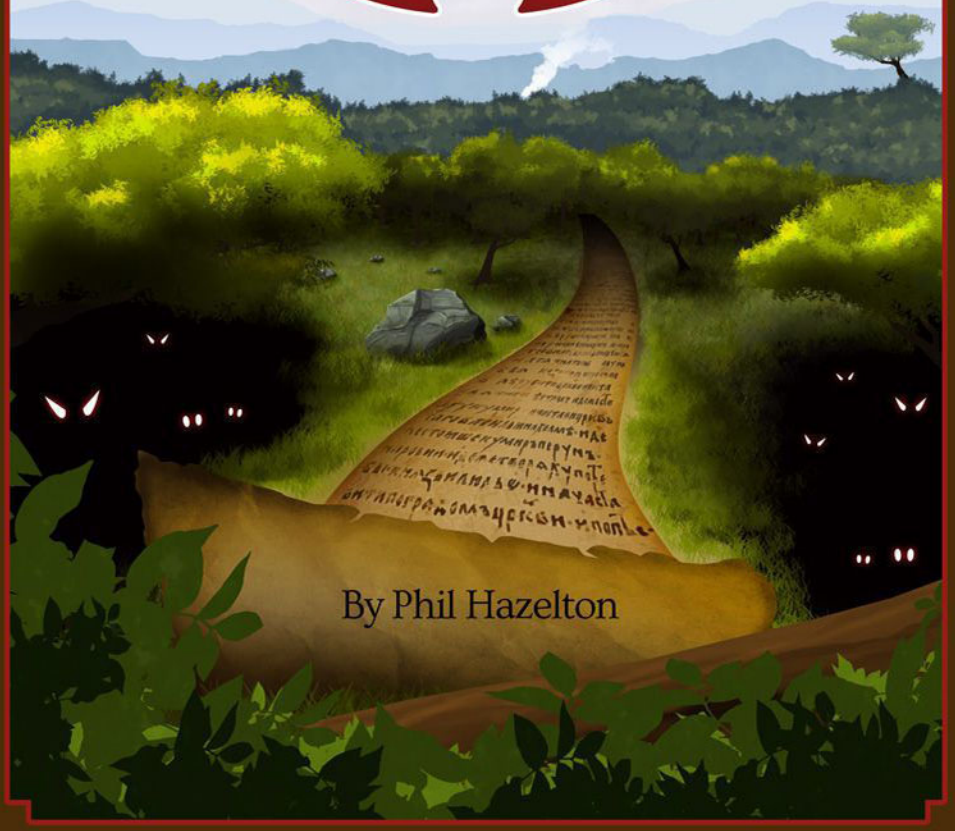
Cards of Fate presents...

FOREST OF FATE™

A Storytelling Survival Adventure



By Phil Hazelton

FOREST OF FATE™

RULE BOOK

Scan to play, or visit:
https://fate.cards/forest







THE STORY BEGINS...

As far as accolades go, you've got it all. You've looted, and lost, more treasure than the average adventurer could even imagine. Now you're tired, you're weary and you're a long way from home–and what use is a quest if nobody gets to hear about it?

Your goal is to make it back to The Finishing Post, together, to tell your tale. Your path awaits in the Forest of Fate...

COMPONENTS



36 Encounters



5 Quests



1 Finishing Post



6 Characters



4 Artefacts



10 Items



12 Abilities



12 Skills



12 Statuses

THE STORY BOOK

To navigate the Forest you will also need a copy of the Story Book: you cannot play without one. You can access the free digital and printable versions by scanning the QR code on the front of this booklet, or by visiting https://fate.cards/forest

We like trees, so we recommend the digital version. It's compatible with all modern computers, tablets and smartphones, and doesn't require an app or an internet connection to use.



A Cards of Fate game - https://fate.cards

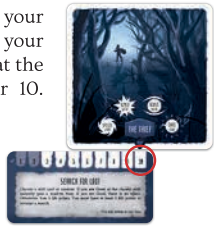
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GAME SETUP

1 BUILD YOUR CHARACTER

Each player chooses one Character card, and places it face-up in front of them.

Next, locate the two Ability cards matching your Character's colour and choose one. Place your chosen Ability beneath your Character, so that the heart-shaped marker points to the number 10. Return the other Ability to the box.



Tip: Two or three players can enjoy a longer game by choosing two characters each.

2 CHOOSE YOUR QUEST

As a group, choose one Quest card and place it face-up in the centre of the table. This is your starting point.

3 CLAIM YOUR LOOT

Locate the Artefact or Item specified by your chosen Quest and place it face-up in front of any player. Put the rest of the Items to one side, and return the other Artefacts to the box.

Tip: In Easy mode you may also take a random starting item of your choice, in addition to the loot granted by your chosen Quest.

4 PLOT YOUR PATH

Shuffle the Encounter cards and deal them face-down in a winding path, starting from the Quest. You decide the shape! The length of your path is set according to the number of players and the desired difficulty (see table on opposite page).

All Encounters must be placed facing the same direction, matching the orientation of the text on the Quest card.

5 THERE'S NO PLACE LIKE HOME

Locate The Finishing Post and place it face-down at the end of the path. This is your end goal.



Once setup is complete, your table should look something like this.

HOW MANY ENCOUNTERS?

We recommend new players start at Normal, then adjust according to your preferences. Younger players may enjoy Easy mode the best.

	EASY	NORMAL	HARD
2	6	8	9
3	9	11	12
4	11	13	15
5	13	16	18
6	15	18	20

LET'S PLAY

The Forest is a dangerous place to go alone, so you must travel together on your homeward journey. Even so, it is possible that some of you may not make it back. It is possible that none of you will make it back. To stand any chance of survival you must work together, using your Skills and Abilities to stay one step ahead of the Forest.

Each character has two Great Skills, two Good Skills and a unique Ability. Sometimes you'll even gain access to Epic Skills!

Tip: If you haven't already, now would be a good time to get to know the Skills and Abilities of your fellow adventurers. Read them aloud, and listen up!

GETTING STARTED

Read the Quest aloud to set the scene, then familiarise yourself with your starting loot–you may need it later!

When you're ready, turn over the first Encounter card (the one nearest to the Quest) and read the scenario text aloud to the group.

RESOLVING ENCOUNTERS

Each Encounter must be met by one of your Characters (using one of their Skills) or by using an item. There is no fixed turn order, so it's up to you to decide who will face each Encounter as it is revealed.

Once you've decided who will face the Encounter that player must then choose which Skill their Character will use.

Tip: To use a Skill the matching symbol must appear on both the Character card and the Encounter card.



Look up the paragraph number on the matching Skill symbol in the Story Book to reveal the outcome. Always use the symbol closest to the card from which you arrived (in this example the party chose Guile, and arrived from the South).

Each outcome is revealed in two parts. After reading the first part, skip to the paragraph number shown beneath your current skill level (Fair, Good, Great or Epic). Beware: once you start reading you cannot change your mind!

SUCCESS & FAILURE

Your success will depend on your Skill, the difficulty of the current Encounter and no small amount of luck. Always pay attention to your surroundings and use your intuition!

Tip: You may do better to use a Skill that is more suited to the situation at hand, even if it's not your character's strongest.

If you chose wisely you will emerge unharmed. On rare occasions you may do so well that you gain an Item (in that case, simply place it next to your Character for later).

If you fail, you must lose the number of life points noted. When this happens, slide your Ability along to keep track of your current total.

THE LONG WAY AROUND

You do not have to beat an Encounter in order to proceed, however if you fail (by losing any life points) the rest of the party must then take the long way around. This costs every other Character 1 life point. Note that nobody can lose their final life point in this way.

Tip: Some Abilities and Artefacts can reduce damage, prevent Statuses or avoid taking the long way around.

Once an Encounter has been resolved, leave it face-up and continue along the path to the next.

ITEMS & ARTEFACTS

You may bypass each Encounter with a specific Item, if you have it, instead of using a Skill.

To use an Item look up the paragraph number provided in the centre of the Encounter card and read it aloud. You may only use each Item once, then it must be set aside. You cannot gain more than one of the same Item.



Artefacts provide powerful one-off abilities but cannot be gained or recharged during your journey, so use them wisely!

STATUSES

Statuses provide temporary boosts or penalties to your Skills, based on the results of your actions. They can be both good and bad, but you can only have one Status at a time. The outcome text will tell you when to apply a Status (e.g. "Become Confused").

Statuses wear off after three Encounters, regardless of who faced them. To help keep track of how many Encounters are remaining, slide the Status card beneath your Character card as follows:



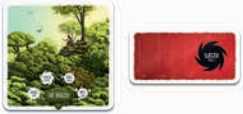
The Ranger has just become Sluggish, reducing their speed from Great to Good for the next three Encounters.



After the following Encounter is complete, the Ranger slides the Status out by one position (following the guides on the card).



The Ranger does the same again after the next Encounter, moving the Status on to the final position.



After the third Encounter is complete, the Ranger removes the Status completely. They are cured, and back to full speed!

In addition, Statuses are discarded immediately if any of the following conditions are met:

- Your character does not possess the affected Skill
- Your character gains a different Status
- Another character gains the same Status
- Your character uses the affected Skill during an Encounter

Certain Abilities, Items and Artefacts can also be used to remove or apply Statuses throughout your journey.

ENDING THE GAME

The game ends once everyone has run out of life points, or at least one Character has made it back to The Finishing Post.

MADE IT HOME?

Congratulations! To find your ending flip The Finishing Post card to reveal the scoring table, then follow the instructions on the card to complete your tale.

The happiness of your ending will depend on how many Characters made it back and how much loot you are carrying on arrival.

Each life point is worth 1 victory point. Each unused Item is worth 5 victory points and an unused Artefact is worth 10 victory points.

Example: If you lost one Character on the way to The Finishing Post, you would use the "Some Survived" column.

If you had 8 life points left between you and still had one unused Item, your score would be 13 (8 + 5 = 13), so you would use the "11 - 19 points" row.

Finally, you would turn to paragraph 825 in the Story Book and read your ending aloud.



If you don't make it back to The Finishing Post, you don't get an ending! Your story ends in the Forest, where it began.

RUN OUT OF LIFE POINTS?

For you, the journey is over. You are too weak and must be left behind—but that is not the end of your story.

Tip: To maintain an element of surprise for new players, do not read the next page until somebody has run out of life points.

A CRUEL TWIST OF FATE AWAITS YOU...

SHADES

Alone and abandoned, you may choose to simply die and leave the game, or you may allow the Forest to capture your soul. The price? You will be turned into a dreaded Shade, out for vengeance on the party that left you behind.

Will you betray your friends for the gift of eternal life?

To become a Shade flip your Ability card to reveal your Shade Ability. Your aim is now to prevent the remaining survivors from escaping the Forest.



Play now progresses as follows: after an Encounter is revealed–but before any discussion takes place–the Shades bet on which Skill they think the party will use next, by placing one of the Skill cards face down on the table.

If there is more than one Shade then they must also agree which Shade Ability to use (only one can be active at any time).

Reveal the hidden Skill card only after the party have made their final decision.

If you anticipated correctly your chosen Shade Ability will come into effect for the current Encounter. If you did not, the Encounter is resolved as normal.

Each additional Shade that enters the game will make your journey that little bit harder, so it's worthwhile doing your best to keep your companions alive for as long as possible!

INFREQUENTLY ASKED QUESTIONS

This section addresses some of the less common scenarios that might come up during your journey. You don't need to read this before playing, just use it as a reference if required.

DO I HAVE TO BECOME A SHADE?

No. Becoming a Shade is completely optional, and up to each player.

CAN THE SHADES CHANGE THEIR BET AFTER SECOND SIGHT IS USED?

No. Second Sight is a vision that happens only in the Shaman's mind. The Shades have no way of knowing what happened, so their bet must remain unchanged for the second attempt.

CAN HEALING POTIONS OR THE ANCIENT AMULET REVIVE CHARACTERS?

No. The only thing that can revive a fallen Character is the Sorcerer's Arcane Ritual.

DO STATUSES STACK ALONGSIDE OTHER SKILL MODIFIERS?

Yes. For example, if the Thief is already Energetic (taking their speed from Good to Great) and then the Bard used their Soul-Binding Ballad, the Thief would be able to use Epic speed for that Encounter.

CAN BOOSTS ALLOW MY CHARACTER TO ACCESS NEW SKILLS?

No. If your Character card does not include a particular Skill, the only thing that can give you access to that Skill is the Champion's Mask.

WHEN THE BARD IS SOUL-BOUND, HOW MUCH DAMAGE SHOULD THEY TAKE?

A Bard under the effects of the Soul-Binding Ballad will take exactly the same amount of damage as the target. For example, if the target is a Warrior with Thick Skin, the Bard would also benefit from their damage-reducing Ability.

HOW DO I REVIVE A CHARACTER USING THE ARCANE RITUAL?

The Arcane Ritual works by transferring life from the survivors to the fallen character. The Sorcerer has the final say on when this ability is used, and how much life to take from each survivor.



By Phil Hazelton
With the help of 1,074 supporters

STORY BOOK

Version v2.2

1

You pick up the animal by the scruff of the neck, holding it at arm's length while looking into its deep, human eyes...

Fair	Good	Great	Epic
239	1042	177	177

2

What you need is a distraction! You pick up a rock and launch it directly at the nest, before running in the opposite direction...

Fair	Good	Great	Epic
881	881	884	884

3

You're not one to break with tradition, so you take out a coin of your own and flip it towards the well...

Fair	Good	Great	Epic
520	1055	1017	1017

4

The cloud grows denser in all directions as the wind picks up, but high in the canopy above, the air seems relatively clear. If only you could reach it...

Fair	Good	Great	Epic
1137	1137	47	730

5

You unplug the stopper and bring the elaborate medicine bottle to your nose...

Fair	Good	Great	Epic
637	637	354	608

6

You make your way inside, but soon find yourself facing a dead end. You take a second look at the crumbling walls and decide to try a more direct approach...

Fair	Good	Great	Epic
133	613	340	340

7

...but the faster you move, the slower your progress. Soon you find yourself adrift in a sea of thorns without a patch of skin unstung. You have no choice but to press on and suffer the consequences. (Lose 5 life points)

8

You unsheathe your weapon and embed it upright into the ground by your side. "Do your worst!" you call out to the heavily armed woman...

Fair	Good	Great	Epic
656	1120	1120	506

9

The bear looks like it is unconscious, so you move in quickly to take a closer look before it wakes...

Fair	Good	Great	Epic
369	369	410	282

10

...but it never comes. You peer upwards out of the corner of your eye and see a solitary cloud passing overhead. The rock slide has passed.

11

You stoop to the ground and take up a fistful of dry earth as the beasts circle closer. Wait for it. Wait for it...

Fair	Good	Great	Epic
829	829	179	1001

12

Are you facing a Torrent? Stop!
Go straight to paragraph 569

Suddenly you feel the eyes staring at you from above, and instinctively you draw your sword. You'll have just one chance to strike your mark...

Fair	Good	Great	Epic
111	232	232	1155

13

The bear looks like it is unconscious, so you move in quickly to take a closer look before it wakes...

Fair	Good	Great	Epic
410	282	282	568

14

"Thank you for the offer, but I've had a long and weary journey" you reply, "and I ought to keep moving"...

Fair	Good	Great	Epic
171	171	415	393

15

Their eyes widen in disbelief as you slowly draw your sword, standing firm in front of them, grinning. "Mine's bigger!" you reply.

Fair	Good	Great	Epic
1071	1071	1071	1071

16

It takes all your skill to bat away the flying stingers, but you're able to keep them at bay for long enough to put some distance between yourself and the nest. As you strike down the last few hornets the others finally turn and head for home.

17

You freeze when you feel a strange vibration in the ropes, are they about to give way? You screw your eyes shut and hold on tightly, then feel a boot jammed into your back. "Don't mind me!" says the old lady, crossing in the opposite direction. (Lose 2 life points, Become Flustered)

18

...but whatever made the noise is in pursuit, and it seems to be gaining on you. You pump your legs as fast as they will carry you, but it is not enough. A chain wraps itself around your waist and, unable to break it, you are pulled backwards into the cursed fog. (Lose 6 life points, Become Reckless)

19

The spirit compass spins wildly, then settles pointing off to one side. You leave the path and follow its needle on a winding course between the graves. The diversion may have taken longer, but you reach the other side without any sign of disturbance.

20

Why doesn't she move? Impatient, you step out into the clearing. As you get closer you realise your mistake, when instead of a face you find a pumpkin, in a wig, on top of a dummy. You look up just in time to see the bandits closing in on all sides. (Lose 5 life points, Become Reckless)

21

Finally, some open space! You toss your bags into the small boat and knock loudly on the shack door. "Ferryman, I have need of your services!"

Fair	Good	Great	Epic
1127	1127	1127	1127

22

You glance down only briefly before beginning the run up, and boldly launch yourself and kit across the gap as if it were a mere step. There's no audience to cheer, but there is a gift waiting for you in the nearby bushes. (Gain Rope)

23

You watch the dust rise on the horizon as the herd approaches. You can't make out their form, so you quietly tuck yourself out of sight...

Fair	Good	Great	Epic
265	1074	162	162

24

"Perhaps this is a blessing," you mutter to yourself. "To travel invisibly for some time will be of great relief." You continue your journey soft-footed under renewed cover...

Fair	Good	Great	Epic
530	530	530	42

25

You cast off and set out across the still water before anyone asks any questions. There is something deeply unsettling in the gentle rising and falling of the swell...

Fair	Good	Great	Epic
346	1136	1136	1093

26

The chains rattle and dust falls from the cracked mortar as you shake the gates with all your might...

Fair	Good	Great	Epic
1102	1102	209	1051

27

Emboldened, you set off into the darkness. As you duck under a natural stone archway you hear a heavy breathing close by. "Hallo?" you ask again, quietly this time. "Rooaraargh!" growls the bear, angrily, as it chases you from its home–forcing you out through the jagged rocks ahead. (Lose 5 life points, Become Reckless)

28

You want to make sure the water is safe before filling your flask, so you cup some in your hands. Sniff sniff. Slurp...

Fair	Good	Great	Epic
160	160	1012	1012

29

“I’m the bridge inspector, you see. And you are?” “Chuanxin” the man replies, uncertainly. “It’s true! I’m only here to check that everything is in order.”

Fair	Good	Great	Epic
544	566	566	861

30

A minute passes. A few small stones clatter down the rock face and into the shallow water, but nothing more. You watch the ripples spread out, washing over your feet, and consider it a lucky escape. (Become Vigilant)

31

The buzzing grows all around you as you swat relentlessly at the swarming insects...

Fair	Good	Great	Epic
729	729	113	16

32

You shuffle slowly away from the pack, taking great care to avoid any sudden movements...

Fair	Good	Great	Epic
1065	1065	1065	248

33

You pick up a handful of twigs from the floor and shape them into a rudimentary amulet, to ward off any lingering spirits...

Fair	Good	Great	Epic
1131	201	786	786

34

There's no way out. Crouching, head in hands, you barely have time to brace yourself for the next impact...

Fair	Good	Great	Epic
300	300	1156	10

35

This is amazing! Better than the finest wine you've ever tasted. You fill your flask and prepare to leave–but find yourself unable. It's nice here, so much nicer than... where is it you were going? Never mind. You can stay here. Right here. Forever. (Lose 4 life points, Become Distracted)

36

This must be it, you just know it. You can feel the breeze already, but what's this? There's no exit here, just a pile of bones. You turn to go back, but suddenly find yourself facing a solid wall. The warning at the entrance rings in your ears as you find yourself trapped and alone. (Lose 5 life points, Become Reckless)

37

You've had a fear of water since the accident. Taking no risks, you read aloud the scroll and watch as the waves part ahead of you. It takes no time at all to cross the lake bed on foot, picking up the odd confused fish as you go.

38

There are footprints all around, and you're still right by the path. Surely somebody will pass by soon and help you out. Anyone?

Fair	Good	Great	Epic
552	1032	1032	820

39

The flames from your torch deter any would-be attackers, while the smoke helps to calm the rest of the hive. You make it out without suffering a single sting.

40

In a flash you unlace your boots and step out, backwards. First you left foot, then your right...

Fair	Good	Great	Epic
1016	1016	1016	1073

41

Sure enough it bounds towards you, jumps into your arms and licks your face. A few moments later you start to feel itchy. Really itchy! You've been infested with fleas. (Lose 2 life points, Become Distracted)

42

The fog only grows denser the further you go. Before long you can hardly see your own outstretched hands. Every sound is muffled, every shape is a blur. The air is so cold. Is this what death feels like? (Lose 4 life points, Become Confused)

43

The raging torrent laps at your heels as you climb higher, but your choice of perch was a good one. You sit comfortably as the water passes beneath, and eventually recedes entirely. (Become Confident)

44

As you hurry past the doorway something catches you out of the corner of your eye. Distracted for just a moment, you fail to notice the rake lying across the path. You trip and fly through the air, falling face-first into one of the flower beds. (Lose 3 life points)

45

You've heard stories about witches, and they never seem to end well. Despite giving the hag a wide berth she somehow spots you passing quietly behind her, without so much as looking up.

Fair	Good	Great	Epic
1067	1067	752	291

46

"Tell us again!" chants a chorus of tiny voices. You let out a huge yawn. "Isn't it past your bedtime?" The children are causing chaos around the fire, jumping off chairs and fencing with sticks. "Tell us the part with the monsters!" pleads one of the older boys. Just then the landlady interrupts. "Enough! Now off home with the lotta you." As she herds the children towards the door you feel a light pull on your cloak, and look down to see one of the girls smiling at you from ear-to-ear. "When I grow up, I'm going to go on adventures just like you," she says. The End.

47

You pick a tree and start climbing, the rising cloud at your heels. You scramble ever higher until the trunk flexes and sways under your weight. You manage to draw just enough air to remain conscious, but still it burns your lungs. (Lose 4 life points, Become Reckless)

48

Your only chance is to move beyond the valley as quickly as you can, but the route out only takes you deeper into the cloud...

Fair	Good	Great	Epic
123	123	984	984

49

"Oh yeah? You and what army?"

Fair	Good	Great	Epic
734	734	469	469

50

Just as you pick a ripe tomato from its vine, a woman's voice materialises behind you: "Good choice!" she cackles. You jump in surprise, but when you turn you're no longer in the garden. You're alone. All your equipment and supplies have gone, except for the tomato you're holding. (Lose 4 life points, Become Confused)

51

"The King sent us," you reply quickly. "Didn't he tell you we were coming?"

Fair	Good	Great	Epic
991	1009	1009	153

52

...while you stand defenceless a second arrow comes whistling in from behind, striking you low in the shoulder. You crumple to the ground as your vision turns red from the searing pain. (Lose 6 life points)

53

Maybe it was meant for you, maybe it wasn't, but you've no reason to hang around to find out.

54

You pick up a handful of twigs from the floor and shape them into a rudimentary amulet, to ward off any lingering spirits...

Fair	Good	Great	Epic
1131	1131	201	786

55

You leap atop a floating log as it passes by, and balance precariously as the slick wood rotates wildly under your feet...

Fair	Good	Great	Epic
526	526	228	228

56

Your heart pounds as you leap over graves and duck beneath low-hanging branches. You feel an evil presence telling you to stop, to look back just for a second–but you ignore it. When you reach the path again the wind lets out a ghostly sigh, and you know the threat has passed.

57

Almost there, if you could only reach a little further–splash! You topple over the edge and into the water, head-first. You choke and splutter as you try to clear the inhaled liquid from your lungs, then you realise the gold has vanished. (Lose 3 life points, Become Flustered)

58

He's clearly nervous. He sidles up to the meat and gives it a big sniff. You have to pretend you aren't watching. When he decides it's safe, he tucks in. You decide to leave him to it. Maybe he'll last a little longer out here now, thanks to you.

59

As the branch comes swooping in you swing wildly to meet it, and sever it in one strike. A haunting shriek comes from the tree, along with a sudden onslaught of blows from all directions. (Lose 4 life points)

60

She spins on the spot with the grace of a ballet dancer, and is facing you again before you're even able to move a muscle. "I don't suppose you could check again?" you say. "No, I don't think so." replies the swordswoman, now pressing the tip of her weapon into your chest. (Lose 4 life points)

61

"We are mighty adventurers!" you reply, holding aloft a fistful of treasure from your pack. "We have conquered the Forest and are returning home to our glory..."

Fair	Good	Great	Epic
1050	1050	1050	1050

62

One of the men steps out onto the path in front of you. "Why don't you move back." you reply, brushing the man's hand off your shoulder...

Fair	Good	Great	Epic
95	431	431	1111

63

In seconds you've established a human chain, passing buckets backwards and forwards with adrenaline-fueled efficiency. When the flames are extinguished a huge celebration erupts, and the leader gifts you a ceremonial torch to honour your kindness. (Gain Flaming Torch)

64

"It'll give you the courage of ten men!" she replies. You look on, unimpressed. She continues: "...and it'll make your advances irresistible." Still, your face is a painting of disappointment. "Seal knife wounds? Let you see in the dark? Oh for heaven's sake just take it, I've still got a whole wagon-load to get rid of." (Gain Healing Potion)

65

You look again at the arrow and notice the high angle at which it has embedded itself. It must have flown quite a distance. Just one of those things, I suppose.

66

...but now is not the time to stray from the path. You decide to stay put, and light a small fire whilst waiting for the fog to lift.

Fair	Good	Great	Epic
471	471	1140	833

67

You're half-way through when you hear the snap, and twist your head to see the hinge break loose. Unable to disentangle yourself, and unable to support the gate, you are sent crashing face-first into the ground by the full weight of the iron structure. (Lose 5 life points)

68

The sweat dripping from your brow is the only thing that moves as you stand frozen to the spot, hoping you won't be spotted...

Fair	Good	Great	Epic
801	204	709	709

69

...but it was a feint! Your assailant easily parries your first blow, and uses your momentum to launch you head-first into a nearby log. The ground spins and your head throbs from what feels like a concussion. (Lose 5 life points, Become Confused)

70

The fire is already too hot to risk getting close. Your only hope is to beat the flames back...

Fair	Good	Great	Epic
604	604	604	1072

71

You lean in closer, trying to identify the various roots and leaves as she casts them into the cauldron.

Fair	Good	Great	Epic
675	1149	658	658

72

You've heard stories of old Forest spirits inhabiting trees at the end of their lives. If only you could somehow communicate with it...

Fair	Good	Great	Epic
741	1163	1163	634

73

You vault into the air as the pole beneath you bends and then springs back to the vertical. You land awkwardly, but injury-free. Looking back from the opposite side the ravine now looks even wider than before. (Become Composed)

74

You rush forward to the stranger and place your hand gently on her shoulder...

Fair	Good	Great	Epic
1048	1160	916	916

75

You leap atop a floating log as it passes by, and balance precariously as the slick wood rotates wildly under your feet...

Fair	Good	Great	Epic
1057	1057	1027	526

76

Although the device is no more than three feet long the difference in air quality is staggering. The sudden rush of oxygen makes you realise just how close you came to an unfortunate end. (Become Energetic)

77

Every time the spider moves you freeze, but it's getting closer each time. The game of cat and mouse continues until the hairs on its forelegs are practically touching you. You hold your breath, but it's no use. The spider bites quickly and painlessly, then scurries away. Its paralyzing venom will take care of the rest. (Lose 4 life points, Become Sluggish)

78

You begin to struggle when the planks become more widely spaced. Without warning, crack! Your knee breaks through, followed by your other leg. You're dangling by your top half when the final plank gives way, sending you crashing into the canopy below. (Lose 5 life points)

79

...as you glance backwards there's no sign of the monster. It must have been–oh no it's right behind you! The lizard lashes at you with its claws, ripping your clothes and scratching your arms. (Lose 4 life points, Become Reckless)

80

The tree tosses you high in the air. For a brief second you enjoy the views out over the treetops, but very soon you come crashing back down to the earth in a crumpled heap. (Lose 6 life points)

81

You lean in closer, trying to identify the various roots and leaves as she casts them into the cauldron.

Fair	Good	Great	Epic
675	675	675	1149

82

"I'm sure we can come to some arrangement. We'll be famous adventurers when we get home. Wouldn't it be good if we could say that–" you read the name on the side of the wagon "–Gubbin's Tonics were somehow to thank?" The merchant smiles and replies "Yes, I suppose you're right!" (Gain Healing Potion)

83

They must be starving, and you surprise even yourself when you're able to outrun these supreme hunters. You pause for a moment to make sure you weren't followed, then spot something strange hanging from a branch just above you. (Gain Healing Potion)

84

A voice booms from the well. "Heads or tails?" You move closer and look again, but it is still empty. "Um, t-t-tails?" you stammer. "Ha, a lucky guess," echoes the voice. "Now be gone!" A cloud of bats comes flying from the well, biting and scratching you all over as they chase you far away. (Lose 3 life points)

85

You hold the device out in front of you and set off into the maze. When you reach the first junction the needle spins wildly and then abruptly stops, pointing ninety degrees to your left. You follow the device at each turn until you hear the familiar sounds of the Forest around the final corner.

86

You move between the sticky patches to the base of the tree, and nimbly climb up and out onto one of the branches...

Fair	Good	Great	Epic
1043	1043	1043	364

87

But there is no time to waste, and you suspect the conditions will only worsen as the evening draws in. You decide to press on, following the path as best you can...

Fair	Good	Great	Epic
313	313	313	915

88

Caught off guard by its sturdiness, you trip over your own feet and bash your head on the opposite side. When you come around there is no sign of the trap, but there is a note pinned to your chest. In scrawled handwriting it simply says: "Sorry!" (Lose 4 life points, Become Confused)

89

You decide to head for the hill, which can't be more than five hundred paces away. Leaving the road behind you push aside the first branches from this untrodden path...

Fair	Good	Great	Epic
757	757	1008	983

90

You single out one of the front-runners and wait. You wait until you can see the whites of its eyes and then boldly leap onto the beast's back...

Fair	Good	Great	Epic
130	1007	1007	109

91

You ease your foot onto the first plank. It groans violently, but holds your weight. You grip the ropes on either side until your knuckles turn white. Your nerves may be frayed, but the bridge holds.

92

"Please, just don't hurt me!" you whimper as you hand over a small purse. As you walk away, your back to the gang, your cloak bulges with a slightly heavier sack, lifted from the bandit's waist during the exchange...

Fair	Good	Great	Epic
863	863	863	125

93

The safest way to cross is to distribute your weight across the remaining planks, but that knowledge makes the crossing itself no easier as you begin to belly-crawl out into the abyss...

Fair	Good	Great	Epic
78	78	17	1132

94

In the side of the nest is a neat round hole, spilling out a cloud of black and yellow. The insects swarm in the sky, almost blotting out the sun, but they are disoriented. Only a few are able to give pursuit, and you escape with only minor stings. (Lose 3 life points)

95

"Looking for a fight, are ya?" The other two rise and walk towards you. "Well you've found it. Get 'im lads!" A hail of vicious punches lands before you can even consider drawing your weapon. (Lose 4 life points)

96

The sooner this is over, the better. After a cautious first step you increase your pace, taking broad strides to step on as few planks as possible...

Fair	Good	Great	Epic
270	270	573	278

97

Your light feet make easy work of the crossing. You even have time to stop half-way to admire the view. Is that the chimney of the Finishing Post you can see in the distance? (Gain Healing Potion)

98

Then you spot it–the nest! You grasp one of the enormous eggs, and with all your strength raise it high above your head...

Fair	Good	Great	Epic
167	1141	1141	540

99

You place your hand on the cold, damp wall and trace it deep into the darkness...

Fair	Good	Great	Epic
437	437	331	331

100

You haul up a bucket-load and pass it to one of the children to carry forwards. You hear a call of "We need more!" and redouble your efforts. The next thing you remember is steam is rising all around you, and the fire is out.

101

You think for a second, and then reply "Here, you'd be doing me a favour actually." The leader looks at you, puzzled...

Fair	Good	Great	Epic
1033	1058	1058	175

102

"Do you think I'm stupid?" says the watchman. You hesitate for just a second too long. "Right!" he mumbles as he dismounts. You're about to open your mouth to apologise when he punches you square in the nose. "My moma says I'm real clever!" he wails, with a slight tear in his eye. (Lose 4 life points)

103

"We are mighty adventurers!" you reply, holding aloft a fistful of treasure from your pack. "We have conquered the Forest and are returning home to our glory..."

Fair	Good	Great	Epic
1050	1050	1050	864

104

Up, around and... through! The creature attempts another strike but right before it reaches you the knot tied in its own tail yanks it backwards. With the threat under control you take a look inside the trunk the creature appeared to be guarding. (Gain Spirit Compass)

105

The stench is unbearable, and the beasts of the Forest seem to agree. Despite the mess there's not a single track or footprint anywhere near the tree. You scoop up some of the juice in a phial to examine later. (Gain Beast Repellent)

106

Without a moment's hesitation you look straight past her shoulder and call out with dread. "What's that behind you!?"

Fair	Good	Great	Epic
60	60	683	874

107

You clamber down to the roots, wrap one around your wrist and give it a firm tug. It feels as though it might take your weight...

Fair	Good	Great	Epic
1081	1081	1081	1081

108

This trap doesn't look like it was made for humans. This must be some kind of mistake. You're safe here for now, at least, so you decide to wait it out.

Fair	Good	Great	Epic
706	706	706	1015

109

The buffalo hardly notices you– its simple mind is set only on the body in front and the body behind. With unparalleled skill you leap onto the back of the next beast, and the next, until you reach the edge of the herd. (Become Fearless)

110

You stoop to the ground and take up a fistful of dry earth as the beasts circle closer. Wait for it. Wait for it...

Fair	Good	Great	Epic
179	1001	1001	264

111

You thrust upwards with all your might, but your steel meets nothing but air. You prise open your eyes to look up at the eight-legged monstrosity, hanging mere inches from the tip of your blade. It blinks without emotion as it pulls the sword from your hand and descends to meet its prey. (Lose 6 life points, Become Distracted)

112

A second limb catches you in the stomach, effortlessly lifting you from the ground. Before you know it you're holding on for your life...

