god is a great hall built from blocks of black basalt, and is found right next to the king's fortress. Inside there is a statue of Morez clad in bronze armour and holding a broadsword aloft. The walls of the temple are adorned with trophies from battle: several lion-skins, two stuffed Taurine heads, the huge tusked skull of a Hesadean war-pig, and innumerable weapons and shields.

If you are a follower of Morez it will cost 1 talent to make an offering. If you are not a follower of Morez, it will cost 2 talents for an offering. Making an offering gives you the Blessing of Morez. If you do this, cross the gold off your Quest Sheet and tick the Blessing box for Morez.

The Blessing works by allowing you to add 1 to your MIGHT score for any one Melee Combat you are involved in. When you use the Blessing, cross it off your Quest Sheet. You can have only one Blessing of Morez at a time. Once it is used up, you will need to return here to obtain a new one

When you have finished here, you return to the main plaza of the city-state of Karta. Turn to **66**.

48

On a heavily cultivated hill near Mount T'sufanda you make contact with a prosperous village of tribal farmers who wear magnificent robes adorned with colourful bird feathers. Their leader, the mighty Warrior-Queen Ubaye, is eager to do business and will trade you one cargo unit of Copper for one of the following (roll a die to determine which):

Roll 1 or 2: A cargo unit of Teak

Roll 3 or 4: A cargo unit of Ivory

Roll 5 or 6: A cargo unit of Spices

If you wish to make the trade, cross the Copper off your Quest Sheet and add the cargo unit of whatever you traded it for. If you have no Copper, you cannot trade. Either way, the soldiers of Ubaye, carrying your trade goods, lead you carefully back through the jungle to your boat, to pick up the copper from your hold.

If you want to sail on to other shores, turn to **53**.

If you want to explore the coastal jungles instead, turn to **38**.

49

As an Honoured Guest of Karta, you are always welcome at the Fortress of King Lykos, and are able to stay in the sparse but clean guest-chambers to rest and recuperate. The arena is close by, and many gladiatorial contests are held while you are here. You note that your battle against the Taurine champion is now considered a classic, and has been immortalized in a rare architectural display of ornamental sculpture above the arena's entrance portal.

You can rest here for as long as you like and restore your HEALTH score to its original starting total.

When you are ready to leave, turn to **66**.

50

You have been sailing across the Sea of Madness for some time, when, one night, there is a great commotion on deck.

'Fish men!' screams the helmsman, laying about himself with a flaming torch in one hand and a barbed harpoon in the other.

The amphibious fish-creatures called Piscians have clambered on to your ship in search of slaves. They are man-sized beings, covered in blue-green scales, with bulbous yellow eyes and a wide, thick-lipped mouth full of tiny triangular teeth. A crested scarlet fin flares up on the top of their skull when they are angry, which is now! Armed with shark-hide whips and giant crab-claw clubs, the Piscians grapple mightily with your crew.

PISCIAN SLAVERS: MIGHT 2, HEALTH 3

Fight a Mass Combat battle between the Piscians and your crew. You cannot Retreat from this battle. If your crew defeats the Piscians, turn to **59**. If the Piscians defeat your crew, they enslave all the survivors (including yourself), and put them in bizarre bubble craft, taking them to the Piscian's undersea spiral-towered city. Here you are sacrificed to the terrible fish god Xiphius. Your adventure is over. Turn to **13**.

51

You are enraged by the terrible conditions that the slaves of Bhintos endure. You give an impassioned speech to your crew, reminding them that in Lopenos, alone in all the city-states of the Sea of Madness, all men are free.

'We must give them liberty, now!' you shout, raising your weapon over your head as your men respond with rousing cheers.

Charging at the nearest of the slave mines, you face an army of mercenary foot-soldiers augmented with camel-riding nomad irregulars. It looks like a difficult fight, but at the last moment you are aided by a slave rebellion led by a charismatic ex-gladiator called Kartacus. His slaves will fight alongside your crew, so for this Mass Combat only you may add one to both your CREW MIGHT and CREW HEALTH scores.

ARMoured MERCENARIES: MIGHT 5, HEALTH 5

Fight a Mass Combat battle between the mercenaries and your crew. You cannot Retreat from this battle. If your crew defeats the mercenaries, turn to **87**. If the mercenaries defeat your crew, they immediately crucify all the survivors (including yourself), as an example to any other would-be liberators. Your adventure is over. Turn to **13**.

52

For helping Ithaqua, you are given a simple set of rooms in the Citadel and overlooking the Sea of Madness, where you can rest and recuperate. You hope to see Ithaqua during your stay but alas the Governor is always busy and unable to meet you in person.

You can rest here for as long as you like and restore your HEALTH score to its original starting total. When you are ready to leave, turn to **33**.

53

Your ship is sailing away from the humid green hell that is the Jungle of T'suf.

'Think I picked up an illness from the local food,' mutters the quartermaster, wiping his feverish and pallid brow with a rag.

'More likely you drunk too much of the local firewater,' smirks the helmsman. 'Captain, where to now?'

You can sail west to the war-like Kingdom of Karta (turn to **35**), east towards your home city-state of Lopenos (turn to **15**), or north, into the bane of mariners that is the centre of the Sea of Madness (turn to **1**).

54

As a Near-Equal of Mellene, you approach the Archon in status and are able to stay in the guest-chambers of the Archon's Palace to rest and recuperate. Many parties are held while you are here, and the newly-devised golden wings of Sophos are currently the must-have item of courtier apparel (though few would appear to know how to use them properly!).

You can rest here for as long as you like and restore your HEALTH score to its original starting total. When you are ready to leave, turn to **22**.

55

If you have the codeword *Evdominta*, turn immediately to **21**. If not, read on below.

The Numasean Peninsula juts out into the Sea of Madness like the broken tusk of a giant war-pig. It is a bleak region of dusty valleys and soaring pinnacles of jagged stone. Dominating the coastal landscape is an unnamed isle on which stands the Tower of Xaxes, an enormous basalt edifice topped by the horned skull of Geos the Titan.

Xaxes the Sorcerer has dwelt here for centuries, meddling in the affairs of kings and heroes as a game-player would push his pawns callously across a chequered board. The tower is supposedly protected by magic wards and guardian demons, and you cannot recall a single successful attempt to rob or depose the mighty wizard.

'Best sail on from here sharpish, captain,' says the helmsman nervously, nodding at the island. 'Lest we attract the attention of he who cannot be named...'

Will you order your ship onwards (turn to **73**), or will you instead approach the Tower of Xaxes (turn to **8**)?

