

# New Lone Wolf Legendary Fights

## FAQ

This section is meant to supplement a battle in the Lone Wolf gamebook series. You will be told the creature's name, which book it is in, and from which section in that book to turn to these special sections. From that point on, until the battle is over, you should use these special sections.

The rules for these combative sections differ slightly from normal combat. Do not generate a Combat Ratio for these fights. You won't be given the enemy's COMBAT SKILL. You will be instructed in the text when to roll for damage, at what Combat Ratio to do so, and for how many rounds. Do not add bonuses to this ratio unless instructed to do so by the text. Abilities you would normally use in combat, like Weaponskill and Mindblast, and Special Items like the Sommerswerd, will be worked into these combats in other ways. However, items that affect your ENDURANCE total, like Chainmail and Helmets, should still be used as normal.

The choices you make, and your natural abilities, will influence how difficult the fight is. Since you are considered to be in combat for the duration of these sections, you do not restore ENDURANCE points as per the Healing ability, nor can you use items unless instructed to.

As usual, combat will end when one opponent's ENDURANCE total reaches 0 or lower. However, there may be other ways to end combat, if you make the right (or wrong) choices.

Also, as this has been often asked, the following are all the two-handed weapons in the game:

- Broadsword
- Quarterstaff
- Spear
- Bow

For the purposes of these sections, the Sommerswerd counts as a two-handed weapon.

Zipp Vulcity Dementia

## The Gourgaz Nogjat Ruzzar, Leader of Gorakim Giak Troop (*Flight from the Dark*)

*This battle takes place in Flight from the Dark. When instructed to turn to **section 255** in your book, turn here instead. See the attached FAQ for more information on these special battle sections.*

*The Gourgaz has 30 ENDURANCE Points. If you manage to defeat it, turn immediately to **section 82** in *Flight from the Dark*.*

### 1

You rush towards the battle, but before you can reach the Prince, he is picked up in one of the Gourgaz's clawed hands and tossed forward as if he weighs nothing. The Prince slams into some of his own men, and they collapse in a heap to one side of the stone bridge. Seeing this display of power, the other soldiers hesitate for a moment, and the beast strides forward, pushing its way past them. It strikes once or twice with its great axe as it moves by to weaken the soldiers, then Giak troops fall in behind it to finish the job. Desperate to take back the bridge, more fighters engage the massive Gourgaz, but they are either stopped by large groups of Giaks, or felled by tremendous blows from the lizard. One man the beast simply grabs and tosses from the Alema Bridge into the raging waters below.

The Gourgaz makes it across and roars its victory into the sky, the black axe held high above its reptilian head. Giak troops swarm the soldiers around it. You will be fighting this beast alone.

Do you have a weapon?

If so, turn to **27**.

If not, turn to **32**.

### 2

You brace yourself for the blow, putting both hands on your weapon and raising it just in time to catch the axe.

Pick a number from the *Random Number Table*. Add 1 if you are using a two-handed weapon. Add 3 if your base COMBAT SKILL is 16 or higher, or if you have the discipline of Weaponskill with the weapon you are using.

If your total is 0–2, turn to **26**.

If your total is 3–7, turn to **17**.

If your total is 8 or higher, turn to **37**.

### 3

You notice that a line of blood runs from a wound in the Gourgaz's side, and more blood flows from

the wound with every breath it takes.

If you wish to attack this wound, turn to **28**.

If you wish to attack the Gourgaz's tail, turn to **13**.

If you wish to attack its legs, turn to **9**.

If you wish to wait to make your attack, turn to **35**.

### 4

As you defeat the mighty Gourgaz, many of the enemy troops seem to lose confidence and fall back from the bridge. Elated by this, you charge into a group of Giaks that are massacring a pair of hapless soldiers. You fell two of the vicious creatures, but the others pay their dead comrades no heed and attack you with surprising tenacity. You suddenly remember something else you were taught at the monastery about the Gourgaz. They secrete a scent in battle which makes Giaks berserk!

You've remembered your lesson too late, however. As you try to fight your way free of the blood-thirsty Giaks, they pull you to the ground. The last thing you feel is the pain of multiple blades entering your body at once.

Tragically, your life ends here.

### 5

You study your opponent carefully as you circle it, looking for an opening. The Gourgaz seems to be waiting for your attack, hissing softly as it moves to always face you. You can tell that it has sustained some damage during its fight to claim the bridge, though it seems to be largely unaffected by its wounds. You have noticed that it turns slower on its left side, as it seems to be supporting an injured leg. Also, blood trickles out of a wound in its heaving chest.