Fair	Good	Great	Epic
80	80	584	450

113

...but your sword makes a poor racket, and all you manage to hit is air. The hornets seem to find this amusing and relish in tormenting you, stinging just enough to let you know who won. (Lose 3 life points, Become Distracted)

114

You take the rope from your pack and lasso one of the wooden posts on the far side. You give it a tug to make sure it holds, then tie the other end securely. With a sturdy handrail in place the crossing goes without incident.

115

The guards quickly draw their weapons in retaliation, and before you know it you find yourself in a heated battle. They fight well despite their inexperience, and manage to inflict several blows before you can escape. (Lose 4 life points, Become Reckless)

116

Without a moment's hesitation you look straight past her shoulder and call out with dread. "What's that behind you!?"

Fair	Good	Great	Epic
60	60	60	683

117

Before the stranger is able to get near you brush your cloak aside and allow your hand to come to rest on the hilt of your sword...

Fair	Good	Great	Epic
1014	1014	690	226

118

Your sword gleams as you draw it in a dramatic arc and point it accusingly at the nearest beast. "I've been looking for a new coat..."

Fair	Good	Great	Epic
1045	1045	1003	1106

119

You panic and leap from the path into the undergrowth, hoping to bypass the guards. Alas, you've already been seen. "After them!" you hear one of them cry...

Fair	Good	Great	Epic
986	986	986	740

120

The aroma of hops drifts up the lane, and The Finishing Post flashes vividly in your mind. You round the final bend and there she stands, totally unchanged in your absence. They haven't even got around to fixing the window–what a night that was! You look to your companions and can't help but grin. "It was tough, but we made it." Arm in arm, you stumble the last few steps over the threshold, singing your homecoming at the top of your lungs. The End.

121

The metal shears, shrieks and finally cracks. The bars crash to the ground, scattering the birds for miles around. You step over and march on, feeling triumphant. (Gain Healing Potion)

122

You've never seen anything like it. As you draw closer to the tree you notice a strange odour...

Fair	Good	Great	Epic
773	1124	1124	1100

123

You place part of your tunic over your mouth, to avoid inhaling too much of the gas, and set off uphill. After moving to higher ground the fog soon dissipates, and you escape - incredibly - with no ill effects. (Become Composed)

124

He looks hungry, and you have supplies to spare, right? You take out a small piece of meat and throw it to the animal...

Fair	Good	Great	Epic
641	58	58	1107

125

When the bandits are long gone you open the sack and peer inside to find... rocks? Who carries rocks around? You imagine the bandits laughing at you now, and you thought you were being sneaky! (Lose 2 life points, Become Flustered)

126

For a tense few minutes you stand perfectly still, surrounded by the sound of frogs croaking and gas pockets bursting. Your instinct must have been right, as the cloud eventually clears and leaves you free to move to more solid ground. (Become Focussed)

127

You feel a tugging on your leg, and look back to find your boot snagged on a thorn. You try to shake it loose, but only succeed in getting your other foot caught. Now that you've stopped moving the brambles begin to tighten, cutting off the blood supply to your feet. (Lose 4 life points)

128

You place your hand on the cold, damp wall and trace it deep into the darkness...

Fair	Good	Great	Epic
1013	437	437	331

129

After one look you know this is a fight you can't win, so you do what comes naturally and dart up the road in the opposite direction...

Fair	Good	Great	Epic
574	350	1154	1154

130

But you underestimated the speed of the herd. Instead of gripping the beast you slide straight off the back, and under the hooves of the oncoming stampede. (Lose 6 life points)

131

...when you trip on a shadow and fall into the deep darkness of an open grave. Your ankle is badly sprained. It reminds you of your carelessness as it throbs for days to come. (Lose 4 life points, Become Sluggish)

132

You panic and leap from the path into the undergrowth, hoping to bypass the guards. Alas, you've already been seen. "After them!" you hear one of them cry...

Fair	Good	Great	Epic
986	986	740	371

133

You bash the ancient stones with your shoulder and feel them move under a shower of dust. On your second attempt the wall gives way, but you can't get clear fast enough. Heavy stones crash down, pinning you deep inside the maze. (Lose 6 life points)

134

Then you spot the vines dangling from high above. If you can't go through, maybe you can go over...

Fair	Good	Great	Epic
1049	1049	1153	762

135

You shuffle slowly away from the pack, taking great care to avoid any sudden movements...

Fair	Good	Great	Epic
1065	1065	248	236

136

You set off quickly through the trees, leaving the sound of the still-vibrating shaft behind you...

Fair	Good	Great	Epic
818	405	405	53

137

"Oh yeah? You and what army?"

Fair	Good	Great	Epic
477	477	299	734

138

This trap doesn't look like it was made for humans. This must be some kind of mistake. You're safe here for now, at least, so you decide to wait it out.

Fair	Good	Great	Epic
706	706	706	706

139

"I warned you!" he shouts. You turn just in time to see a slobbering dog bounding towards you, but instead of attacking she simply stops at your feet, wagging her tail excitedly. "Bleedin' typical!" the bridge-keeper shouts, before disappearing back into the hut. (Gain Four-Legged Friend)

140

Your hands are stained orange by the layers of rust as you shimmy up the bars, finding every tenable hold in the elaborate iron spirals...

Fair	Good	Great	Epic
379	379	245	245

141

The beast's dreadful forked tongue whips the air. It seems to be taking the bait, then suddenly charges without warning. You manage to escape with a few bruises, but are forced to leave the lost supplies behind. (Lose 3 life points, Become Reckless)

142

The tool-shed has a wall covered in broomsticks and various alchemy supplies, but nothing that would help get you home. There are fruits that you recognise: plums and apples. You pocket a handful of each for the road, hoping they aren't somehow enchanted. (Become Energetic)

143

"3 gold pieces, for a knackered old bridge like that?" you reply, astounded. You kick one of its stone pillars and loosen a piece of rubble. "I've crossed better for 1!"

Fair	Good	Great	Epic
1038	1038	445	1129

144

You smash the phial it on the ground in front of the lizard. It seems undeterred, plodding up to the bright yellow liquid and tasting it with its forked tongue. Suddenly its eyes widen. The next thing you see is the tip of its tail disappearing into the bushes.

145

You're right: it isn't going to break–but it isn't stable, either. Without warning the bridge flips over, leaving you dangling by a single rope. You're able to shimmy the rest of the way despite the friction burns on your hands. (Lose 3 life points)

146

You take hold of a large tree root, plant your feet firmly and brace yourself against the oncoming flow.

Fair	Good	Great	Epic
210	210	283	283

147

Your blade slices a long cut down the creature's belly, killing it instantly. The smell of death fills the air as the half-digested contents spew out onto the path. You instinctively pull your cloak over your mouth. Then you spot something glimmering in the viscera. Can it be? (Gain Spirit Compass)

148

Woof! You step forward again, and again he retreats. Soon you find yourself in a full-on chase. It's fun, until you realise where he's been leading you. The entire pack is watching, waiting as you burst into the clearing. You don't stand a chance. (Lose 5 life points)

149

You flee as fast as your feet will carry you, only daring to look back as you near the cover of the trees...

Fair	Good	Great	Epic
985	985	301	301

150

So much gone to waste. Why should the birds have let them fall? Looking closer you notice the nearby shrubs dying back in a wide circle...

Fair	Good	Great	Epic
723	452	452	243

151

You unsheathe your weapon and embed it upright into the ground by your side. "Do your worst!" you call out to the heavily armed woman...

Fair	Good	Great	Epic
1094	1094	656	1120

152

You helplessly cling to a large branch as the current carries you rapidly downstream. As you are swept towards a narrow gap between two trees you spot your opportunity...

Fair	Good	Great	Epic
1082	1082	1044	599

153

The pair look shocked. "The K... K... King?" one stammers. "Have we done something wrong?" says the other. "No, he wanted me to tell you that you're doing a fantastic job... guarding." The pair beam at one another. "By the way," you continue seamlessly, "would you mind if I took this?" (Gain Flaming Torch)

154

You find a foothold in one of the walls and clamber up, to gaze out across the twisting pathways ahead...

Fair	Good	Great	Epic
1070	1070	688	688

155

"3 gold pieces, for a knackered old bridge like that?" you reply, astounded. You kick one of its stone pillars and loosen a piece of rubble. "I've crossed better for 1!"

Fair	Good	Great	Epic
1038	1038	1038	445

156

You clear your throat and try to recall the few phrases you learnt as a child. "Roargh hoargh!" you call out to the injured animal...

Fair	Good	Great	Epic
1087	1115	1162	1162

157

Several raucous tunes later, it's time you were on your way. You bid your new best friends farewell and set off with renewed merriment and courage. (Become Energetic)

158

"Oh yeah? You and what army?"

Fair	Good	Great	Epic
477	299	299	734

159

"Let me see that!" you reply as, without warning, you readily snatch the paper from his hand.

Fair	Good	Great	Epic
1028	268	268	591

160

It tastes... metallic. You curl up your nose, but it's no worse than the silty river-water you've become used to. It makes you think of home again. That first mead is going to taste so good. (Become Focussed)

161

You flee as fast as your feet will carry you, only daring to look back as you near the cover of the trees...

Fair	Good	Great	Epic
1024	79	79	985

162

You sit with your back against the huge boulder, watching the animals pass to your left, your right, and even jumping over your head. The dust is blinding. The noise is deafening, but you are safe for now. (Become Flustered)

163

You remain perfectly still, scanning the bushes in a wide arc for any sign of a disturbance...

Fair	Good	Great	Epic
52	194	65	65

164

The swordswoman advances quickly, and lashes at you with a flourish before stepping back. You put your hands to your chest expecting blood, but find none. A second later your clothes fall away, leaving you standing in your underwear. (Lose 2 life points)

165

You quickly turn back, but the way you came is already blocked by debris. You have no choice but to rush for the gap ahead before you are trapped completely...

Fair	Good	Great	Epic
897	1023	1023	930

166

Sprinting around a bend, you don't realise until it's too late. You've run right into their trap! Out of nowhere a wolf springs from atop a boulder, lands on your shoulders and sinks its teeth deep into your neck. (Lose 6 life points)

167

...the lizard hesitates, but as you relax the egg slips from your hands, right onto your head! In your new eggshell helmet you can't see or hear the monster's attack, but you feel every bit of it. (Lose 6 life points, Become Confused)

168

You try again and hear a cracking sound as your shoulder makes contact. One more time, and you're through! You stand and dust yourself off. The trap looks even larger from the outside. You dread to imagine the beast it was built to contain.

169

The goods on the cart look valuable, but the man catches the glint in your eye. "Woah now, you have to pay for those!" he says, quickly prising the bottle from your hand...

Fair	Good	Great	Epic
310	310	632	672

170

It looks like the splintered wood will hold your weight–just. You take care to stand only on the most solid-looking planks...

Fair	Good	Great	Epic
91	91	1064	1064

171

"Too good for us eh?" shouts one of the drunks, launching a bottle in your direction. Time seems to slow down as it rotates through the air, before finally making contact with your forehead and smashing to the sound of erupting laughter. (Lose 6 life points, Become Confused)

172

He looks hungry, and you have supplies to spare, right? You take out a small piece of meat and throw it to the animal...

Fair	Good	Great	Epic
617	617	641	58

173

The fire is already too hot to risk getting close. Your only hope is to beat the flames back...

Fair	Good	Great	Epic
604	604	1072	673

174

Where to go? Too slow! A second clump strikes you hard enough to blacken your eye, but at least you're still able to move. Ducking down you manage to escape with no further injuries. (Lose 2 life points)

175

"All those trolls would sniff this silver out in no time, and imagine the mess I'd be in then!" "T-T-Trolls?" stammers someone near the back. "You know what" says the leader, "I think we're in the wrong place. Let's get going boys!"

176

Stay calm, there's no need to panic. You back away slowly from the buzzing mass, making no sudden movements...

Fair	Good	Great	Epic
992	992	992	1011

177

He doesn't look dangerous–not like most of the creatures you've encountered here. I wonder who he belongs to? "You're tougher than you look," you say. He barks in response, so you set him down and watch him disappear into the bushes.

178

The Master of Swords looks flattered. "Well, that was quite a hello. Cowardly, but more pleasant than most of the brigands I've faced in these parts. I normally only hand these out if I lose, which is hardly ever, but I like you." (Gain Scroll of Passage)

179

When the wolf edges forward you throw the dust into its eyes. Blinded, it takes a step back and shakes its head from side to side, but it only takes a moment to recover. With a howl all three begin to advance, and you've run out of tricks. (Lose 4 life points, Become Reckless)

180

Whilst the man's back is turned you spot a small silver bottle, and feel an uncontrollable desire to slip it quietly into your pocket...

Fair	Good	Great	Epic
1037	1037	783	614

181

You muster all your strength and heave at your left leg, gripping the muscle with both hands in a furious attempt to break free...

Fair	Good	Great	Epic
704	1157	1059	1059

182

As the bridge-keeper hobbles forwards on his cane you up your pace, heading straight for the bridge ahead. "Hey!" he shouts after you "come 'ere!"

Fair	Good	Great	Epic
558	558	1122	1025

183

It throws you viciously from side to side, but your grip is firm. When the monster begins to tire you draw your sword, and with the blunt edge bash the beast hard on the head. (Become Confident)

184

The bees begin to swarm into a shape in the air. It spells out "FRIEND", followed by a question mark. You nod, and offer some fruit from your pack. "GOOD" they spell, then "TAKE", followed by an arrow pointing at the hive. You reach inside and pull out a lush honeycomb. This will restore your strength in no time! (Gain Healing Potion)

185

You take a spare oar and pin the door closed, then silently creep past the lighted shack window. You load your things onto the gently rocking boat, preparing to depart...

Fair	Good	Great	Epic
922	588	588	623

186

As you creep through the web you pass the entangled remains of a less fortunate adventurer. The potion, still grasped in their bony hand, suggests they tried to repel the monsters. It won't on arachnids, of course, but maybe you could find a use for it elsewhere. (Gain Beast Repellent)

187

Are you facing a Torrent? Stop!
Go straight to paragraph 870

You move quickly, ducking and jumping between the probing strings that would instantly alert the monster above to your presence...

Fair	Good	Great	Epic
443	443	1138	686

188

"Thank you for the offer, but I've had a long and weary journey" you reply, "and I ought to keep moving"...

Fair	Good	Great	Epic
171	415	393	393

189

Which way? Any way! You drop your pack and sprint for cover as fast as you can...

Fair	Good	Great	Epic
1105	1099	1099	684

190

A tingling in your feet tells you to turn left. Then right. You don't know how, but you are somehow sensing which way to go...

Fair	Good	Great	Epic
1148	277	1054	1054

191

After one look you know this is a fight you can't win, so you do what comes naturally and dart up the road in the opposite direction...

Fair	Good	Great	Epic
574	574	350	1154

192

You scoop up a handful of the flesh, and after picking out a few of the seeds (and most of the dirt) you decide to give it a taste...

Fair	Good	Great	Epic
1022	601	989	989

193

You snap the arrow off at the shaft. "Hey!" you shout at the unseen shooter, "you could've killed me!"

Fair	Good	Great	Epic
365	332	332	1090

194

Suddenly there is a rustling in the bushes ahead of you. "Stay back–" you shout, "I'm armed!" A huge stag bursts forth from the trees and charges past, knocking you down with its impressive crown of antlers. (Lose 4 life points, Become Reckless)

195

You charge straight at the creature, trying to make yourself appear as large as possible...

Fair	Good	Great	Epic
527	527	527	527

196

As you walk towards the animal it retreats a few paces, keeping its distance. "Come 'ere!" you shout...

Fair	Good	Great	Epic
148	41	567	567

197

You pounce upon the creature's back, gripping desperately to its scaly skin whilst trying to avoid the lashing tail...

Fair	Good	Great	Epic
1036	183	964	964

198

You straighten your tunic and saunter up to the maiden, clearing your throat...

Fair	Good	Great	Epic
406	406	1112	1084

199

It's a long time since you were scared by childish ghost stories. You stroll straight across the graves, whistling a somewhat distasteful tune...

Fair	Good	Great	Epic
219	219	219	824

200

You hear the tree creak in relief as you move away. You turn to leave, and just then feel a stick tap on your shoulder. A branch points to a crumpled piece of paper on the ground. You're sure it wasn't there before. (Gain Scroll of Passage)

201

...but your wards are a little rusty, and instead of the symbol for "peace, restfulness" you fashion the sign for "alarm, breakfast." Furious, the sleeping spirits chase you back into the open Forest. (Lose 3 life points, Become Reckless)

202

The foul-smelling smoke conjures disturbing images in your mind–dark, magical images. As the woman re-enters the cottage you hurry through the gardens, hoping not to be seen.

Fair	Good	Great	Epic
44	652	652	577

203

"Hurumph" says the tree in a deep, rumbling voice as it inspects the herb in your outstretched hand. "What a thoughtful gift, for a human. You may pass."

204

The snake barely moves. Why doesn't it move? You finally pluck up the courage to approach, and poking it with the tip of your sword you realise it is nothing but a shed skin. (Become Composed)

205

This trap doesn't look like it was made for humans. This must be some kind of mistake. You're safe here for now, at least, so you decide to wait it out.

Fair	Good	Great	Epic
706	1015	416	416

206

You drop to the ground, out of sight, and begin crawling away through the undergrowth...

Fair	Good	Great	Epic
589	589	589	483

207

You drop to a crouching position and try to slip away quietly, dodging the swooshing branches as they pass overhead...

Fair	Good	Great	Epic
1130	1130	791	763

208

"Perhaps this is a blessing," you mutter to yourself. "To travel invisibly for some time will be of great relief." You continue your journey soft-footed under renewed cover...

Fair	Good	Great	Epic
42	624	680	680

209

You succeed only in creating a racket that soon attracts the attention of the nearby wildlife. You draw your sword and struggle to fight off the first wave. At the first opportunity you smash the lock with your hilt and hurry through, now unable to secure the gate against your pursuers. (Lose 3 life points, Become Reckless)

210

The waters wash over your ankles, your knees and then your waist, but nothing can loosen your grip. When the torrent finally subsides you are soaked, but unhurt. (Become Sluggish)

211

You press on, undeterred by the creaks and groans of the nearby Forest. You tread lightly to avoid disturbing the dead at your feet...

Fair	Good	Great	Epic
1096	1096	775	1109

212

As you round the corner you practically bump into him waiting for you, stick in hand. He moves surprisingly quickly for such an old man, and gets a good few whacks in before you can get away. (Lose 4 life points, Become Flustered)

213

You sneak as close as you dare under the cover of the trees, and watch the woman intently for the next ten minutes...

Fair	Good	Great	Epic
20	1002	1002	736

214

Several times, the makeshift cane saves you from walking face-first into a wall or tumbling down a bottomless pit. You feel an unexpected loss as you discard it into the bushes on the other side, but your head tells you that travelling light is the smart choice. (Become Focussed)

215

You manoeuvre the cane between the loose rocks to find the clearest path. Tap, tap, clunk! You reach down and pocket the small metal object. Once you emerge into the sunlight you take it out for a closer look. Your smile multiplies in its many reflective surfaces. (Gain Spirit Compass)

216

As you walk towards the animal it retreats a few paces, keeping its distance. "Come 'ere!" you shout...

Fair	Good	Great	Epic
148	148	148	41

217

You charge towards the gap, but as you plant one end into the ground the trunk provides no flex whatsoever. The other end simply drives itself into your stomach, badly winding you. (Lose 4 life points, Become Sluggish)

218

"Just passing through," you reply. "Could you help us out?" asks the other guard sheepishly, as her partner elbows her in the ribs. "We locked our friend in the cell as a joke, but we sort of lost the key." You toss over your skeleton key, but the guard fumbles and drops it. "Wow, thanks!" she says, scrabbling on the ground.

219

At first you take no heed of the warnings carried by the howling wind, until you hear a strange riff following close behind. When you turn you find a wraith hovering high above. It opens its mouth and lets out harrowing scream as it flies straight through you, chilling you to the bone. (Lose 4 life points, Become Reckless)

220

You look doubtfully at the murky decanter, holding it up to the light. "What's this supposed to be?"

Fair	Good	Great	Epic
804	804	1098	238

221

The foul-smelling smoke conjures disturbing images in your mind–dark, magical images. As the woman re-enters the cottage you hurry through the gardens, hoping not to be seen.

Fair	Good	Great	Epic
652	652	577	577

222

The buzzing grows all around you as you swat relentlessly at the swarming insects...

Fair	Good	Great	Epic
113	16	16	1034

223

You're not one to break with tradition, so you take out a coin of your own and flip it towards the well...

Fair	Good	Great	Epic
756	756	756	520

224

One of the men steps out onto the path in front of you. "Why don't you move back." you reply, brushing the man's hand off your shoulder...

Fair	Good	Great	Epic
468	95	95	431

225

With the root wrapped around leg and arm you're not going anywhere, but you're also unable to dodge the oncoming debris. You can see the floating log heading in your direction, but there's nothing you can do when it strikes you hard in the stomach. (Lose 3 life points)

226

He begins to draw his own in retaliation, but you have the advantage. With a slash you cut clean through one side of his saddle. The watchman overbalances and slides straight off the opposite side. As he hits the ground the horse bolts. Not quite so intimidating now! (Become Fearless)

227

But there is no time to waste, and you suspect the conditions will only worsen as the evening draws in. You decide to press on, following the path as best you can...

Fair	Good	Great	Epic
313	915	1089	1089

228

You ride the log as far as you can, then catch a low-hanging branch and swing yourself up into a tree. You wait there until the rain has stopped and the waters calmed. When you jump down you notice something glimmering in the silt at your feet. (Gain Skeleton Key)

229

You inch closer to the animal, and as you draw near it opens its big eye. You jump backwards, startled...

Fair	Good	Great	Epic
911	911	318	327

230

You hear a loud crack, even over the sound of the flames, and look up just in time to see a flaming rafter hurtling towards you. You leap backwards, but the beam crushes your leg and throws hot embers everywhere. (Lose 6 life points, Become Sluggish)

231

You pick up a nearby branch and wedge it firmly beneath the gate. Using the extra leverage you heave the gate upwards...

Fair	Good	Great	Epic
463	252	1142	1142

232

You swing blindly, slicing the arachnid's abdomen. It reels in pain as a sticky liquid sprays down upon you, covering your eyes and making it almost impossible to move. You are able to fight the monster off in its weakened state, but you'll be scrubbing this stuff off for weeks. (Lose 3 life points, Become Sluggish)

233

You glance over your shoulder. The road is clear. With no witnesses in sight you lean over the worn stones and reach down into the water...

Fair	Good	Great	Epic
595	595	595	57

234

"Please, just don't hurt me!" you whimper as you hand over a small purse. As you walk away, your back to the gang, your cloak bulges with a slightly heavier sack, lifted from the bandit's waist during the exchange...

Fair	Good	Great	Epic
863	125	668	668

235

You made it. Some in better health than others, but your conscience is clear knowing you stuck together through it all. "Do you remember the time–" you don't even need to finish the thought before the party begin chuckling to themselves. Now that you're home you can't imagine ever leaving again, and then you look down at your boots. The mud isn't from here. You look at your arms. The scratches and bruises aren't from here. Yet they are all a part of you now– and something tells you they will be with you long after the washing and the healing is done. The End.

236

They circle even as you withdraw, but the snarling stops when it becomes clear you mean them no harm. Lucky for you they aren't hunting today, just defending their territory.

237

You pounce upon the creature's back, gripping desperately to its scaly skin whilst trying to avoid the lashing tail...

Fair	Good	Great	Epic
1083	1036	183	183

238

"It's good for the soul." says the driver. "Okay then," you reply, "after you." A bead of sweat runs down his temple as he lightly sips the potion. "Look, the rain ruined the labels on these weeks ago and I've no idea what any of them do any more. It could be poison for all I know. Oh fiddlesticks, that'll be the truth serum!"

239

There's something strange about them, the irises shifting like foam on the sea. The animal seems to be... changing shape! Before your eyes it transforms into the figure of a man. There's a madness in his confused face, and before you know it he's on top of you, beating you with his bare fists. (Lose 5 life points, Become Flustered)

240

You clear your eyes and look again, watching closely for a sign of any large boulders that may have been dislodged...

Fair	Good	Great	Epic
1004	1004	1004	174

241

Every muscle in your body tells you to run, but you stand your ground. With your eyes screwed shut all you hear is the beating hooves. All you feel is the brush of matted fur against your fingertips. When you open them again, the Forest is still.

242

"Thank you for the offer, but I've had a long and weary journey" you reply, "and I ought to keep moving"...

Fair	Good	Great	Epic
171	171	171	415

243

Your instinct tells you something is amiss so you turn around and move on, stomach rumbling, before temptation gets the better of you.

244

You quickly turn back, but the way you came is already blocked by debris. You have no choice but to rush for the gap ahead before you are trapped completely...

Fair	Good	Great	Epic
1023	1023	930	930

245

Once you reach the top you acrobatically flip yourself over the gate, easily clearing the spikes, and then climb back down. Just as you're about to leave you notice a small bottle hanging by a nail on this side of the wall. (Gain Healing Potion)

246

You want to make sure the water is safe before filling your flask, so you cup some in your hands. Sniff sniff. Slurp...

Fair	Good	Great	Epic
35	160	160	1012

247

You hear the grinding of rock, followed by a huge splash as the whole earth shakes. A boulder, as tall as you are, has landed just feet away. You think about kissing the ground, and just then notice an unusual plant poking up out of the water where you stand. Maybe it's lucky? (Gain Mysterious Herb)

248

The beasts remain calm until– clang clang! A mug falls from your pack and clatters across the ground. Startled, but still wary, one of the wolves bites you on the leg, before following the others back into the bushes. (Lose 3 life points)

249

You shuffle slowly away from the pack, taking great care to avoid any sudden movements...

Fair	Good	Great	Epic
1065	1065	1065	1065

250

She looks fast. Maybe even as fast as you! But you're prepared, and as you step in you knock the sword cleanly from her grip. "But the lady is no match!" you chuckle, as she gingerly retrieves her weapon. (Become Energetic)

251

The clammy texture of the rock changes as you go deeper. You pause for a moment. Are the walls... breathing? No, not the walls, you realise as you come face-to-face with a winking reptilian eye. You flee as the dragon belches an enormous fireball. (Lose 6 life points)

252

The gate groans and creaks, then finally rises. You angle the branch so that the gate is held high enough to crawl through, but you accidentally knock it when you're only half-way through. The gate comes crashing down, trapping you underneath. (Lose 4 life points)

253

Trying not to stray too far from the path, you grab hold of the sturdiest branch within reach and cry out for help...

Fair	Good	Great	Epic
607	607	607	607

254

You take a spare oar and pin the door closed, then silently creep past the lighted shack window. You load your things onto the gently rocking boat, preparing to depart...

Fair	Good	Great	Epic
789	922	922	588

255

You panic and leap from the path into the undergrowth, hoping to bypass the guards. Alas, you've already been seen. "After them!" you hear one of them cry...

Fair	Good	Great	Epic
986	740	371	371

256

Your hands are stained orange by the layers of rust as you shimmy up the bars, finding every tenable hold in the elaborate iron spirals...

Fair	Good	Great	Epic
1035	343	343	379

257

You pick up a stick from the path and briefly present it. The tail freezes for a moment, and you launch the stick deep into the bushes...

Fair	Good	Great	Epic
531	531	1150	1158

258

It seems to be coming from the boggy ground, perhaps released by your movements. You remain motionless, praying for the air to clear before the cloud rises any further...

Fair	Good	Great	Epic
738	738	738	285

259

Finally, some open space! You toss your bags into the small boat and knock loudly on the shack door. "Ferryman, I have need of your services!"

Fair	Good	Great	Epic
1127	473	341	341

260

No reply. Only by chance do you spot him, a face in the flames. You call out again but he's unconscious, pinned by a huge wooden beam. With all your might you lift the structure to free him, before dragging him back out into the street.

261

You charge into the wall, but it remains unmoving as it rebounds you back with equal force...

Fair	Good	Great	Epic
168	168	952	952

262

It must have been here for years, what are the chances of it breaking now? You confidently stride out onto the structure without even holding on to the guide ropes...

Fair	Good	Great	Epic
1075	1075	145	836

263

The vibrations pass through the vast web, scattering droplets of dew all around you. You are amazed when the spider heads directly for the stick, even amongst all the chaos. So much so that you almost forget you're supposed to be escaping. Almost.

264

At that moment a stranger emerges from the Forest and whistles. "Aaaiiii!" she calls. The wolves trot up and lie at her feet. "I hope the boys haven't been bothering you?" You let the dust fall from your hand as she approaches. "Say, you don't look so good. Try this." (Gain Healing Potion)

265

The charging horns take chunks out of either side of the tree as they pass. Splinters fly until you have barely enough left to hide behind. When the trunk finally collapses there's nothing left between you and the unstoppable herd. (Lose 5 life points)

266

You're not one to break with tradition, so you take out a coin of your own and flip it towards the well...

Fair	Good	Great	Epic
756	520	1055	1055

267

You try to hand over the gold, but the hermit just looks at it. Several seconds of awkward silence pass. You look again at the gold in your palm, making sure it is still there. "I'll just leave it here" you say, gently placing it on the side of the bridge as you walk away.

268

"Why, this is a recipe for beef stew!" The watchman's face reddens as he extends a hand to retrieve the sheet, muttering under his breath "I told her not to touch my things." (Become Confused)

269

...but come face to face with a huge cat-like creature. You freeze, and the old man appears at a window. "Ah, you've met Smooch. Say hello, Smooch." The creature leaps at you, sinking its teeth into your forearm and clawing at your legs. (Lose 6 life points)

270

But as you work your way across a steady rhythm builds. The entire structure resonates more with each stride until it can take no more. The supporting ropes snap, and you plunge into the gorge below. (Lose 6 life points)

271

Before the stranger is able to get near you brush your cloak aside and allow your hand to come to rest on the hilt of your sword...

Fair	Good	Great	Epic
1014	1014	1014	1014

272

You take a piece of bread from your pack and tear off a crumb every few paces, dropping them on the path behind you just in case you're unable to find your way back...

Fair	Good	Great	Epic
1080	1080	372	1066

273

Easy does it! You carefully pick your way through the undergrowth, prising apart the brambles and edging forwards step by step...

Fair	Good	Great	Epic
767	612	612	1041

274

You stamp your boot on the ground. It lets out an earthly thud. Just as you suspected: no floor. You take up a stick and begin digging against one of the walls...

Fair	Good	Great	Epic
1118	1152	1151	1151

275

You glance over your shoulder. The road is clear. With no witnesses in sight you lean over the worn stones and reach down into the water...

Fair	Good	Great	Epic
595	595	57	571

276

You look the scrawny pair up and down, and move your hand towards your weapon. "Step aside, this is no business of yours!"

Fair	Good	Great	Epic
998	998	115	640

277

This can't be right. Maybe that last one should have been a left? You stop to rest and empty the stones from your shoes. That's strange, the tingling has stopped. You can't believe your eyes when the wall in front of you parts with a heavy grinding to reveal... the exit!

278

Heights never were your strong point, and the frayed handrails are no consolation. You tightly close your eyes and don't open them again until you feel the solid ground beneath your feet on the other side.

279

You make your way inside, but soon find yourself facing a dead end. You take a second look at the crumbling walls and decide to try a more direct approach...

Fair	Good	Great	Epic
133	133	133	613

280

You sit down and accept the tankard as it's thrust into your hands. Just as the group reach their off-pitch crescendo you subtly empty your drink into the bushes...

Fair	Good	Great	Epic
356	1076	602	602

281

As the bridge-keeper hobbles forwards on his cane you up your pace, heading straight for the bridge ahead. "Hey!" he shouts after you "come 'ere!"

Fair	Good	Great	Epic
1025	1025	139	139

282

You skip over the trap, still lying in wait for its next victim, and quickly assess the leg. Pushing apart the fur tells you it's not as bad as it seems: the cut is shallow, and there's not that much blood after all. Just as the bear awakens you move away quickly, leaving it to rest.

283

"Help!" A boy is struggling in the current. You reach out as he floats past and grab his wrist, pulling him up onto your shoulders. Once you're out of the water his mother arrives, panicked. "Thank you! Please, accept this small gift for saving our son." (Gain Skeleton Key)

284

You spot the slight overhang of the cliff face, the pattern of the boulders below, and instinctively you know what you must do...

Fair	Good	Great	Epic
1125	1125	1125	347

285

Sure enough the fog's progress is halted, and it hangs in the air at chest-height. You wait patiently for it to dissipate on the wind. It's only as the cloud clears that you realise it has eaten away at your clothing, leaving it ragged and full of holes. (Lose 2 life points, Become Distracted)

286

You hear voices calling out far behind, but daren't look back. You burst out into a small clearing, and stop dead at the sight of the strange plant in front of you. The hunter arrives suddenly and out of breath. "Ah, you found it! Well, finders is keepers I s'pose." (Gain Mysterious Herb)

287

Before the stranger is able to get near you brush your cloak aside and allow your hand to come to rest on the hilt of your sword...

Fair	Good	Great	Epic
1014	690	226	226

288

You disappear into the cover of the trees and return moments later with a long, straight trunk held in both hands like a giant spear...

Fair	Good	Great	Epic
1021	217	73	73

289

The swordswoman is still recovering from the drop, and as she staggers you steal the initiative and rush in...

Fair	Good	Great	Epic
69	69	330	250

290

"Fair enough, it was worth a shot," he replies. "But you'll do me a favour and walk me dog at least? These legs ain't what they used to be." You peer around the bridge-keeper and find a panting old mongrel smiling up at you. "He'll be no trouble, and he knows 'is own way 'ome." (Gain Four-Legged Friend)

291

"That's right, keep away from the scary old witch! Why can't I have any nice visitors." She trails off towards the end. You ask if she's okay, while keeping your distance. "I'm fine!" she shouts, as she aggressively casts a severed finger into the pot. Maybe you should just keep moving.