56

Your crew has defeated the ship of Skalian pirates. The last few survivors dive overboard and swim for the coast, rather than facing your wrath. Before sinking their vessel you search it for loot and treasure. Roll two dice and check the result below to see what you find:

Roll a 2 or 3: one talent of Gold and a Healing Potion

(One use only; restores your HEALTH to its starting level)

Roll a 4: a cargo unit of Ivory.

Roll a 5: a cargo unit of Teak.

Roll a 6: one talent of Gold.

Roll a 7: nothing! (that's why they attacked you!).

Roll an 8: a cargo unit of Copper.

Roll a 9: a cargo unit of Spices.

Roll a 10: a Breastplate

(Deduct 1 from enemy's POWER down to a minimum of 1)

Roll an 11 or 12: two talents of Gold.

Add whatever you find to your Quest Sheet, assuming you have the space. If you do not, you'll have to ditch something (cross it off your Quest Sheet), before you can add your new booty.

When you have finished here, turn to **92**.

57

The docklands of ruined Sathalene are like a madman's vision of the underworld. Survivors from the city are kept in crude cages like beasts, held captive by goggle-eyed Piscian fish-men. Some are loaded onto the Piscian's undersea bubble ships, some are sacrificed to a great idol of a spike-toothed fish god, and some are cooked on large fires to feed the Piscians and their attendant sea creatures.

You and your crew are outraged at the barbarity, and charge forward to attack the fish-men. 'Let's gut the fiends, Captain,' says the helmsman. 'Then we can feed them to the fishes!'

The Piscians start in alarm at your attack but quickly pick up spikes clubs and whips to defend themselves. Let the battle of Sathalene commence!

PISCIAN SLAVERS: MIGHT 3, HEALTH 3

Fight a Mass Combat battle between the Piscians and your crew. You cannot Retreat from this battle. If your crew defeats the Piscians, turn to **11**. If the Piscians defeat your crew, they enslave all the survivors (including yourself), and you join the people of Sathalene in the cages. Soon you will be put in bizarre bubble craft, and taken them to the Piscian's undersea spiral-towered city beneath the Sea of Madness. Here you are sacrificed to the terrible fish god Xiphius. Your adventure is over. Turn to **13**.

58

You sail away from the Melloskine Marshes, trailing a wake of silty grey mud behind you.

'Might need to keelhaul the hull at some stage, Captain,' says the shipwright, eyeing a few stray mangrove crabs still clinging to your ship by their claws. 'There's no telling what parasites we may have picked up below the waterline.'

From here you can sail south to your home of Lopenos (turn to **15**), north to the dusty wastes of Bhintos (turn to **45**), or west, out into the open waters of the Sea of Madness (turn to **1**).

59

Your crew has slain most of the Piscians and begin scrubbing the ink-dark blood of the fishmen out from the deck of the ship. One of the Piscian's strange bubble-craft, looking like a cross between a pigskin bladder and a giant jellyfish, still lies tethered to your ship, though it is slowly capsizing.

Searching it you find a cargo unit of Ivory, taken from the teeth of dead tusk-whales. You can add the Ivory to your Ship's Manifest if you have enough space for it. If you do not, you will have to jettison another cargo unit (cross it off your Quest Sheet) to make room.

'Hideous creatures, those Piscians,' says the helmsman, as the tether-line is cut and you watch the bubble-craft gradually slip beneath the surface of the sea and sink into the depths. 'Fosydos preserve us from whatever atrocities they practice in their distant sunken cities.'

You sail on across the sea. Turn to **80**.

60

Your ship is sailing across a deceptively peaceful Sea of Madness, when it comes to a shuddering halt. Even with all the rowers straining every muscle and sinew at the oars, the ship cannot move.

Several of your deck crew are pointing at the water and talking excitedly.

'What is it?' you ask them.

'Weeds of Sargazan,' replies the helmsman. 'We're going to have to try and hack them off.'

You look down and see a mass of green plant-like tendrils enmeshed with the oars in a tangled mess. Dotted here and there about the entire mess are large golden flowers that sway seductively in the current.

'It's a difficult job,' says the helmsman, as the first team of rowers clamber down the oars armed with knives and daggers to commence slashing at the thick fibres. 'The scent of the flowers puts men to sleep

so you have to be extra-careful.'

Even as he says this, one of the rowers crumples and collapses into the sea, a dazed expression on his face. The other rowers redouble their efforts.

To see how successful they are, roll one die and Test your CREW MIGHT. If you roll under your CREW MIGHT, your crew completes the job successfully without too many further casualties. Turn to 67.

If you roll equal to or under your CREW MIGHT, your crew suffers more losses as other rowers succumb to the sleep-inducing pollen of the Sargazan flowers. Reduce your CREW HEALTH by one point, unless it is at 1 already (in which case there is no effect). Turn to 67.

61

Xaxes lies dying on the bloodstained docks adjoining his tower. Grimacing in pain, he utters his first and only words to you: 'The seventy usurpers will get you yet!' And with that enigmatic final remark, he is dead. Record the codeword *Evdominta* on your Quest Sheet, and note the number of usurpers.

You have slain Xaxes the Sorcerer, demigod of dark magic, and a feat so unbelievable that your crewmembers still cower in the ship, expecting the wizard to rematerialize at any second and begin an epic battle of retribution! The body of Xaxes and all his accoutrements dissolve into shadow, fading away on the still air like the lingering fear of a bad dream.

However, now that Xaxes is dead, the magic holding together his improbable tower is dispelled, and the whole edifice begins to crumble, topple and fall. Soon, all that is left is a pile of rubble surmounted by the great horned skull of the dead Titan Geos. Eagerly, your rowers scabble through the rubble searching for treasure.

Roll one die. This is the number of talents of Gold you find. Also, there is one magical treasure of great value. Roll one die and consult the table below to see what you have discovered.

Roll 1: a War Banner

(The War Banner adds 1 to your CREW MIGHT during Mass Combat)

Roll 2: an Enchanted Amulet

(Deduct 1 from the die roll every time you must Test your SORCERY)

Roll 3 or 4: a Healing Potion

(One use only: restores your HEALTH to its starting level)

Roll 5: a Cloak of Shadows

(Allows you to Flee Melee Combat without deducting 1 from your HEALTH score)

Roll 6: Pipes of Pandemonium

(Allows your crew to Retreat from Mass Combat without deducting 1 from their CREW HEALTH score)

Once you have added this booty to your Quest Sheet, you sail away from the ruined tower of the now-dead sorcerer. Turn to 73.

62

At last the Parander lies dead in a pool of blood at your feet, coincidentally at the same time the rest of the crew catches up with you.

'Well done Captain,' says the helmsman in admiration. 'Those Paranders are lethal beasts and rumoured to be magical.'