(If at any point after this, your ENDURANCE falls below 3 and you are still alive, turn *immediately* to **43**. You may wish to make a note of this on your *Action Chart*.)

If you wish to try and attack the wound in the Gourgaz's chest, turn to **28**.

If you'd rather aim for the injured leg, turn to **9**.

If you wish to charge the creature, turn to **40**.

If you have the Kai Discipline of Mindblast and wish to use it, turn to **23**.

## 6

You throw yourself to one side, rolling into a crouched position. The axe slams into the ground where, a second earlier, you lay prone. Dirt and small rocks are sent flying by the force of the blow. The Gourgaz tugs at its weapon, but it is momentarily stuck in the earth. Here is a chance for you to make an attack. Perhaps you can find a way to weaken your opponent.

If your COMBAT SKILL is 14 or higher, turn to **3**.

If you wish to attack the Gourgaz's tail, turn to **13**.

If you wish to attack its legs, turn to **9**.

If you wish to wait to make your attack, turn to **35**.

## 7

You jump out of the way just in time to avoid the blow. Your shoulder is grazed, but the pain is slight. You take the chance to land a hit on the exposed side of the reptile.

(Resolve one round of combat with a Combat Ratio of -1.)

If both you and your opponent are still alive, turn to **19**.

## 8

You dart towards the Gourgaz. It reacts by slashing at you with the black axe. You change direction and dodge the blow, making towards your weapon. The Gourgaz realizes what you're doing and gives chase. You can feel the ground shaking beneath you with the force of its footsteps as you near your weapon. On instinct, you throw yourself forward, barely avoiding getting hit by a swing of the axe at your back, and close your fingers around your weapon. You rise and turn around and are greeted by the top of the axe, which slams into your stomach. Fortunately, the top is blunt, but pain still shoots through your body.

(Resolve one round of combat with a Combat Ratio of -4, in which only Lone Wolf takes damage.)

If you are still alive after this, turn to **17**.

## 9

You land a quick hit on the left leg. The creature grunts as the leg gives out, and it falls to its knees. All too quickly, however, it stands again and in the same movement, lashes out hard with the axe, catching your legs on the shaft.

(Resolve one round of combat with a Combat Ratio of -5.)

If both you and your opponent are still alive, turn to **39**.

## 10

The Gourgaz steps back from your body, making a horrible chuckling sound in its throat. It turns on you and stomps away, looking for fresh prey, obviously thinking you dead.

(Resolve one round of combat with a Combat Ratio of -10, in which only Lone Wolf takes damage.)

If you are still alive, you breathe a painful sigh of relief. The blow has broken a few ribs, but you can still move. You slowly get to your feet. The Gourgaz is mauling an unfortunate soldier, its back to you. You run towards it, intending to strike before it can turn around.

If you wish to attack the back, turn to **21**.

If you'd rather attack the tail, turn to **13**.

## 11

The shaft breaks across your face, sending the taste of blood into your mouth. You stagger backwards, clutching your wounded face with one hand.

(Resolve one round of combat with a Combat Ratio of -6 in which only Lone Wolf takes damage.)

If you survive this blow, you see, through tearing eyes, the monster approach. You are lifted off the ground in both of its scaly hands and tossed through the air. You land heavily, and your grip on your weapon is lost.

Turn to **15**.

## 12

The power of the attack lifts you off the ground.

You land hard, but are fast to get to your feet. It is fortunate for you that your reflexes are so honed, for the Gourgaz is running towards you, the axe lifted high above its head for a powerful strike.

Pick a number from the *Random Number Table*. Add 1 to the number if you have the Kai Discipline of Hunting. Add 1 if you are using a one-handed weapon.

If your total is 1–2, turn to **25**.

If your total is 3–7, turn to **2**.

If your total is 8–11, turn to **6**.

If your total is 0, turn to **37**.

### 13

You land a blow on the tail causing the Gourgaz to cry out in pain.

(Resolve one round of combat with a Combat Ratio of –7, in which only the Gourgaz takes damage.)

If it is still alive, the Gourgaz swings around, enraged, and leaps at you. Startled, you dart back.

Pick a number from the *Random Number Table*. If you pick a 0, consider it a 10.

If the number you picked is even, turn to **39**.

If the number you picked is odd, turn to **33**.

### 14

You rush towards the massive figure of the Gourgaz, determined to find a way to defeat it despite your lack of a weapon. Unfortunately, this is a feat that has yet to be done by any man, and you are not destined to be the first.