292

You creep up to the shack and peer in through the lighted window. "Is anybody home?"

Fair	Good	Great	Epic
480	480	480	900

293

Yo ho ho... it's one of your favourites! You leap onto a nearby table and begin belting out the verse...

Fair	Good	Great	Epic
931	931	1020	157

294

You unplug the stopper and bring the elaborate medicine bottle to your nose...

Fair	Good	Great	Epic
637	637	637	637

295

You come charging out of the house moments later with a small child in your arms. You hand her over, then turn and head straight back in. Three more times you re-enter, until the whole family is safe. (Gain Flaming Torch)

296

You remain perfectly still, scanning the bushes in a wide arc for any sign of a disturbance...

Fair	Good	Great	Epic
52	52	52	52

297

They're still on your scent when you skid to a halt at the top of a sheer drop. Caught between the gnashing teeth and a thirty foot drop, you dive into the water below. When you resurface they are prowling atop the cliff, unable to follow. (Become Sluggish)

298

You take some supplies from your pack and drop them onto the path in front of you, hoping that the beast will be distracted long enough for you to make your escape...

Fair	Good	Great	Epic
1133	1133	1133	141

299

The gang look you over and exchange a few brief nods before advancing with blades and teeth shining. After a long and tiring chase you're lucky to get away with just a few cuts and most of your clothes. (Lose 3 life points)

300

The large rock comes down hard on your head and shoulders, instantly knocking you out. When you awaken the back of your head is a congealed mess of blood and dirt. (Lose 6 life points, Become Confused)

301

There's no sign of the lizard. No, wait. There it is! It's still lying in the sunlit patch, having barely moved an inch. Luckily for you it must still be warming up. (Gain Healing Potion)

302

The tail lashes at your arm, launching your weapon into the bushes. When you turn to retreat you find yourself encircled by scaly walls, and they are rapidly closing in. With nowhere left to run you can't avoid the fangs for long. (Lose 5 life points)

303

Your hands are stained orange by the layers of rust as you shimmy up the bars, finding every tenable hold in the elaborate iron spirals...

Fair	Good	Great	Epic
1035	1035	343	379

304

The goods on the cart look valuable, but the man catches the glint in your eye. "Woah now, you have to pay for those!" he says, quickly prising the bottle from your hand...

Fair	Good	Great	Epic
632	672	82	82

305

"Perhaps this is a blessing," you mutter to yourself. "To travel invisibly for some time will be of great relief." You continue your journey soft-footed under renewed cover...

Fair	Good	Great	Epic
530	530	42	624

306

Your sword gleams as you draw it in a dramatic arc and point it accusingly at the nearest beast. "I've been looking for a new coat..."

Fair	Good	Great	Epic
1003	1106	1106	854

307

Your only chance is to move beyond the valley as quickly as you can, but the route out only takes you deeper into the cloud...

Fair	Good	Great	Epic
348	348	889	123

308

You've never seen anything like it. As you draw closer to the tree you notice a strange odour...

Fair	Good	Great	Epic
1124	1100	1100	105

309

You stumble the final few steps up the path, pausing in the doorway to stare back the way you came, now obscured by mist. What will become of the ones you left behind? Will you ever return? You started this quest for answers, but all you found were more questions. A sudden cheer snaps you back to reality. "It's them, they're really back!" With the sound of old friends ringing in your ears you finally turn away from the Forest and head inside. The End.

310

The back of the wagon springs open, and out step a pair of burly henchmen. Judging by the size of them there must be something in this tonic after all. You can tell they are looking forward to teaching you a lesson you won't soon forget. (Lose 5 life points)

311

"Let me see that!" you reply as, without warning, you readily snatch the paper from his hand.

Fair	Good	Great	Epic
268	268	591	591

312

Whilst the man's back is turned you spot a small silver bottle, and feel an uncontrollable desire to slip it quietly into your pocket...

Fair	Good	Great	Epic
1037	783	783	614

313

Within a few steps the ground becomes noticeably softer. You've strayed from the path. "Onwards!" you cry. A few more steps and your feet begin to feel wet. "Onwards!" Soon you're up to your waist, with no idea how you got here. "Onwar- oh." (Lose 4 life points, Become Confused)

314

Trying not to stray too far from the path, you grab hold of the sturdiest branch within reach and cry out for help...

Fair	Good	Great	Epic
607	607	607	370

315

You examine the many ropes and pulleys that make up the trap's mechanism, and manage to locate a counterweight holding the walls in place...

Fair	Good	Great	Epic
664	378	378	1079

316

Just then your hands begin to tingle, then to sting, and you instantly realise your mistake: this wasn't the right moss! The beast lets out a pained roar and lashes out. It feels like several of your ribs have been broken. (Lose 5 life points, Become Reckless)

317

You rush through as quickly as you can, aiming to reach the other side before any of the creatures lurking in the shadows are awoken by your footsteps...

Fair	Good	Great	Epic
758	758	1047	794

318

Before you can regain your composure the animal is on its feet, lurching towards you. Its defensive instincts have taken over. It has no idea of your good intentions as it tramples you like a ragdoll. (Lose 4 life points)

319

You pick up a nearby branch and wedge it firmly beneath the gate. Using the extra leverage you heave the gate upwards...

Fair	Good	Great	Epic
463	463	252	1142

320

You find a gap and make a dash for the bushes. You are running for what seems like forever, the Forest lashing at your face even as you feel the wolves snapping at your heels...

Fair	Good	Great	Epic
465	297	83	83

321

You press on, undeterred by the creaks and groans of the nearby Forest. You tread lightly to avoid disturbing the dead at your feet...

Fair	Good	Great	Epic
775	1109	1109	375

322

You've never seen anything like it. As you draw closer to the tree you notice a strange odour...

Fair	Good	Great	Epic
773	773	1124	1100

323

Then you spot it–the nest! You grasp one of the enormous eggs, and with all your strength raise it high above your head...

Fair	Good	Great	Epic
167	167	1141	540

324

You've made further than this before–and this time you aren't even being pursued! Confidently, you prepare yourself to leap...

Fair	Good	Great	Epic
475	475	1091	510

325

Are you facing a Torrent? Stop!
Go straight to paragraph 55

You know it hasn't seen you yet, or it would have pounced already. You carefully pick up a stick and toss it into the web a short distance away...

Fair	Good	Great	Epic
1063	1063	1063	1063

326

Are you facing a Torrent? Stop!
Go straight to paragraph 253

Suddenly you feel the eyes staring at you from above, and instinctively you draw your sword. You'll have just one chance to strike your mark...

Fair	Good	Great	Epic
232	1155	1155	550

327

You carefully inspect the wound, all the while keeping both eyes on the animal. It tries to lash out but in its weakened state you are able to hold it, and soon have the leg cleaned up. Nature will take over now, but you've done your best. (Become Composed)

328

You grab a nearby bamboo plant and quickly harvest its hollow stem to fashion a basic snorkel...

Fair	Good	Great	Epic
1146	76	429	429

329

The sooner this is over, the better. After a cautious first step you increase your pace, taking broad strides to step on as few planks as possible...

Fair	Good	Great	Epic
270	573	278	278

330

But you trip on a stone and land face-first in the dirt, your nose just inches from the Master of Swords' well-polished boots. She coughs politely and looks at you with pity down the length of her sword. (Lose 4 life points, Become Flustered)

331

The smell of spice fills the air, and in the dim light you can just make out a store room of some kind. Somebody was recently here, or maybe they still are? As you fumble onwards you accidentally knock a nearby shelf. You quickly pick up the object after it clatters on the hard floor and rush the rest of the way to the exit. (Gain Spirit Compass)

332

A man comes marching out of the bushes, pulling a little girl along by the ear. In her hand is a small bow. "I want you to apologise, Rosita." he says sternly. The girl looks up at you, red-faced.

333

What you need is a distraction! You pick up a rock and launch it directly at the nest, before running in the opposite direction...

Fair	Good	Great	Epic
576	94	94	881

334

Their eyes widen in disbelief as you slowly draw your sword, standing firm in front of them, grinning. "Mine's bigger!" you reply.

Fair	Good	Great	Epic
1071	1095	936	936

335

"Hey, put that down!" You spin to find yourself face to face with a skeleton, leaning against a tree. "You could have someone's eye out with that thing! You wanna see real magic? Here, try this." The skeleton reaches into his ribcage, yanks something from a cord hanging around his spine and hands it to you. (Gain Skeleton Key)

336

The chains rattle and dust falls from the cracked mortar as you shake the gates with all your might...

Fair	Good	Great	Epic
1102	209	209	1051

337

You take a spare oar and pin the door closed, then silently creep past the lighted shack window. You load your things onto the gently rocking boat, preparing to depart...

Fair	Good	Great	Epic
588	588	623	623

338

The cloud grows denser in all directions as the wind picks up, but high in the canopy above, the air seems relatively clear. If only you could reach it...

Fair	Good	Great	Epic
730	730	701	701

339

Before you can finish, the swordswoman launches herself toward you, slashing wildly at the air. You jump backwards, trying desperately to keep out of her way. Are her eyes closed? She strikes a blow to your arm, cutting it badly, then suddenly stops. "Did I win?" she asks, sheepishly. (Lose 6 life points)

340

A hard shove sends the loose stones toppling, opening up a new gap. You brush the dust from your clothes and clamber through, re-joining the path near to the exit. (Become Confident)

341

A crashing sound comes from the direction of the shack, followed by a series of profanities. A moment later the half-dressed ferryman appears in the doorway. "Oh, it's you again!" he shouts. "Find what you were looking for?" You proudly hold up your prize. "Very nice! Come along then, I haven't got all day."

342

You glance over your shoulder. The road is clear. With no witnesses in sight you lean over the worn stones and reach down into the water...

Fair	Good	Great	Epic
595	57	571	571

343

One leg over, second leg... over. You begin to lower yourself down the other side when your wrist gives way, and you drop with a jolt. Fortunately you were not impaled, but escaped by the seat of your pants. Literally: you are left dangling from your underwear. (Lose 3 life points, Become Flustered)

344

When you stand on the other side you come face-to-face with an adventurer passing in the opposite direction. "Smart, that," she says. "And to think I was just going to march across! Here, take this as thanks." (Gain Healing Potion)

345

You find a foothold in one of the walls and clamber up, to gaze out across the twisting pathways ahead...

Fair	Good	Great	Epic
1128	1128	735	1070

346

"Watch out!" Through the lingering fog you see the ferryman waving his arms in warning. Suddenly bubbles rise all around, and before you know it you're in the water. You swim straight for the far shore, not daring to look back. (Lose 4 life points, Become Exhausted)

347

You run for the safety of the overhang, but before you can reach it you are struck on the side of the head by a piece of rock. Dazed, you manage to stumble the rest of the way before collapsing, face-down in the water. (Lose 4 life points, Become Confused)

348

The smell is overpowering. You have to get out of here! You take a deep breath and start to run, but it's too far and–gasp–the cloud is still thick. Gasp! The darkness only gets darker as you begin to–gasp–pass out. (Lose 5 life points, Become Exhausted)

349

You hear an ominous gurgling sound. Moments later a huge geyser erupts from the well, showering you in spray and... coins? You catch some in your hat and pick up many more from the floor. (Gain Gold)

350

"I'll give you a head start!" the watchman cries out behind you. You run until a stitch in your side forces you to stop. The blood pounds in your ears, but you can just make out the sound of approaching hooves. (Lose 3 life points, Become Exhausted)

351

The snake recoils in surprise. Not many of its meals fight back so ferociously. It lets out a hiss as it retreats into the undergrowth. (Become Fearless)

352

Their eyes widen in disbelief as you slowly draw your sword, standing firm in front of them, grinning. "Mine's bigger!" you reply.

Fair	Good	Great	Epic
1071	1071	1095	936

353

You creep up to the shack and peer in through the lighted window. "Is anybody home?"

Fair	Good	Great	Epic
480	480	900	618

354

"Not that one!" cries the merchant, but it's too late. A numbing sensation starts in your face, then spreads to your neck. You try to talk, but instead fall over. "Don't worry," she says, "It'll wear off in a couple of hours." (Lose 4 life points, Become Distracted)

355

The swordswoman is still recovering from the drop, and as she staggers you steal the initiative and rush in...

Fair	Good	Great	Epic
69	69	69	330

356

"Oi!" comes a voice. "What did you do that for?" You turn to find a man lying just behind you, soaked in beer. Needless to say your apology is not accepted, and his friends soon see to it that you won't be drinking in these parts again. (Lose 5 life points)

357

"Let me see that!" you reply as, without warning, you readily snatch the paper from his hand.

Fair	Good	Great	Epic
774	1028	1028	268

358

You pick up the animal by the scruff of the neck, holding it at arm's length while looking into its deep, human eyes...

Fair	Good	Great	Epic
239	239	1042	177

359

As you rush blindly through the yard you collide with something and fall flat on the floor. Too solid to be a ghost, I think. "Ow, would you watch where you're going!" says the crypt keeper. You apologise as she storms off. Then you notice something unusual lying on the ground. Perhaps it fell from her pocket? (Gain Skeleton Key)

360

Your only chance is to move beyond the valley as quickly as you can, but the route out only takes you deeper into the cloud...

Fair	Good	Great	Epic
348	889	889	123

361

You look doubtfully at the murky decanter, holding it up to the light. "What's this supposed to be?"

Fair	Good	Great	Epic
238	238	64	64

362

Stay calm, there's no need to panic. You back away slowly from the buzzing mass, making no sudden movements...

Fair	Good	Great	Epic
992	992	1011	1147

363

You draw your weapon and swing wildly just as the monster strikes...

Fair	Good	Great	Epic
495	495	147	147

364

You finish picking and are ready to climb back down when you hear a growling coming from the base of the tree. You look down to see a starving pack of wolves staring back up at you. A stalemate ensues. (Lose 3 life points)

365

The reply comes from over your shoulder, "You idiot, you scared her away!" The hunter steps out from the undergrowth, and kicks you hard in the shin for your clumsiness: "Now beat it, or I'll have your skin instead!" (Lose 3 life points, Become Flustered)

366

Your progress is good. You must be in the densest part of the thicket by now, but your arms are beginning to tire. With one final effort you slash through the green wall in front of you and behold: sunlight! (Become Exhausted)

367

But there is no time to waste, and you suspect the conditions will only worsen as the evening draws in. You decide to press on, following the path as best you can...

Fair	Good	Great	Epic
313	313	915	1089

368

Then you spot the vines dangling from high above. If you can't go through, maybe you can go over...

Fair	Good	Great	Epic
1153	762	762	409

369

...but in your haste you fail to notice the second trap. With a violent snap the jaws slam shut, sinking their metal teeth into your lower leg. You could swear the bear laughed at this point, but that may have just been a symptom of the blood loss. (Lose 6 life points, Become Sluggish)

370

...but there is no reply. As the water rises the branch grows slippery and you lose your grip. You are swept a short distance before washing up, almost drowned, on a nearby bank. (Lose 4 life points, Become Exhausted)

371

...you hide behind a tree just meters from one of the guards as she passes by, but the pair make such a racket searching that you're easily able to slip away in the confusion.

372

What's that squawking? As you drop the final crumb you turn to see a hungry crow, which has clearly been following you for some time. There is no sign of the other breadcrumbs. Perhaps this wasn't such a clever plan. (Lose 2 life points)

373

Which way? Any way! You drop your pack and sprint for cover as fast as you can...

Fair	Good	Great	Epic
684	684	1019	1019

374

You grab a nearby bamboo plant and quickly harvest its hollow stem to fashion a basic snorkel...

Fair	Good	Great	Epic
514	514	1146	76

375

Otherworldly noises issue from all around, but you hold your nerve–and your breath–and somehow make it through unnoticed. When you reach the gate on the other side it won't budge. But wait, the key is still in the lock. (Gain Skeleton Key)

376

There's no way out. Crouching, head in hands, you barely have time to brace yourself for the next impact...

Fair	Good	Great	Epic
10	10	247	247

377

You've made further than this before–and this time you aren't even being pursued! Confidently, you prepare yourself to leap...

Fair	Good	Great	Epic
475	1091	1091	510

378

You fling your sword at the vital rope. It spins through the air, blade shining. Thud! It hits the ground, missing its target entirely. The noise attracts the attention of the Forest, as several sets of evil eyes blink open. This is going to be a long night. (Lose 4 life points, Become Exhausted)

379

Just as you near the top, the Forest all around you starts to spin. No, wait–you're moving! The gate slowly swings open with you still on it, and as you look down and see the hanging chain you realise you could have saved yourself the climb.

380

There's no time to search for a way around, and you can't stand the thought of another night in this cursed Forest. You decide to press on through the weeds...

Fair	Good	Great	Epic
7	513	1145	1145

381

You hold your gleaming sword high above your head, awaiting the next blow...

Fair	Good	Great	Epic
1134	1134	1134	59

382

You helplessly cling to a large branch as the current carries you rapidly downstream. As you are swept towards a narrow gap between two trees you spot your opportunity...

Fair	Good	Great	Epic
1044	599	413	413

383

A second set of footprints leads you around the clearing to a hooded figure, crouching amongst the trees. A box of jewels sits open by their side. You silently creep up and press your sword into the bandit's ribs: "You're not going to bother any more people today" you say. "We're not going to bother any more people today," the figure repeats obediently. (Gain Gold)

384

You think for a second, and then reply "Here, you'd be doing me a favour actually." The leader looks at you, puzzled...

Fair	Good	Great	Epic
1033	1033	1058	175

385

After one look you know this is a fight you can't win, so you do what comes naturally and dart up the road in the opposite direction...

Fair	Good	Great	Epic
574	574	574	350

386

You clear your throat and try to recall the few phrases you learnt as a child. "Roargh hoargh!" you call out to the injured animal...

Fair	Good	Great	Epic
1087	1087	1115	1162

387

You leap atop a floating log as it passes by, and balance precariously as the slick wood rotates wildly under your feet...

Fair	Good	Great	Epic
1027	526	526	228

388

You creep up to the shack and peer in through the lighted window. "Is anybody home?"

Fair	Good	Great	Epic
900	618	411	411

389

Are you facing a Torrent? Stop!
Go straight to paragraph 146

You move slowly, treading lightly to avoid the fine threads spread in great nets ahead of you...

Fair	Good	Great	Epic
1113	1113	77	1119

390

“I’m the bridge inspector, you see. And you are?” “Chuanxin” the man replies, uncertainly. “It’s true! I’m only here to check that everything is in order.”

Fair	Good	Great	Epic
766	766	544	566

391

Whilst the man's back is turned you spot a small silver bottle, and feel an uncontrollable desire to slip it quietly into your pocket...

Fair	Good	Great	Epic
783	614	614	1026

392

You draw your weapon and swing wildly just as the monster strikes...

Fair	Good	Great	Epic
302	302	892	495

393

"What's the matter," says another. "Afraid of a little fun?" You stare coldly at him. "I've defeated terrors the likes of which you cannot imagine. I've passed through the eye of fear and survived. And who are you?" There is a pause. "Uh, I'm Jim," he replies, meekly. (Become Confident)

394

You take a piece of bread from your pack and tear off a crumb every few paces, dropping them on the path behind you just in case you're unable to find your way back...

Fair	Good	Great	Epic
1080	372	372	1066

395

Are you facing a Torrent? Stop!
Go straight to paragraph 866

You move slowly, treading lightly to avoid the fine threads spread in great nets ahead of you...

Fair	Good	Great	Epic
1113	77	77	1119

396

This trap doesn't look like it was made for humans. This must be some kind of mistake. You're safe here for now, at least, so you decide to wait it out.

Fair	Good	Great	Epic
706	706	1015	416

397

A second limb catches you in the stomach, effortlessly lifting you from the ground. Before you know it you're holding on for your life...

Fair	Good	Great	Epic
80	80	80	80

398

You cast off and set out across the still water before anyone asks any questions. There is something deeply unsettling in the gentle rising and falling of the swell...

Fair	Good	Great	Epic
1018	346	346	1136

399

You inch closer to the animal, and as you draw near it opens its big eye. You jump backwards, startled...

Fair	Good	Great	Epic
327	327	490	490

400

Ingenious! Now that you're out you can clearly see the outline of the soft ground. You won't be making that mistake again! Shame about the boots though, they were your favourite pair. (Become Sluggish)

401

You take hold of a large tree root, plant your feet firmly and brace yourself against the oncoming flow.

Fair	Good	Great	Epic
971	225	225	210

402

You want to make sure the water is safe before filling your flask, so you cup some in your hands. Sniff sniff. Slurp...

Fair	Good	Great	Epic
1030	35	35	160

403

"What a coincidence!" you reply haughtily. "Because I also have a warrant for your arrest!"

Fair	Good	Great	Epic
803	803	695	695

404

"Who's Glory?" asks the shorter, stockier girl. Herpartner turns to her in despair. "It's not a person, you idiot! My Gods, Finlay, if you got any stupider!" You edge past the bickering pair and hurry on ahead as the argument quickly escalates.

405

"You'd better run!" comes a shout from behind. You turn to look, and in your distraction run straight into a tree trunk. Your head throbs, your face grazed all down one side. At least you got away. (Lose 3 life points)

406

"I noticed–" thwack! A heavy shield hits you over the head. You remain conscious just long enough to see the assailant hand her weapon to the maiden. What an obvious trap! (Lose 6 life points, Become Distracted)

407

You clear your eyes and look again, watching closely for a sign of any large boulders that may have been dislodged...

Fair	Good	Great	Epic
174	30	1088	1088

408

You watch the frenzied mass flow around the trees like a river, and it gives you an idea. You plant your feet and hold your arms wide, praying they will see you in time...

Fair	Good	Great	Epic
1117	950	241	241

409

With a primal scream you launch yourself from the tree, leaping from vine to vine as the impassable brambles pass by far below. As you climb back down you find something strange growing–no, hiding inside a hollow knot. (Gain Mysterious Herb)

410

You bend down behind the creature, watching for signs of life when snap! A twig crunches under your knee, and the bear is startled. It uses all its remaining energy to defend itself, slashing your leg open in the process. (Lose 4 life points)

411

The door swings open. "Aye, 'tis nice to see a friendly face." He tells you his life story as he works the paddle. His timing is impeccable, ending just as you arrive at the far bank. "What should I do with this?" you ask as the ferryman tosses you a rope. "Look after it!" he replies. (Gain Rope)

412

You decide to head for the hill, which can't be more than five hundred paces away. Leaving the road behind you push aside the first branches from this untrodden path...

Fair	Good	Great	Epic
983	983	462	462

413

You wedge the branch between the rocks, and just as you're about to haul yourself out you notice something bobbing in your direction. It's a trinket box of some sort. You grab it as it floats past. I wonder what's inside? (Gain Skeleton Key)

414

That's the last sign you see of the hunter. Whilst on the ground you notice a light just ahead. You crawl closer to find a strange plant softly glowing. Maybe it's valuable? (Gain Mysterious Herb)

415

The men start singing again. "Hee's had a loooong jour-nee, he's reely reely weery!" As the voices carry after you on the still night air you are reminded of The Finishing Post. A tear rolls down your cheek as your heart yearns desperately for home. (Lose 1 life points, Become Distracted)

416

A few minutes later a face peers over the top of the wall. "Oi, let me out!" you shout. "No," comes the reply. "If I do, you're going to hurt me." Eventually, after much persuasion, the boy sets you free.

417

“I’m the bridge inspector, you see. And you are?” “Chuanxin” the man replies, uncertainly. “It’s true! I’m only here to check that everything is in order.”

Fair	Good	Great	Epic
766	544	544	566

418

You inch closer to the animal, and as you draw near it opens its big eye. You jump backwards, startled...

Fair	Good	Great	Epic
318	327	327	490

419

It's not that you're afraid of bees, in the moment it just seems like running for your life is the sensible thing to do...

Fair	Good	Great	Epic
666	666	909	606

420

You collect a small handful of moss from a nearby log, and mix it to a paste before applying it to the bear's wound...

Fair	Good	Great	Epic
316	316	1078	528

421

"Of course," you reply, "and can I offer you gentlemen a drink?" Whilst you're at the bar you subtly dip the herb into each glass in turn, all except you own. Within minutes the men are fast asleep. When they awake they won't even remember you were here.

422

You sit down and accept the tankard as it's thrust into your hands. Just as the group reach their off-pitch crescendo you subtly empty your drink into the bushes...

Fair	Good	Great	Epic
356	356	356	356

423

You make your way inside, but soon find yourself facing a dead end. You take a second look at the crumbling walls and decide to try a more direct approach...

Fair	Good	Great	Epic
133	133	613	340

424

He looks hungry, and you have supplies to spare, right? You take out a small piece of meat and throw it to the animal...

Fair	Good	Great	Epic
58	58	1107	1107

425

You leap atop a floating log as it passes by, and balance precariously as the slick wood rotates wildly under your feet...

Fair	Good	Great	Epic
1057	1027	1027	526

426

"Oh yeah? You and what army?"

Fair	Good	Great	Epic
299	734	734	469

427

“I’m the bridge inspector, you see. And you are?” “Chuanxin” the man replies, uncertainly. “It’s true! I’m only here to check that everything is in order.”

Fair	Good	Great	Epic
566	566	861	861

428

"What a coincidence!" you reply haughtily. "Because I also have a warrant for your arrest!"

Fair	Good	Great	Epic
1164	102	102	803

429

The end of the pipe bobs comically above the clouds as you continue on up the path, unimpeded by the treacherous cloud. If this is the best the Forest has to throw at you, surely you'll be home in no time? (Gain Healing Potion)

430

"Everyone out of the way!" you cry, as you burst through the door, supporting the wounded on your shoulder. "Fetch the doctor!" You clear one of the big wooden tables with a swipe of the arm, and plonk your injured companion down. "It's all going to be okay," you say, only half-believing it yourself. "Where are we?" they ask weakly. "We're home!" you reply. "We're finally home." The End.

431

"Cheer up ya miserable brute!" the drunk replies. He steps forward, pretending to throw a punch, but instead topples to the ground. You stand unflinching. "Only joking mate," he chuckles up at you from flat on his back.

432

You rush forward to the stranger and place your hand gently on her shoulder...

Fair	Good	Great	Epic
1048	1048	1160	916

433

You single out one of the front-runners and wait. You wait until you can see the whites of its eyes and then boldly leap onto the beast's back...

Fair	Good	Great	Epic
130	130	1007	109

434

"We've got a feisty one!" shouts an unseen voice. An eye appears in one of the many knot-holes. "Just another lost adventurer. Well, we can sell the clothes at least." A dart strikes you in the neck. Right before you pass out you hear a second voice "Anyway, the last one didn't taste that bad." (Lose 6 life points)

435

You scoop up a handful of the flesh, and after picking out a few of the seeds (and most of the dirt) you decide to give it a taste...

Fair	Good	Great	Epic
1022	1022	1022	1022

436

You remain perfectly still, scanning the bushes in a wide arc for any sign of a disturbance...

Fair	Good	Great	Epic
52	52	194	65

437

The tunnel twists this way and that, up and down. Several times you are forced to go deeper, but always the dim promise of day lies just out of reach. Finally, just as you're about to lose hope, you feel the fresh breeze on your face. The light grows brighter for the first time and you soon find yourself back among the trees. (Become Energetic)

438

...but you can't hear anything over the roar of the flames. The smoke stings your eyes and stabs at your throat, and you pass out only a few paces from the door. (Lose 5 life points)

439

Something's not right here. You can sense it. You look around, then crouch down to inspect the ground more closely...

Fair	Good	Great	Epic
710	710	1085	655

440

You collect a small handful of moss from a nearby log, and mix it to a paste before applying it to the bear's wound...

Fair	Good	Great	Epic
316	316	316	1078

441

You press on, undeterred by the creaks and groans of the nearby Forest. You tread lightly to avoid disturbing the dead at your feet...

Fair	Good	Great	Epic
1096	775	775	1109

442

You wait for the bandits to move on, then empty the sack out onto the path in front of you. Some gold, some gems, some... teeth? Eww. Hang on, this looks like... it can't be? (Gain Skeleton Key)

443

You avoid the web as best you can, but as it grows denser your haste backfires. Twang! Eight beady eyes swivel to face you, and all at once the monster and its friends are upon you, dragging you deep into their lair. (Lose 5 life points)

444

You quickly turn back, but the way you came is already blocked by debris. You have no choice but to rush for the gap ahead before you are trapped completely...

Fair	Good	Great	Epic
1053	1053	897	1023

445

"How dare you!" the man spits. "Okay, okay, it's a very nice bridge," you reply. "Well it's mine!" the hermit shouts maniacally, "and you can't have it!" He catches you off guard, pushing you into the rushing river before retreating to the hut and slamming the flimsy door, noiselessly. (Lose 2 life points)

446

You straighten your tunic and saunter up to the maiden, clearing your throat...

Fair	Good	Great	Epic
406	1112	1084	1084

447

You push your way through the choking crowd to the source of the cries, and without a second thought rush through the doorway into the unbearable heat...

Fair	Good	Great	Epic
230	230	494	1069

448

"Perhaps this is a blessing," you mutter to yourself. "To travel invisibly for some time will be of great relief." You continue your journey soft-footed under renewed cover...

Fair	Good	Great	Epic
530	42	624	624

449

You watch the frenzied mass flow around the trees like a river, and it gives you an idea. You plant your feet and hold your arms wide, praying they will see you in time...

Fair	Good	Great	Epic
950	241	899	899

450

You regain your balance and shuffle down the branch into the oak's crown. Limbs thrash wildly all around you, raining leaves, but the tree is unable to reach you. After a few minutes it gives up and forgets you are even there.

451

Finally, some open space! You toss your bags into the small boat and knock loudly on the shack door. "Ferryman, I have need of your services!"

Fair	Good	Great	Epic
1127	1127	473	341

452

You tiptoe towards the base of the tree to investigate, but the pulp is more slippery than you had expected. You clumsily slip on a patch and–crash! Your elbow strikes an exposed root and begins to swell. (Lose 3 life points)

453

You make your way inside, but soon find yourself facing a dead end. You take a second look at the crumbling walls and decide to try a more direct approach...

Fair	Good	Great	Epic
133	133	133	133

454

...but you're not going fast enough. You'll never make it! You begin to back-pedal but it's too late. Your momentum carries you over the edge, sending you tumbling down, luckily, onto a ledge just a short distance below. (Lose 3 life points, Become Flustered)

455

You clear your throat and try to recall the few phrases you learnt as a child. "Roargh hoargh!" you call out to the injured animal...

Fair	Good	Great	Epic
1087	1087	1087	1115

456

You drop to a crouching position and try to slip away quietly, dodging the swooshing branches as they pass overhead...

Fair	Good	Great	Epic
763	763	200	200

457

Are you facing a Torrent? Stop!
Go straight to paragraph 627

You move slowly, treading lightly to avoid the fine threads spread in great nets ahead of you...

Fair	Good	Great	Epic
77	1119	1119	186

458

The goods on the cart look valuable, but the man catches the glint in your eye. "Woah now, you have to pay for those!" he says, quickly prising the bottle from your hand...

Fair	Good	Great	Epic
310	310	310	632

459

In a flash you unlace your boots and step out, backwards. First you left foot, then your right...

Fair	Good	Great	Epic
1016	1073	400	400

460

As the serpent lunges forward you manage to get behind it and grab hold of its scaly tail...

Fair	Good	Great	Epic
1108	1108	104	104

461

The guards share a look and begin to advance. As they approach your eye is drawn to their shabby dress. And what's that shape just inside the door? It looks like a couple of men bound on the floor. Oh, no. (Lose 5 life points)

462

At the top of the mound you find a pile of stones stacked atop one another. You peek inside and, even in the dim sunlight, see the unmistakable reflection of gold shining back at you. You pocket a handful of coins for good luck, just as the fog is beginning to clear. (Gain Gold)

463

The branch bends further and further until–snap! The loose end leaps up and catches you under the chin. You jaw makes an awful snapping noise as it erupts in pain. When you regain your composure you see that the gate hasn't budged an inch. (Lose 6 life points)

464

Whilst she's looking the other way you pickpocket a piece of paper from her back pocket. She spins around. "Hey, you were going to stab me in the back!" "No I wasn't, I promise." She looks at you suspiciously then storms off, red-faced. (Gain Scroll of Passage)

465

You turn to measure your lead– you're clear–but watch out! Your foot catches the log lying across the track and you are sent tumbling head over heels. It takes only seconds for the pack to catch up. (Lose 4 life points, Become Reckless)

466

You examine the many ropes and pulleys that make up the trap's mechanism, and manage to locate a counterweight holding the walls in place...

Fair	Good	Great	Epic
1079	1079	1077	1077

467

One of the men steps out onto the path in front of you. "Why don't you move back." you reply, brushing the man's hand off your shoulder...

Fair	Good	Great	Epic
431	431	1111	1111

468

Without warning he tackles you to the ground. You jump up and draw your weapon before the other two can close in. "Back!" you shout. Your head is throbbing badly. Did the word even come out right? You feel a warm trickle down the back of your neck as the world around you starts to spin. (Lose 6 life points, Become Confused)

469

"My sister has an army!" shouts a distant voice. "Oh, and where are they?" you reply sharply. An awkward silence ensues. "Right then, give me that shiny thing from round your neck and we'll forget this whole affair." (Gain Skeleton Key)

470

You cast off and set out across the still water before anyone asks any questions. There is something deeply unsettling in the gentle rising and falling of the swell...

Fair	Good	Great	Epic
1136	1136	1093	1093

471

Your fire lights the air all around like a great orange beacon, flickering with the signal "come and get me". Before you realise your mistake you are surrounded by the beasts of the Forest. Fierce eyes glare back at you, unblinking, and then they come. (Lose 6 life points)

472

Are you facing a Torrent? Stop!
Go straight to paragraph 382

You move quickly, ducking and jumping between the probing strings that would instantly alert the monster above to your presence...