Indeed, you may attempt to skin the creature and transform its pelt into an enchanted cloak. Roll one

die and Test your SORCERY.

If you roll equal to or over your SORCERY, your powers have no effect.

If you roll under your SORCERY, your spells have worked and you have created a Parander Cloak and can add it to your Quest Sheet. It works by enhancing the shifting hues and camouflage-like nature of the creature's fur. If you wear the Parander Cloak while in Melee Combat you may deduct 1 from your enemy's die roll down to a minimum of 1. Note that you can only craft one such Parander Cloak in your lifetime, so once you have made one of them you will be unable to make another. You can sell the Parander Cloak at any market for 3 talents of Gold. Also, you will not be able to wear a Cloak of Shadows and a Parander Cloak at the same time.

Your crewmembers have also stumbled upon further riches in the lost city. Roll one die and divide the result by 2, rounding all fractions up. The end result is the number of talents you may add to the Gold box on your Quest Sheet. However, once you have visited here two times then there is no more gold to discover and you must leave empty-handed. When you have finished here it is time to decide what future path you will take.

If you want to sail on to other shores, turn to 53.

If you want to explore the highlands instead, turn to 17.

63

Despite your best efforts, the enchanted nature of the magical barrier remains indecipherable to you. It is clearly powerful sorcery, but it is a mystery whoever created it and why they would want to prevent you from returning to Lopenos.

'Like I said, Captain,' confides the helmsman. 'Maybe we should call on the leaders of the other city-states. Maybe the Archon of Mellene or the King of Karta knows something.'

You sail away from your home port, deeply troubled. Turn to 28.

64

The Spirullans are defeated! Unfortunately those that you slew were carrying no real treasure of note. Given the maze-like nature of this swampy delta, you are also loath to attempt to find their lair, where they must store all their loot. Instead you give the order to get the ship off the mud bank as soon as possible and set sail.

'Not now Captain, but perhaps one day,' says the helmsman seeing you eye the mangroves. 'We will return and put those buggers to the sword!'

Before long your ship is no longer stranded and you are ready to sail elsewhere. Turn to 58.

65

You are sailing along the north-eastern coast, close to the site of the ruined city of Sathalene. It was here that the Prajan War began when the forces of the overlord Kadmus razed this peaceful trading port to the ground. From the deck of your ship the shoreline appears barren and deserted, with burnt and blackened fields only now smudged with the faint green of new plant growth, and with it, life.

'Smoke on land!' yells the lookout from the bow. Several small columns of smoke from what look like campfires can be seen rising from the rubble of the destroyed city. Obviously the place is not entirely uninhabited.

You can dock at the ruins of Sathalene (turn to 83), or sail on, away from here (turn to 42).

66

If Mellene is a haven of intelligence and good-taste, then the city-state of Karta is the martial capital of the region. Most buildings here are simple, functional, and often fortified. Patrols of bronze-armoured

soldiers regularly patrol the avenues, their red cloaks swirling behind them like battle banners. Everywhere are sculptures and inscriptions dedicated to the heroic ancestors of Karta, as well as exhortations to the current populace to uphold the virtues of bravery, discipline and order. Having docked your ship at Karta, you can do any of the following:

Visit the harbour to trade cargo, hire more sailors, or sell your ship and buy a new one (turn to 84).

Buy and sell personal equipment at the traders' bazaar (turn to 2).

Make an offering at the Temple of Morez, the war god (turn to 47).

Call on the Fortress of King Lykos, ruler of all Karta (turn to 93).

Or, as long as you have not sold your ship (and failed to replace it with a new one), put to sea and set sail (turn to 14).

67

Your sailors finally clear the Sargazan Weeds away from the oars in a bout of frenzied hack-and-slash, and row the ship away from this area before the severed green stumps that bob helplessly in the water can start to re-grow.

One of the crew brings you a bud from the golden flowers, while carefully covering his face.

'For you, Captain,' he says in muffled tones. 'Perhaps you can use it for something or the other...'

You quickly find an amphora to contain it, and stopper it tightly. Note the Sargazan Flower on the list of Gear on your Quest Sheet. In any future combat you may throw the Sargazan Flower like a Javelin at your foe. If you hit, the Sargazan Flower immediately puts your enemy to sleep and they count as defeated, allowing you to turn to the appropriate paragraph number. Beware though, for some creatures are immune to Sargazan Flowers and this will be noted in the text. Regardless of whether you hit or miss, you must cross the Sargazan Flower off from your Quest Sheet as it can only be used once.

You sail on through the Sea of Madness. Turn to 80.

68

Powerful oar-strokes from your rowers take your ship swiftly away from the wastes of Bhintos. Perhaps the thought of the slave mines has given them extra motivation.

'Seas of blood!' you exclaim suddenly, noticing that the water in these parts is a deep scarlet in colour.

'No, Captain,' explains the shipwright. 'It's dust and sand from the desert, blown out here into the sea by the wind goddess Zephis.'

'I heard it's a type of seaweed,' says the quartermaster. 'And it tastes quite nice when dried in the sun.'

'Enough of this!' exclaims the helmsman. 'What course next, Captain?'

You can sail west, to the mighty city-state of Mellene (turn to 95), south, to the treacherous and fly-blown Melloskine Marshes (turn to 75), or south-west, into the marine realm that is the middle of the Sea of Madness (turn to 1).

69

Record the codeword *Theseus* on your Quest Sheet.

Studying the golden wings of Sophos you discover several fatal flaws; namely the use of heavy springs in the wing joints, non-heat resistant wax for feather attachment, and a lack of wing-beat protective reinforcement for the wearer's leather harness. Overjoyed at your solution, Sophos quickly constructs a new prototype, straps it on himself, and soon the insane philosopher is flitting about the marble towers of Mellene, twittering like a bird.

An epic celebration is held to recognize both your ascension to Near-Equal status and the success of both your and Sophos' modified golden wings. You sit at the right hand of the Archon and are the subject of many long toasts, while the entertainments carry on long into the night.

During a quiet moment, the Archon leans over and whispers to you: 'I have heard you may need to seek out Xaxes the Sorcerer, now, or perhaps sometime in the future. Know this, he is but a fiend in mortal guise and almost impossible to defeat in combat. One of the only methods known to best him is to wear the Gauntlet of Power, whether you employ a hand weapon or cast spells.'

'Where can I find the Gauntlet of Power?' you ask.

The Archon spreads his hands delicately, examining his nails. 'Alas, that I cannot say...'