You manage to dodge the Gourgaz's blows for long enough to infuriate it, but not long enough for a soldier to break free of the Giaks and assist you. You tire, and the Gourgaz catches you with a heavy swing of the axe. You fall to the ground screaming, your leg cut off below the knee. Not long after you are lifted up by a scaled hand and your head is crushed between powerful jaws.

Your life ends here, at the Alema Bridge.

### 15

Your weapon is gone (*erase your weapon from your Action Chart*). You raise your spinning head to see the Gourgaz slowly approaching. Your fight with the beast has enraged it, but also weakened it.

It now approaches you cautiously. You push yourself back from the creature, and your hand bumps into the cool metal of a spear. Seeing you move, the Gourgaz roars and leaps through the air towards you. You grab the Spear and prepare to defend yourself against this attack.

Pick a number from the *Random Number Table*. If you have the Kai Discipline of Weaponskill with Spear, add 2 to the number you've picked.

If your total is 0–2, turn to **24**.

If your total is 3–8, turn to **38**.

If your total is 9 or higher, turn to **36**.

### 16

The foot comes down on your sword arm. Fortunately, the ground beyond the bridge is muddy and torn up from the boots of the soldiers, and your arm sinks softly into the earth rather than breaking. Still, the impact makes you cry out.

(Resolve one round of combat with a Combat Ratio of 0, in which only Lone Wolf takes damage.)

If you are still alive, you try to move your sword arm, but the creature has it pinned under its weight. It raises the axe to deliver the final blow.

Do you have the Vordak Gem? If so, turn to **20**.

If not, turn to **34**.

### 17

The impact causes you to stumble backwards and the Gourgaz presses the advantage, moving to slam into you with a powerful body blow.

Pick a number from the *Random Number Table*. Add 1 if you have the Kai Discipline of Hunting.

If your total is 0–3, turn to **33**.

If your total is 4–6, turn to **7**.

If your total is 7 or higher, turn to **41**.

### 18

You study the Gourgaz carefully. As far as you can tell, your only advantage in this fight is speed. You'll need it to stay out of the way of the deadly axe. Also, if you can put enough speed behind your blows, you may be able to pierce this monster's natural armour. The Gourgaz seems to be waiting for your attack, hissing softly.

(If at any point after this, your ENDURANCE falls below 3 and you are still alive, turn immediately to **43**. You may wish to make a note of this on your *Action Chart*.)

If you wish to charge the creature, turn to **40**.

If you wish to try and create an opening with a feint, turn to **44**.

If you have the Kai Discipline of Mindblast and wish to use it, turn to **23**.

## 19

You and the Gourgaz face each other across a distance of several feet. The giant reptile snarls and hisses at you, clutching the black axe, its long thick tail slowly swishing back and forth behind it as it prepares to make its next attack.

If you wish to attack first, turn to **40**.

If you wish to block the attack, turn to **2**.

If you have the Kai Discipline of Mindblast, and wish to use it, turn to **23**.

## 20

A sudden heat builds in your tunic. A high pitched whining sound begins to build and you feel the heat moving. Suddenly, the Vordak gem flies from your tunic towards the Gourgaz. It strikes it in the chest and immediately the skin begins to blacken and smoulder. The giant reptile lets out a screech and steps back, freeing your arm. You get to your feet as the Gourgaz clutches the white hot gem. It throws it in the river, where it disappears with a sizzling spray of steam (*erase the Vordak Gem from your inventory*).

Before the Gourgaz can recover, you rush forward to attack it, landing a good hit on the abdomen.

(Resolve one round of combat with a Combat Ratio of -4, in which only the Gourgaz takes damage.)

If the Gourgaz survives this, it reaches out to grab you and you jump backward. It roars menacingly, saliva dripping from its jaws, red eyes focused you.

Turn to **35**.

## 21

You land a heavy blow on a soft spot between the creature's grey shoulder blades, causing it to arch its back and yowl in pain.

(Resolve one round of combat with a Combat Ratio of +1, in which only the Gourgaz takes damage.)

If it is still alive, the Gourgaz whips around to face you, mouth foaming in fury. It grabs its axe and whirls it above its head in a show of power. You take a few steps backwards, to put distance between yourself and its anger.

Turn to **35**.

## 22

The Prince's Sword is a better weapon than any you have ever wielded (*add the Prince's Sword as a Weapon on your Action Chart; it is a one-handed sword*). As you hold it, you are filled with a sense of power and superiority. You raise the weapon to an offensive position and run towards the Gourgaz, crying out: "For Sommerlund and the Kai!"