Fair	Good	Great	Epic
443	443	443	1138

473

The door opens ajar. "Adventurers eh?" the voice says. "Take yerself across!" You stomp to the ferry and try to untie it, but the knots are too tight. You're pulling with all your weight when it suddenly loosens, sending you toppling over the side and into the icy waters. (Lose 3 life points, Become Sluggish)

474

This place is old, maybe even older than the Forest itself. You feel magic running deep beneath your feet. You mutter a luck incantation and toss in a coin from a distance.

Fair	Good	Great	Epic
798	798	349	349

475

You tighten your boots, then you check the wind. Everything's good, let's go! With a hop and a skip you leap into the air. Then, more air. Still, air. There should really be something other than air at this point. Then it hits you (the ground, that is). (Lose 6 life points)

476

You move between the sticky patches to the base of the tree, and nimbly climb up and out onto one of the branches...

Fair	Good	Great	Epic
1043	1043	364	954

477

The rustling of bushes provides your answer as another dozen bandits of all shapes and sizes emerge onto the road, surrounding you on all sides. "Ah, right then." (Lose 6 life points)

478

Your only chance is to move beyond the valley as quickly as you can, but the route out only takes you deeper into the cloud...

Fair	Good	Great	Epic
889	123	123	984

479

You snap the arrow off at the shaft. "Hey!" you shout at the unseen shooter, "you could've killed me!"

Fair	Good	Great	Epic
332	332	1090	1090

480

You see a dying fire and a single figure tied to a chair. Who is that? Suddenly you feel rough hands grab you by the shoulders. Bandits! You take a punch to the stomach, and are left writhing on the jetty. (Lose 4 life points)

481

...but now is not the time to stray from the path. You decide to stay put, and light a small fire whilst waiting for the fog to lift.

Fair	Good	Great	Epic
471	1140	1140	833

482

You single out one of the front-runners and wait. You wait until you can see the whites of its eyes and then boldly leap onto the beast's back...

Fair	Good	Great	Epic
109	109	1121	1121

483

It's impossible to escape quietly through the brambles, and the hunter is soon onto you. "It's over here!" you hear him shout. "I think it's injured!" What does he mean? Oh, he thinks you're a-clonk! A heavy branch hits you over the head, and you pass out. (Lose 4 life points, Become Confused)

484

You scoop up a handful of the flesh, and after picking out a few of the seeds (and most of the dirt) you decide to give it a taste...

Fair	Good	Great	Epic
1022	1022	601	989

485

You flee as fast as your feet will carry you, only daring to look back as you near the cover of the trees...

Fair	Good	Great	Epic
1024	1024	79	985

486

You set off quickly through the trees, leaving the sound of the still-vibrating shaft behind you...

Fair	Good	Great	Epic
405	53	53	286

487

You scan the village for anything of use, and quickly spot the old well sitting in the central square. "Bring buckets!" you cry...

Fair	Good	Great	Epic
703	703	1104	100

488

You reach carefully between the bars to get a better feel for the lock on the other side...

Fair	Good	Great	Epic
67	67	578	716

489

The swordswoman is still recovering from the drop, and as she staggers you steal the initiative and rush in...

Fair	Good	Great	Epic
69	69	69	69

490

The eye blinks slowly, before closing for the last time with a low grunt. You sit by the animal for a while, stroking its fur until its laboured breathing stops altogether. When you turn to leave you are startled to see a young cub watching from the bushes behind. "Do you want to come with me now?" you ask, and it seems to understand. (Gain Four-Legged Friend)

491

Easy does it! You carefully pick your way through the undergrowth, prising apart the brambles and edging forwards step by step...

Fair	Good	Great	Epic
127	767	767	612

492

You collect a small handful of moss from a nearby log, and mix it to a paste before applying it to the bear's wound...

Fair	Good	Great	Epic
1078	528	1060	1060

493

You drop to a crouching position and try to slip away quietly, dodging the swooshing branches as they pass overhead...

Fair	Good	Great	Epic
791	763	763	200

494

You hear a scream and race into the back room to find... a kettle! It's boiling from the heat, but there's nobody here. You are barely able to find your way back out, and collapse as soon as setting foot outside. (Lose 4 life points, Become Exhausted)

495

It pulls up at the last second, and then again. Your erratic movements make it impossible for the snake to even get close, and then it makes its mistake. As it lunges one final time you catch it square on the nose with the blunt edge of your sword, knocking it out cold. (Become Fearless)

496

You clear your throat and try to recall the few phrases you learnt as a child. "Roargh hoargh!" you call out to the injured animal...

Fair	Good	Great	Epic
1087	1087	1087	1087

497

You snap the arrow off at the shaft. "Hey!" you shout at the unseen shooter, "you could've killed me!"

Fair	Good	Great	Epic
963	365	365	332

498

You look the scrawny pair up and down, and move your hand towards your weapon. "Step aside, this is no business of yours!"

Fair	Good	Great	Epic
115	640	640	597

499

You drop to the ground, out of sight, and begin crawling away through the undergrowth...

Fair	Good	Great	Epic
483	1143	414	414

500

There are footprints all around, and you're still right by the path. Surely somebody will pass by soon and help you out. Anyone?

Fair	Good	Great	Epic
552	552	1032	820

501

Something's not right here. You can sense it. You look around, then crouch down to inspect the ground more closely...

Fair	Good	Great	Epic
1085	655	655	383

502

You find a foothold in one of the walls and clamber up, to gaze out across the twisting pathways ahead...

Fair	Good	Great	Epic
1128	735	735	1070

503

You watch the dust rise on the horizon as the herd approaches. You can't make out their form, so you quietly tuck yourself out of sight...

Fair	Good	Great	Epic
265	265	265	1074

504

As the bridge-keeper hobbles forwards on his cane you up your pace, heading straight for the bridge ahead. "Hey!" he shouts after you "come 'ere!"

Fair	Good	Great	Epic
558	1122	1122	1025

505

It must have been here for years, what are the chances of it breaking now? You confidently stride out onto the structure without even holding on to the guide ropes...

Fair	Good	Great	Epic
145	836	97	97

506

You move like the wind to dodge her attack, and in one seamless movement whip the weapon from her hand. She looks utterly astonished, and more than a little flushed. "Your prize," she says, as she hands you a small roll of parchment with a wink. (Gain Scroll of Passage)

507

The safest way to cross is to distribute your weight across the remaining planks, but that knowledge makes the crossing itself no easier as you begin to belly-crawl out into the abyss...

Fair	Good	Great	Epic
17	1132	1132	344

508

You muster all your strength and heave at your left leg, gripping the muscle with both hands in a furious attempt to break free...

Fair	Good	Great	Epic
704	704	1157	1059

509

You pick up a stick from the path and briefly present it. The tail freezes for a moment, and you launch the stick deep into the bushes...

Fair	Good	Great	Epic
1150	1158	1158	753

510

Images of the sharp rocks far below flash through your mind just as you're about to leave the ground. This moment's hesitation could cost you your life, but it doesn't. When you land in the dirt on the opposite side you can scarcely believe it yourself.

511

You lean in closer, trying to identify the various roots and leaves as she casts them into the cauldron.

Fair	Good	Great	Epic
675	675	675	675

512

You charge into the closest house, smashing down the charred door. Choking against the smoke you call out for survivors in the nearby rooms...

Fair	Good	Great	Epic
1092	260	260	895

513

Within a few paces you change your mind. The brambles only get thicker, and your legs are being torn to shreds. When you look back it seems that any sort of path beaten down by your progress has already regrown behind you, leaving you no choice but to continue in agony. (Lose 4 life points)

514

You put the pipe to your lips and try to breathe, but the air refuses to flow. You desperately grab another stem, but it's too late. You begin to feel faint. Your sword drops from your hand onto the sodden ground, followed by the rest of your body. (Lose 6 life points, Become Exhausted)

515

You watch the dust rise on the horizon as the herd approaches. You can't make out their form, so you quietly tuck yourself out of sight...

Fair	Good	Great	Epic
265	265	265	265

516

You remain calm, despite the sand almost reaching your knees, and search the immediate area for anything to grab hold of...

Fair	Good	Great	Epic
847	847	996	987

517

You stoop to the ground and take up a fistful of dry earth as the beasts circle closer. Wait for it. Wait for it...

Fair	Good	Great	Epic
829	179	179	1001

518

It's a long time since you were scared by childish ghost stories. You stroll straight across the graves, whistling a somewhat distasteful tune...

Fair	Good	Great	Epic
219	219	219	219

519

You look the scrawny pair up and down, and move your hand towards your weapon. "Step aside, this is no business of yours!"

Fair	Good	Great	Epic
998	115	115	640

520

...but it drops short. You walk over and pick it up. When you straighten, you find yourself face-to-face with a haggard old woman. "Stealin' from me well, is it?!" Before you can explain she bashes you over the head with the bucket. (Lose 3 life points)

521

You drop to the ground, out of sight, and begin crawling away through the undergrowth...

Fair	Good	Great	Epic
589	483	1143	1143

522

You set off quickly through the trees, leaving the sound of the still-vibrating shaft behind you...

Fair	Good	Great	Epic
818	818	405	53

523

You reach carefully between the bars to get a better feel for the lock on the other side...

Fair	Good	Great	Epic
67	578	716	716

524

"This is all I have of value" you reply, holding out the key. The swordswoman grabs at it. "Can it be? Surely with this I can finally infiltrate the Dark Castle and save my beloved!" Well, that was lucky.

525

So much gone to waste. Why should the birds have let them fall? Looking closer you notice the nearby shrubs dying back in a wide circle...

Fair	Good	Great	Epic
723	723	452	243

526

You almost fall a couple of times as the log rotates this way and that, but you keep your balance and eventually bottom out in shallower water. Now the storm has passed the torrent quickly drains, and you've made good time compared with walking.

527

...but the serpent is unimpressed. Just as you are about to strike, it lurches backwards. You overbalance and fall flat on your face–the cold, reptilian eyes now tower over you. Once, twice, three times it strikes, and you can already feel the chilling venom taking hold. (Lose 6 life points)

528

The animal stirs, attempting to push you away but it is too weak. The medicine soon takes effect and you see the bear relax. You sit for a while and watch over it, in awe of its majestic vulnerability.

529

You charge into the closest house, smashing down the charred door. Choking against the smoke you call out for survivors in the nearby rooms...

Fair	Good	Great	Epic
260	260	895	895

530

...but you're not the only one on this road taking advantage of the poor visibility. You hear a soft crunching sound getting closer. Before you can make out the silhouette, the assailant is already upon you. (Lose 6 life points)

531

The dog charges after it. A few seconds later the bushes begin to rustle, but it isn't what you were expecting. A huge scorpion emerges, stinger at the ready! Before you can get to your feet it stings you in the shoulder. A scalding pain begins to spread beneath your skin. (Lose 6 life points, Become Distracted)

532

You pounce upon the creature's back, gripping desperately to its scaly skin whilst trying to avoid the lashing tail...

Fair	Good	Great	Epic
1083	1083	1036	183

533

So much gone to waste. Why should the birds have let them fall? Looking closer you notice the nearby shrubs dying back in a wide circle...

Fair	Good	Great	Epic
452	243	243	994

534

Stay calm, there's no need to panic. You back away slowly from the buzzing mass, making no sudden movements...

Fair	Good	Great	Epic
1011	1147	184	184

535

Before the stranger is able to get near you brush your cloak aside and allow your hand to come to rest on the hilt of your sword...

Fair	Good	Great	Epic
1014	1014	1014	690

536

"What a coincidence!" you reply haughtily. "Because I also have a warrant for your arrest!"

Fair	Good	Great	Epic
1164	1164	102	803

537

You sit down and accept the tankard as it's thrust into your hands. Just as the group reach their off-pitch crescendo you subtly empty your drink into the bushes...

Fair	Good	Great	Epic
356	356	356	1076

538

You muster all your strength and heave at your left leg, gripping the muscle with both hands in a furious attempt to break free...

Fair	Good	Great	Epic
704	704	704	1157

539

It's as if you'd practiced the run-up hundreds of times. Without an ounce of hesitation weighing you down, you fly across the gap and land safely on the other side. You're waiting for your heart to stop pounding when you spot the rope at your feet. If only you'd been going in the opposite direction! (Gain Rope)

540

The lizard stops in its tracks. It tentatively takes a step forwards, but quickly withdraws when you pretend to let the egg slip. The standoff lasts only for a few moments, until you gently place the egg on the ground and walk away.

541

There's no time to search for a way around, and you can't stand the thought of another night in this cursed Forest. You decide to press on through the weeds...

Fair	Good	Great	Epic
7	7	513	1145

542

You take some supplies from your pack and drop them onto the path in front of you, hoping that the beast will be distracted long enough for you to make your escape...

Fair	Good	Great	Epic
1133	1133	141	650

543

The sweat dripping from your brow is the only thing that moves as you stand frozen to the spot, hoping you won't be spotted...

Fair	Good	Great	Epic
1123	1123	1123	801

544

It's clear you will be the one to break the silence. "So, can I see your... certificate?" The bridge-keeper returns to the hut without a word. Moments later a mountain of a man emerges from the doorway, brushing all the sides at once. Finally the old man speaks: "My son will take your money now." (Lose 4 life points)

545

As the serpent lunges forward you manage to get behind it and grab hold of its scaly tail...

Fair	Good	Great	Epic
777	1031	1031	1108

546

You've heard stories of old Forest spirits inhabiting trees at the end of their lives. If only you could somehow communicate with it...

Fair	Good	Great	Epic
1163	1163	634	634

547

You find a foothold in one of the walls and clamber up, to gaze out across the twisting pathways ahead...

Fair	Good	Great	Epic
735	1070	1070	688

548

You remain calm, despite the sand almost reaching your knees, and search the immediate area for anything to grab hold of...

Fair	Good	Great	Epic
847	996	996	987

549

"The King sent us," you reply quickly. "Didn't he tell you we were coming?"

Fair	Good	Great	Epic
1009	1009	153	153

550

With a single, brutal blow you sever the monster's legs all down one side. Pinning it to the ground you take a flask and extract the venom from its dripping fangs. You have to remind yourself as you do so that the creature cannot feel pain. (Gain Beast Repellent)

551

You push off from the wall, but as you reach mid-swing the root begins to tear and unravel, leaving you clinging desperately to the side of the ravine. Eventually you manage to clamber back to safety, shaken but alive. (Lose 3 life points, Become Reckless)

552

You call out, but nobody comes. With your pack just out of reach you are unable to start a fire, and rapidly lose all remaining body heat. You begin to shiver. How did you get here? (Lose 6 life points, Become Confused)

553

...but now is not the time to stray from the path. You decide to stay put, and light a small fire whilst waiting for the fog to lift.

Fair	Good	Great	Epic
833	833	1135	1135

554

You grab a nearby bamboo plant and quickly harvest its hollow stem to fashion a basic snorkel...

Fair	Good	Great	Epic
514	514	514	1146

555

It seems to be coming from the boggy ground, perhaps released by your movements. You remain motionless, praying for the air to clear before the cloud rises any further...

Fair	Good	Great	Epic
738	738	285	126

556

"You refuse to fight?" she says, slightly taken aback. You look around to check there is nobody else lying in wait. "Um, if that's ok?" you reply. "I'm not sure," says the swordswoman, puzzled. "It's never happened before. Yes, I suppose." (Become Confused)

557

You've made further than this before–and this time you aren't even being pursued! Confidently, you prepare yourself to leap...

Fair	Good	Great	Epic
1091	510	510	22

558

As you make your escape the bridge-keeper reaches into a nearby shrubbery and pulls a secret lever, causing the ground just ahead to give way to a pit of spikes. In the end he charges you for the crossing and the bandages. (Lose 6 life points, Become Flustered)

559

You grab a nearby bamboo plant and quickly harvest its hollow stem to fashion a basic snorkel...

Fair	Good	Great	Epic
514	1146	76	76

560

You unsheathe your weapon and embed it upright into the ground by your side. "Do your worst!" you call out to the heavily armed woman...

Fair	Good	Great	Epic
1094	656	656	1120

561

You charge straight at the creature, trying to make yourself appear as large as possible...

Fair	Good	Great	Epic
527	527	527	636

562

As the serpent lunges forward you manage to get behind it and grab hold of its scaly tail...

Fair	Good	Great	Epic
1031	1108	1108	104

563

It seems to be coming from the boggy ground, perhaps released by your movements. You remain motionless, praying for the air to clear before the cloud rises any further...

Fair	Good	Great	Epic
738	738	738	738

564

Stay calm, there's no need to panic. You back away slowly from the buzzing mass, making no sudden movements...

Fair	Good	Great	Epic
992	1011	1147	1147

565

Debris begins to tumble from the sides, loose rope and planks crashing into the canyon below. A violent snapping sounds like you were wrong just as the bridge gives way, sending you hurtling down along with what little remained of the bridge. (Lose 6 life points)

566

"Again?" replies the hermit. "I only paid last week." "It seems we undercharged you last time," you say, thinking on your feet. The bridge-keeper swears under his breath before disappearing into the hut to retrieve a purse. You take the opportunity to cross quickly, and by the time he returns you're long gone.

567

The game of cat and mouse continues for a little while, but the animal always remains just out of reach. Then you remember where you are: you don't have the energy to waste playing games at a time like this! (Become Distracted)

568

The bear is awake but groggy. You are in and out quickly, washing the wound before she has a chance to react. A little while later you see her again, just off the path and some way behind. She seems to be stalking you. No, not stalking. Following. (Gain Four-Legged Friend)

569

Trying not to stray too far from the path, you grab hold of the sturdiest branch within reach and cry out for help...

Fair	Good	Great	Epic
607	607	370	43

570

You disappear into the cover of the trees and return moments later with a long, straight trunk held in both hands like a giant spear...

Fair	Good	Great	Epic
1021	1021	1021	217

571

But no matter how deep you go, the treasure always seems to be just out of reach. Maybe it's just a trick of the light, or maybe there's magic at work. You decide it's not worth the risk. There's plenty more gold out there that isn't trying to drown you.

572

The buzzing grows all around you as you swat relentlessly at the swarming insects...

Fair	Good	Great	Epic
729	113	113	16

573

Your strategy seems to be working until the planks become more widely spaced. One false step and crunch, your foot passes straight through. You don't fall, but land painfully with one leg either side of another plank. (Lose 4 life points, Become Distracted)

574

...but before you've gotten twenty paces you hear the pounding hooves at your back. The impact sends you head over heels while the watchman rides on ahead, laughing. (Lose 5 life points)

575

"The King sent us," you reply quickly. "Didn't he tell you we were coming?"

Fair	Good	Great	Epic
461	461	991	1009

576

Just as you think you've got away, you look up to see hundreds of hornets manoeuvring a large boulder into position above your head. You have just enough time to register what is happening before the rock strikes you on the head, knocking you out cold. (Lose 6 life points, Become Confused)

577

You dash between the planted rows before the woman can return. As you pass the cauldron you spot something out of the corner of your eye, and rush back to grab one of the more familiar-looking ingredients. (Gain Beast Repellent)

578

With your eyes screwed shut in concentration you do not notice the young woman approach– until she clubs you over the head. "This is private property," she says in a screechy voice. "We'll have none of you adventuring sorts bringing your troubles in here." (Lose 4 life points)

579

You take a piece of bread from your pack and tear off a crumb every few paces, dropping them on the path behind you just in case you're unable to find your way back...

Fair	Good	Great	Epic
372	1066	1066	769

580

It's not that you're afraid of bees, in the moment it just seems like running for your life is the sensible thing to do...

Fair	Good	Great	Epic
666	666	666	909

581

You're barrelling through the trees when you hear a faint cry for help. Just ahead the spider's silk tighly binds a man to a tree trunk. "Quickly, it's coming!" he gasps. With two blows he is loose. "Thank you," he says gratefully. "Please, take this. I hope it will save your life one day, the way you've saved mine." (Gain Beast Repellent)

582

Its jaws are enormous, easily enough to swallow a person whole. You uncork the repellent and take aim... right down the throat! The snake begins to writhe around from the effects of the foul liquid. It won't do any lasting damage, but it does buy you plenty of time to make your escape.

583

A sudden rattle of chains makes you start with a jump. Your pounding heart urges you into a sprint towards the opposite gate, still far ahead of you...

Fair	Good	Great	Epic
131	56	56	359

584

The world is spinning. You feel the rushing air against your face, but you can no longer tell which way is up. You feel yourself being tossed from tree to tree. The ride comes to a sudden end as you hit the ground. When you finally regain your bearings you realise you've been carried for miles in the wrong direction. (Lose 3 life points, Become Confused)

585

You push your way through the choking crowd to the source of the cries, and without a second thought rush through the doorway into the unbearable heat...

Fair	Good	Great	Epic
1069	1069	295	295

586

Are you facing a Torrent? Stop!
Go straight to paragraph 425

You know it hasn't seen you yet, or it would have pounced already. You carefully pick up a stick and toss it into the web a short distance away...

Fair	Good	Great	Epic
1063	893	263	263

587

"Here's 10 silver." you continue. Then you spot something hanging from her belt. "Is that for sale?" you ask. "15 silver," she replies. "Surely 8?" "12!" "10, and that's my final offer!" She considers for a second. "Okay, fine!" (Gain Skeleton Key)

588

You push off and drift silently over the lake, barely moving as you gently pull on the guide rope to avoid any chance of splashing. When you look up you are surprised to see the sky unobscured by branches. For a moment it feels almost like home. (Become Focussed)

589

As you push through you come face-to-face with a snarling set of fangs, belonging to a black hunting dog. "Good boy." you say calmly, but the dog doesn't understand. It mercilessly latches onto your forearm, before pulling you back out into the open. (Lose 5 life points)

590

You clear your eyes and look again, watching closely for a sign of any large boulders that may have been dislodged...

Fair	Good	Great	Epic
1004	174	30	30

591

Hold on, you recognise these runes. This is a prized scroll! "Give me that back, it's the wrong one!" he cries. "No," you reply sternly, pulling the paper away. "You gave it to me, and I think I'll keep it." (Gain Scroll of Passage)

592

You sit around the hearth in silence as the staff of The Finishing Post wipe down and stack chairs all around you. "Time to go home now," says one of the barmaids–but you don't hear her. In the shadows of the dying fire you see the horrors of the Forest flickering, dancing. A twisted show that slowly eases the physical pain but leaves behind a void for... something else. She pats you on the shoulder and you look up, startled. "Yes, home," you sigh. The End.

593

You're nearly at the far gate when you hear the witch cackle "Why the rush?" You keep running, but the air begins to feel like water, then like treacle, then you can't move at all! The hag casually walks up and smiles, showing her rotten teeth. "I'm going to have some fun with you first." (Lose 6 life points, Become Flustered)

594

So much gone to waste. Why should the birds have let them fall? Looking closer you notice the nearby shrubs dying back in a wide circle...

Fair	Good	Great	Epic
243	243	994	994

595

As the light reflects off the sunken treasure your hand looks as if it were cast from gold itself. Before you even touch the coins you feel a tingling sensation. You withdraw your hand and realise, to your horror, that it really has turned to solid gold! (Lose 4 life points, Become Distracted)

596

Are you facing a Torrent? Stop!
Go straight to paragraph 401

You move slowly, treading lightly to avoid the fine threads spread in great nets ahead of you...

Fair	Good	Great	Epic
1119	1119	186	186

597

One of the men draws a small sword, while the other grabs a torch from the wall. You deftly flick the weapon away and push your opponent to a sitting position, then point your shiny blade at the remaining guard. He looks again at his makeshift weapon before offering it in surrender. (Gain Flaming Torch)

598

Within a few minutes a ranger passes by. "You ought to be more careful!" he says smarmily. You refuse to rise to it, mostly because you're still sinking. Eventually he offers you the end of his staff and pulls you to safety. "This'll guide you right around them," he adds. (Gain Spirit Compass)

599

The branch catches, and you're able to climb out. From the rock you grab onto an overhanging, and shuffle back to dry land. Exhausted, you lay on your back and try to get the rest of the water out of your lungs. (Become Exhausted)

600

You turn back, disgruntled, and wait for the bearded man to return to his hut. Once he's out of sight you quietly sneak around the back...

Fair	Good	Great	Epic
269	269	212	1000

601

It starts out sweet but rapidly turns hot. So hot! Your mouth is on fire, and you use almost all of your water putting it out. (Lose 3 life points, Become Distracted)

602

This continues for a few more rounds until you say your goodbyes and stumble uneasily up the path. As soon as you're round the bend you stand up straight, sigh, and carry on– completely sober. (Become Composed)

603

You splash through the puddles, glad for the feeling of stone beneath your feet. It reminds you of the cobblestones, but the thought is interrupted by a huge splash as you fall into a deep underground well. You swallow a lungful of the sulphurous water before pulling yourself out, soaked and freezing in the chill of the cave. (Lose 4 life points, Become Sluggish)

604

Wielding a leafy branch you begin to beat the flames, but in no time at all the foliage dries out, and soon catches fire itself. The now-flaming torch burns your hands as you discard it in panic, only serving to fuel the blaze. (Lose 4 life points, Become Distracted)

605

Yo ho ho... it's one of your favourites! You leap onto a nearby table and begin belting out the verse...

Fair	Good	Great	Epic
1020	157	157	759

606

The angry swarm is gaining on you with every step. Then you spot the lake. You swing to the left and dive in without a second thought. The insects bounce off the surface of the water as you wait below the surface. By the time you run out of breath they've given up and returned to the hive. (Become Sluggish)

607

You hear an almighty crash overhead. Your whole world flashes brilliant white and you suddenly feel a searing pain down one side. You've been struck by lightning! (Lose 6 life points)

608

Yuk! You recoil in disgust. "Ha! Bit too potent for ya'?" You wince, your eyes streaming with tears. "Honestly, I don't know how you town folk even survive." The smell lingers in your nostrils for hours. Just count yourself lucky that you didn't drink any. (Become Energetic)

609

Click click, click click. Prod. What was that? Prod. Suddenly the stick is yanked from your grip, and you hear a terrible splintering of wood, followed by a heavy grunt. Then it hits you. (Lose 6 life points)

610

You're not afraid of the dark. You confidently stride towards the light, when something cold crawls down your neck. You let out a screech as your hand shoots up to flick it away, but it was only a drip from one of the stalactites overhead. (Become Flustered)

611

You single out one of the front-runners and wait. You wait until you can see the whites of its eyes and then boldly leap onto the beast's back...

Fair	Good	Great	Epic
1007	109	109	1121

612

The weeds are barely disturbed at all as you duck and weave your way through, only occasionally cutting the brambles that you cannot untangle. You've certainly left no path by which you could be followed. (Become Confident)

613

You stand with your back against the opposite wall to gain the best possible runup, then charge at full speed. Brace yourself–thud! You bounce off the wall and collapse in a heap on the floor. The stones are far sturdier than they seem. (Lose 4 life points)

614

"So tell me, what ails you? I have all manner of mixtures and medicines at your disposal." The merchant gestures at a truly impressive display. "Perhaps something to cure those sticky fingers?" He suddenly grabs your arm and looks down at your pocket. "I'll look after that for you. Trust me, you wouldn't know what to do with it."

615

The cloud grows denser in all directions as the wind picks up, but high in the canopy above, the air seems relatively clear. If only you could reach it...

Fair	Good	Great	Epic
1137	47	47	730

616

The bear looks like it is unconscious, so you move in quickly to take a closer look before it wakes...

Fair	Good	Great	Epic
282	282	568	568

617

No sooner has the meat touched the ground than five more hungry dogs emerge from the bushes. The first animal swallows the steak in one bite, then looks to you with a snarl. With no more supplies to spare, the pack decides to take what they can from you by force. (Lose 6 life points)

618

The waves are calm, so you step onto the raft and release it from its mooring. When you hit dry land you are glad to return to the now-familiar Forest.

619

You turn back, disgruntled, and wait for the bearded man to return to his hut. Once he's out of sight you quietly sneak around the back...

Fair	Good	Great	Epic
269	212	1000	1000

620

A tingling in your feet tells you to turn left. Then right. You don't know how, but you are somehow sensing which way to go...

Fair	Good	Great	Epic
36	1148	277	277

621

The sweat dripping from your brow is the only thing that moves as you stand frozen to the spot, hoping you won't be spotted...

Fair	Good	Great	Epic
1123	1123	801	204

622

You think for a second, and then reply "Here, you'd be doing me a favour actually." The leader looks at you, puzzled...

Fair	Good	Great	Epic
1058	175	175	587

623

A lamp light flickers on in the shack window as you hurriedly cast off. You hear a banging and crashing, but the door holds. As you tie the ferry up, pocketing some spare rope, you hear the owner's profanities carried far across the water. (Gain Rope)

624

Your footsteps cast a strange echo up ahead. You pause. The sound continues. Somebody's coming! You slip deeper into the bushes and hold your breath as the bandits pass. That was a close one. (Become Vigilant)

625

You find a gap and make a dash for the bushes. You are running for what seems like forever, the Forest lashing at your face even as you feel the wolves snapping at your heels...

Fair	Good	Great	Epic
166	465	297	297

626

You've made further than this before–and this time you aren't even being pursued! Confidently, you prepare yourself to leap...

Fair	Good	Great	Epic
510	510	22	22

627

You take hold of a large tree root, plant your feet firmly and brace yourself against the oncoming flow.

Fair	Good	Great	Epic
971	971	225	210

628

"With respect, my lady, I must decline. I have had a long and weary journey, and I do not doubt your talents..."

Fair	Good	Great	Epic
556	556	178	178

629

You drop to the ground, out of sight, and begin crawling away through the undergrowth...

Fair	Good	Great	Epic
589	589	483	1143

630

A tingling in your feet tells you to turn left. Then right. You don't know how, but you are somehow sensing which way to go...

Fair	Good	Great	Epic
36	36	36	1148

631

You take a closer look at the lock. I wonder... you pull the skeleton key from your pocket and try it. Despite the rust it turns easily and, as if under some magical influence, the gate swings open.

632

In the struggle it escapes your grip and shatters into a million pieces. "Don't breathe!" shouts the merchant as he instinctively slaps his hand to his mouth, but it's too late. The magic vapour fills your lungs, and you pass out. When you awaken you feel fine, except you've shrunken to half your normal height! (Lose 4 life points, Become Flustered)

633

Trying not to stray too far from the path, you grab hold of the sturdiest branch within reach and cry out for help...

Fair	Good	Great	Epic
607	370	43	43

634

The tree snatches you up and dangles you in front of its wooden face. "Ah, a human." it booms. "The last one that was here dropped this." The tree reveals a crumpled piece of paper. "I've been looking after it for a looooong time. Would you return it to them?" (Gain Scroll of Passage)

635

You hold your gleaming sword high above your head, awaiting the next blow...

Fair	Good	Great	Epic
59	1110	1068	1068

636

Though you manage to avoid the fangs, the snake's huge body lands right on top of you. Try as you might you cannot squirm free. (Lose 3 life points)

637

"That's it, deep breaths," says the merchant. Why is he drifting away from you? Why is everything going dark? So many questions. When you awaken you have even more, such as "where is all my stuff?" and "is this my blood?" (Lose 6 life points, Become Confused)

638

The sweat dripping from your brow is the only thing that moves as you stand frozen to the spot, hoping you won't be spotted...

Fair	Good	Great	Epic
1123	801	204	204

639

You clamber down to the roots, wrap one around your wrist and give it a firm tug. It feels as though it might take your weight...

Fair	Good	Great	Epic
1081	1081	1081	551

640

“You fight them, Finlay,” says one, pushing his partner forwards. “Why me?” “’Cause you’re older!” “So?” “So you have to look after me.” “I’ve been looking after you since the day we got posted out here– which was your fault, by the way. About time you did some work for yourself, and you can make a start by fighting... oh, where did they go?”

641

He bounds forwards, drool flying everywhere, but is stopped short by a sharp whistle. You turn to see a ranger walking towards you. Before you can react he bashes you over the head with his staff and shoves his finger in your face: "You stay away from my Cara!" (Lose 3 life points, Become Flustered)

642

You place your hand on the cold, damp wall and trace it deep into the darkness...

Fair	Good	Great	Epic
251	1013	1013	437

643

As you walk towards the animal it retreats a few paces, keeping its distance. "Come 'ere!" you shout...

Fair	Good	Great	Epic
148	148	41	567

644

You clamber down to the roots, wrap one around your wrist and give it a firm tug. It feels as though it might take your weight...

Fair	Good	Great	Epic
1081	551	1029	1029

645

The witch spots you, and looks as if she is about to scream until she sees the plant tucked into your belt. "Will ye bring me that 'ere?" she screeches, like metal on metal. Reluctantly, you hand over the herb and keep moving. A few minutes later you're sure you hear a muffled explosion behind you.

646

It's not that you're afraid of bees, in the moment it just seems like running for your life is the sensible thing to do...

Fair	Good	Great	Epic
666	666	666	666

647

You are about to enter when an old couple steps out of the shadows to meet you, holding something wrapped in cloth. "Are you going to the town?" one of the women asks. You nod. "Please deliver this to our son. His address is on the parcel." "Just follow the wall," adds the other, "and look out for the well!" (Gain Spirit Compass)

648

"With respect, my lady, I must decline. I have had a long and weary journey, and I do not doubt your talents..."

Fair	Good	Great	Epic
339	339	164	556

649

Yo ho ho... it's one of your favourites! You leap onto a nearby table and begin belting out the verse...

Fair	Good	Great	Epic
931	1020	1020	157

650

The lizard steps forwards, tasting the air around the food and then–sneezes? Yes, it was definitely a sneeze, and another! It turns in dismay and waddles back into the bushes, leaving you to collect the untouched supplies.

651

As the serpent lunges forward you manage to get behind it and grab hold of its scaly tail...

Fair	Good	Great	Epic
777	777	1031	1108

652

You're half-way across when you hear the door creak. She's coming back out! You drop to the ground and hide behind a huge pumpkin. Were you spotted? You risk a glance over the top and see her back is turned. Run for it!