You are also given a set of Golden Wings as a gift. This flying device greatly improves your agility during Melee Combat and you may add 1 to the die roll for any battle in which you wear the Golden Wings. The Golden Wings will also allow you to Flee from Melee Combat without incurring a loss of one HEALTH point. Note however that you cannot wear the Golden Wings and the Cloak of Shadows or the Parander Cloak at the same time. If you need to, you can also sell the Golden Wings in any market for 4 talents of Gold. Record the details of the Golden Wings on your Quest Sheet.

For now, the party is over. Turn to **22**.

70

With Xaxes dead, the magical barrier has dissolved and you sail unchallenged into the harbour of Lopenos. Docking your ship you note the whole city-state is cursed with a listless air of despondency, and the few people you see appear gaunt and emaciated.

There is a sudden shout: 'There they are! Destroy the traitors!'

Turning around you see the seventy usurpers of Lopenos, armed with the best weapons and armour ransacked from the city, scream and charge at your crew, just as they are disembarking.

'Well, well, well,' says the helmsman with a grim smile, hefting a barbed fishing spear. 'It's time to settle a few scores.'

You realize that the usurpers of Lopenos are all the men that you despise. Too weak, cowardly, rich or powerful to go to war against Praj, they sat here in Lopenos like a festering plague of parasites, preying on the weak and the sick while the real heroes of this city were dying half a world away on distant bloody shores. With cold fury in your blood you give vent to a ragged battle-cry and lead your men into one last glorious conflict. Who will win the Final Battle of Lopenos?

SEVENTY USURPERS: MIGHT 4, HEALTH 4

Fight a Mass Combat battle between the usurpers and your crew. You cannot Retreat from this battle. However, you can use the Luskapine Behemoth if it is recorded on your Quest Sheet. If your crew defeats the usurpers, turn to **100**. If the usurpers defeat your crew, they put all the survivors to the sword. You are brutally cut down by several of the usurpers on the docks of your home port, so close to victory and yet now so far. Your adventure is over. Turn to **13**.

71

If you have the codeword *Odysseus*, turn immediately to **52**. If not, read on below.

The Citadel of Praj, home to Ithaqua, Governor of the Prajan Protectorate, has largely been rebuilt following the war. Garrison soldiers of the Mellenic Alliance stare out across the Sea of Madness from battlements where Kadmus and his Skull Legion once prowled. You are allowed to enter Ithaqua's hall, where he holds court amid a host of merchants and traders all looking to profit from the new regime in control of Praj. Ithaqua, no longer the lean mean adventurer of myth but instead a well-fed grey-whiskered autocrat, regards you blankly with a wall-eyed stare.

'I'm sure we have met before,' he says in a quiet, sibilant tone that nevertheless silences the audience chamber. 'But I have moved on from those petty times and now seek meaning and order among the sorrowful chaos of life. I can help you more than you can even think, but first you will have to help me.'

Guards! Clear this chamber at once and take us to the prisoner.'

A short while later you are standing by a seaside cliff-face a short distance from Praj. Chained to the cliff amid rolling waves of surf, is the gaunt and bloodstained form of Kadmus the warlord, instantly recognizable owing to the black battle-helmet that covers his entire head! You are about to speak, but Ithaqua holds up his hand and points to the prisoner.

A pack of rapacious death-auks, brutal carnivorous seabirds, erupt from the water and tear at the prisoner with razor-sharp bills, inflicting many horrific wounds while Kadmus writhes and screams incoherently. Having eaten their fill, the birds return to the sea, while to your amazement, the wounds on Kadmus' body instantly heal themselves.

'The punishment of Kadmus, as ordered by the war god Morez,' says Ithaqua, shrugging his shoulders. 'Unfortunately, we need that helmet upon his head for it is an artefact of Morez and thus useful for bargaining with the Kartans about who should patrol the Straits of Skalos. But the cycle of punishment cannot be broken. Your task is to take Kadmus' place for one day in chains while we remove the helmet. What do you say?'

If you wish to decline, turn immediately to **33**.

If not, you agree to the deal and are chained up while Kadmus is taken away. Almost immediately, death-auks leap out of the surf and commence feasting upon your body while stinging waves of salty brine crash down upon you. The pain is indescribable. Roll one die and Test your HEALTH.

If you roll equal to or over your HEALTH, the pain is too much and you scream piteously to be released. You are, and escorted back into the city, a broken person (deduct 1 from your HEALTH score down to a minimum of 1). Your audience with Governor Ithaqua has ended (turn to **33**).

If you roll under your HEALTH score, turn to **39**.

72

The agora of Sathalene is a barren wasteland of bones and rubble. A rowdy band of barbarian raiders from Thulios have set up camp here, systematically looting what little treasure remains in the great public buildings surrounding the square. Clad in furs, battle-leathers and horned helmets, they charge towards you waving bronze axes and frothing at the mouth in berserk fury. Your crewmembers get ready to defend themselves against this rabble horde!

THULIAN BARBARIANS: MIGHT 3, HEALTH 3

Fight a Mass Combat battle between the barbarians and your crew. If you want to Retreat from this battle and flee back to the ship, reduce your CREW HEALTH by one, and turn to **42**. If your crew defeats the Thulians, turn to **18**. If the Thulians defeat your crew, they enslave the survivors (including yourself) as thralls, destined to spend your days in the ice-cold mountains of Thulios, serving your barbarian overlords. Your adventure is over. Turn to **13**.

73

You sail away from the strange waters that lap at the unnamed isle of Xaxes the Sorcerer. Once the isle drops away below the horizon and is no longer visible, your crew immediately recommences fishing.

'I wouldn't eat anything I caught swimming in the waters by that island,' says the quartermaster. 'Only Fosydos knows how tainted the fish are from the magical effluence leaking out from Xaxes' tower.'

Where are you bound? North, to the Straits of Skalos (turn to **25**), east, to the Kingdom of Karta (turn to **35**), or north-east, into the boundless main that is the centre of the Sea of Madness (turn to **1**)?

74

Your vessel sails away from the crowded coastal waters which surround the rich trading city-state of Mellene. The sun shines down so enticingly on its fair white walls that you almost give the order to return there immediately, so you may sit in the leafy shade outside a dockland taverna and drink several jugs of rich Mellenian wine.

'Fair winds ahead, Captain,' says the helmsman, breaking your reverie. 'What course shall we set?'

You can sail west, to the ruins of Sathalene (turn to 65), east, to the wastes of Bhintos (turn to 45), or south, into the Sea of Madness (turn to 1).

75

The Melloskine Marshes are a salty estuary so vast in size the river that empties into them has never been named. To sail here is to weave your ship through a tangled maze of shiny-leaved mangroves and mud banks of fine grey silt. Giant wading birds trawl the channels for fish, and you feel the weight of hidden eyes watching you from the foliage.