Turn to **27**.

## 23

You concentrate, drawing upon your mental powers, and send a wave of psychic energy at the Gourgaz. The monster shakes its head once, then sneers. To your shock, you realize your attack has failed!

The Gourgaz's cry reverberates in your ears as it sprints towards you, muscles moving powerfully beneath the scales. Before you can react, it grabs you, lifting you off the ground. You are swung through the air and slammed back into the earth.

(Resolve one round of combat with a Combat Ratio of -8, in which only Lone Wolf takes damage.)

If you are still alive after this, the Gourgaz raises a massive foot, preparing to step on you!

If you are using a Quarterstaff or Warhammer, turn to **16**.

Otherwise, pick a number from the *Random Number Table*. If you pick a 0, consider it a 10.

If the number you picked is even, turn to **16**.

If the number you picked is odd, turn to **30**.

## 24

Before you can defend yourself, the Gourgaz lands

on you. The force of its landing is such that your ribs are broken and your chest crushed. You feebly gasp for air, your life's blood pouring onto the ground, as the gigantic lizard mauls you, tearing you limb from limb, screeching in delight. You are dead long before it has finished desecrating your body.

Your life ends here, defending the Alema Bridge.

## 25

The axe falls before you can dodge. Terrible pain shoots through your body, forcing a scream to escape your lips. You fall to the ground, guided by the weight of the axe, where you lie gasping for air.

If you've been to this section before,  
turn to **45**.

If not, turn to **10**.

## 26

The weight of the blade and the power behind it knocks your weapon from your grasp. It falls to the ground and the Gourgaz lashes out with a foot, sending it spinning away from you.

If you have another weapon, and wish to use it, turn to **19**.

If not, then you watch as the Gourgaz approaches, a smile forming on its reptilian lips as it no doubt savours the thought of tearing you limb from limb. Your weapon has come to a stop about twenty feet away. If you are fast, you may be able to reach it before the Gourgaz can attack. To your left, you notice a group of soldiers, and you recall the words of your dead mentor, Storm Hawk: "He who fights alongside allies fights the easier battle by far."

If you attempt to retrieve your weapon,  
turn to **8**.

If you wish to run for the circle of soldiers,  
turn to **42**.

If you decide to fight the Gourgaz unarmed,  
turn to **14**.

## 27

As you approach, the Gourgaz turns to face you. It opens its razor fanged mouth and lets out a terrifying bellow before shifting its body into a powerful stance and preparing to meet your attack.

You have never faced a beast as fearsome as a Gourgaz in combat before, and you now bring to mind what your Kai mentors taught you about them. They are cold-blooded reptilian creatures that dwell mostly in the treacherous Maakenmire swamp, but are often found in the armies of the Darklords. They are known for their viciousness, cruelty, and physical prowess. It is also said their favorite food is human flesh!

(Take your base COMBAT SKILL and modify it in the following manner: add 3 if you have the Kai Discipline of Weaponskill with your equipped weapon. If not, add 1 if you are using a two-handed weapon, or the Prince's Sword.)

If your total COMBAT SKILL is now 10–12,  
turn to **18**.

If your total COMBAT SKILL is now 13–18,  
turn to **5**.

If your total COMBAT SKILL is now 19 or  
greater, turn to **31**.

## 28

You dodge a deadly blow from the great axe and slam your weapon into the wounded area, causing blood to spray onto your already stained cloak. The Gourgaz roars and convulses in pain, flailing about madly. A clawed hand rakes across your face and blood drips into your eyes.

(Resolve one round of combat with a Combat Ratio of -1.)

If both you and your opponent are still alive,  
turn to **17**.

## 29

You duck under the blow and attack with your weapon, connecting with the Gourgaz's midriff. It grunts in surprise and pain, then strikes at you with a well placed kick. The clawed foot catches your chest and you are knocked back, your weapon jarred from your grasp. Your head collides painfully with a rock and you clench your teeth in pain.

(Resolve one round of combat with a Combat Ratio of -1.)

If both you and your opponent are still alive,  
turn to **15**.

### 30

As the foot comes down you act. Guided by your instincts and your training you set your weapon against the attack. The Gourgaz's webbed foot comes down hard on its sharp point of the weapon.

(Resolve one round of combat with a Combat Ratio of -4, in which only the Gourgaz takes damage.)

If the Gourgaz is still alive after this, it roars and limps back, taking your weapon with it. As you get to your feet, it reaches down and pulls the weapon free, tossing it aside.