653

You pass the rope several times around a nearby tree, and lash yourself tightly to the trunk. As the waters rise you feel the full force of the torrent against you. Luckily it holds. Once the current subsides you cut yourself loose and continue on.

654

You scoop up a handful of the flesh, and after picking out a few of the seeds (and most of the dirt) you decide to give it a taste...

Fair	Good	Great	Epic
1022	1022	1022	601

655

There are at least four sets of recent footprints. It seems the woman did not arrive alone, and you see no signs of the others having left. Suddenly you hear a coughing not far from your position. It must be a trap. Time to leave, before you are spotted. (Become Vigilant)

656

"Oh, I intend to," she retorts. As she lunges forwards you deftly avoid the swing and grab her by the arm. Aha! "Let go!" she cries, but you hold firm. "Fine!" she says, as she pushes you off balance and stamps hard on your foot. (Lose 2 life points, Become Flustered)

657

You charge into the wall, but it remains unmoving as it rebounds you back with equal force...

Fair	Good	Great	Epic
88	168	168	952

658

“Mutti’s the name. Mutti Patpreston. I see a keen botanist in you! “Would you like a taste?” You look again at the steaming broth, convinced you saw an eyeball bob to the surface. You politely decline and watch in horror as the witch takes a big gulp. (Become Distracted)

659

He looks hungry, and you have supplies to spare, right? You take out a small piece of meat and throw it to the animal...

Fair	Good	Great	Epic
617	641	641	58

660

You helplessly cling to a large branch as the current carries you rapidly downstream. As you are swept towards a narrow gap between two trees you spot your opportunity...

Fair	Good	Great	Epic
1082	1082	1082	1044

661

You quickly turn back, but the way you came is already blocked by debris. You have no choice but to rush for the gap ahead before you are trapped completely...

Fair	Good	Great	Epic
1053	897	897	1023

662

You collect a small handful of moss from a nearby log, and mix it to a paste before applying it to the bear's wound...

Fair	Good	Great	Epic
316	1078	528	528

663

She looks in your direction, but her old eyes could not possibly penetrate the shadows where you crouch. After a few moments she hobbles back into the house, so you take the opportunity to search the garden for anything of use.

Fair	Good	Great	Epic
50	50	1159	142

664

You boldly slice through the mechanism, but instead of releasing the trap it sends the walls crashing down on top of you, barbs and all. Your hands are shredded as your claw your way back out from beneath the debris. (Lose 4 life points)

665

You straighten your tunic and saunter up to the maiden, clearing your throat...

Fair	Good	Great	Epic
406	406	406	1112

666

Sprinting at top speed through the trees, you turn to see the hornets hovering effortlessly alongside. The more they sting the harder it is to keep moving. Eventually your legs grind to a halt from the poison, leaving you in a shaking wreck on the Forest floor. (Lose 6 life points, Become Sluggish)

667

You watch the dust rise on the horizon as the herd approaches. You can't make out their form, so you quietly tuck yourself out of sight...

Fair	Good	Great	Epic
265	265	1074	162

668

With the bandits out of sight you inspect your prize. It's not much, but it's a little more gold than you handed over. A fair exchange by any measure.

669

"The King sent us," you reply quickly. "Didn't he tell you we were coming?"

Fair	Good	Great	Epic
461	991	991	1009

670

You remain calm, despite the sand almost reaching your knees, and search the immediate area for anything to grab hold of...

Fair	Good	Great	Epic
987	987	999	999

671

You glance over your shoulder. The road is clear. With no witnesses in sight you lean over the worn stones and reach down into the water...

Fair	Good	Great	Epic
595	595	595	595

672

"How much?" you ask. "This stuff's worth its weight in gold!" he replies. "Ok, so how much for that one?" The salesman disappears and returns with a set of scales. Whilst he's gone you take a closer look at the contents of the bottle. It looks suspiciously like pond-water. "I'll keep the gold, thanks." (Become Vigilant)

673

You join the villagers in extinguishing the closest hut. They are apparently using all manner of implements to thrash at the flames, but it's working! Just when it feels as if you can no longer move your arms, the fire is finally put out. (Become Exhausted)

674

Thankfully the spirit compass does not depend on human senses. By following its dial faithfully you are able to navigate the fog and remain on the homeward path.

675

All you can see in the bubbling pot are a few pieces of bark floating on the scummy surface. Then you feel a sudden push from behind and topple over the rim into the boiling water. The witch cackles away behind you. (Lose 5 life points)

676

Something's not right here. You can sense it. You look around, then crouch down to inspect the ground more closely...

Fair	Good	Great	Epic
710	1085	1085	655

677

You call out into the void: "Hallo?" The echo lasts for an eternity, but there is no other reply...

Fair	Good	Great	Epic
603	610	610	647

678

"With respect, my lady, I must decline. I have had a long and weary journey, and I do not doubt your talents..."

Fair	Good	Great	Epic
339	164	164	556

679

You panic and leap from the path into the undergrowth, hoping to bypass the guards. Alas, you've already been seen. "After them!" you hear one of them cry...

Fair	Good	Great	Epic
740	371	805	805

680

Sssh, somebody's coming. You move into a crouching position. "I told you boss, it was right 'ere!" The bandit's voice is wavering. "I pay you to take things, not to lose 'em." says a second voice. At that moment you realise you're sitting on something hard. What is that? (Gain Gold)

681

Are you facing a Torrent? Stop!
Go straight to paragraph 75

You know it hasn't seen you yet, or it would have pounced already. You carefully pick up a stick and toss it into the web a short distance away...

Fair	Good	Great	Epic
1063	1063	893	263

682

You pick up a nearby branch and wedge it firmly beneath the gate. Using the extra leverage you heave the gate upwards...

Fair	Good	Great	Epic
463	463	463	252

683

Your assailant spins around, ready to defend against the imaginary threat. You begin to quietly tiptoe away, but get no more than five paces before you feel a blade at your neck. "Sneaky," says the swordswoman, "but not sneaky enough." (Lose 4 life points)

684

The herd are closing on you in no time, hurry! Just as you are about to be trampled, you throw yourself to one side and land in the cover of some trees. Talk about close shaves!

685

You muster all your strength and heave at your left leg, gripping the muscle with both hands in a furious attempt to break free...

Fair	Good	Great	Epic
704	704	704	704

686

You hear a galloping behind you that sounds like the four horsemen, but the peril approaching is both more real and more imminent. You daren't turn to look, but keep running–ignoring the threads now–until the arachnid finally gives up and returns to its web. (Become Flustered)

687

After one look you know this is a fight you can't win, so you do what comes naturally and dart up the road in the opposite direction...

Fair	Good	Great	Epic
350	1154	1101	1101

688

You see the way out far ahead, lit by torchlight. Rather than return to the maze you nimbly dash across the tops of the walls, leaping any gaps that stand in your way. Soon you're at the exit, climbing back down to the Forest floor–and one of these torches could prove useful. (Gain Flaming Torch)

689

As you are about to enter the building a blur shoots past you, and seconds later your furry companion emerges from the burning building, dragging an unconscious villager to safety.

690

He stops dead. "You would dare to threaten an officer of the law?" "Um, yes?" you reply tentatively. In one swift motion the watchman leaps from his steed and kicks you in the face. (Lose 4 life points, Become Flustered)

691

You rush forward to the stranger and place your hand gently on her shoulder...

Fair	Good	Great	Epic
1048	1048	1048	1160

692

Something's not right here. You can sense it. You look around, then crouch down to inspect the ground more closely...

Fair	Good	Great	Epic
655	655	383	383

693

You pick up a handful of twigs from the floor and shape them into a rudimentary amulet, to ward off any lingering spirits...

Fair	Good	Great	Epic
1131	1131	1131	201

694

The buzzing grows all around you as you swat relentlessly at the swarming insects...

Fair	Good	Great	Epic
16	16	1034	1034

695

"You've got spirit, I'll give you that." replies the guard. "You didn't start running, so can I assume you're innocent?" You nod. "Thought so. Studied psychology before I was posted out here, you know. Anyway, I found this paper on the road back there, is it yours?" (Gain Scroll of Passage)

696

Yo ho ho... it's one of your favourites! You leap onto a nearby table and begin belting out the verse...

Fair	Good	Great	Epic
157	157	759	759

697

You've heard stories of old Forest spirits inhabiting trees at the end of their lives. If only you could somehow communicate with it...

Fair	Good	Great	Epic
1116	741	741	1163

698

You inch closer to the animal, and as you draw near it opens its big eye. You jump backwards, startled...

Fair	Good	Great	Epic
911	318	318	327

699

The fire is already too hot to risk getting close. Your only hope is to beat the flames back...

Fair	Good	Great	Epic
604	1072	673	673

700

By the time you've rifled through your pack you are already up to your knees. There it is! You pull out the rope and lasso a nearby tree stump. Hand over hand, with all your strength you manage to pull yourself clear of the pit.

701

You rush to the nearest tree and start to climb. Up, up, up you go. As you break through the canopy you are treated to the most incredible sight of the Forest stretching out before you. For a moment the dangers below are forgotten. (Gain Healing Potion)

702

You waste no time, leaping over bushes and crawling through the undergrowth. You can feel the Forest trying to pull you back in, but you resist. As you emerge into the open you stop to rest, and at that moment you notice a strange plant hitching a ride on your boot. (Gain Mysterious Herb)

703

As you rush towards the well you trip over a coughing child and tumble head-first down the stony shaft. The waist-deep water in the bottom does little to break your fall. You look down at your legs and wince. That's definitely going to get infected. (Lose 6 life points, Become Sluggish)

704

...but it won't budge. It's only when you try to stand up straight again that you notice the fatal flaw in your plan: now your hands are stuck too! (Lose 5 life points, Become Exhausted)

705

"Here you are" you say, handing over the sack of gold. The bandits look at one another, confused. "Oh" says the leader, mentally weighing the bag. "Well, thankin' you very much."

706

Just then you hear a hissing sound. It seems you're not alone in here, but it's just a regular snake. You've fought much wor-oww! Without warning the creature bites. You bat it off into the opposite corner, but already your vision is beginning to blur. (Lose 4 life points, Become Confused)

707

You sit down and accept the tankard as it's thrust into your hands. Just as the group reach their off-pitch crescendo you subtly empty your drink into the bushes...

Fair	Good	Great	Epic
356	356	1076	602

708

You pick up the animal by the scruff of the neck, holding it at arm's length while looking into its deep, human eyes...

Fair	Good	Great	Epic
239	239	239	1042

709

Without any motion to sense you the snake is soon distracted by other noises in the Forest, and slithers off into the undergrowth to find its next meal. You wipe your brow and breathe a sigh of relief–then you spot something churned up in the mud by its tracks. (Gain Spirit Compass)

710

Aha, footprints! You follow their trail into the bushes, nose to the ground. Aha, shoes! You look up slowly to find a heavy-set woman towering over you, with a mean-looking club in hand. "Good... day?" you say. "Get 'im, girls!" she says. (Lose 5 life points)

711

One of the men steps out onto the path in front of you. "Why don't you move back." you reply, brushing the man's hand off your shoulder...

Fair	Good	Great	Epic
468	468	95	431

712

You stamp your boot on the ground. It lets out an earthly thud. Just as you suspected: no floor. You take up a stick and begin digging against one of the walls...

Fair	Good	Great	Epic
1086	1086	1086	1118

713

The swordswoman is still recovering from the drop, and as she staggers you steal the initiative and rush in...

Fair	Good	Great	Epic
69	330	250	250

714

Judging the distance, you find the sturdiest spot and take a long run-up, gaining in speed as you approach the edge...

Fair	Good	Great	Epic
1010	454	454	1097

715

The cloud grows denser in all directions as the wind picks up, but high in the canopy above, the air seems relatively clear. If only you could reach it...

Fair	Good	Great	Epic
47	730	730	701

716

As you twist your head you notice something shining in the mud below: the key! Sure enough it fits, and the gate swings open easily. You relock it behind you of course, just to be on the safe side.

717

Then you spot the vines dangling from high above. If you can't go through, maybe you can go over...

Fair	Good	Great	Epic
762	762	409	409

718

You scan the village for anything of use, and quickly spot the old well sitting in the central square. "Bring buckets!" you cry...

Fair	Good	Great	Epic
1104	100	63	63

719

...but now is not the time to stray from the path. You decide to stay put, and light a small fire whilst waiting for the fog to lift.

Fair	Good	Great	Epic
1140	833	833	1135

720

A dizzying array of ingredients lay strewn around the cauldron: fruits, herbs, animal parts. There are many from the Forest that you don't recognise, but one in particular catches your eye. Yes, I think this will be very useful. (Gain Beast Repellent)

721

This place is old, maybe even older than the Forest itself. You feel magic running deep beneath your feet. You mutter a luck incantation and toss in a coin from a distance.

Fair	Good	Great	Epic
1139	84	84	798

722

Time seems to slow as the boulder hurtles towards you. You feel a sudden jolt from the side and look down to see your loyal companion pushing you out of harm's way.

723

...but you dismiss it as just another oddity of the Forest, and pluck one of the fruits from the lower branches. It looks okay. It smells okay. It even tastes okay. Wait a second, why is everything turning purple? (Lose 6 life points, Become Confused)

724

You drop to a crouching position and try to slip away quietly, dodging the swooshing branches as they pass overhead...

Fair	Good	Great	Epic
1130	791	791	763

725

You pick up a stick and edge your way into the darkness, tapping at the ground ahead of you in your newfound blindness...

Fair	Good	Great	Epic
1103	214	215	215

726

You set off quickly through the trees, leaving the sound of the still-vibrating shaft behind you...

Fair	Good	Great	Epic
53	53	286	286

727

The fire is already too hot to risk getting close. Your only hope is to beat the flames back...

Fair	Good	Great	Epic
604	604	604	604

728

You look doubtfully at the murky decanter, holding it up to the light. "What's this supposed to be?"

Fair	Good	Great	Epic
1098	238	238	64

729

...but every time you hit one, two more appear. It's as if they are dividing in front of your very eyes! The more you struggle, the more appear. Before long they have completely engulfed your body. (Lose 5 life points)

730

You gasp for air as you search blindly for something to climb. This will do. You jump up onto the first branch and begin your ascent, soon clear of the choking gas below. Now you just need to hang on until it's safe to return to ground level. (Become Flustered)

731

It must have been here for years, what are the chances of it breaking now? You confidently stride out onto the structure without even holding on to the guide ropes...

Fair	Good	Great	Epic
1075	1075	1075	145

732

"3 gold pieces, for a knackered old bridge like that?" you reply, astounded. You kick one of its stone pillars and loosen a piece of rubble. "I've crossed better for 1!"

Fair	Good	Great	Epic
445	1129	290	290

733

You place your hand on the cold, damp wall and trace it deep into the darkness...

Fair	Good	Great	Epic
251	251	1013	437

734

The band look confused, hesitant. Surely this must be their first time. "Boo!" you shout comically, as the bandits back away, practically tripping over one another to escape the lunatic facing them. (Become Fearless)

735

You drop down on the other side of the wall, seeking a shortcut. Around the first corner you find... a dead end. Maybe you got turned around? You go the other way, but now that's blocked too–and there's no way to climb back up. Looks like you're stuck here! (Lose 3 life points)

736

She seems to be talking to herself, pacing up and down, repeating the same actions over and over again. Is she going mad? Intrigued, you move a little closer and yell out, "are you okay?" The startled actor replies "I'm rehearsing you idiot, go and have your stupid quest somewhere else!" (Become Confused)

737

You watch the frenzied mass flow around the trees like a river, and it gives you an idea. You plant your feet and hold your arms wide, praying they will see you in time...

Fair	Good	Great	Epic
1117	1117	1117	950

738

...but it only grows thicker. Your eyes now sting so badly you can barely open them, leaving you totally blind as you desperately clamour for air. (Lose 4 life points)

739

You shuffle slowly away from the pack, taking great care to avoid any sudden movements...

Fair	Good	Great	Epic
1065	248	236	236

740

The pair are hot on your heels. They seem to have multiplied in number as calls echo from the woods all around you. Just when you think you've got away, you run straight into one of the guards, knocking heads and falling flat on your back. (Lose 3 life points)

741

You raise your hands above your head, like branches, and walk forwards slowly–snap! A twig breaks loudly underfoot. The tree glares at you, then launches a barrage of acorns in your direction. They bruise your soft skin like stones, and you are forced to retreat. (Lose 3 life points)

742

You charge straight at the creature, trying to make yourself appear as large as possible...

Fair	Good	Great	Epic
527	636	351	351

743

You take a spare oar and pin the door closed, then silently creep past the lighted shack window. You load your things onto the gently rocking boat, preparing to depart...

Fair	Good	Great	Epic
789	789	922	588

744

You snap the arrow off at the shaft. "Hey!" you shout at the unseen shooter, "you could've killed me!"

Fair	Good	Great	Epic
963	963	365	332

745

You rush forward to the stranger and place your hand gently on her shoulder...

Fair	Good	Great	Epic
1160	916	1040	1040

746

Your pockets jingle jangle as you push open the old oak door and strut up to the bar. An awkward silence fills the room. "I'll have the usual," you say to the barkeep, coolly. "Well I'll be," he splutters. "Looks like you had a jolly good quest. Nice of you to carry everyone's loot, too." The racket slowly returns to normal. "It's all mine now, actually." you say quietly. "Really?" he grins, sliding a glass across the counter. "Say, let's have a word about that tab of yours." The End.

747

You pick up the animal by the scruff of the neck, holding it at arm's length while looking into its deep, human eyes...

Fair	Good	Great	Epic
1042	177	1056	1056

748

You scan the village for anything of use, and quickly spot the old well sitting in the central square. "Bring buckets!" you cry...

Fair	Good	Great	Epic
703	703	703	1104

749

You reach carefully between the bars to get a better feel for the lock on the other side...

Fair	Good	Great	Epic
67	67	67	67

750

You pick up a nearby branch and wedge it firmly beneath the gate. Using the extra leverage you heave the gate upwards...

Fair	Good	Great	Epic
252	1142	121	121

751

Then you spot it–the nest! You grasp one of the enormous eggs, and with all your strength raise it high above your head...

Fair	Good	Great	Epic
540	540	1052	1052

752

"Would you bring me my cane, dear?" You edge towards the stick, keeping one eye on the woman, and pick it up. Hold on, what's that hissing noise? You look down to discover the top half has turned into a snake, just as it bites your hand. The witch bursts out in laughter as you drop the cane and run. (Lose 3 life points, Become Reckless)

753

The dog retrieves the stick in no time and drops it at your feet, panting with excitement. You throw it again, even farther. Then you try running in the opposite direction. Whatever you try, the hound returns every time. "Well, I guess I'm stuck with you then!" (Gain Four-Legged Friend)

754

You draw your sword and begin hacking away at the scrub, using every ounce of your strength to clear a path...

Fair	Good	Great	Epic
995	995	1005	366

755

You look the scrawny pair up and down, and move your hand towards your weapon. "Step aside, this is no business of yours!"

Fair	Good	Great	Epic
640	640	597	597

756

You hear a tinkling and then... silence. No splash? You look again, but the light has somehow changed. There is no more gold, only blackness. You are straining your eyes to see through the shadows when a claw reaches up and grabs you by the throat, pulling you down into the well. (Lose 6 life points, Become Reckless)

757

...but looking back you are still unable to penetrate the gloom. You must get higher. As you near the summit disaster strikes, and a single false step sends you crashing head-over-heels back down through the clouds. (Lose 5 life points)

758

You have worked up quite a pace by the time you reach the tightest section and charge, face-first into the low stone archway. You can taste the blood pouring from your nose, but all you feel is numbness. (Lose 4 life points)

759

Before long the whole bar is outside, clapping and singing along. "Marvellous!" says the owner, patting you on the back as you step down. "I haven't sold so much ale in one night since... well, ever! Here's one on the house." (Gain Healing Potion)

760

You press on, undeterred by the creaks and groans of the nearby Forest. You tread lightly to avoid disturbing the dead at your feet...

Fair	Good	Great	Epic
1109	1109	375	375

761

You pick up a stick from the path and briefly present it. The tail freezes for a moment, and you launch the stick deep into the bushes...

Fair	Good	Great	Epic
531	1150	1150	1158

762

As you glide over the thicket, swinging from vine to vine, the brambles below appear to reach up towards you. It's almost as if they are trying to grab you by the ankles as you pass. Fortunately they cannot quite reach, and you make it across with only a few scrapes.

763

The branches strike the ground all around you, but you're too quick for them. Rolling this way and that it's not long until you're out of range. You dust yourself off and make a mental note to avoid any more oaks if you can help it. (Become Vigilant)

764

You pounce upon the creature's back, gripping desperately to its scaly skin whilst trying to avoid the lashing tail...

Fair	Good	Great	Epic
1083	1083	1083	1036

765

You draw your sword and begin hacking away at the scrub, using every ounce of your strength to clear a path...

Fair	Good	Great	Epic
995	1005	366	366

766

The bridge-keeper pulls out a comb to brush his straggly hair. "Well, um, right this way!" You try to look official as you walk around the bridge, occasionally jumping up and down. Suddenly there is a horrendous cracking sound, and the bridge collapses beneath your feet. (Lose 5 life points, Become Flustered)

767

You spend so long picking your way through the thicket that the sky begins to darken–or is it just the Forest getting denser? You make a small clearing and bed in for the night. When you awaken you are covered in tiny, stinging scratches that you don't remember getting. (Lose 3 life points, Become Flustered)

768

You straighten your tunic and saunter up to the maiden, clearing your throat...

Fair	Good	Great	Epic
406	406	406	406

769

"You there, stop wasting that!" comes a shout, startling you. "Who–" "I might ask the same," interrupts the bearded old man. "This is my home! I don't get many visitors, but the rent's very reasonable. I suppose you want to know the way out? Come with me, you can use the side door." (Gain Flaming Torch)

770

"What's wrong?" you ask. She looks up, tears pooling. "I can't find the village." she replies, distraught. You fondle the compass in your pocket for a moment before making up your mind. "Here, you need this more than I do."

771

You spot the slight overhang of the cliff face, the pattern of the boulders below, and instinctively you know what you must do...

Fair	Good	Great	Epic
1125	1125	1125	1125

772

You rush to take out the beast repellent and, unsure what to do next, pour it all over yourself. You shut your eyes tight against the fumes and the fear. When you open them you are left standing on a small patch of grass, surrounded by churned-up mud.

773

...but your curiosity gets the better of you. Surely one little bite can't hurt? You soon realise just how much it can, as the acidic juice trickles down your throat, burning your insides. (Lose 6 life points, Become Reckless)

774

You don't understand. The paper is blank? Only then do you spot the blood stains and slash marks on the watchman's oversized tunic, at the same time you hear swords being drawn behind you. "I can't believe you fell for that," says the bandit, smirking. (Lose 6 life points)

775

The crackling of leaves is the only sound to be heard, but the dead do not rely on mortal senses. A rotting hand shoots up from the ground and grabs you by the ankle, muddied nails clawing at your skin as it drags you back down into the dirt. (Lose 4 life points, Become Reckless)

776

Are you facing a Torrent? Stop!
Go straight to paragraph 152

You move quickly, ducking and jumping between the probing strings that would instantly alert the monster above to your presence...

Fair	Good	Great	Epic
1138	686	581	581

777

In anger the serpent curls itself up around your body, crushing your bones and squeezing all the blood to your head until it feels like it's about to pop. (Lose 6 life points)

778

You spot the slight overhang of the cliff face, the pattern of the boulders below, and instinctively you know what you must do...

Fair	Good	Great	Epic
1125	347	1039	1039

779

Which way? Any way! You drop your pack and sprint for cover as fast as you can...

Fair	Good	Great	Epic
1105	1105	1099	684

780

Your sword gleams as you draw it in a dramatic arc and point it accusingly at the nearest beast. "I've been looking for a new coat..."

Fair	Good	Great	Epic
1045	1003	1003	1106

781

"So let me get this straight," says the carpenter. "You expect me to believe that you made it all the way through the Forest by yerself? With nary a scratch on ya? You're pulling my leg." He knocks on his wooden stump and guffaws. "And this is all you brought back? You coulda got this anywhere. No, by my reckonin' you're having a jape, and those friends of yours'll show up any day now, mark my words." You down the dregs of your pint, solemnly, and signal for another. "Oh cheer up." says the carpenter, slapping you on the back. "It was one helluva story!" The End.

782

You pick up a handful of twigs from the floor and shape them into a rudimentary amulet, to ward off any lingering spirits...

Fair	Good	Great	Epic
201	786	335	335

783

When the merchant turns around he looks suspiciously at your pocket. "Taken a liking to something already, I see?" You look down to find smoke pouring out and feel a burning sensation. "Simple security enchantment, works every time. Sorry about the jacket!" (Lose 3 life points)

784

You move between the sticky patches to the base of the tree, and nimbly climb up and out onto one of the branches...

Fair	Good	Great	Epic
1043	364	954	954

785

You take a piece of bread from your pack and tear off a crumb every few paces, dropping them on the path behind you just in case you're unable to find your way back...

Fair	Good	Great	Epic
1066	1066	769	769

786

Did it just get colder? You feel a presence filling the air and pushing down on you, and then it reveals itself. The wraith floats right in front of you, blocking your passage, but you came prepared. With the amulet attached to your sword you dispatch it with a single blow. (Become Flustered)

787

You call out into the void: "Hallo?" The echo lasts for an eternity, but there is no other reply...

Fair	Good	Great	Epic
27	603	603	610

788

You draw your sword and begin hacking away at the scrub, using every ounce of your strength to clear a path...

Fair	Good	Great	Epic
995	995	995	1005

789

It's not until half way across the lake that you notice the large hole in the bottom of the boat, now rapidly taking on water. It's still a long way to the other side, and you're not a strong swimmer. (Lose 6 life points, Become Exhausted)

790

You rush through as quickly as you can, aiming to reach the other side before any of the creatures lurking in the shadows are awoken by your footsteps...

Fair	Good	Great	Epic
758	758	758	1047

791

Just when you think it's safe you hear a terrible tearing sound. You turn to see the tree striding towards you, leaving a trail of topsoil behind it. Another swipe lifts you off your feet, sending you flying into the bushes. (Lose 4 life points, Become Reckless)

792

There's no possible way through, unless... Remembering the scroll, you take it out and recite the symbols. You watch in awe as the vegetation in a line ahead of you withers, dies and decays to nothing in a matter of seconds, leaving a clear path ahead.

793

The safest way to cross is to distribute your weight across the remaining planks, but that knowledge makes the crossing itself no easier as you begin to belly-crawl out into the abyss...

Fair	Good	Great	Epic
1132	1132	344	344

794

As you reach the midpoint you pause for a moment to check your progress. Looking back it's hard to tell if you're even moving at all, but you persevere and before long resurface into the blinding light of day.

795

You spot the slight overhang of the cliff face, the pattern of the boulders below, and instinctively you know what you must do...

Fair	Good	Great	Epic
1125	1125	347	1039

796

You find a gap and make a dash for the bushes. You are running for what seems like forever, the Forest lashing at your face even as you feel the wolves snapping at your heels...

Fair	Good	Great	Epic
166	166	465	297

797

Whilst the man's back is turned you spot a small silver bottle, and feel an uncontrollable desire to slip it quietly into your pocket...

Fair	Good	Great	Epic
614	614	1026	1026

798

...but before it hits the surface a huge fist made of water rises up from the well and catches it. You watch as the coin floats down through the wrist. The hand makes a friendly 'thumbs up' gesture, then bursts.

799

But there is no time to waste, and you suspect the conditions will only worsen as the evening draws in. You decide to press on, following the path as best you can...

Fair	Good	Great	Epic
313	313	313	313

800

You clear your eyes and look again, watching closely for a sign of any large boulders that may have been dislodged...

Fair	Good	Great	Epic
1004	1004	174	30

801

Its forked tongue vibrates through the air, searching for your unfamiliar scent. It can't find you, but it knows you are here. It slithers around until it brushes against your leg–and feels your body heat! Its monstrous tail swings around to slap you in the side, knocking all the air from your lungs. (Lose 3 life points)

802

You've heard stories of old Forest spirits inhabiting trees at the end of their lives. If only you could somehow communicate with it...

Fair	Good	Great	Epic
1116	1116	741	1163

803

The guard is taken aback. "Don't be ridiculous, what for?" he asks. "It says robbery. Stealing from the barracks, very serious." you reply. The watchman looks shiftily up and down the road and whispers "Look just drop it. It was only a turnip, I promise!"

804

"Quite right, nothing but the finest for my new friend..." the merchant reveals an ornate bottle filled with clear liquid. She pours two shots and hands you one. "Cheers!" You swallow it down, and instantly your vision begins to blur. You wave your hand in front of your face, but all you see is fog. "It can have that effect on some people" she adds, "but it'll probably pass." (Lose 4 life points, Become Distracted)

805

You hear the occasional yelp, as the guards rummage around in the bushes. Meanwhile, you creep up to the house and grab one of the flaming torches hanging by the door. Spoils in hand, you silently make good your escape. (Gain Flaming Torch)

806

The fire of the torch reflects the fear in their eyes. As the pack edges closer you take a swing, casting a shower of hot embers. They whine in defeat and retreat to their den, stomachs empty for another night.

807

There's no way out. Crouching, head in hands, you barely have time to brace yourself for the next impact...

Fair	Good	Great	Epic
300	1156	1156	10

808

You've heard stories about witches, and they never seem to end well. Despite giving the hag a wide berth she somehow spots you passing quietly behind her, without so much as looking up.

Fair	Good	Great	Epic
752	291	291	1061

809

"Please, just don't hurt me!" you whimper as you hand over a small purse. As you walk away, your back to the gang, your cloak bulges with a slightly heavier sack, lifted from the bandit's waist during the exchange...

Fair	Good	Great	Epic
863	863	125	668

810

You disappear into the cover of the trees and return moments later with a long, straight trunk held in both hands like a giant spear...

Fair	Good	Great	Epic
217	73	1006	1006

811

You want to make sure the water is safe before filling your flask, so you cup some in your hands. Sniff sniff. Slurp...

Fair	Good	Great	Epic
1030	1030	35	160

812

It's not that you're afraid of bees, in the moment it just seems like running for your life is the sensible thing to do...

Fair	Good	Great	Epic
666	909	606	606

813

In a flash you unlace your boots and step out, backwards. First you left foot, then your right...

Fair	Good	Great	Epic
1073	400	1114	1114

814

You unplug the stopper and bring the elaborate medicine bottle to your nose...

Fair	Good	Great	Epic
637	354	608	608

815

The sooner this is over, the better. After a cautious first step you increase your pace, taking broad strides to step on as few planks as possible...

Fair	Good	Great	Epic
270	270	270	270

816

Are you facing a Torrent? Stop!
Go straight to paragraph 314

Suddenly you feel the eyes staring at you from above, and instinctively you draw your sword. You'll have just one chance to strike your mark...

Fair	Good	Great	Epic
1155	1155	550	550

817

She looks in your direction, but her old eyes could not possibly penetrate the shadows where you crouch. After a few moments she hobbles back into the house, so you take the opportunity to search the garden for anything of use.

Fair	Good	Great	Epic
50	1159	142	142

818

...when another whistle passes close to your ear. The third arrow strikes you between the ribs, leaving you writhing in pain. You feel a shadow pass over you, and squint up at the stooping hunter. "Hey," she says. "You're no deer!" (Lose 6 life points)

819

When you inspect the walls closely you find a tiny key-hole. I wonder. You try the skeleton key, and it works! The walls wind themselves back down and the trap is reset for its next victim.

820

Despite remaining as still as you can in the shivering cold, the quicksand continues to gradually swallow your legs. "Need a hand?" calls a friendly voice. "Don't worry, I won't tell yer adventurin' buddies. You'll be the third this week!" (Become Sluggish)

821

You unsheathe your weapon and embed it upright into the ground by your side. "Do your worst!" you call out to the heavily armed woman...

Fair	Good	Great	Epic
1120	1120	506	506

822

"We are mighty adventurers!" you reply, holding aloft a fistful of treasure from your pack. "We have conquered the Forest and are returning home to our glory..."

Fair	Good	Great	Epic
1050	1050	864	404

823

"Thank you for the offer, but I've had a long and weary journey" you reply, "and I ought to keep moving"...

Fair	Good	Great	Epic
415	393	1161	1161

824

The Forest is at its darkest here, revealing dim lights hovering on the very edge of your vision. Before your eyes they coalesce into the form of a terrifying spectre. "Neat trick," you say, trying desperately to keep your cool. When the spirit attacks you are lucky that the only casualty is your underwear. (Lose 2 life points, Become Flustered)

825

"Surprise!" A deafening cheer erupts as you enter The Finishing Post. Neighbours spring up from behind the furniture–a warm welcome indeed! It seems a few of the locals have been celebrating a bit too much already, judging by their balance. "Now quick," says the landlady, ushering you behind the bar. "Get back here before the others arrive." It's only after five minutes in the silent tavern that you realise who you've been waiting for. You turn to the landlady and put a hand on her shoulder. "Mam, I don't know how to say this but... nobody else is coming." The End.

826

A second limb catches you in the stomach, effortlessly lifting you from the ground. Before you know it you're holding on for your life...

Fair	Good	Great	Epic
80	80	80	584

827

It looks like the splintered wood will hold your weight–just. You take care to stand only on the most solid-looking planks...

Fair	Good	Great	Epic
1046	91	91	1064

828

She looks in your direction, but her old eyes could not possibly penetrate the shadows where you crouch. After a few moments she hobbles back into the house, so you take the opportunity to search the garden for anything of use.

Fair	Good	Great	Epic
1159	142	720	720

829

You are ready for the leader as he pounces, but not for his brothers, who attack from behind at the same moment. The trick only makes the beasts angrier, and it takes all your strength to fight them off. (Lose 5 life points, Become Exhausted)

830

You call out into the void: "Hallo?" The echo lasts for an eternity, but there is no other reply...

Fair	Good	Great	Epic
27	27	603	610

831

You charge into the wall, but it remains unmoving as it rebounds you back with equal force...