'Who lives here?' you ask the helmsman.

'Monsters, certainly,' he replies. 'Most ships that sail into the Melloskine Marshes never return.'

To see if your crew can safely navigate the treacherous waterways, roll one die and Test your CREW MIGHT. Deduct one from the die result if your ship is a Trireme. Add one from the die result if your ship is a Quinquereme (larger ships are more difficult to maneuver than smaller vessels).

If you roll under your CREW MIGHT, you leave this place in search of fairer shores (turn to 58).

If you roll equal to or over your CREW MIGHT, you become stranded in the swamp (turn to 97)!

76

The new mines of Bhintos are governed by the ex-gladiator Kartacus and he is glad to see you again.

'Welcome, friend!' he says, clapping you on the back. 'Stay as long as you like! If you want to trade cargo, bring us teak timber from the slopes of Mount T'sufanda. It's the strongest wood for bracing the mine tunnels and preventing cave-ins.'

You can rest here for as long as you like and restore your HEALTH score to its original starting total.

You can also buy and sell cargo units at the prices listed below. Each price is for one cargo unit. Cargo units with no listed prices are not available to buy or sell here.

Copper:	To buy: 1 talent	To sell: 1 talent
Ivory:	To buy: 3 talents	To sell: 1 talent
Slaves:	To buy: -	To sell: -
Spices:	To buy: 3 talents	To sell: 1 talent
Teak:	To buy: 5 talents	To sell: 4 talents

Record any transactions on your Quest Sheet. When you have finished here you can board your ship and sail on to other shores (turn to 68).

77

Ionnos the Priest is happy to see you return to the temple of Zephis. Construction work is well under way to rebuild the sanctuary and there is a heavily-armed squad of temple guards stationed here at all times to keep watch over the legendary golden idol.

'Zephis welcomes her saviours with open arms!' he tells you. 'Would you care to make a donation to the cause?'

If you are a follower of Zephis it will cost 1 talent to make an offering. If you are not a follower of Zephis, it will cost 2 talents for an offering. Making an offering gives you the Blessing of Zephis. If you do

this, cross the gold off your Quest Sheet and tick the Blessing box for Zephis.

The Blessing works by allowing you to summon the wind if you need it while at sea. When you use the Blessing, cross it off your Quest Sheet. You can have only one Blessing of Zephis at a time. Once it is used up, you will need to return to a temple of Zephis to obtain a new one.

When you have finished here, you return to Sathalene. Turn to **83**.

78

The rower who was acting as a scout stumbles back through the jungle towards you, bleeding profusely from a savage head wound that seems to have removed most of his scalp.

'Apes! Apes in the mist!' he screams, before collapsing on the leaf-strewn ground.

Sure enough, a mob of great gray apes, each as tall as a man but with long muscular arms, descend from the highlands in a fury of howling and chest-beating, and attack your expedition. This will be a desperate battle!

GRAY APE MOB: MIGHT 2, HEALTH 4

Fight a Mass Combat battle between the apes and your crew. If you want to Retreat from this battle and flee back to the ship, reduce your CREW HEALTH by one, and turn to **53**. If your crew defeats the apes, turn to **48**. If the apes defeat your crew, there is no mercy in the jungle. Half of your crewmembers are eaten where they fall, and the others are brutally dismembered (including yourself), and taken back to the apes' lair to feed the rest of the pack. Your adventure is over. Turn to **13**.

79

Deep within the ruins you enter what looks like a temple courtyard where the roots of an ancient chanyan tree coil protectively around the fallen statue of a forgotten god. Roosting in the tree is a huge bird-like creature with metallic feathers and grasping talons. Glaring at you with yellow eyes, it drops from its perch in one swift movement and spears towards you on wings like feathered blades.

You face no normal foe but an Asipatra demon, whose duty in the Elder Days was to harvest the souls of the dead and dying. The creature is surrounded by an air of despair and despondency and it is all you can do to face up to its onslaught. Your crewmembers are less fortunate, and hang back in hand-wringing fear, unable to aid you in this battle. You must fight it alone! Will you favour sorcery (turn to **7**), or do you prefer to use your weapon (turn to **23**)?

80

Even though you may feel you have survived the worst the Sea of Madness can throw at you, you do not escape so easily. The centre of the sea is home to an immense vortex of slow and yet near-inescapable currents.

'All hands on oars,' yells the helmsman. 'Steady, and ... PULL!'

To see if your crew have successfully picked their way through the marine maelstrom, roll one die and test your CREW MIGHT. Add one to the die result if your ship is a Trireme. Deduct one from the die result if your ship is a Quinquereme.

If your crew are successful, consult the list of paragraph numbers below and choose which one you wish to turn to.

If your crew is unsuccessful, roll two dice and consult the table below for the paragraph number of your next destination:

Roll a 2 or 3: turn to **45**.

Roll a 4: turn to **25**.

Roll a 5: turn to **85**.

Roll a 6: turn to **5**.

Roll a 7: turn to **95**.

Roll an 8: turn to **35**.

Roll a 9: turn to **75**.

Roll a 10: turn to **65**.

Roll an 11 or 12: turn to **55**.

81

A dark-prowed ship glides silently out from the misty gloom. From the blood-red pennants hanging from the masts, to the grim-faced warriors lining its decks, there's no mistaking the ill intentions of this vessel. You face a pirate ship for which the Straits of Skalos are justly infamous. Defend your vessel!

SKALIAN PIRATES: MIGHT 3, HEALTH 2

Fight a Mass Combat battle between the pirates and your crew. If you want to Retreat from this battle, reduce your CREW HEALTH by one, and turn to **92**. If your crew defeats the pirates, turn to **56**. If the pirates defeat your crew, they scuttle your ship and enslave the survivors (including yourself), selling all of you to the slave mines of Bhintos. Your adventure is over. Turn to **13**.

82

The Spirullans are surprisingly agile and swarm up the sides of your ship, intent on plunder. You crew responds valiantly, grabbing whatever weapon comes to hand in order to beat back the molluscoid menace...

SPIRULLAN MARAUDERS: MIGHT 3, HEALTH 4

Fight a Mass Combat battle between the Spirullans and your crew. You cannot Retreat from this battle. If your crew defeats the Spirullans, turn to **64**. If the Spirullans defeat your crew, they slaughter all the survivors (including yourself), take your loot if you have any, and scuttle the ship. Your adventure is over. Turn to **13**.

83

If you have the codeword *Bellerophon*, turn immediately to **29**. If not, read on below.