If you have another weapon, and wish to use it, turn to **19**.

If not, then you watch as the Gourgaz approaches, ignoring its wound. Its red eyes are wide and various snarls escape its lips. It clenches its black axe tightly, no doubt enjoying the thought of chopping you into pieces. Your weapon has landed about twenty feet away. You may be able to reach it before the Gourgaz can strike you down. To your right, you notice a group of soldiers, and you remember the old adage that safety lies in numbers.

If you wish to attempt to retrieve your weapon, turn to **8**.

If you wish to run for the circle of soldiers, turn to **42**.

If you wish to fight the Gourgaz unarmed, turn to **14**.

### 31

You study your opponent carefully as you circle it, looking for an opening. The Gourgaz seems to be waiting for your attack, hissing softly as it moves with you. Although this creature has sustained some heavy damage from the battle with the Prince's soldiers, it is far from death and will not be easily defeated. You notice that the left leg seems to be dragging slightly. You also notice a wound in the chest, oozing blood, where a small area of scales has been smashed in.

The massive black axe the creature carries presents another possible opportunity of attack. You've noticed that the shaft of the weapon has several large cracks in it, and it creaks ominously

as the Gourgaz's strong hands clench tightly around it. If you were to block a strike from the Gourgaz, the power behind it could snap the axe in two.

Your instincts tell you the Gourgaz is about to attack. You must make your move now.

(If at any point after this, your ENDURANCE falls below 3 and you are still alive, turn immediately to **43**. You may wish to make a note of this on your *Action Chart*.)

If you wish to try and break the axe, turn to **2**.

If you'd rather attack the wound in the chest, turn to **28**.

If you'd prefer to aim for the injured leg, turn to **9**.

If you have the Kai Discipline of Mindblast and wish to use it, turn to **23**.

### 32

Gourgaz's are known (amongst other things) for their scales, strong as armour, and for their thick leathery skin, tougher than cow hide. You are loath to attack this vicious creature without some kind of weapon.

As if the gods are taking note of your plight, you look down to see a sword lying at your feet. You bend to pick it up and are startled to see the inscription of the royal family upon the hilt. This is the Prince's Sword! You reach for it, but stop suddenly. Is it right for a lowly peon to use a weapon belonging to the royal family, let alone the Prince's own sword?

If you decide to pick up this royal weapon, turn to **22**.

If you decide to fight the Gourgaz unarmed, turn to **14**.

### 33

The Gourgaz slams into you with incredible force. The wind is knocked out of you and you are lifted off your feet. The Gourgaz picks you up and tosses you through the air. You land with a cry of terror.

(Resolve one round of combat with a Combat Ratio of -5, in which only Lone Wolf takes damage.)

If you are still alive you painfully rise in preparation for the next attack, to see the Gourgaz rushing

towards you with its axe held high over its head!

Pick a number from the *Random Number Table*. Add 1 to the number if you have the Kai Discipline of Hunting. Add 1 if you are using a one-handed weapon.

If your total is 0–2, turn to **25**.

If your total is 3–8, turn to **2**.

If your total is 9–11, turn to **6**.

### 34

You grope madly with your free hand for some kind of weapon, and your fingers close over a large rock. Quickly you raise it and smash it into the foot that has your arm trapped. The Gourgaz cries out and steps back, freeing your arm. You begin to stand up, but the Gourgaz is fast to recover and drops the axe toward you.

Pick a number from the *Random Number Table*. Add 1 if you are using a one-handed weapon.

If your total is 0–3, turn to **25**.

If your total is 4–8, turn to **2**.

If your total is 9–10, turn to **6**.

### 35

You get into a defensive potion. The Gourgaz rears its mighty head and roars at you. The fury in its eyes will forever be ingrained in your memory. You stand your ground bravely as the colossal reptile lifts its axe for an attack.

If you wish to attack first, turn to **40**.

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

If you have the Kai Discipline of Mindblast, and wish to use it, turn to **23**.

### 36

Your reflexes are swift, sharpened by your years of training at the Kai Monastery. You set the spear against the earth, pointed towards the heavens. With a dreadful scream, the Gourgaz impales itself on the weapon, piercing its heart. Blood flows from the jaws, and you watch the red eyes slowly dim as the life goes out of them.

Turn to **section 82** in *Flight from the Dark*.