Fair	Good	Great	Epic
434	434	88	168

832

This is it: the moment you've been waiting for. You are overwhelmed by memories as the sights and sounds of the town fill your senses. The children in the street stop playing to watch you pass, but you don't even notice. You push open the door to the tavern and march straight up to the bar. The gathering crowd grasps as you draw your weapon–and embed it deeply into the counter. "The drinks are on us!" you roar, wiping away a tear. The room explodes in celebration. The End.

833

Hours pass in an eerie twilight somewhere between daylight and darkness, until finally you can make out the shapes of the trees once again. The fog has passed.

834

The chains rattle and dust falls from the cracked mortar as you shake the gates with all your might...

Fair	Good	Great	Epic
1051	1051	1062	1062

835

Are you facing a Torrent? Stop!
Go straight to paragraph 660

You move quickly, ducking and jumping between the probing strings that would instantly alert the monster above to your presence...

Fair	Good	Great	Epic
443	1138	686	686

836

The bridge creaks and strains as you march across, but just as you suspected it's perfectly stable. To think, the time you would have wasted trying to go around.

837

"Please, just don't hurt me!" you whimper as you hand over a small purse. As you walk away, your back to the gang, your cloak bulges with a slightly heavier sack, lifted from the bandit's waist during the exchange...

Fair	Good	Great	Epic
125	668	442	442

838

What you need is a distraction! You pick up a rock and launch it directly at the nest, before running in the opposite direction...

Fair	Good	Great	Epic
94	881	881	884

839

The sooner this is over, the better. After a cautious first step you increase your pace, taking broad strides to step on as few planks as possible...

Fair	Good	Great	Epic
270	270	270	573

840

Easy does it! You carefully pick your way through the undergrowth, prising apart the brambles and edging forwards step by step...

Fair	Good	Great	Epic
612	612	1041	1041

841

As you walk towards the animal it retreats a few paces, keeping its distance. "Come 'ere!" you shout...

Fair	Good	Great	Epic
148	148	148	148

842

There are footprints all around, and you're still right by the path. Surely somebody will pass by soon and help you out. Anyone?

Fair	Good	Great	Epic
820	820	598	598

843

Your hands are stained orange by the layers of rust as you shimmy up the bars, finding every tenable hold in the elaborate iron spirals...

Fair	Good	Great	Epic
343	379	379	245

844

In a flash you unlace your boots and step out, backwards. First you left foot, then your right...

Fair	Good	Great	Epic
1016	1016	1073	400

845

You flee as fast as your feet will carry you, only daring to look back as you near the cover of the trees...

Fair	Good	Great	Epic
79	985	985	301

846

You decide to head for the hill, which can't be more than five hundred paces away. Leaving the road behind you push aside the first branches from this untrodden path...

Fair	Good	Great	Epic
1008	983	983	462

847

There's something behind you– is it a rope? You give it a tug and realise the other end isn't connected to anything, but it does have fangs! The confused snake latches onto your hand as you try to imagine how the situation could get any worse. (Lose 6 life points)

848

You remain calm, despite the sand almost reaching your knees, and search the immediate area for anything to grab hold of...

Fair	Good	Great	Epic
996	987	987	999

849

There's no way out. Crouching, head in hands, you barely have time to brace yourself for the next impact...

Fair	Good	Great	Epic
1156	10	10	247

850

It looks like the splintered wood will hold your weight–just. You take care to stand only on the most solid-looking planks...

Fair	Good	Great	Epic
565	565	1046	91

851

Then you spot the vines dangling from high above. If you can't go through, maybe you can go over...

Fair	Good	Great	Epic
1049	1153	1153	762

852

Judging the distance, you find the sturdiest spot and take a long run-up, gaining in speed as you approach the edge...

Fair	Good	Great	Epic
454	1097	1097	539

853

Your animal friend disappears into the bushes, and moments later you hear a sharp yelp: "Ow, my leg!" The hunter becomes the hunted, and they are chased far away.

854

The mere sight of the steel is enough to scatter the pack. Once they've gone you see, or rather smell, what it is they were fighting over. You search the body for anything of use and find a small flask. "You won't be needing this anymore!" (Gain Healing Potion)

855

You think for a second, and then reply "Here, you'd be doing me a favour actually." The leader looks at you, puzzled...

Fair	Good	Great	Epic
175	175	587	587

856

You cast off and set out across the still water before anyone asks any questions. There is something deeply unsettling in the gentle rising and falling of the swell...

Fair	Good	Great	Epic
1018	1018	346	1136

857

You rush through as quickly as you can, aiming to reach the other side before any of the creatures lurking in the shadows are awoken by your footsteps...

Fair	Good	Great	Epic
758	1047	794	794

858

You stamp your boot on the ground. It lets out an earthly thud. Just as you suspected: no floor. You take up a stick and begin digging against one of the walls...

Fair	Good	Great	Epic
1086	1086	1118	1152

859

Then you spot it–the nest! You grasp one of the enormous eggs, and with all your strength raise it high above your head...

Fair	Good	Great	Epic
1141	540	540	1052

860

You push your way through the choking crowd to the source of the cries, and without a second thought rush through the doorway into the unbearable heat...

Fair	Good	Great	Epic
494	1069	1069	295

861

"So you're from the guild?" he replies. Before you can say a word he launches into a tirade. "Well you can tell those paper pushers I'm paid up and I've no use for that stupid mutt I can guard the bleedin' thing meself. Here, take 'im away!" He storms off, handing you the lead. (Gain Four-Legged Friend)

862

You hold your gleaming sword high above your head, awaiting the next blow...

Fair	Good	Great	Epic
1134	1134	59	1110

863

"Hey!" comes the bandit's cry. "I've been robbed!" The gang catches up to you with ease, and doesn't make the same mistake twice. (Lose 4 life points)

864

"In that case you'll have to pay the mighty adventurers tax!" says the older guard, snatching one of the gold coins from your hand. When you try to take it back his partner swiftly steps behind you and knocks you on the head with something heavy. (Lose 4 life points)

865

You examine the many ropes and pulleys that make up the trap's mechanism, and manage to locate a counterweight holding the walls in place...

Fair	Good	Great	Epic
664	664	378	1079

866

You take hold of a large tree root, plant your feet firmly and brace yourself against the oncoming flow.

Fair	Good	Great	Epic
225	210	210	283

867

Without a moment's hesitation you look straight past her shoulder and call out with dread. "What's that behind you!?"

Fair	Good	Great	Epic
60	683	874	874

868

It must have been here for years, what are the chances of it breaking now? You confidently stride out onto the structure without even holding on to the guide ropes...

Fair	Good	Great	Epic
1075	145	836	836

869

It seems to be coming from the boggy ground, perhaps released by your movements. You remain motionless, praying for the air to clear before the cloud rises any further...

Fair	Good	Great	Epic
738	285	126	126

870

You helplessly cling to a large branch as the current carries you rapidly downstream. As you are swept towards a narrow gap between two trees you spot your opportunity...

Fair	Good	Great	Epic
1082	1044	599	599

871

The bear looks like it is unconscious, so you move in quickly to take a closer look before it wakes...

Fair	Good	Great	Epic
369	410	410	282

872

You fumble for the scroll in your pocket, and hurriedly read aloud the runes. Nothing is happening! Then you notice the air in front of you is clearing. A strange tunnel forms, surrounded by the thick poison on all sides.

873

You charge into the closest house, smashing down the charred door. Choking against the smoke you call out for survivors in the nearby rooms...

Fair	Good	Great	Epic
438	1092	1092	260

874

"As if I, the undefeated Master of Swords, champion of the southern reaches would fall for such a trick!" The tiger emerging from the bushes behind her chooses that very moment to pounce, before dragging her kicking and screaming into the Forest, never to be seen again. (Become Vigilant)

875

You turn back, disgruntled, and wait for the bearded man to return to his hut. Once he's out of sight you quietly sneak around the back...

Fair	Good	Great	Epic
269	269	269	212

876

Are you facing a Torrent? Stop!
Go straight to paragraph 633

Suddenly you feel the eyes staring at you from above, and instinctively you draw your sword. You'll have just one chance to strike your mark...

Fair	Good	Great	Epic
111	111	232	1155

877

You sneak as close as you dare under the cover of the trees, and watch the woman intently for the next ten minutes...

Fair	Good	Great	Epic
20	20	1002	736

878

Judging the distance, you find the sturdiest spot and take a long run-up, gaining in speed as you approach the edge...

Fair	Good	Great	Epic
1010	1010	454	1097

879

You unplug the stopper and bring the elaborate medicine bottle to your nose...

Fair	Good	Great	Epic
637	637	637	354

880

You decide to head for the hill, which can't be more than five hundred paces away. Leaving the road behind you push aside the first branches from this untrodden path...

Fair	Good	Great	Epic
757	1008	1008	983

881

The rock bounces harmlessly off a nearby tree trunk, missing the nest entirely. The insects have no interest in you at all– they are far too busy pollinating the wildflowers. It seems not everything in the Forest wants to kill you, after all.

882

You clamber down to the roots, wrap one around your wrist and give it a firm tug. It feels as though it might take your weight...

Fair	Good	Great	Epic
1081	1081	551	1029

883

A sudden rattle of chains makes you start with a jump. Your pounding heart urges you into a sprint towards the opposite gate, still far ahead of you...

Fair	Good	Great	Epic
18	131	131	56

884

You manage to lose the swarm, and cross back over the path to find the nest smashed open, and mostly unguarded. You take out a jar and fill it with the sweet honeycomb, well known for its healing properties and worth a pretty penny back home. (Gain Healing Potion)

885

Their eyes widen in disbelief as you slowly draw your sword, standing firm in front of them, grinning. "Mine's bigger!" you reply.

Fair	Good	Great	Epic
1071	1071	1071	1095

886

You wave the torch wildly, sparks flying in all directions. The spider recoils from the heat and scurries into some hidden burrow. The flames easily burn through the remaining web, reopening the way ahead.

887

The foul-smelling smoke conjures disturbing images in your mind–dark, magical images. As the woman re-enters the cottage you hurry through the gardens, hoping not to be seen.

Fair	Good	Great	Epic
593	44	44	652

888

You look doubtfully at the murky decanter, holding it up to the light. "What's this supposed to be?"

Fair	Good	Great	Epic
804	1098	1098	238

889

Your eyes stream with tears as the very air burns your face, and in your panic you lose your footing. Flat on your back you look up at the emerald-coloured sun, as it slowly burns away the remaining fog. (Lose 4 life points)

890

You charge into the wall, but it remains unmoving as it rebounds you back with equal force...

Fair	Good	Great	Epic
434	88	88	168

891

You crush up the herb with a couple of rocks and tiptoe cautiously towards the bear. Fortunately it is unconscious, so you work quickly to apply the paste to the wound before it wakes. There, that should do the trick.

892

...but you're a fraction too slow. It's all over in the blink of an eye, and the two puncture marks on your thigh are already beginning to swell. (Lose 4 life points, Become Reckless)

893

The creature pounces on the twig, snapping it between its jaws–but it knows something is up. When you make your next move its senses are ready. It quickly descends and wraps you into a tight package, a snack for later, perhaps. (Lose 4 life points)

894

"Let me see that!" you reply as, without warning, you readily snatch the paper from his hand.

Fair	Good	Great	Epic
774	774	1028	268

895

...and find an elderly couple sheltering in one of the back rooms. Taking one under each arm you haul them back to the safety of the street outside, to the sound of wild applause from the rest of the village. (Gain Flaming Torch)

896

You sneak as close as you dare under the cover of the trees, and watch the woman intently for the next ten minutes...

Fair	Good	Great	Epic
736	736	929	929

897

Huge splashes erupt into the air as the rocks rain down all around you. The muddy water fills your eyes. By the time you reach the exit it's already blocked, and it's a long climb if you're going to get out of here alive. (Lose 3 life points, Become Reckless)

898

You disappear into the cover of the trees and return moments later with a long, straight trunk held in both hands like a giant spear...

Fair	Good	Great	Epic
1021	1021	217	73

899

You watch as the beasts pass harmlessly by on either side. Soon they are nothing more than a distant dust cloud. But what's this? Where the path has been ploughed up you notice something poking out of the mud. (Gain Healing Potion)

900

There's no sign of life, so you step onto the ferry and carefully pull yourself across. But it's been some time since you were at sea, and you forgot just how queasy it makes you feel. (Lose 2 life points, Become Distracted)

901

You take some supplies from your pack and drop them onto the path in front of you, hoping that the beast will be distracted long enough for you to make your escape...

Fair	Good	Great	Epic
1133	1133	1133	1133

902

Judging the distance, you find the sturdiest spot and take a long run-up, gaining in speed as you approach the edge...

Fair	Good	Great	Epic
1097	1097	539	539

903

You charge into the closest house, smashing down the charred door. Choking against the smoke you call out for survivors in the nearby rooms...

Fair	Good	Great	Epic
438	438	1092	260

904

You tie the rope to your flask and lower it carefully down the shaft. You're surprised the mechanism even still works, but a few moments later you have successfully replenished your water supply. Mmm, metallic!

905

There's no time to search for a way around, and you can't stand the thought of another night in this cursed Forest. You decide to press on through the weeds...

Fair	Good	Great	Epic
7	7	7	513

906

Are you facing a Torrent? Stop!
Go straight to paragraph 387

You know it hasn't seen you yet, or it would have pounced already. You carefully pick up a stick and toss it into the web a short distance away...

Fair	Good	Great	Epic
1063	1063	1063	893

907

It's a long time since you were scared by childish ghost stories. You stroll straight across the graves, whistling a somewhat distasteful tune...

Fair	Good	Great	Epic
219	219	824	1126

908

You examine the many ropes and pulleys that make up the trap's mechanism, and manage to locate a counterweight holding the walls in place...

Fair	Good	Great	Epic
378	1079	1079	1077

909

You screw your eyes shut against the wind and take a deep breath, when you feel something small hit the back of your mouth. Moments later your throat erupts in pain as you swallow the insect down. It stings four times on the way down, each more painful than the last. (Lose 4 life points)

910

Which way? Any way! You drop your pack and sprint for cover as fast as you can...

Fair	Good	Great	Epic
1099	684	684	1019

911

The bear lets out a pained roar. You feel the force of it against your face, but the bear does not move. As you turn to retreat you hear a roaring reply coming from the bushes, followed by another. The whole family is here, and it doesn't look good. (Lose 6 life points)

912

You watch the frenzied mass flow around the trees like a river, and it gives you an idea. You plant your feet and hold your arms wide, praying they will see you in time...

Fair	Good	Great	Epic
1117	1117	950	241

913

You turn back, disgruntled, and wait for the bearded man to return to his hut. Once he's out of sight you quietly sneak around the back...

Fair	Good	Great	Epic
269	269	269	269

914

The quickest and safest way to get rid of the pedlar is to pay him. You've heard tales of what can happen when you get on the wrong side of the Forest folk.

915

Confidently, you stride ahead using your natural navigational skills, but you weren't expecting the scraggy slope ahead. You tumble a way before settling in a heap. Your side is bruised almost as much as your ego. (Lose 3 life points)

916

"Thank goodness you're here!" she says. She stops crying almost instantly. "What's the matter?" you ask. "Oh nothing, I have a bet with my friend." She points, and you follow her finger towards another young lady sat on the opposite side of the road. She's waving back at you. "I'm up three against one."

917

You move between the sticky patches to the base of the tree, and nimbly climb up and out onto one of the branches...

Fair	Good	Great	Epic
364	954	1144	1144

918

The goods on the cart look valuable, but the man catches the glint in your eye. "Woah now, you have to pay for those!" he says, quickly prising the bottle from your hand...

Fair	Good	Great	Epic
310	632	672	672

919

You pick up a stick and edge your way into the darkness, tapping at the ground ahead of you in your newfound blindness...

Fair	Good	Great	Epic
609	609	609	1103

920

You lean in closer, trying to identify the various roots and leaves as she casts them into the cauldron.

Fair	Good	Great	Epic
675	675	1149	658

921

You scan the village for anything of use, and quickly spot the old well sitting in the central square. "Bring buckets!" you cry...

Fair	Good	Great	Epic
703	1104	100	100

922

...Creeeaak! You tread on a loose board. In seconds the ferryman bursts forth from the shack, splintering the oar like it were a matchstick. In one swift motion he grabs you by the neck and tosses you into the freezing lake. (Lose 3 life points, Become Sluggish)

923

"With respect, my lady, I must decline. I have had a long and weary journey, and I do not doubt your talents..."

Fair	Good	Great	Epic
164	556	556	178

924

It looks like the splintered wood will hold your weight–just. You take care to stand only on the most solid-looking planks...

Fair	Good	Great	Epic
565	1046	1046	91

925

Your sword gleams as you draw it in a dramatic arc and point it accusingly at the nearest beast. "I've been looking for a new coat..."

Fair	Good	Great	Epic
1106	1106	854	854

926

"3 gold pieces, for a knackered old bridge like that?" you reply, astounded. You kick one of its stone pillars and loosen a piece of rubble. "I've crossed better for 1!"

Fair	Good	Great	Epic
1038	445	1129	1129

927

You pick up a stick and edge your way into the darkness, tapping at the ground ahead of you in your newfound blindness...

Fair	Good	Great	Epic
609	1103	214	214

928

You charge straight at the creature, trying to make yourself appear as large as possible...

Fair	Good	Great	Epic
527	527	636	351

929

The woman stands up from her rocky perch and wanders off into the trees, but she has left something behind. Not long afterwards a green-hooded figure exchanges the package for what appears to be a purse full of gold–you'd know that clinking sound anywhere. No sense just leaving it out here, you never know who might find it. (Gain Gold)

930

Your feet barely touch the ground as you rush for the exit. Anyone watching might have believed you were running on the surface of the water. When you're clear of the gulley you stop for breath, and notice something very strange growing in a small patch on the cliffside. (Gain Mysterious Herb)

931

The crowd gets more lively and, spurred on, you decide to jump to another table. You fail to notice that one of the barmaids has just finished wiping it down, and with an almighty crash you slide onto the floor in a crumpled heap. (Lose 4 life points, Become Sluggish)

932

This place is old, maybe even older than the Forest itself. You feel magic running deep beneath your feet. You mutter a luck incantation and toss in a coin from a distance.

Fair	Good	Great	Epic
1139	1139	84	798

933

You draw your weapon and swing wildly just as the monster strikes...

Fair	Good	Great	Epic
892	495	495	147

934

You pick up a stick from the path and briefly present it. The tail freezes for a moment, and you launch the stick deep into the bushes...

Fair	Good	Great	Epic
1158	1158	753	753

935

"We are mighty adventurers!" you reply, holding aloft a fistful of treasure from your pack. "We have conquered the Forest and are returning home to our glory..."

Fair	Good	Great	Epic
1050	864	404	404

936

As the leader approaches you easily parry his strike, using his momentum against him to throw him hard to the ground. The second and third quickly follow the same way. The last man finally takes note, issues his apologies, turns and runs.

937

You've heard stories about witches, and they never seem to end well. Despite giving the hag a wide berth she somehow spots you passing quietly behind her, without so much as looking up.

Fair	Good	Great	Epic
1067	752	752	291

938

You knock mugs in jubilation, spilling ale all over the tiled floor. The other patrons glare across the tavern at your little celebration. They've heard rumours. Rumours that your quest wasn't quite as triumphant as it would appear. At least, not for everyone. "So, what next?" you say. "I heard there's fortunes to be had across the great sea." Your companions let out a synchronised groan. "Now listen up, all we need is a captain." Your voice tails off to a whisper as one-by-one the party lean in, the pull of adventure spreading like wildfire in their eyes. The End.

939

This place is old, maybe even older than the Forest itself. You feel magic running deep beneath your feet. You mutter a luck incantation and toss in a coin from a distance.

Fair	Good	Great	Epic
84	798	798	349

940

You've never seen anything like it. As you draw closer to the tree you notice a strange odour...

Fair	Good	Great	Epic
1100	1100	105	105

941

What you need is a distraction! You pick up a rock and launch it directly at the nest, before running in the opposite direction...

Fair	Good	Great	Epic
576	576	94	881

942

A tingling in your feet tells you to turn left. Then right. You don't know how, but you are somehow sensing which way to go...

Fair	Good	Great	Epic
36	36	1148	277

943

You're about to reach up and pick one of the fruits when you feel a pulling on your trouser leg. You look down to find your furry friend whimpering at your side. "Not so tasty?". Another whimper. "Well, you're the expert."

944

It's a long time since you were scared by childish ghost stories. You stroll straight across the graves, whistling a somewhat distasteful tune...

Fair	Good	Great	Epic
219	824	1126	1126

945

You find a gap and make a dash for the bushes. You are running for what seems like forever, the Forest lashing at your face even as you feel the wolves snapping at your heels...

Fair	Good	Great	Epic
166	166	166	465

946

You draw your sword and begin hacking away at the scrub, using every ounce of your strength to clear a path...

Fair	Good	Great	Epic
995	995	995	995

947

"That's strange..." you reply. "Because I have something for you too." You throw the small bag up to the watchman, and wait patiently as he looks inside. "Did I say arrest? What I meant to say was, good luck with the quest."

948

You've heard stories about witches, and they never seem to end well. Despite giving the hag a wide berth she somehow spots you passing quietly behind her, without so much as looking up.

Fair	Good	Great	Epic
291	291	1061	1061

949

The glow of the torch seeps into every crevice, giving you all the light you need to avoid a deadly fall into the cavern below.

950

Just as you'd planned, the beasts turn at the last minute. However, as the herd passes you find yourself gradually squeezed between two surging walls of muscle. When the gap closes you are caught up, crushed between them. (Lose 4 life points)

951

You pull the scroll from your breast pocket and read the spell aloud. The runes glow red, the earth rumbles, and rocks rise magically from the floor of the ravine to form a solid stone walkway.

952

Undeterred, you try again–this time in the corner. The wall puts up hardly any resistance as you come crashing out of the side. Most of the mechanism collapses around you in the process. As you pick your way through the remains of the trap you decide to take a souvenir of your brief incarceration. (Gain Rope)

953

There are footprints all around, and you're still right by the path. Surely somebody will pass by soon and help you out. Anyone?

Fair	Good	Great	Epic
1032	820	820	598

954

You shimmy right to the very tip of the branch, leaning as far out as you can to pluck the most succulent fruit. It feels soft to the touch, and as you bite in a little juice runs down your chin. That was worth the climb. (Become Energetic)

955

You pick up a stick and edge your way into the darkness, tapping at the ground ahead of you in your newfound blindness...

Fair	Good	Great	Epic
609	609	1103	214

956

You stamp your boot on the ground. It lets out an earthly thud. Just as you suspected: no floor. You take up a stick and begin digging against one of the walls...

Fair	Good	Great	Epic
1086	1118	1152	1152

957

You draw your weapon and swing wildly just as the monster strikes...

Fair	Good	Great	Epic
302	892	892	495

958

You rush through as quickly as you can, aiming to reach the other side before any of the creatures lurking in the shadows are awoken by your footsteps...

Fair	Good	Great	Epic
758	758	758	758

959

Without a moment's hesitation you look straight past her shoulder and call out with dread. "What's that behind you!?"

Fair	Good	Great	Epic
683	874	464	464

960

You know by now not to trust any of the Forest's fauna, so you whip out your phial of repellent and launch it at the animal. It hurriedly retreats into the bushes, whimpering.

961

The chains rattle and dust falls from the cracked mortar as you shake the gates with all your might...

Fair	Good	Great	Epic
209	1051	1051	1062

962

A second limb catches you in the stomach, effortlessly lifting you from the ground. Before you know it you're holding on for your life...

Fair	Good	Great	Epic
80	584	450	450

963

You hear the unmistakable drawing of a bow-string for the second time, and realise this was no accident. You instinctively hold up your hand in defence, but the arrow passes straight through your palm and out the other side. (Lose 4 life points)

964

You duck as the beast tries to knock you off, but nothing it does can loosen your grip. You're able to steer the reptile for some distance before setting it free: a welcome break for your aching feet. (Gain Healing Potion)

965

Finally, some open space! You toss your bags into the small boat and knock loudly on the shack door. "Ferryman, I have need of your services!"

Fair	Good	Great	Epic
1127	1127	1127	473

966

You remain perfectly still, scanning the bushes in a wide arc for any sign of a disturbance...

Fair	Good	Great	Epic
52	52	52	194

967

You call out into the void: "Hallo?" The echo lasts for an eternity, but there is no other reply...

Fair	Good	Great	Epic
610	610	647	647

968

As the bridge-keeper hobbles forwards on his cane you up your pace, heading straight for the bridge ahead. "Hey!" he shouts after you "come 'ere!"

Fair	Good	Great	Epic
1122	1025	1025	139

969

A sudden rattle of chains makes you start with a jump. Your pounding heart urges you into a sprint towards the opposite gate, still far ahead of you...

Fair	Good	Great	Epic
18	18	131	56

970

You creep up to the shack and peer in through the lighted window. "Is anybody home?"

Fair	Good	Great	Epic
480	900	618	618

971

The cold water bites at your hands until you can no longer tell if you are even gripping the root, then you let go. You scramble, half-drowned for another anchor but find none. (Lose 5 life points, Become Sluggish)

972

You take some supplies from your pack and drop them onto the path in front of you, hoping that the beast will be distracted long enough for you to make your escape...

Fair	Good	Great	Epic
1133	141	650	650

973

She looks in your direction, but her old eyes could not possibly penetrate the shadows where you crouch. After a few moments she hobbles back into the house, so you take the opportunity to search the garden for anything of use.

Fair	Good	Great	Epic
50	50	50	1159

974

Easy does it! You carefully pick your way through the undergrowth, prising apart the brambles and edging forwards step by step...

Fair	Good	Great	Epic
127	127	767	612

975

You sneak as close as you dare under the cover of the trees, and watch the woman intently for the next ten minutes...

Fair	Good	Great	Epic
1002	736	736	929

976

You're not one to break with tradition, so you take out a coin of your own and flip it towards the well...

Fair	Good	Great	Epic
756	756	520	1055

977

You push your way through the choking crowd to the source of the cries, and without a second thought rush through the doorway into the unbearable heat...

Fair	Good	Great	Epic
230	494	494	1069

978

"What a coincidence!" you reply haughtily. "Because I also have a warrant for your arrest!"

Fair	Good	Great	Epic
102	803	803	695

979

You hold your gleaming sword high above your head, awaiting the next blow...

Fair	Good	Great	Epic
1134	59	1110	1110

980

There's no time to search for a way around, and you can't stand the thought of another night in this cursed Forest. You decide to press on through the weeds...

Fair	Good	Great	Epic
513	1145	702	702

981

The foul-smelling smoke conjures disturbing images in your mind–dark, magical images. As the woman re-enters the cottage you hurry through the gardens, hoping not to be seen.

Fair	Good	Great	Epic
593	593	44	652

982

A sudden rattle of chains makes you start with a jump. Your pounding heart urges you into a sprint towards the opposite gate, still far ahead of you...

Fair	Good	Great	Epic
56	56	359	359

983

As you break through the top of the low-hanging cloud you see the way ahead laid out in front of you, and make a few extra markings on your map before setting off for home once again. (Become Confident)

984

You dart up a nearby slope, running to stay ahead of the encroaching cloud. The fog seems to follow your every move, but it can't keep up as you bound over logs and ditches. You turn, breathless, but the air all around is now perfectly clear. (Gain Healing Potion)

985

You can feel the earth shake behind you as the monster–it must weigh at least a tonne–crashes through everything in its path. When it finally stops it must have had enough destruction for one day.

986

No sooner have you reached the bushes than a hail of arrows come flying at you. There must have been more guards hiding! After a few minutes you can no longer hear them but, looking down, you realise you've been hit in the leg. Thank goodness for adrenaline! (Lose 6 life points, Become Sluggish)

987

You try a vine–snap! It's too weak to take your weight, but maybe if you twist several together? It works, and you're able to slowly ease yourself out before crawling the rest of the way to safer ground.

988

You stoop to the ground and take up a fistful of dry earth as the beasts circle closer. Wait for it. Wait for it...

Fair	Good	Great	Epic
1001	1001	264	264

989

A welcome snack! The refreshing taste takes your mind off the numbing pain in your feet, for a little while at least. You can't remember feeling like this since you were but a small child. (Become Energetic)

990

The rain batters the weathered tavern so loudly that your arrival goes almost unnoticed. Soaking wet, you step onto the welcome mat and collapse. The barman rushes over. "I need a doctor!" he shouts. The music stops. You're drifting in and out of consciousness, unable to find the words. "What's that you say?" the barman asks, bringing his ear closer. "I'm... home," you murmur with a pained smile. The End.

991

"We take our orders from Sarge," says one, spitting on the ground at your feet. "Yeah, and Sarge you ain't." says the other. You hesitate. "I knew it!" shouts the guard. "'Ee's probably a bandit or summit. Quick, after 'im!" (Lose 3 life points)

992

...ow! A sting right on the backside. Ow! Another, on the arm this time. Still, you move slowly. More and more begin to swarm. It's only around the fiftieth sting that you realise the flaw in your plan, and start to run for your life. (Lose 5 life points, Become Reckless)

993

The safest way to cross is to distribute your weight across the remaining planks, but that knowledge makes the crossing itself no easier as you begin to belly-crawl out into the abyss...

Fair	Good	Great	Epic
78	17	17	1132

994

Then you notice the silence. The usual sounds of the Forest now seem far off, as if nothing dare approach this place. You carefully bottle some of the pulp. Such a potent substance is bound to have its uses. (Gain Beast Repellent)

995

After the first few slashes you feel a tightening around your ankles, and look down to find the Forest itself slowly strangling you. In no time at all you are covered head to toe. As the blood slowly drains from your limbs, your weapon drops from your limp hand. (Lose 6 life points)

996

Your hands grope all around, but find nothing. It's at your waist now. Maybe there's something in your pack? No, nothing. By the time it reaches your neck you are all out of ideas. (Lose 4 life points, Become Reckless)

997

You reach carefully between the bars to get a better feel for the lock on the other side...

Fair	Good	Great	Epic
67	67	67	578

998

...the inexperienced guards nervously draw their bows. "Whoa!" you cry out–just as the arrow buries itself deep in your thigh. "I'm so sorry!" shouts the shooter, now cowering behind her friend. "My finger slipped!" (Lose 5 life points, Become Sluggish)

999

As your fingers sink into the soggy ground they close around the strap of a bag. You yank it to the surface and search the pockets to find a grapple and a scroll entitled "Questin' fer Dummies." Wait, there's one more thing inside. (Gain Spirit Compass)

1000

As you creep past the window you see him making a pot of tea, and duck quickly to remain unseen. The bridge is still some distance away, so you wait until you can hear the kettle boiling before making a run for it.

1001

Now! Just as the leader pounces you cast the dust into its eyes. It howls pitifully and retreats to the bushes, its brethren in tow.

1002

She turns to swat a fly and catches you in the corner of her eye. "Hey!" she shouts. "What are you staring at, you creep!" You step out into the open to apologise, but before you can say anything a rock hits you square in the face. Dazed, you look up to see another already in her hand. Perhaps you should just leave now. (Lose 3 life points)

1003

The wolves circle and attack from all sides. Each time the point of your blade wards them off, but you can't keep this up for long–and they know it. As you tire the leaders spots her moment and latches onto your arm. (Lose 3 life points)

1004

It looks like you're in the clear. Just as you breathe a sigh of relief a final boulder comes crashing down onto your foot. You feel the bones grind as you roll the rock away. It's doubtful you'll be able to make it much further in this state. (Lose 5 life points, Become Sluggish)

1005

Suddenly you hear a creaking behind you. You turn to face black, tentacle-like vines reaching out to strangle you. With nowhere to run you are forced to stand and fight, hacking until your blade is blunted. At last the Forest gives up and falls silent once again. (Lose 4 life points, Become Exhausted)

1006

Rapidly accelerating towards the edge you plant one end firmly and confidently into the ground and vault gracefully across. Even the landing is impeccable–and what's this coiled up on the opposite side? (Gain Rope)

1007

You grip the matted fur tightly as the whole world shakes beneath you. You find yourself falling back to the middle of the stampede, and it shows no sign of slowing! When it finally comes to a stop you can barely stand from exhaustion. (Lose 3 life points, Become Exhausted)

1008

The slope is steep, and seems to go on much longer than you remember. After a long and winding ascent you finally reach the top, but have no idea which direction you are facing. It takes many hours to relocate the path. (Lose 2 life points, Become Confused)

1009

"If you're really from the King, what's the password?" says the first guard. You don't know. "Broadsword?" you guess. The guard takes a second, then whispers in his partner's ear. She nods in agreement. "That's right, we think." (Become Confident)

1010

But in your haste you fail to notice the patch of mud, and instead of leaping majestically you slide helplessly over the edge and down, down, down, with arms flailing wildly. (Lose 6 life points)

1011

You're concentrating so intently on the swarm that you forget how close you are to the nest, and with a clumsy trip you crash into the side. The paper-thin walls collapse under the weight of your shoulder, covering you in sticky honey. Now you should panic. (Lose 4 life points)

1012

It's the cleanest you've tasted in weeks! You fill your flask, and take a handful of the coins while you're at it. Imagine all the wonderful things you could buy. Perhaps a new hat? (Gain Gold)

1013

The dim daylight passes out of view, but you are sure this is the safest path. You emerge into a pitch-black chamber with walls that seem to go on forever, amplifying even the quietest of footsteps. Before long you lose track of which way you came, and become hopelessly lost. (Lose 2 life points, Become Confused)

1014

He grins menacingly at you. "That was a mistake," he booms. By the time he is ready to leave, you are bruised and battered by the side of the road. "You ought to be more careful who you go around looking like," he says apologetically as he puts away the scroll. (Lose 6 life points)

1015

One hour, two hours, nightfall. Finally, at dawn, the disgruntled trapper arrives and sends you on your way with a swift kick. "Watch where y'er goin' next time!" she shouts after you. (Lose 2 life points)

1016

...but as your second foot reaches the ground you realise it's now higher than your first. You're still sinking! You take off your socks and foolishly repeat the same manoeuvre. Stuck once again, all you can do is look on at your recently-abandoned footwear as you are swallowed by the earth. (Lose 5 life points, Become Sluggish)

1017

You watch in amazement as the rusty old coin turns to solid gold before your very eyes. You carefully dip the rest of your coins, one side at a time, and leave with a tidy profit. (Gain Gold)

1018

The water around you boils as a terrible monster rises from the deep. A foul stench flows from its gaping beak, tentacles whipping at the defenceless boat. In its fury the creature tosses a barrel towards you, smashing it over your head. (Lose 6 life points, Become Confused)

1019

You dive into the hollow of a dead tree and are surprised to find another traveller already sheltering there. "Nice to meet you," she mouths over the deafening racket outside. She raises her eyebrows and offers you a sip from her flask. (Gain Healing Potion)

1020

The beer goes down easily after a long time drinking nothing but filthy river water. Too easily, it seems. The next morning you awaken with the worst hangover of your life, and only yourself to blame. (Lose 3 life points)

1021

You place the trunk over the gap to form an improvised bridge, and carefully edge your way out onto it. You feel the wood bending and begin to wobble. Suddenly the trunk rotates underfoot, sending you toppling into the stream below. (Lose 5 life points)

1022

No sooner has the juice hit the back of your throat than your tongue begins to go numb. After a matter of seconds you feel yourself passing out. You awaken hours later with a pounding headache. (Lose 4 life points, Become Confused)

1023

You sprint for the opening as it gets narrower and narrower. With seconds to spare you leap through the gap, just as a huge boulder comes crashing down behind to seal the gulley for good.