The once-peaceful port of Sathalene is a maze of rubble and blackened timbers. Scrawny packs of feral dogs pick their way through the debris-strewn streets, fighting over bones and refuse, while in the shadows, rats as long as your arm dart from one shattered hovel to another.

'Careful, Captain,' says the helmsman, with his sword in hand. 'I have a bad feeling about this place.' Behind him your crew mutters nervously among themselves, glancing about the ruins as if expecting an ambush at any second.

Where will you explore? You can head to the ruined temple complex on a low hill overlooking the port (turn to **34**), search the agora and its nearby public buildings (turn to **72**), or explore the docks, where there appear to be more than a few fires, wafting columns of smoke high into the sky (turn to **57**).

Or, you could leave this place entirely, and return to your ship (turn to **42**).

84

Trading with the Kingdom of Karta is a laborious affair, conducted under the watchful eyes of the king's representatives to ensure fiscal transparency. Still, there are some profits to be made, particularly if you deal in copper, which the Kartan armies are always hungry for in order to make bronze.

Ships are available at the following prices:

Trireme:	Cost: 4 talents	Cargo Capacity: 1 cargo unit
Quadrireme:	Cost: 6 talents	Cargo Capacity: 2 cargo units
Quinquereme:	Cost: 8 talents	Cargo Capacity: 3 cargo units

You can sell your current ship for half the above price (so if you sold a quadrireme you would get 3 talents in return). Note that you cannot leave Karta without a ship, so if you sell your ship make sure you have enough funds to buy a new one, otherwise your adventure will be over!

If you wish to upgrade your crew, it costs 1 talent to raise either your CREW MIGHT or CREW HEALTH by 1 point, up to a maximum score of 6 each (so if you spent 2 talents you could raise your CREW MIGHT by 2 points, or your CREW HEALTH by 2 points, or both scores by 1 point each).

You can also buy and sell cargo units at the prices listed below. Each price is for one cargo unit.

Copper:	To buy: 4 talents	To sell: 3 talents
Ivory:	To buy: 3 talents	To sell: 1 talent
Slaves:	To buy: 3 talents	To sell: 2 talents
Spices:	To buy: 3 talents	To sell: 1 talent
Teak:	To buy: 3 talents	To sell: 2 talents

When you have finished here, you can return to the city (turn to 66). Alternatively, you can board your ship and set sail (turn to 14).

85

The coastline in these parts is fringed with palm trees, which give way to rugged limestone uplands covered in the lush and tangled Jungle of T'suf. Looming above all of this is the cloud-wreathed summit of Mount T'sufanda, an active volcano some claim as the home of the forge god Phaistos.

'The land of T'suf is a dangerous place,' says the helmsman. 'The riches of this region are as plentiful as its perils, true, but few survive to enjoy them.'

'I've heard tell of lost cities in the jungle,' chimes in the shipwright. 'Where ghosts of dead empires guard a fortune in gold and jewels.'

'Bah! Yet more tales to lure greedy folk to their doom!' snarls the helmsman and storms off to berate the rowers.

'His brother died here,' shrugs the shipwright in apology. 'Torn to pieces by jungle beasts, or so the stories say...'

You can venture inland towards the villages at the base of the mountain in search of trade goods (turn to 17). Alternatively, you could explore the jungle, to see if the rumours of long-lost civilizations are true (turn to 38). Or, if you wish to leave these balmy climes, you can sail your ship to parts elsewhere (turn to 53).

86

Hoping to at least save the lives of yourself and your crew, you throw all your gold overboard as tribute to the Spirullans. Cross off all the talents of Gold on your Quest Sheet.

The Spirullans accept your tribute. They gather up all the gold and retreat, sinking back into the

muddy waters of the estuarine marsh. Your crew do not need to be ordered, and immediately get to work easing the ship off the mud bank and back into open water.

Before long you are at sea and sailing away from here, poor, and yet still alive (turn to 58).

87

Record the codeword *Perseus* on your Quest Sheet.

You have defeated a major force of mercenaries and nomads that loosely commanded the lands of Bhintos. In doing so you have lit the spark that ignites a slave rebellion which will grow to encompass all the mines in this area, and free all of the slaves.

'We cannot thank you enough!' says Kartacus, the new leader of the mines of Bhintos. 'You alone have acted bravely where others failed to do so, and in turn have brought hope to all our people here.'

As a sign of their appreciation, Kartacus will gift you up to three free cargo units of Copper, or as much as you can fit on your ship. If you need to dump your current cargo to free up space for the Copper, he will also pay you one talent of Gold per cargo unit of dumped cargo (including slaves, which he will then set free!). Amend your Quest Sheet accordingly.

You can also rest here for as long as you like and restore your HEALTH score to its original starting total.

As you leave, you notice Kartacus forcing the surviving nomads and mercenaries into working in the mines.

'Don't worry,' he says cheerfully. 'There'll be no more crucifixions. We just need someone to work the seams of copper, and it gives these fine fellows a chance to understand how much hard work we put in when we did the mining!'

You sail on. Turn to 68.

88

The merchants' market, held in the open area in front of the Citadel of Praj, is a cultural melting pot of Prajan traders, Thulian barbarians, and exiles from Sathalene all scheming on getting as wealthy as possible as quickly as possible. You can buy any of the items listed below as long as you have enough gold to buy it and space to carry it. You may also sell any items you own that are listed below, for the price stated. Don't forget to update your Quest Sheet in either case. Items with no purchase price are not available locally.

Weapons:

Staff (POWER 1)	To buy: 1 talent	To sell: 1 talent
Sword (POWER 2)	To buy: 2 talents	To sell: 1 talent
Battleaxe (POWER 3)	To buy: 3 talents	To sell: 2 talents
Javelin	To buy: 1 talent	To sell: 1 talent

Armour:

Shield	To buy: 1 talent	To sell: 1 talent
Breastplate	To buy: 2 talents	To sell: 1 talent

The Breastplate allows you to deduct 1 from an enemy's POWER down to a minimum of 1.

Other Gear:

Healing Potion	To buy: 2 talents	To sell: 1 talent
<i>One use only: restores your HEALTH to its starting level.</i>		
Enchanted Amulet	To buy: -	To sell: 3 talents

Cloak of Shadows	To buy: -	To sell: 3 talents
Pipes of Pandemonium	To buy: 4 talents	To sell: 3 talents
<i>Allows your crew to Retreat from Mass Combat without deducting 1 from their CREW HEALTH score.</i>		
War Banner	To buy: -	To sell: 3 talents

When you are ready to venture elsewhere in the city, turn to 33.

89

Cold winds blow down from the Thulian highlands and fill your sails as you sail away from the Citadel of Praj. These distant shores are about as far from Lopenos as you can get, without sailing through the Straits of Skalos and into the Ocean of Furies.