### 37

You slam your weapon into the shaft of the axe as it drops on you. There is a great cracking sound and the axe splinters and splits. The heavy blade

falls to the earth, and embeds itself in the soft ground. The Gourgaz looks, stunned, at the remains of its weapon. Then it roars and lashes out with the broken shaft.

Pick a number from the *Random Number Table*. If you pick a 0, consider it a 10.

If you have picked an even number, turn to **11**.

If you have picked an odd number, turn to **29**.

### 38

You roll out of the way just as the Gourgaz lands, covering you in a spray of mud. You rise and stab hard with the spear. The point cuts through the scaled hide and the Gourgaz screams in fury and pain. You retract the spear before the wound can close around it and prepare to finish the beast. The Gourgaz limps towards you, blood flowing from its jaws and nostrils, ready to fight you to the death. Around you, the Prince's men are struggling vainly to keep the swarm of Giak troops at bay. You can hear the men's cries as they die. You don't have much time.

(Fight the rest of the combat with a Combat Ratio of +3. If you have Weaponskill with Spear, fight it at +5. If you win this fight, you may keep the Spear.)

If you win and wish to help the soldiers fend off the Giaks, turn to **4**.

Otherwise, turn to **section 82** in *Flight from the Dark*.

### 39

You stumble back and trip, dropping to the ground with your arms splayed to either side to break your fall. The Gourgaz steps forward and raises a webbed foot, prepared to crush you underneath it!

If you are using a Quarterstaff or Warhammer, turn to **16**.

Otherwise, pick a number from the *Random Number Table*. If you pick a 0, consider it a 10.

If the number you picked is even, turn to **16**.

If the number you picked is odd, turn to **30**.

### 40

You sprint towards the giant lizard, putting all your speed behind your attack. The blow opens a small wound in the reptile's chest. A second later, the



Gourgaz backhands you, the muscles in its forearm rippling as it passes across your head in a stunning blow.

(Resolve one round of combat with a Combat Ratio of -6.)

If both you and your opponent are still alive, turn to **12**.

#### 41

You nimbly leap out of the way. The Gourgaz's momentum carries it past you and you see an opportunity to attack.

If you wish to land a strike on the Gourgaz's back, turn to **21**.

If you wish to attack the legs, turn to **9**.

If you wish to attack the tail, turn to **13**.

If you'd rather not attack just yet, turn to **19**.

#### 42

You run for the soldiers. Behind you, you hear the heavy footsteps of the Gourgaz as it gives chase. A bearded warrior notices you and comes forward to fight the creature. But at that instant, a wave of Giaks suddenly falls onto the group of brave men. The man who was headed for you opens his mouth in painful surprise as a black arrow pierces his armour, pitching him forward onto the ground. A spear falls from his grasp and you pick it up.

You spin around with this weapon in hand, to face the reptilian giant that has now caught up with you. Behind you, the Prince's men struggle to keep the Giaks at bay. You are trapped between them and the Gourgaz. You must finish this beast now.

(Fight the rest of the combat with a Combat Ratio of 0. If you have Weaponskill with Spear, fight it at +2. If you win this fight, you may keep the Spear; however, the other weapon you had is lost, erase it from your *Action Chart*.)

If you win and wish to help the soldiers fend off the Giaks, turn to **4**.

Otherwise, turn to **section 82** in *Flight from the Dark*

#### 43

A sudden wave of faintness washes over you. Your exertions have caught up with you. The world begins to spin. You no longer have the strength to lift your arms or to support your weight. An almost peaceful feeling surrounds you as you watch the Gourgaz close in, preparing to finish you off.

Suddenly, the Prince is between you and the Gourgaz. He swings an axe of his own in a mighty arc, imbedding the blade in the lizard's throat. The monster lets out a gasping shriek and topples sidewise. Saved from the brink of death, adrenaline pumps through you and you find your energy returned. You swiftly rise to your feet to catch the Prince as he falls backwards.

Turn to **section 82** in *Flight from the Dark*.

#### 44

You move in as if you are going to strike. The Gourgaz reacts swiftly, moving to hit you first with a mighty swing of the axe. Prepared for this, you dodge and then quickly attack before the Gourgaz can swing again. To your surprise, the creature throws up a heavily scaled arm to knock aside your blow. It then lashes out, punching you on the jaw.

(Resolve one round of combat with a Combat Ratio of -6.)

If both you and your opponent are still alive, turn to **17**.

#### 45

You fooled the Gourgaz once, you will not be so lucky again. The massive lizard does not turn away this time, but raises the axe and, with a triumphant roar, brings it down on your neck, decapitating you.

Your life and your quest ends here.