1024

Whilst looking over your shoulder you trip on a rock and topple into some kind of stone circle. What are these big, white orbs? One of them seems to be cracking. Oh no! (Lose 5 life points)

1025

"My friend, we are but weary travellers with not a coin to our names" you cry. "Could you not allow a simple–" "Oh quit your whining!" the hermit interrupts, with surprising vigour. "Well, clear off then! It's supposed to be my day off anyway."

1026

"Can I interest you in any tonics?" he asks. "No, thank you–I'm just browsing." "How about some spirits to drown those sorrows?" "I'll not touch another drop until I'm back at the Finishing Post." you reply. "Truly honourable, but surely an elixir would–" "Goodbye!" you interrupt, walking hastily away from the wagon. (Gain Healing Potion)

1027

You're a natural born surfer, riding the log like you've been doing it for years. You're having such a great time that you don't notice the low-hanging branch. Smack! It hits you square in the face and knocks you right back into the water. (Lose 3 life points, Become Exhausted)

1028

Sure enough it's your face on the paper. But what's this, "wanted for murder"? The watchman grabs you firmly by the shoulder and snarls. "Time to go, hero." (Lose 3 life points, Become Flustered)

1029

The tree overhead groans and shakes under your weight, but the root holds firm. As you dangle near the opposite wall you catch hold of a rock before beginning the short climb up the other side. Solid ground has never felt so good. (Become Focussed)

1030

It tastes... odd. It's not salty, yet your mouth feels dry. Just then your joints seize up. What's happening? You look down at your hands as they turn a golden yellow before your very eyes. You can't move them. You can't move anything. You've become a living statue! Who knows, maybe it's only temporary? (Lose 6 life points)

1031

No matter how hard it tries it cannot shake you, but this old snake is smarter than average. Slithering up to one of the larger trees it begins to smash your body against the trunk, over and over until you can hold on no more. (Lose 4 life points, Become Exhausted)

1032

You cry out long into the night, but the only replies you receive are the sounds of the Forest. A family of crickets laughs at you for hours on end, and if you ever get your hands on that damned owl. (Lose 2 life points, Become Distracted)

1033

"Stop talking!" he shouts, regaining his composure. With a click of his fingers two enormous henchmen are vigorously shaking you upside down by your boots, while the rest of the gang use you as a pinata. (Lose 6 life points)

1034

"Hey!" comes a voice. "Leave them alone." An old man and a young boy are standing nearby with mesh over their faces. "We're down on the harvest as it is. We need them working, not scrapping with every passing adventurer. Take this for the stings and beat it." (Gain Healing Potion)

1035

You decide to hurl yourself over in one movement. This is a mistake. Rather than landing gracefully on the other side your foot becomes impaled on one of the spikes. It is bleeding profusely, almost certainly infected, and you still need to find a way down. (Lose 6 life points, Become Sluggish)

1036

...before you can position yourself properly the monster rolls on top of you, crushing you between the cold ground and its cold muscle. You eventually manage to pull yourself free, battered and broken. (Lose 4 life points)

1037

Moments later you feel a damp patch in your trousers. The lid must have been loose. The merchant looks on in horror. "What have you done!?" he cries. You look down and see tiny shoots poking through your garments. Your legs have turned to wood, and they're sprouting! (Lose 6 life points, Become Sluggish)

1038

Out of nowhere the man pulls a small dagger and, before you can react, jabs you in the leg. "Don't you dare kick my bridge!" he screeches. With a second swipe he cuts the cord around your purse and yanks it from you. As you stand clutching your thigh in pain he looks back at you: "Go on then, get lost!" (Lose 4 life points)

1039

Against all intuition you run towards the danger, and by some miracle it works. The remaining rocks fall harmlessly with a splash as you shelter beneath the cliffside.

1040

"It's just horrid," she sobs. "What's the matter?" you ask. "My mother, she's died and left me all this gold." Sure enough, in her hands is a hefty sack, dotted with tears. "Terrible." you add. "You don't understand, she's taunting me. I came here to bury it so I never have to look at it again. Will you help?" You pause for just the right amount of time. "Of course, leave it with me." (Gain Gold)

1041

With barely a cut or scrape you edge on through, when you notice a dim, blue-green light just up ahead. You prise apart the remaining vines to reveal a small, glowing plant hidden on the ground. What's this, then? (Gain Mysterious Herb)

1042

The stray clearly doesn't like being handled, as it turns and bites your hand, hard. You drop the dog in shock, and nurse your wound in embarrassment. (Lose 4 life points)

1043

You're reaching for the last fruit when you hear an ominous snapping. You shift your weight ever so slightly, but that's all it takes. You come crashing to the ground, spilling the contents of your pack everywhere. (Lose 4 life points)

1044

You paddle into position and– success! The branch catches and locks you in place. Then, crack! The branch splits in two, and you are swept into the razor-sharp jaws of the rapids. (Lose 4 life points, Become Exhausted)

1045

The beast leaps at you, knocking you to the ground. You scrape desperately for anything that might save you, but your sword is too far away. Your eyes sting as the wolf's saliva drips onto your face. You fight on, bare-handed. (Lose 6 life points)

1046

All is well until you're nearly across, when your bulk becomes too much for the old ropes. Snap! You hold on tightly and slam against the rough stones. Badly bruised, you climb the rest of the way. (Lose 4 life points, Become Exhausted)

1047

As you reach the darkest point of the tunnel you struggle to see anything at all. It only takes a small step down for you to stumble and trip, causing you to cut yourself badly on your own weapon. (Lose 3 life points, Become Flustered)

1048

"Oi!" comes a cry from the bushes. "Get your dirty hands off my wife!" The knight staggers towards you, clearly drunk, and stabs his sword into the ground, straight through your foot. (Lose 6 life points, Become Sluggish)

1049

You climb the nearest tree and grip the first vine tightly. You screw your eyes shut and push yourself away from the trunk. The improvised rope snaps almost immediately, sending you crashing into the thorny undergrowth below. (Lose 6 life points)

1050

"You don't look much like adventurers to me," says the elder guard. Without warning he draws his sword and jabs you hard in the thigh. "Ow!" you shout. "Didn't think so," he says, half to himself. "A real adventurer wouldn't have never let me stab 'em like that." (Lose 6 life points, Become Sluggish)

1051

Forwards, backwards, forwards, backwards. Finally, you feel some movement. You let out a mighty roar as, with your last ounce of strength, the gate finally gives way and falls at your feet. (Become Exhausted)

1052

The egg is beginning to hatch! It must be the heat from your hands. You place it on the ground and watch as the tiny reptile emerges. The mother races over and nuzzles the new-born, forgetting all about you. (Gain Healing Potion)

1053

You dive for the exit, but are caught at the last second. Your arm becomes pinned beneath a huge boulder. After wriggling free you can't bring yourself to inspect the wound, so you quickly wrap it in a sling and try to not to think about it. (Lose 5 life points, Become Distracted)

1054

Light shines around the corner: a torch, carried by a young man. "Thank goodness, another lost soul!" he cries, hugging your feet. "Get a grip!" you say, shaking him lose. "I have a good feeling about this." Sure enough, within another ten minutes you're standing at the exit. (Gain Flaming Torch)

1055

It spins high in the air before dropping right into the pool with a satisfying plop. You watch it flutter to the bottom to join its brothers and sisters. Maybe it will bring you luck! (Become Fearless)

1056

Even you have to admit she's cute. "Do you have a name?" you ask. The wagging speeds up, while the pup stares up at you through the biggest eyes you've ever seen. "Okay, I'll call you Cara." You nestle the animal into the top of your sack with only her head poking out. (Gain Four-Legged Friend)

1057

Your move faster and faster as the log spins, until you can keep up no longer. With a splash you find yourself back in the water, with no more energy to fight the current. (Lose 5 life points, Become Exhausted)

1058

"You can get yourself in real trouble carrying too much silver in these parts. All sorts of unsavoury characters on the road." "How kind of you." the leader replies. "Tell you what: we'll beat you up just a little bit. Our way of saying thanks!" (Lose 4 life points)

1059

You frantically fight back against the rising sand, shuffling and shifting your weight to loosen its grip before you sink any further. Your descent slows, and eventually your legs are free. That was a close one!

1060

You watch as the bear's breathing becomes more regular. The medicine is doing its job, so you back away. Before long the ailing creature is back on its feet, and you have a feeling this isn't the last time you'll see your new ursine companion. (Gain Four-Legged Friend)

1061

"You're late," she says accusingly. "Never mind. Here, you ought to take this." You ask what it is. "How should I know? It's been sat on my shelf for years–but I distinctly remember giving it to you." (Gain Beast Repellent)

1062

...but they won't budge. Next you try a run-up. As your shoulder strikes the chain it explodes in a shower of rust, sending you toppling over in a fit of laughter. You quickly pick yourself up, dust yourself down and continue on. (Gain Healing Potion)

1063

The spider looks thoughtfully at the twig for a moment, then back at you. Little do you know that this particular species has 20/20 vision. "Poor thing," it hisses, then rushes forwards to inject its venom. (Lose 5 life points, Become Reckless)

1064

Hop, skip, no–not that one. That's a goodun'. The crossing becomes a game. You're having so much fun, you're almost disappointed when it's over. (Gain Healing Potion)

1065

...but at the sight of the dripping jaws you panic, and are frozen to the spot in horror. Before you can regain your composure one of the beasts is upon you, and you are fighting for your life. (Lose 5 life points, Become Exhausted)

1066

Each time you come to a dead end you turn and follow the trail back, sometimes snacking a little at the same time. Slowly but methodically you pick your way through the maze, never doubting yourself for an instant. (Become Composed)

1067

"Sneaking around in my garden, is it?" she declares, accusingly. "I'll teach you to steal from Mutti Patpreston!" before you can reply you feel a terrible pain in your left hand. You look down in horror to find in its place a carved, wooden version of itself. (Lose 6 life points, Become Distracted)

1068

The tree speaks: "I'm sorry about that, little one. I thought you were... something else." The tree looks around, nervously. "Please accept this as an apology. I understand it is quite valuable, but it's of no use to my kind." (Gain Scroll of Passage)

1069

You see the outline of a mother and child hunched under an old table, mouths covered. The creaking sound overhead does not bode well. You grab the mother by the arm and lead them quickly to safety. The roof collapses only seconds later.

1070

You are just about able to make out the path from above: left, then left, then right, straight on... got it! You descend with your mental map and emerge from the maze in record time. (Become Focussed)

1071

The bandits respond by revealing all manner of heavy weaponry, from battle axes to flails. One of them appears to pull a full-sized crossbow out of thin air. You smile and put your sword away politely, but the gang are already advancing. (Lose 5 life points)

1072

A brush is suddenly thrust into your hand. "Get in there!" somebody shouts in your ear, but you can't bring yourself to move any closer to the searing heat. An old woman grabs the brush from your hand, hits you over the head with it and charges into the fray. (Lose 3 life points, Become Reckless)

1073

With your bare feet now free you roll away acrobatically, only daring to stand once you're certain the ground beneath your feet is solid. Unfortunately that same ground is also covered in razor grass. (Lose 3 life points)

1074

You wipe your brow after the herd has passed–that was a close one! But just as you break cover a straggler comes charging from behind and gores you with its impressive horns. (Lose 4 life points)

1075

The bridge sways gently from side to side in your stride. As you reach the half-way point you hear a loud snap, and feel the world drop away from beneath your feet. (Lose 5 life points)

1076

At that moment a barmaid emerges from the tavern. "I thought I saw a fresh face!" she says brightly. "Newcomers are always welcome here." She hands you a mug of what seems to be steaming swamp water, only more alcoholic. "On the house!" she says as the rest look on. You smile and reluctantly down the revolting liquid. (Lose 2 life points)

1077

You hook the rope with a stick and cut it, sending the walls crashing back down to the ground. Now you really must get a move on. Slipping the loose rope into your pack, you rush along the path before anyone arrives. (Gain Rope)

1078

The powerful anaesthetic effect soon sets in, and you leave the bear in peace. As you return to the path you notice something is wrong. Your hands are totally numb! You can't even feel the hilt of your sword. Maybe you should leave herbalism to the experts. (Lose 3 life points, Become Distracted)

1079

You take aim and fling your sword at the exposed rope. Eureka! The walls crash down and you taste freedom once again.

1080

After a while you notice breadcrumbs in front of you. Are you going in circles? Are you going mad? As you round the corner you see a couple of bandits with their own loaf. They've spotted you! They quickly catch up and give you a sound beating, but all they take is your remaining bread. (Lose 4 life points, Become Exhausted)

1081

You hold on tight and push away from the wall, swinging out towards the canyon's opposite face. You stretch out your arm to grasp at the ledge, but come up an inch too short. At that same moment you hear the snap! (Lose 5 life points)

1082

...but the undercurrent is too strong, and try as you might you can't get into the right position. You smash into one of the rocks, splintering the branch to pieces. With no more support you are swept under in a cloud of crimson. (Lose 6 life points)

1083

...but the beast rears its head and a fury rises up in its eyes. It opens its mouth and launches a barrage of acidic saliva, burning through your armour and searing your skin. (Lose 4 life points)

1084

She looks up and wipes the tears from her face. "Have you seen Billy?" she starts. "I don't think so, what does he look like?" you reply. "About this high, grey fur, big horns. You know, goat-ish?" "Is Billy... a goat?" you reply. "You have seen him!" she squeals with joy. "Why not. He's waiting for you at home. Better hurry back!"

1085

It's a trap. It has to be. You turn to leave, but come face-to-face with another traveller. "What did you do to her?" she yells. "What? No, I didn't, it's-" but before you can explain she kicks you in the stomach. You're winded, barely able to get the words out as you watch her march into the clearing: "It's... a... traaap!" (Lose 3 life points)

1086

Even with your primitive tool you soon make the hole large enough to squeeze through. As you're half-way through you hear a panting by your ear. Craning your neck you find yourself face-to-face with a snarling wolf. It's hard to put up much of a fight with one hand and your weapon still stuck on the other side. (Lose 6 life points)

1087

Its ears prick up, then its eyes slowly open as it stares straight at you, full of rage. Was it something you said? The bear looks deeply offended as it lurches towards you. "Huargh?" you ask, but this only makes it angrier as it grabs you by the arm and attempts to separate it from your body. (Lose 5 life points)

1088

It gets noticeably darker as a huge section of cliff-side begins to peel away. You step backwards and watch the landslip until it comes to a rest at your feet. Atop the loose earth is a strange plant, miraculously unharmed by the fall. (Gain Mysterious Herb)

1089

Fortunately there are few obstacles in this part of the Forest, and you're able to walk straight ahead, following the valley for a while. The few loops and bends you encounter are easily negotiated, losing only a little time. (Become Composed)

1090

A head pops up from behind a bush some distance away. "Sorry!" it shouts. "It was an accident, just don't hurt me. Here, take this–you can keep it." A small cloth bag lands on the path in front of you, and you peer inside. (Gain Mysterious Herb)

1091

Your pack goes over first–you don't need it weighing you down now–and with a short run-up you launch yourself across the gap. You just about make it, but wind yourself when you land hard with your legs dangling, clawing at the turf to avoid slipping backwards. (Lose 3 life points, Become Flustered)

1092

A flaming beam bars your way. Without a second thought you grab hold and toss it to the side, but there is nobody else left in the building. You make it back out as the blisters begin to form on your hands. (Lose 3 life points)

1093

Out of the blue a huge kraken bursts forth, and lets out a terrible scream from its hooked beak. You quickly gather up some loose rope and lasso the creature, pulling it so tight that it can hardly move its tentacles, let alone attack. Satisfied, you continue to the opposite bank and sling the remaining rope over your shoulder. (Gain Rope)

1094

She approaches without hesitation and lunges, piercing your hand as you instinctively throw it up in defence. "Oww!" you shout in surprise. "Oh get over yourself," she replies, mercilessly yanking her foil from your bleeding palm. (Lose 6 life points, Become Distracted)

1095

...you rush the leader, but this isn't his first robbery: he sees the move coming even before you do. With a swift parry you are disarmed, then pushed to the ground and kicked all over until the gang's feet are too sore to continue. (Lose 4 life points)

1096

No matter how stealthily you move, you still radiate a vibrant life force in all directions. The long-lost souls awaken as it fills their senses like the morning sun, and there's nothing you can do when they move in to take it from you. (Lose 6 life points, Become Exhausted)

1097

No looking back, no looking down. You feel the wind in your hair as you hurl yourself up and over the edge. Everything seems to happen in slow motion until your feet touch the ground on the opposite side, when the world returns to normal.

1098

"It's a secret recipe" replies the pedlar, "passed down through the generations." You unstopper the bottle and take the tiniest of swigs. Your stomach rumbles, and promptly empties its entire contents onto the path. "If only grandfather's handwriting hadn't been so awful." she adds casually. (Lose 3 life points, Become Distracted)

1099

...but as you crest the hill you see another group heading straight for you. You dart backwards and forwards, caught between the two groups. With supreme agility you manage to avoid the horns, but are still battered and bruised by the huge beasts. (Lose 3 life points)

1100

It brings to mind fireside tales of the Forest's fruit, and how just one bite could end any hunger. Based on the toxic smell you can believe it, and begin to wonder if the legend had an element of truth, after all. (Become Vigilant)

1101

You veer into the bushes, forcing the watchman to dismount and continue on foot. He shoots past your hiding spot near the path, allowing you to loop back and search his pack for anything of use. Hello, this isn't an arrest warrant. (Gain Scroll of Passage)

1102

Without warning the hinges break free of the wall and the gates begin tilting towards you. You push against them with all your might, but gravity has taken over. Smash! The iron bars land on your chest like a sledgehammer. (Lose 5 life points)

1103

But the ground in here is damp, making the tap of the cane more of a squelch. You're so focussed on your footing that you miss the low stone roof, and smack your head on the hard rock above. (Lose 4 life points)

1104

You reach the well in a flash, but it is dry! Precious seconds wasted, and the flames are already rising higher. You curse and join the villagers in beating back the flames by hand. (Lose 2 life points, Become Exhausted)

1105

In the panic you become cornered against a sheer cliff. The edge of the stampede surges closer towards you, like the rising tide. There's no way to escape as you are crushed against the rocks behind. (Lose 5 life points)

1106

You bat the first wolf away with the blunt side of your sword. It lets out a yelp, but the others don't get the message. They leap at the same time, and with a single swipe you cut them both down. Defeated, they return to their den to nurse their wounds.

1107

The dog rips at the meat with its jaws, and you leave it to enjoy the meal. Only a few minutes later you hear it again. This time it bounds right up. "I don't have any more," you say. The animal looks you in the eye and remains at your heel. "Okay, so you're coming with me now?" (Gain Four-Legged Friend)

1108

You ride the serpent as it writhes side to side, up and down, but you will not be shaken. The creature soon tires, and even seems to forget all about you as it goes back to bathing in the sun.

1109

As you drift silently through the yard one of the graves catches your eye, forcing you to backtrack in disbelief. It can't be. You see your own name in stone! What could this mean? You quickly move on, desperate to put the cryptic warning far behind you. (Become Distracted)

1110

The tree recoils and groans. It must have encountered steel before. Defeated, it shuts its eyes and reaches for the sky once again, blending into the Forest as if nothing ever happened.

1111

"Hey," the man shakes his head, as if to clear it. "Have you come through the Forest?" You nod, hand on hilt. "Hey guys, this is a real adventurer, right here!" He points vaguely in your direction. "I bet you could use one of these right now!" (Gain Healing Potion)

1112

"May I be of some assistance?" you ask, with all the charisma you can muster. The maiden looks at you with daggers. "What makes you think I need your help?" she replies curtly. "Well, I thought, maybe, out here, you, perhaps–" She slaps you hard on the cheek and storms off. (Lose 2 life points, Become Flustered)

1113

It feels as if the beating of your own heart will give you away as it tries to burst out of your chest. Twang! Your foot catches on something and you hear a brief scurrying overhead, before feeling the arachnid's monstrous weight descend. (Lose 6 life points)

1114

You let out a little chuckle to yourself, more than a little pleased with your quick thinking. A few paces on you notice a hat lying on the sand, and shudder at the thought of what might lie beneath. Belongings are scattered everywhere in desperation, poor soul. Still, finders keepers! (Gain Spirit Compass)

1115

The bear looks unsettlingly in your direction. "Groargh?" you add. It starts lumbering towards you with a glint in its eye. Only after several hours of rib-crushing cuddles so your realise that you may have confused the word for "help" with the word for "love". (Lose 4 life points, Become Exhausted)

1116

"Hello?" you call up. The tree looks puzzled. "I mean you no harm." The tree starts to laugh. After a moment you join in, but it doesn't like that at all. Without warning a huge branch comes crashing down on your head. (Lose 5 life points)

1117

...but you are not a tree, and the buffalo know it. They hardly even register your presence as you are battered and drowned beneath a torrent of hair and hoof. (Lose 6 life points)

1118

Snap! You've dug no more than a few inches when the implement gives way. This is going to be tougher than you expected. Much later, caked in mud and with no strength left in your hands, you manage to squeeze through the tiny gap. (Lose 3 life points, Become Exhausted)

1119

You clap your hand to your mouth in horror as you pass the various creatures of the Forest that have fallen victim to the great predator: birds, rabbits and even small hogs have all been ensnared. But not you. Not today. (Become Distracted)

1120

As she runs towards you, sword flailing, you take hold of your opponent's arm and throw her clear across the path into a muddy ditch. She eventually resurfaces, covered head-to-toe in muck, and doesn't seem quite so keen for a second round. (Become Fearless)

1121

You've never experienced anything quite like it. Slowly and skilfully you steer the beast to the edge of the herd and bring it to a halt. As you dismount you notice it's a female–and you've heard Forest buffalo milk is quite delicious. (Gain Healing Potion)

1122

You're so busy watching the old man in pursuit that you fail to notice the large hole in the middle of the bridge, and drop straight through into the river below. "I warned you!" he shouts. "These adventurers, always in such a hurry." (Lose 3 life points)

1123

...but the snake can see you perfectly well. It launches from its coiled position and swallows you in a single bite. It's dark and cramped inside, but you've been in worse dungeons. (Lose 5 life points)

1124

You sniff the air again. What is that? You kneel on the ground and bring your nose closer to the smashed-up fruit, taking in a big lungful. Your head starts spinning. Perhaps you should lie down, just for a little while. (Lose 3 life points, Become Distracted)

1125

You press your body tight against the wall to use it as shelter, but this is no ordinary rock slide. A huge landslip comes sliding down the cliff face, burying you up to your armpits in tonnes of earth. (Lose 6 life points)

1126

Suddenly, the undead rise from their graves all around. They're shuffling in from all directions. There's no way out and then... they start to clap? What follows is the strangest dance you've ever seen, but it doesn't take you long to pick it up and join in.

1127

A narrow slot opens in the door. Two eyes look accusingly over your shoulders, left and right, before the opening slams shut. You hear a scraping sound just as a trapdoor opens beneath you, sending you plummeting into the stagnant water below. (Lose 4 life points, Become Sluggish)

1128

...but as you squint to trace out the way to the exit you lose track of your footing, and clumsily fall backwards off the wall. You land heavily on the stone floor, and as your mind focuses on the pain you forget everything you just saw. (Lose 6 life points, Become Distracted)

1129

"You've got to be kidding..." says the keeper, feigning insult. "I've just had it repointed! It's worth 2 if it's worth a shekel." "All right, all right" you reply, as he snatches the coins from your hand and disappears.

1130

You swing around behind the tree, out of sight, but just then feel a tugging on your foot. The creeping roots have pinned you to the spot! The oak winds back and hits you on the back like a tonne of bricks. (Lose 5 life points)

1131

Behold, a ghoul emerges from the crypt ahead. "Back, foul abomination!" You present the magical symbol at arm's length, waving it in the creature's face– but it has absolutely no effect. The ghoul grabs your arm, undeterred, and takes a big bite. (Lose 5 life points)

1132

After a while the crawling motion begins to feel more natural. You're able to relax into the second half of the crossing, which seems to take only half the time. (Become Focussed)

1133

...but the beast simply tramples them as it continues to advance. It must already have a taste for human flesh. Its dead eyes remain expressionless as the teeth sink deep into your calf, leaving a wound that feels like it will never fully heal. (Lose 6 life points, Become Sluggish)

1134

The snarl gradually turns to a smile. A single, narrow branch reaches out towards you, probing gently. Suddenly, and without warning, the tree thrusts the point into your abdomen. The splintering wood stings more than any blade. (Lose 6 life points)

1135

You're sitting on a log when you hear a nearby voice: "Hello there!" The traveller comes closer, their weary face illuminated by the small fire. "Do you know the way to the village?" You point straight ahead. "I thought so! Please, take this as thanks." (Gain Gold)

1136

The shadow grows larger, then bursts from the water mere feet from the tiny boat. Tentacles and claws flail everywhere. Without hesitation you lift up the oar and bash the creature hard on the head. All its limbs shoot up in fright, then it slowly sinks back down into the deep. (Become Fearless)

1137

You find a tree and begin to climb, but in your panic you choose a rotten branch and snap! You are sent tumbling back into the strangling green vapour. (Lose 6 life points)

1138

As you leap over a log you catch your arm in the web, It's stuck fast! You feel the vibrations amplified as the hunters approach, and draw your sword just in time. You fight relentlessly with your free hand, but still suffer several painful bites from the smaller spiders at your feet. (Lose 3 life points)

1139

A sinister voice bellows from the well. "Heads or tails?" You peer in, but it is empty. "Heads?" you hesitate. "Wrong!" laughs the voice, maniacally. You feel a tickling, then a wrenching–it feels like someone is trying to extract your spine. You fall to the ground in agony as a furry tail sprouts from your lower back. (Lose 4 life points, Become Distracted)

1140

When the air finally clears you find yourself in an unfamiliar place, the very trees having shifted and changed all around you. It takes you several more hours to find the road again. (Lose 2 life points, Become Confused)

1141

You can see the rage double in the monster's eyes as you pick up its precious young. It begins to claw at the ground, as if preparing to charge. Perhaps this wasn't the best idea. (Lose 3 life points)

1142

It works! Despite the weight of the ironwork you are able to lift it high enough to insert a wedge. You clamber underneath, and once safely through you knock out the wedge so that the gate drops down again. Nobody will be following you this way.

1143

You freeze at the sound of approaching footsteps. Heavy boots trample the vegetation mere inches from your face. They plod up to where you were just standing, sigh, and yank the arrow from the tree. "Looks like soup again tonight, boys." (Become Focussed)

1144

What a haul! The smell reminds you of home for some reason. Ah, yes: it's exactly like the potions the farmers use to keep wild beasts away from their crops. Maybe this could be useful? (Gain Beast Repellent)

1145

After a few false starts you come across what looks like a trail through the brambles, perhaps trodden by the creatures of the Forest. All the more reason not to hang around!

1146

It works! You feel the freshness of the air above on your lungs, but it is only short-lived. Soon the fog has risen past your apparatus. You can't see anything through the thick green air. You take one final gulp through the snorkel, and hope desperately that it will not be your last. (Lose 3 life points)

1147

One lands on the tip of your nose, making you go cross-eyed as you watch it carefully. It sits for a moment tasting the salt on your skin, then flies off harmlessly. You breathe a sigh of relief as the others return to their business. (Become Composed)

1148

After two days you begin to doubt whether that sense was something to be relied upon. Tired and mentally drained, you eventually find your way out by trial and error. Even out in the open you can feel the walls still enclosing your fragile mind. (Lose 4 life points, Become Confused)

1149

The pot does smell good, so you move in for a good sniff. As the fumes hits your sinuses the world around you starts to turn bright purple at the edges, and that's the last thing you remember. (Lose 4 life points, Become Confused)

1150

The dog just stands and watches, then you hear it too. A low grumble comes from the direction of the impact, followed by a huge bear rising up on its hind legs. What are the chances! The animal closes quickly and gives you a big thump to the chest in retaliation, then plods off. (Lose 4 life points)

1151

A little while later you're looking back through the hole from the other side, free at last. Examining the rest of the mechanism you spot something useful. At least this wasn't a complete waste of time. (Gain Rope)

1152

It takes only a few minutes to dig an opening in the soft ground, deep enough for you to escape. Looking back at the hole you laugh, imagining the look on the trapper's face when they see it. (Become Confident)

1153

You shimmy up the tall trunk and risk a glance back down. Your heart is in your throat. You swallow it and bravely let go of the tree, but your grip is not strong enough! You slide quickly back down the vine, the friction burning your hands. (Lose 3 life points)

1154

The horse bucks without warning, giving you all the time you need to make good your escape. By the time the watchman has it back under control there is no sign of you but for a cloud of dust and trampled ferns.

1155

You cut the thread at your feet with a single blow, then quickly brace your sword by your side. Just as you planned, the spider lowers its huge body directly onto the tip, then recoils in surprise. It stumbles around for a moment, seemingly with no control of its legs, before scrabbling off into the bushes.

1156

The clods of earth and small rocks rain down upon you. You must be standing in the worst possible position! When the hail finally stops, your back and shoulders are left with more bruise than skin. (Lose 3 life points)

1157

...but your movements only increase the speed of your descent. Soon you are exhausted, utterly unable to fight back. You have no choice but to wait for the Forest to claim the rest of your body. (Lose 4 life points)

1158

The dog returns mere moments later, but there's no sign of the stick. You pick up another and launch it the other way. Again, she returns empty-jawed. You're certainly not going to stand around here all day if she doesn't even know how to play the game properly!

1159

As you sneak through the borders, out of nowhere a vine whips around your neck. On the other end is a huge carnivorous plant ready to swallow you up. It begins to tighten, but you're able to slash through it before you completely run out of air. (Lose 3 life points)

1160

Her long, flowing hair cascades over her breast like... a horse's tail? The figure pulls back their hood to reveal the weathered, toothless face of an outlaw, complete with wig. He head-butts you as your guard is down and escapes with a few trivial items. (Lose 4 life points)

1161

"Well," says one of the men, "hows about -hic- one for the road?" He holds out a bottle of what smells like stale urine. "That'll put some hairs on yer chest!" he says, laughing heartily at your disgusted expression. (Gain Healing Potion)

1162

The bear looks at you in confusion. "Grgrgg..." it says weakly. "Are you sure? It looks quite bad from here," you reply with genuine concern. "Hmph grumph." "Okay, well I'll leave you some food just in case." After placing the supplies within reaching distance you set off once more. There's just no helping some people.

1163

"Hello?" you call out. No response. You pronounce your next words deliberately. "Would you–" "Excuse me," the tree interrupts in a slow, booming voice, "you caught me by surprise. Best you keep moving. It's not safe for you here." (Become Vigilant)

1164

"Well let's see who can arrest who first, shall we?" he says, rolling up his sleeves to reveal veined, muscular forearms. It's all over before you even have a chance to unbutton your cuffs. (Lose 5 life points)



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QUEST



BLACKWOOD HOLD

The castle lies silent, torches extinguished. You look back over the narrow bridge and watch the last of the minions flee into the Forest, leaderless. You feel the weight of the Dark Prince's mask in your pack and on your mind. At least it's in safe hands, for now.

Gain the Champion's Mask artefact to start

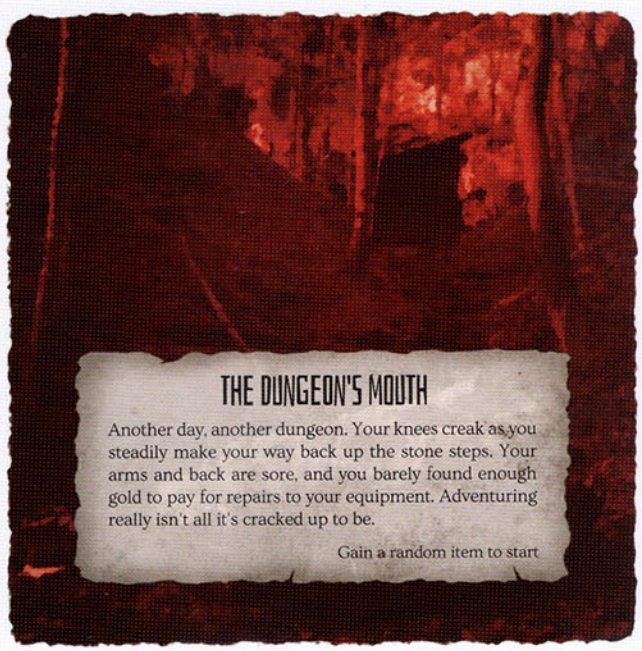
CONGRATULATIONS, YOU MADE IT HOME!