'The entirety of the Sea of Madness lies before us, Captain,' says the helmsman, gesturing expansively with broad calloused hands. 'What is our course?'

Will you sail south, to the Straits of Skalos (turn to 25), east, to the ruins of Sathalene (turn to 65), or south-east, heading straight for the centre of the azure-blue sea (turn to 1)?

90

The Mellene agora is an immense square whose marble flagstones are covered with a bewildering array of covered stalls buying and selling goods and equipment of every conceivable description. You can buy any of the items listed below as long as you have enough gold to buy it and space to carry it. You may also sell any items you own that are listed below, for the price stated. Don't forget to update your Quest Sheet in either case. Items with no purchase price are not available locally.

Weapons:

Staff (POWER 1)	To buy: 1 talent	To sell: 1 talent
Sword (POWER 2)	To buy: 2 talents	To sell: 1 talent
Battleaxe (POWER 3)	To buy: -	To sell: 2 talents
Javelin	To buy: 1 talent	To sell: 1 talent

Armour:

Shield	To buy: 1 talent	To sell: 1 talent
Breastplate	To buy: -	To sell: 1 talent

Other Gear:

Healing Potion	To buy: 2 talents	To sell: 1 talent
<i>One use only; restores your HEALTH to its starting level.</i>		
Enchanted Amulet	To buy: 4 talents	To sell: 3 talents
<i>Deduct 1 from the die roll every time you must Test your SORCERY.</i>		
Cloak of Shadows	To buy: 4 talents	To sell: 3 talents
<i>Allows you to Flee Melee Combat without deducting 1 from your HEALTH score.</i>		
Pipes of Pandemonium	To buy: -	To sell: 3 talents
War Banner	To buy: -	To sell: 3 talents

When you are ready to venture elsewhere in the city, turn to 22.

91

Record the codeword *Jason* on your Quest Sheet.

You give the Golden Idol of Zephis to Ionnos the Priest. Make sure you cross it off your Quest Sheet.

Ionnos is overjoyed. Tears stream down his face as he says: 'Stranger, I cannot thank you enough for your deed of piety! Now the temple of Zephis can be rebuilt and we can once again worship the wind goddess in Sathalene.'

There is an additional reward for your generosity. While Ionnos is clearing a space on the altar for the new statue, he discovers a secret compartment containing a gauntlet crafted from meteoric iron. Despite it being an artefact of great power, he presents it to you, saying: 'Zephis has spoken. This is her gift to you for all your help.'

Record the Gauntlet of Power on your Quest Sheet. While you wear the gauntlet it will add 1 to your MIGHT, SORCERY, HEALTH and weapon POWER scores, up to a maximum of 6. If you want to, it can also be sold in any city-state market for 6 talents of Gold.

Word of the temple's restoration soon spreads like wildfire through the ruins and surrounding hamlets. Within a few days a fanatical guard of survivors has sprung up to help Ionnos protect the temple from further raids. Construction work begins anew and before long the sanctuary is approaching its former glory.

With the gratitude and well-wishes of Ionnos ringing in your ears, you leave the temple of Zephis and return to Sathalene. Turn to 83.

92

You sail away from these eerie shores, with their sudden mists, hidden reefs, and lurking pirates.

'The Straits of Skalos are no place to tarry, Captain,' says the helmsman. 'Best we depart here with all haste!'

Will you sail south, to the Tower of Xaxes the Sorcerer (turn to 55), north, to the Citadel of Praj (turn to 5), or east, braving a passage through the Sea of Madness (turn to 1).

93

If you have the codeword *Heracles*, turn immediately to 49. If not, read on below.

The Fortress of King Lykos of Karta is a forbidding keep of grey stone, guarded by a throng of red-cloaked soldiers. You are allowed to enter the King's hall, where he holds court amid a horde of warriors and minor heroes garbed in gleaming armour and wearing crested helmets. King Lykos is clad with the skin of the Numasean Lion over a red battle-kilt, and a battered golden crown sits atop his flowing mane of dark hair. He looks at you with inscrutable black eyes.

'Comrade, well met!' he says in booming voice that fills the hall. 'Before I can admit you as an Honoured Guest of Karta, you will have to compete in a display of martial prowess. Your task is to defeat our latest champion gladiator in the arena!'

There is a roar of approval from the warriors at this news.

You are taken to the Kartan arena. It is a circular stone building with high tiers of ranked seating, and a sandy-floored central area where gladiators do battle with wild beasts and each other. The arena is full of spectators today. King Lykos and his court take their place in the royal viewing area, and you stand alone on the arena sands. A jagged portcullis is raised and you hear a snorting sound as your enemy shambles out into the sunlight.

Your opponent in the arena is a great bull-headed Taurine warrior. Originally from the southern badlands, he was captured when young by Kartan soldiers and trained as a gladiator in the arena. Armed with a notched battleaxe and wearing a bronze breastplate inscribed with a labyrinthine design, he will be a difficult opponent to defeat!

Because of his breastplate you must reduce your weapon's POWER score by 1, to a minimum of 1, for this combat.

TAURINE GLADIATOR: MIGHT 4, POWER 3, HEALTH 4

You may hurl a Javelin at the Taurine if you have one. If you want to Flee from this battle, you give the signal for the King to end the combat and you are escorted away from the arena (reduce your HEALTH by one, and turn to 66). If you slay the Taurine, turn to 27. If the Taurine kills you, you fall the blood-stained sands of the arena, breathing your last desperate breath. Your ship is impounded by the King of Karta to use in his navy and your crew becomes mercenary marines under the leadership of a Kartan captain. Your adventure is over (turn to 13).

94

Once again you find the overgrown ruins of the ancient city in the jungle. However, since you slew the Asipatra demon, the atmosphere of gloom and foreboding has lifted somewhat, though the ruins are still a dangerous place. This is confirmed when, while scouting ahead, you hear a deep growl and a hideous beast leaps down from a shattered portico to attack you.

The creature is a Parander; a relatively common jungle predator hereabouts that resembles a vicious bear-like creature but with scythe-shaped horns and cloven hooves. Its velvet coat is a bewitching mix of dark brown, black, and deep blue that appears to change colour as it stalks through the undergrowth towards you. Defend yourself against this predatory fiend!

PARANDER: MIGHT 3, POWER 2, HEALTH 3

You may hurl a Javelin at the Parander if you have one. If you want to Flee from this battle and escape back to the ship with your crew, reduce your HEALTH by one, and turn to 53. If you slay the Parander, turn to 62. If the Parander kills you, it devours your carcass. Your horror-stricken crewmembers are quickly picked off by other jungle predators as they attempt to return to the ship. Your adventure is over (turn to 13).