To find your ultimate fate, add up the party's remaining life points, then add 5 for each unused item and 10 for each unused artefact.

Final Score = Remaining Life Points + (Unused Items x 5) + (Unused Artefacts x 10)

Use this score to locate the final outcome in the table below, then look up the corresponding paragraph in the story book.

Points	One Survived	Some Survived	All Survived
1-5	990	592	430
6-10	309	832	120
11-19	781	825	235
20+	746	938	46



THE DUNGEON'S MOUTH

Another day, another dungeon. Your knees creak as you steadily make your way back up the stone steps. Your arms and back are sore, and you barely found enough gold to pay for repairs to your equipment. Adventuring really isn't all it's cracked up to be.

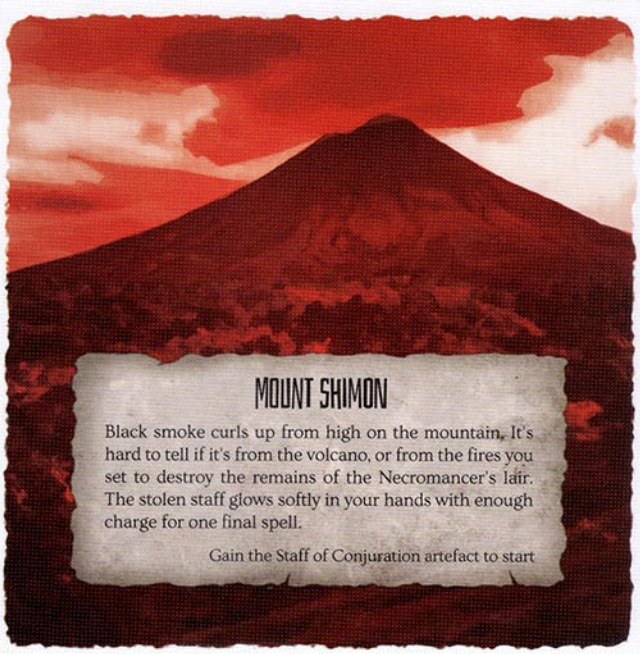
Gain a random item to start



ITZAMATUL TEMPLE

You emerge into the light just as the tunnel collapses, all life finally strangled from the crumbling temple by the encroaching Forest. All doubts you had about the Amulet's powers are swept aside as you look down at the fragile artifact, finally in your grasp.

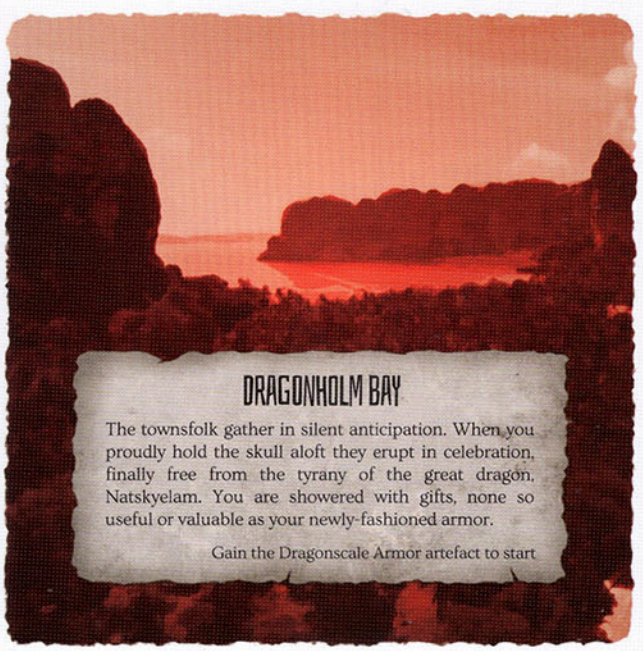
Gain the Ancient Amulet artefact to start



MOUNT SHIMON

Black smoke curls up from high on the mountain. It's hard to tell if it's from the volcano, or from the fires you set to destroy the remains of the Necromancer's lair. The stolen staff glows softly in your hands with enough charge for one final spell.

Gain the Staff of Conjuration artefact to start



DRAGONHOLM BAY

The townsfolk gather in silent anticipation. When you proudly hold the skull aloft they erupt in celebration, finally free from the tyrany of the great dragon, Natskyelam. You are showered with gifts, none so useful or valuable as your newly-fashioned armor.

Gain the Dragonscale Armor artefact to start


FOREST OF FATE
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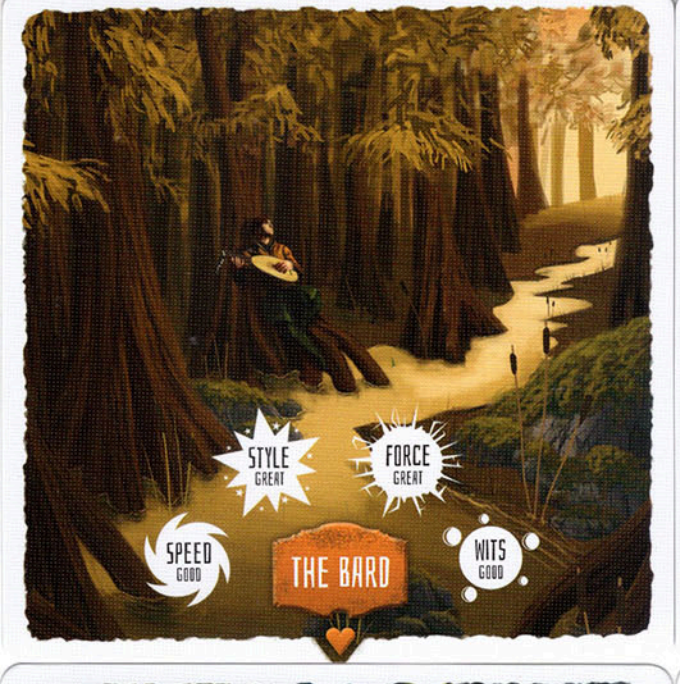

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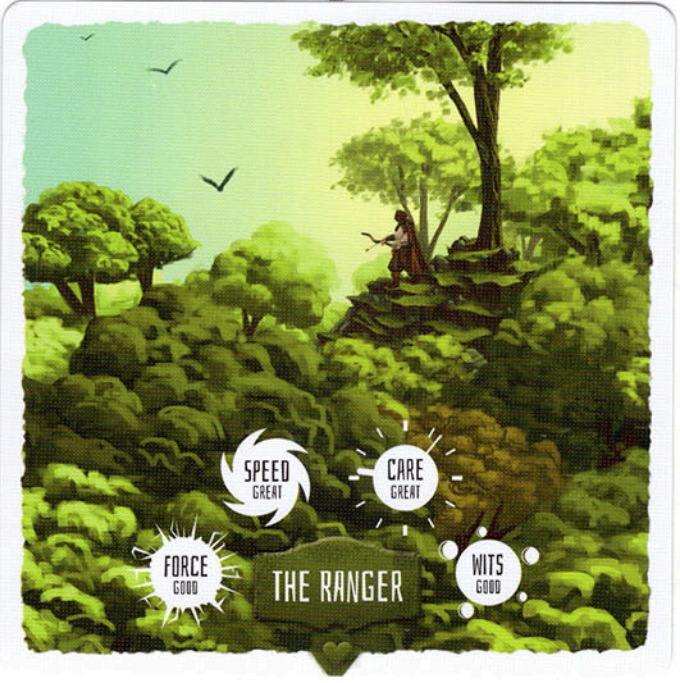

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FERRY CROSSING

A wide lake opens out in front of you, introduced by a jetty attached to a precarious floating shack. A ferry appears moored at the far end.

Bypass using Scroll of Passage 37



TRAPPED

Twang, what was that? A tripwire! Four walls spring up to enclose you, their barbed tops blocking your only means of escape. Somebody must have heard the crash, somebody must be coming...

Bypass using Skeleton Key 819



THE DARK WEB

Something tickles your face. You flinch and bring your hands up to a fine, sticky thread. On the ground looms a vast, eight-legged shadow...

Bypass using Flaming Torch 988



THE SWARM

Something large buzzes past your ear. There it is again. You swat at the creature, missing, when your eye catches the house-sized nest hanging no more than an arm's length from your face.

Bypass using Flaming Torch 39



MAKE A WISH

An abandoned well sits by the side of the road, covered in thick vines. Below the surface lies a shimmering layer of gold coins, though you can't imagine who would have placed them here.

Bypass using Rope 904



THE SERPENT

Such strange tracks, like no animal you've ever seen. You are jolted by a sudden hissing sound, and spin around to find yourself faced with a giant snake. It must be thirty feet long!

Bypass using Beast Repellent 582



THE TRAVELLING APOTHECARY

A rickety wagon coming in the opposite direction slows as its driver greets you. "What a weary band, why I have just the thing to put the vigour back into your step!"

Bypass using Gold 914



THE LATE SHIFT

The road is more regularly used here. Following the worn tracks you find a small outpost, manned by a couple of fresh-faced young guards who seem quite alarmed by your approach. "Halt, who goes there?"

Bypass using Skeleton Key 218



THE LOST HOUND

Is it your imagination? For the third time you hear the pitter-patter of tiny feet behind you. You turn quickly and come face-to-face with an old stray, sat patiently in the middle of the path with its tail wagging excitedly.

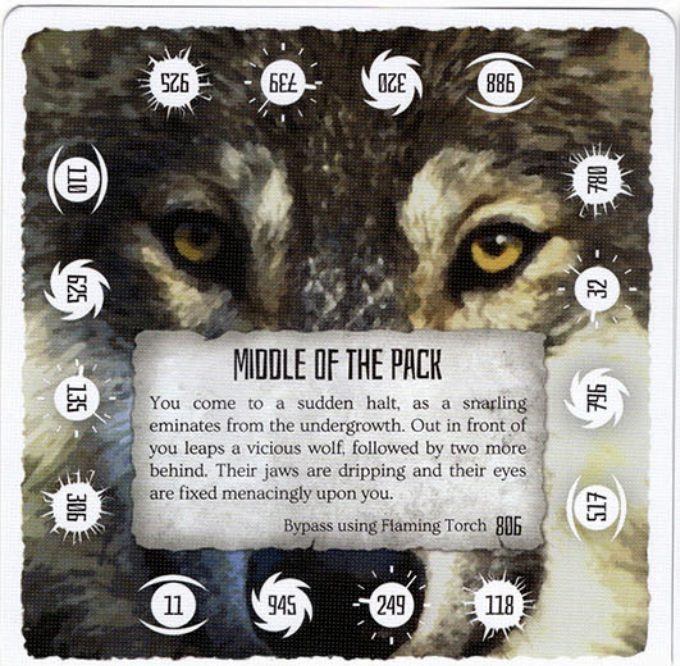
Bypass using Beast Repellent 960



THE WANDERING OAK

That's strange. Although the wind has dropped, the trees here are still creaking loudly–almost as if talking to one another. Just then a branch takes a swipe at you. You spin to find a knarled, wooden face staring back at you intently.

Bypass using Mysterious Herb 203



MIDDLE OF THE PACK

You come to a sudden halt, as a snarling eminates from the undergrowth. Out in front of you leaps a vicious wolf, followed by two more behind. Their jaws are dripping and their eyes are fixed menacingly upon you.

Bypass using Flaming Torch 806



ALL LOCKED UP

Rising up in front of you is a high stone wall, broken only by an ancient iron gate. Rust bites hard at the creaking hinges but the padlock barring your way is surprisingly sturdy. You can see no way around except for a treacherous climb over the waiting spikes.

Bypass using Skeleton Key 631



FRUITS OF THE FOREST

The ground is stained bright yellow with the pulp of a hundred or more fruits, fallen from the boughs just above your head. They look so round and succulent, and it's so long since you ate...

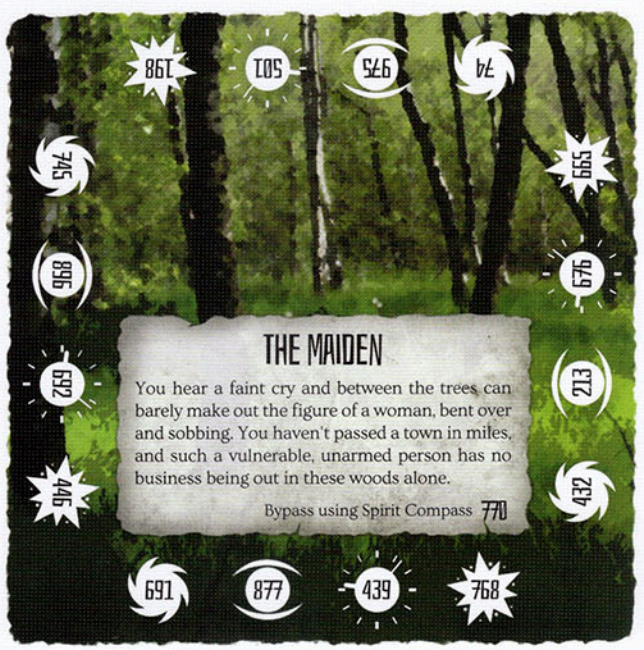
Bypass using Four-Legged Friend 943



THE ADDLED LADS

What is that racket? As you round the bend you're greeted by the swinging sign of The Black Chance. Three jolly men sit on a log not far away, bottles firmly in hand. "Eh, why don't youse come and join us for a sing-song?"

Bypass using Mysterious Herb 421



THE MAIDEN

You hear a faint cry and between the trees can barely make out the figure of a woman, bent over and sobbing. You haven't passed a town in miles, and such a vulnerable, unarmed person has no business being out in these woods alone.

Bypass using Spirit Compass 770



STAMPEDE

Out of nowhere all the birds around you take flight as the earth emits a low rumble. Putting your ear to the dirt you hear the sound of many hooves, and they seem to be drawing closer.

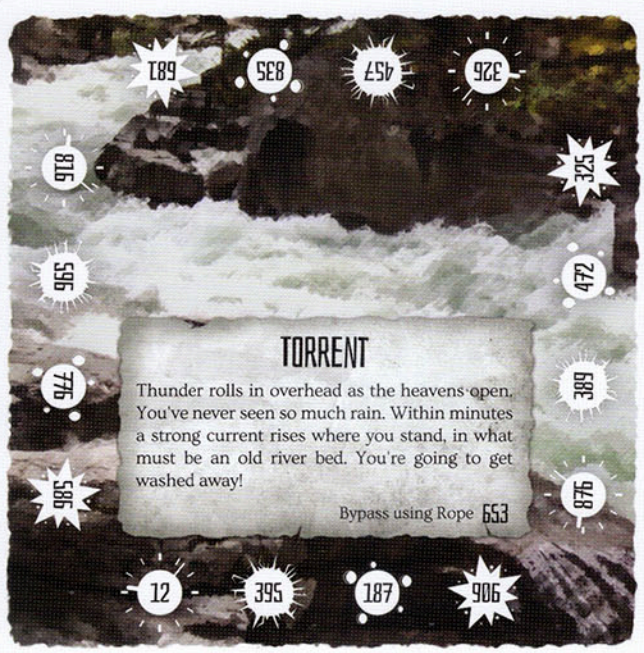
Bypass using Beast Repellent 772



THE HUNTER

Thwack-twaang! The sound of an arrow striking a tree trunk–but where did it come from? You look all around for the owner but hear only a distant rustle coming from the bushes.

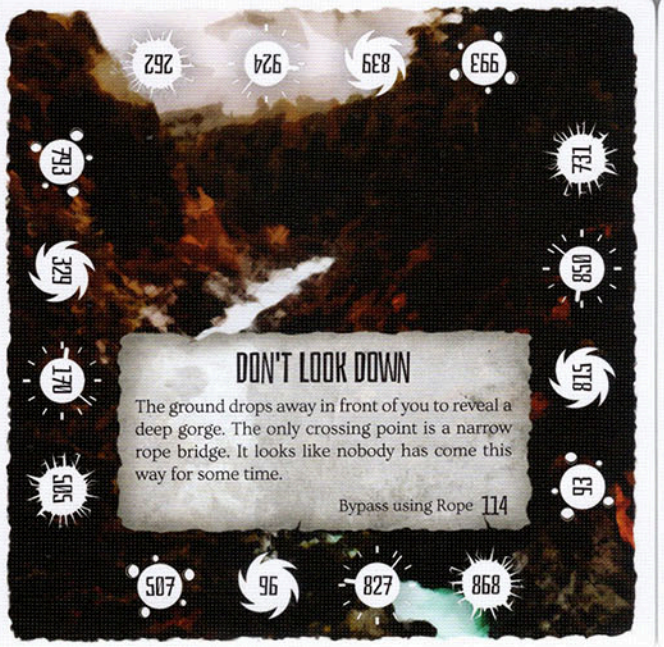
Bypass using Four-Legged Friend 853



TORRENT

Thunder rolls in overhead as the heavens open. You've never seen so much rain. Within minutes a strong current rises where you stand, in what must be an old river bed. You're going to get washed away!

Bypass using Rope 653



DON'T LOOK DOWN

The ground drops away in front of you to reveal a deep gorge. The only crossing point is a narrow rope bridge. It looks like nobody has come this way for some time.

Bypass using Rope 114



COLD-BLOODED KILLER

Reptilian footprints as large as treestumps dot the path ahead. Maybe there is a nest nearby? Suddenly you hear a roar and spin just in time to see the giant lizard, poised for attack.

Bypass using Beast Repellent 144



RAINING EARTH

Your path takes you far down into a natural gulley, flooded with shallow water. The walls rise up high on either side, blotting out almost all sunlight. You hear a shuffling and look up–it's a rock slide!

Bypass using Four-Legged Friend 722



A BEAR IN NEED

By the side of the path you encounter a badly wounded bear. It looks as if its leg was caught in a trap, but it somehow managed to break free. You want to help, but you must remember this is a dangerous animal.

Bypass using Mysterious Herb 891



POISON FOG

An eerie silence comes over you, the only sound the squelching of your feet. It's not until you are hit by the acrid smell that you notice the stifling green cloud rising past your waist...

Bypass using Scroll of Passage 872



MASTER OF SWORDS

You receive quite a shock when a shadowy figure suddenly drops to the ground in front of you, seemingly out of nowhere. "Aha!" she snaps, "I am the Master of Swords, and I challenge you to a duel."

Bypass using Skeleton Key 524



HEAD IN THE CLOUDS

The weather is on the turn, and soon a heavy fog descends. You can hardly make out the path in front of you, but the higher ground to your left seems clear. You suspect it will give a better viewpoint to survey the way ahead.

Bypass using Spirit Compass 674



TROUBLE BREWIN'

Whisps of strange-coloured smoke rise between the trees ahead, and as the vegetation parts you catch sight of a thatched roof. An old crone is sat outside, doing something with a large pot.

Bypass using Mysterious Herb 645



TAKING A TOLL

A banner flies above a small, stone hut. The wonky chimney is puffing away next to a sign reading "TULL." From the creaking wooden door shuffles an elderly man. "3 gold pieces to pass!" he croaks.

Bypass using Gold 267



INFERNO

First you smell the smoke, then you see the flames. The village ahead is on fire! The nearest house looks ready to collapse and there are cries coming from a hut further up the road.

Bypass using Four-Legged Friend 689



LEAP OF FAITH

Your path comes to an abrupt stop at the edge of a narrow ravine. You peer over the edge for a better view, and notice some overhanging tree roots off to one side. They might just be strong enough to swing across.

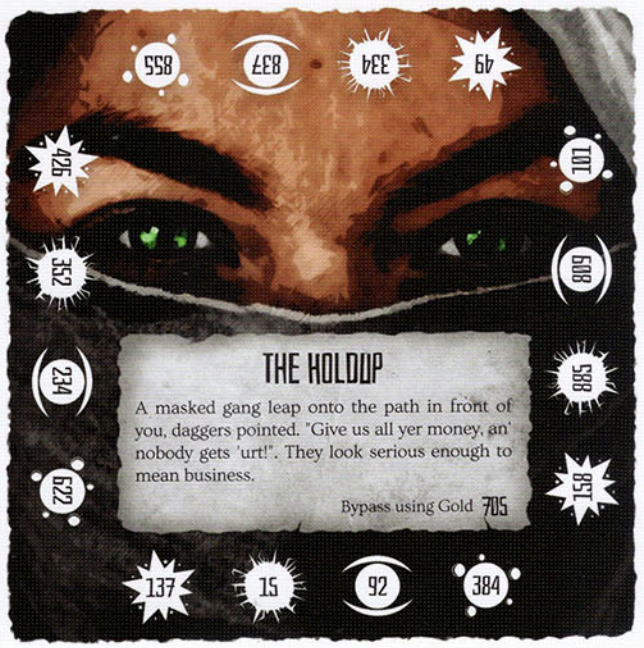
Bypass using Scroll of Passage 951



OVERGROWN

The path narrows as vegetation closes around you on all sides. Thick, thorny brambles block the way ahead. It looks as if they had sprung up overnight–or perhaps they are still growing?

Bypass using Scroll of Passage 792



THE HOLDUP

A masked gang leap onto the path in front of you, daggers pointed. "Give us all yer money, an' nobody gets 'urt!". They look serious enough to mean business.

Bypass using Gold 705



DEEPER UNDERGROUND

Behold, a huge cavern gapes ominously in the cliff-side ahead. Is that daylight I see at the other end?

Bypass using Flaming Torch 949



SINKING FEELING

As you stand motionless, watching the clearing ahead, you notice that the trees all around are rising up at an impossible rate. It's only when you feel the cold damp around your ankles that you realise-you've strayed into quicksand!

Bypass using Rope 700



HAUNTED GRAVEYARD

Stepping over a low stone wall you find yourself in an ancient graveyard, surrounded by pale stones, cracked and forgotten long ago. A feeling in the pit of your stomach tells you this is no place to linger.

Bypass using Spirit Compass 19



IN THE NAME OF THE LAW

"Halt!" comes the cry. "I have a warrant for your arrest!" The night watchman looks serious as he gallops towards you, towering over you on his impressive mount.

Bypass using Gold 947



THE LABYRINTH

You come to an unlocked gate marked with a singular warning: "Know this path or be lost." The twisting stone corridor beyond marks the beginning of a vast maze.

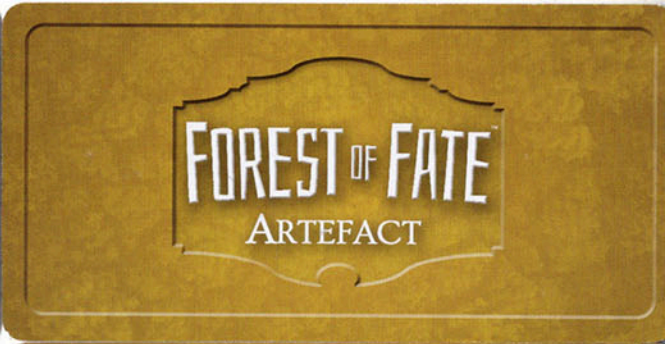
Bypass using Spirit Compass 58

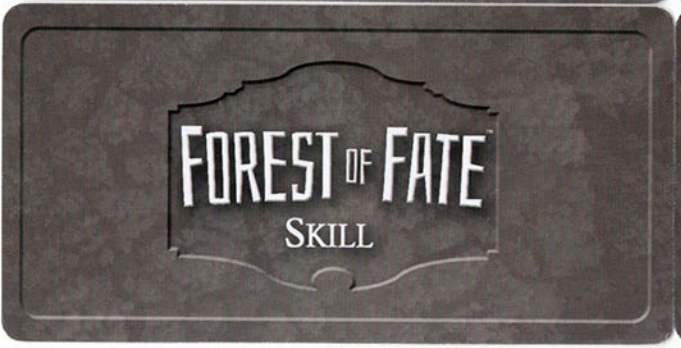

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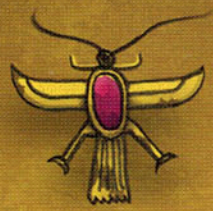

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ARTEFACT



ANCIENT AMULET

Restore up to 3 life points to each member of the party, and remove all negative statuses. Cannot revive fallen characters.

+ 10 victory points



STAFF OF CONJURATION

Instantly gain any item required to bypass the current encounter.

+ 10 victory points



CHAMPION'S MASK

Become Epic at any skill for a single encounter, including skills your character cannot ordinarily use.

+ 10 victory points



DRAGONSCALE ARMOR

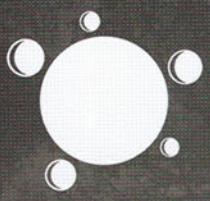
Shield the whole party against all damage for the next encounter.

+ 10 victory points



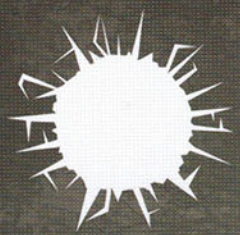
SPEED

There's no time to spare. You move with dexterity, acting or reacting as quickly as you can to steal the initiative or gain a head-start.



WITS

Think fast and solve the problem using brains over braun. You cleverly outsmart your opponents, look for a weaknesses or draw on past experience.



FORCE

Headstrong to the very end. You're straight shooting and not afraid to apply brute strength. Given a big enough lever you'll be able to break anything.



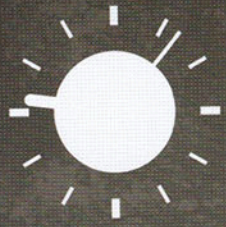
GUILE

Nobody else plays fair, so why should you? You'll lie, cheat and steal to gain the upper hand–and when all else fails, you can always try hiding.



STYLE

All eyes are on you, so this better be good. You use your charm to dazzle, seduce or bemuse, or laugh in the face of death with a flashy stunt.



CARE

Pay attention to the details and take your time. You act with caution and vigilance. If a job's worth doing, it's worth doing right.


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SKELETON KEY

They say that such a key can open any lock made by human hands. You should hold on to this one tightly.

+ 5 victory points



COILED ROPE

Every adventurer needs a bit of rope and now you have one. You never know when it might prove useful.

+ 5 victory points



MYSTERIOUS HERB

A incredibly rare plant, only found deep in the Forest. Nobody is entirely sure of its effects.

+ 5 victory points



SCROLL OF PASSAGE

A powerful magic scroll that provides a safe path through an otherwise impassable natural obstacle.

+ 5 victory points



HEALING POTION

Restore up to 5 life points and remove any negative statuses from one character. Cannot revive fallen characters.

+ 5 victory points



FOUR-LEGGED FRIEND

You've gained a loyal companion, who knows the ways of the Forest better than any human.

+ 5 victory points



GOLD

It's not going to make you rich, but this sack of coins could make all the difference in your next encounter with the locals.

+ 5 victory points



BEAST REPELLENT

Nothing keeps the nasties away quite like this potent mixture.

+ 5 victory points



SPIRIT COMPASS

Navigating just got easier! By some occult mechanism this device always points in the right direction.

+ 5 victory points



FLAMING TORCH

No more fumbling in the dark: now you have a flaming torch to light your way and fend off creatures of the night.

+ 5 victory points

1 2 3 4 5 6 7 8 9 10

THICK-SKINNED

Reduce any damage you personally receive when facing an encounter by 1 life point, and ignore any negative statuses. Does not reduce damage incurred by taking the long way around.

This is a passive ability which applies at all times

1 2 3 4 5 6 7 8 9 10

ARCANE RITUAL

Revive a character by transferring any number of life points from each of the survivors, including at least 1 from yourself. You must have at least 2 life points to perform the ritual, and at least 3 life points must be transferred in total. Each character may only be revived once.

Use this ability at any time

1 2 3 4 5 6 7 8 9 10

SECOND SIGHT

The previous encounter happened only in a vision. Rewind all its effects then play that encounter again, this time choosing a safer path. Costs 2 life points, and you must have at least 4 life points to use the sight. May only be used once per encounter.

Use this ability after an encounter

1 2 3 4 5 6 7 8 9 10

HEROIC BLOCK

Halve any damage taken by the target during the current encounter (rounding down). Costs 2 life points, and you must have at least 2 life points to carry out a block. Do not take the long way around.

Use this ability during an encounter, after the outcome is revealed

1 2 3 4 5 6 7 8 9 10

TRANSMOGRIFY

Destroy any item to heal one character by 3 life points. Destroy any artefact to heal one character by 6 life points. Healing also removes any negative statuses from that character. You must have at least 3 life points to perform the spell.

Use this ability at any time

1 2 3 4 5 6 7 8 9 10

PROPHECY

Name any two skills. If the next encounter offers both, temporarily boost those skills by one level for all characters. If the encounter offers neither, all skills are temporarily reduced by one level for all characters. You must have at least 3 life points to read the prophecy.

Use this ability before an encounter

1 2 3 4 5 6 7 8 9 10

SCOUT AHEAD

Choose a skill card at random. If you are Great at the chosen skill, discard the final encounter card and move The Finishing Post one step closer. If you are Good, there is no effect. Otherwise lose 3 life points. You must have at least 3 life points to attempt to scout ahead.

Use this ability between encounters

1 2 3 4 5 6 7 8 9 10

SOUL-BINDING BALLAD

Temporarily boost the target's chosen skill by one level. If the encounter is failed, any damage taken by the target is also dealt to you. Costs 1 life point, and you must have at least 4 life points to perform. Do not take the long way around.

Use this ability during an encounter, before the outcome is revealed

1 2 3 4 5 6 7 8 9 10

SEARCH FOR LOOT

Choose a skill card at random. If you are Great at the chosen skill, instantly gain a random item. If you are Good, there is no effect. Otherwise, lose 3 life points. You must have at least 3 life points to attempt a search.

Use this ability at any time

1 2 3 4 5 6 7 8 9 10

SOUND THE ALARM

Before the second part of an outcome has been read, you may pull any character back (including yourself) to try again with a different character or skill. Do not read the final part of the outcome. Costs 1 life point, and you must have at least 2 life points to sound the alarm.

Use this ability during an encounter, as the outcome is being revealed

1 2 3 4 5 6 7 8 9 10

CELEBRATORY DANCE

Each time you personally succeed in an encounter that you've faced (by taking no damage), draw a skill card at random. All other characters with that skill gain 1 life point each. You must have at least 3 life points to begin the dance.

Use this ability after an encounter, if you faced it and took no damage

1 2 3 4 5 6 7 8 9 10

SWITCHEROO

Exchange any item held by the party for another, drawn at random from the deck. Once drawn, the item must be exchanged. Costs 1 life point, and you must have at least 3 life points to make the switch.

Use this ability at any time

ABDUCTION

Swap out the victim for any other character able to use the same skill. The new victim must now take on the current encounter using that skill. If no other characters are available, take 1 life point from any character with at least 2 life points remaining.

Use this ability after correctly guessing which skill the party will use next

POSSESSION

Immediately change places with the victim, exchanging characters, statuses, abilities and life points. The other player becomes the shade, while you face the current encounter and continue on in their place.

Use this ability after correctly guessing which skill the party will use next

EVIL CURSE

Choose a random negative status from those that affect the victim and apply it to the victim immediately.

Use this ability after correctly guessing which skill the party will use next

ASTRAL INTERFERENCE

Replace the victim's chosen skill with another, drawn at random from all other available skills.

Use this ability after correctly guessing which skill the party will use next

WICKED HEX

Prevent the party from using any abilities, items or artefacts until the end of the next encounter.

Use this ability after correctly guessing which skill the party will use next

SHADOW BLADE

Double any damage taken by the victim for the current encounter.

Use this ability after correctly guessing which skill the party will use next

PHANTOM STEAL

Take an item or artefact of your choice from the party at the end of the current encounter. If none are available, take 1 life point from any character who has at least 2 life points remaining.

Use this ability after correctly guessing which skill the party will use next

CURSED REFRAIN

Temporarily reduce the victim's chosen skill by one level.

Use this ability after correctly guessing which skill the party will use next

SPECTRAL TRAP

Choose a random, unused encounter and place it at the end of the path, moving The Finishing Post one step further away.

Use this ability after correctly guessing which skill the party will use next

AMNESIA

After the current encounter the victim is no longer able to use that skill for the rest of their journey. Accidentally using a forgotten skill incurs an instant penalty of 2 life points. Any previously-forgotten skills (for all characters) are remembered the next time amnesia strikes.

Use this ability after correctly guessing which skill the party will use next

PETRIFY

Choose any surviving character. That character will be unable to act for the duration of the next encounter, including using their ability. The last surviving character cannot become petrified.

Use this ability after correctly guessing which skill the party will use next

DARK PRESENCE

All characters receive a negative status affecting one of their Great skills, if they do not already have one. The victim applies the status as usual. All other players are affected only for the next encounter.

Use this ability after correctly guessing which skill the party will use next

THE QUEST MAY BE OVER, BUT THE STORY HAS JUST BEGUN...

funded with KICK STARTER

- Form a party of up to six **unique characters** and brave your way home through the Forest, together.
- Choose your own path, facing down **danger at every turn** - no two journeys will ever be the same!
- Defy beasts, bandits and the Forest itself, with dozens of encounters and hundreds of **surprising outcomes**.
- Use **individual skills and abilities** to face the threat, then delve into the story book to find out what happened next.
- When the going gets tough, use **legendary artefacts and items** you find along the road to your advantage.

Don't imagine this will be easy. The Forest is a dangerous place, and it's possible some of you will not make it back. It's possible that none of you will make it back. Fail, and a shocking twist of fate awaits you...

CONTENTS

1 Rulebook, 36 Encounter cards, 6 Character cards, 12 Skill cards, 12 Ability cards, 12 Status cards, 5 Quest cards, 10 Item cards, 4 Artefact cards, 1 The Finishing Post card. This game also requires a free Story Book to play. You can access the digital edition, compatible with all modern smartphones, or print your own via our website.

https://fate.cards







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Warning! Not Suitable for children under 36 months

MADE IN CHINA





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