95

You are sailing in the coastal waters near the mighty city-state of Mellene. There are many other seafaring vessels here, including fishing coracles, trade barges and the multi-oared polyremes of the Mellenic Armada. Mellene itself lies in a fertile bowl-shape valley, surrounded by golden fields of wheat and barley, and rolling hills covered in rows of leafy green vineyards. The city, constructed almost entirely from bricks of marble and quartz, glitters enticingly in the bright sunshine.

'Mellene is ruled by the Archon,' says the quartermaster, chewing on an olive. 'Some say he is the richest man in all the lands surrounding the Sea of Madness.'

You can dock at the port of Mellene (turn to 22), or you can sail away to other lands (turn to 74).

96

The port of Praj was badly destroyed during the war, but has since been hurriedly rebuilt to better facilitate trade into the occupied city. Everywhere you look there is a hive of activity, as people buy and sell ships, hire extra rowers and crew, and trade in different kinds of cargo.

Ships are available at the following prices:

Trireme:	Cost: 4 talents	Cargo Capacity: 1 cargo unit
Quadrireme:	Cost: 6 talents	Cargo Capacity: 2 cargo units
Quinquereme:	Cost: 8 talents	Cargo Capacity: 3 cargo units

You can sell your current ship for half the above price (so if you sold a quadrireme you would get 3 talents in return). Note that you cannot leave Praj without a ship, so if you sell your ship make sure you have enough funds to buy a new one, otherwise your adventure will be over!

If you wish to upgrade your crew, it costs 1 talent to raise either your CREW MIGHT or CREW HEALTH by 1 point, up to a maximum score of 6 each (so if you spent 2 talents you could raise your CREW MIGHT by 2 points, or your CREW HEALTH by 2 points, or both scores by 1 point each).

You can also buy and sell cargo units at the prices listed below. Each price is for one cargo unit.

Copper:	To buy: 3 talents	To sell: 2 talents
Ivory:	To buy: 3 talents	To sell: 2 talents
Slaves:	To buy: 1 talent	To sell: 1 talent
Spices:	To buy: 3 talents	To sell: 2 talents
Teak:	To buy: 4 talents	To sell: 3 talents

When you have finished here, you can return to the city (turn to **33**). Alternatively, you can board your ship and set sail (turn to **89**).

97

It looks like you have successfully navigated the Melloskine Marshes but then there is a slow, drawn-out groaning noise as your ship beaches itself on a tidal mud bank, sending great plumes of grey silt into the water. Working with feverish speed, your rowers descend to hull level with planks and ropes in a bid to free the ship before the denizens of the swamp arrive. They are too late.

'Spirullans! Spirullans on all sides! To arms! To arms!' screams the lookout, frantically waving his arms.

Your ship is surrounded by a rapidly-surfacing force of Spirullan marauders. These strange mollusk-like beings resemble man-sized spiral-shelled snails, with four eyes on stalks, muscular grasping tentacles and a saw-toothed radullan maw. Spitting acidic yellow bile in anticipation, they relentlessly attack.

How will you deal with this estuarine menace? Single combat to the death against their leader (turn to **36**), powerful sorcery (turn to **12**), or will you lead your crew in defending your ship (turn to **82**)? Alternatively, if you have at least 2 talents of Gold, you could throw it all overboard as tribute (turn to **86**).

98

Your spell works! By touching the barrier and studying its patterns of enchantment, you are able to discern its creator. The answer is unpleasant: Xaxes the Sorcerer, master of the dark arts who dwells in a tower on a rocky isle off the shores of Numasea, far to the west. But why would Xaxes do this to you? You know him only through reputation.

Your crew reacts nervously to the news.

'Do we go and take him on ourselves?' asks the helmsman anxiously, licking his lips. 'I've heard tales he wrestles with demons for sport! Maybe we should sail to Mellene or Karta first and gather information.'

You now know who was responsible for the magical barrier around Lopenos. All that remains is to find out why. And so you sail away from your home port, seeking the truth. Turn to **28**.

99

The Temple of Fosydos the sea god is a marble pavilion built on a rocky crag overlooking the harbour. Inside is a huge statue of the god made from greenstone and bearing a golden crown. In one hand he holds a silver trident signifying retribution, and in the other a golden net indicating plentiful sustenance.

If you are a follower of Fosydos it will cost 1 talent to make an offering. If you are not a follower of Fosydos, it will cost 2 talents for an offering. Making an offering gives you the Blessing of Fosydos. If you

do this, cross the gold off your Quest Sheet and tick the Blessing box for Fosydos.

The Blessing works by allowing you to ignore any one storm at sea. When you use the Blessing, cross it off your Quest Sheet. You can have only one Blessing of Fosydos at a time. Once it is used up, you will need to return here to obtain a new one

When you have finished here, you return to the centre of Mellene. Turn to **22**.

100

You personally cut down the last of the usurpers, and the few survivors from your crew's wrath are dragged off immediately to the dungeons. During the battle, the rest of the citizens of Lopenos have emerged from their houses to stand at doorways and windows, watching the battle rage through the docklands of the city. When it becomes clear to them that the usurpers are defeated and the victors are returning heroes from the Prajan War, a cheer goes up from every household in the port. Tyranny has been defeated, and the prodigal ones have come home. The people of Lopenos are free once more, thanks to you, a heroic individual who braved all the perils of the Sea of Madness! Congratulations!

THE END

OPTIONAL RULES

Creating New Characters

Once you've played through Sea of Madness with the starting characters, you might like to start creating your own. This is extremely easy to do, using the following process:

1. Split 16 points among the following:
 - a. MIGHT (anywhere from 2 to 6)
 - b. SORCERY (anywhere from 2 to 6)
 - c. HEALTH (anywhere from 2 to 6)
 - d. A weapon from the following (cost in points equals POWER score):
 - i. Staff (POWER 1)
 - ii. Sword (POWER 2)
 - iii. Battleaxe (POWER 3)
 - e. Any of the following extra equipment at 1 point each:
 - i. A Shield
 - ii. A Javelin
 - f. 1 to 3 talents of Gold (1 point per talent)
2. Chose your character's Sex and give them a Name.
3. Chose your character's Profession. If they have a high MIGHT score they are a Warrior. If they have a high SORCERY score they are an Enchanter or Enchantress. If all their scores are around the same, they are an Adventurer. Profession has no impact on game-play but simply helps you better visualize your character.
4. Pick a God or Goddess to follow: Morez, Fosydos, or Zephis.
5. Give your character a colorful background, and unleash them upon the Sea of Madness!