

New Lone Wolf Legendary Fights

FAQ

The following sections are meant to supplement a battle in the Lone Wolf gamebooks. You will be told the Creature's name, which book it is in, and from which sections in that book you should turn to these special sections. From that point on, until the battle is over, you should use these sections.

The rules for these combative sections differ slightly from normal combat. This is a choice-driven combat. Do not generate a Combat Ratio like usual 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 the Chainmail Waistcoat 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 Discipline, 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 often been asked, the following are considered two-handed weapons:

- Broadsword
- Quarterstaff
- Spear
- Bow

For the purposes of these sections, the Sommerswerd counts as a two-handed weapon, but *can* be used with a shield.

Lone Wolf is © and ™ Joe Dever 1984–2006. This is a fan-derived work and is not for profit.

—Zipp Vulcity Dementia

(edited by Outspaced)

Zagarna Helghast (Fire on the Water)

*This battle takes place in Fire on the Water. When instructed to turn to **section 106** in your book, turn instead to **section 1** here. Alternatively, when instructed to turn to **section 320** in your book, turn instead to **section 2** here. See the attached FAQ for more information on these special battle sections.*

*The Helghast has 30 **ENDURANCE** points. If at the end of any section its Endurance is 0 or below, turn immediately to **section 23** in this supplement. You may want to make note of this on your Action Chart.*

1

The carved spear is made of metal and covered with runes in a language unknown to you. It is sunk deep into the man's chest and you fear that he will die from his wound. You wrap your hand around the shaft, noticing that it is warm to the touch. As you carefully pull the weapon from the man's body, he arches his back and gives a long rasping sigh.

You are bending down to examine his wound when you hear a loud buzzing in your ears and your head begins to throb. You try to ignore the feeling but it only gets worse. Suddenly the pain increases dramatically, so much that you cry out, dropping the spear. Your vision goes blurry and you begin to shake uncontrollably. Your head feels like its being crushed by invisible hands.

Do you have the Kai Discipline of Mindshield?

If so, turn to **26**.

If not, turn to **8**.

2

Doing your best to ignore the man's pitiful cries for help, you kneel down and open his pack. You find a piece of rotted Cheese, a Block of cold Obsidian, a Black Dagger, and a Scroll (if you choose to keep any of these items, mark them on your *Action Chart*).

As you pull out the scroll you realize with horror that it is made of human skin. It unravels to reveal a message written in a strange runic script. The only word you can make out is 'Kai'.

Something is very wrong here. Quickly you drop the pack and turn to mount your horse, but you are stopped by an inhuman shriek. The man has grabbed the spear with both hands and, with another shriek, pulls it from his body. He quickly tosses it aside, and then rises to face you. His eyes burn with a bright red glow.

Remove 8 **ENDURANCE** points from the Helghast's total, as it injured itself further while pulling out the spear.

If you have a Weapon and wish to attack the man, turn to **22**.

If you wish to grab the Spear, turn to **16**.

If you wish to mount your horse and flee, turn to **50**.

3

The Helghast is upon you before you can move. Its hot breath grazes your face. Intense pain shoots through your body as its vile claws wrap around your neck. A terrible smell fills the air—the smell of burning flesh. Your skin is smouldering under the Helghast's grasp. The touch of its skin is like the touch of a hot poker. You strike at the gruesome creature as best you can from your position, but it doesn't relax its grip. It is determined to wrest the life from your body.

Continue to resolve rounds of combat at a Combat Ratio of -8 until the Helghast takes a total of 10 or more damage.

If both you and your opponent survive this, you finally succeed in forcing the Helghast off of you. You stumble away, but you do not have long to recover.

Turn to **20**.

4

You concentrate, building up your mental energy. But as you do so, the Helghast begins to hiss at you. The hissing builds in your ears until it overwhelms your senses and you lose your concentration. Terrible pain suddenly shoots through your head as you are overwhelmed by the hissing coursing through your mind. Through your pain, you recognize this as a psychic attack from the Helghast. The next moment, its mental energies wash over you, causing you to double over in torment.

Resolve one round of combat with a Combat Ratio of -8, in which only Lone Wolf takes damage. If you have the Kai Discipline of Mindshield, use instead the Combat Ratio of +1.

If you are still alive, the Helghast takes advantage of your distraction, charging forward and slamming into you.

Turn to **17**.

5

The air is filled with the sound of terrible, triumphant laughter. It bores into your mind, taking away your will to resist. The grip on your throat tightens and your vision goes dim as you begin to lose consciousness. Your last thoughts before falling into darkness are of your ailing homeland, many miles away.

Your life and your quest end here.

6

You thrust forward your spear as the Helghast leaps at you and it sinks into the creature's shoulder. The undead abomination screams and writhes madly on the point of your spear, nearly wrenching it from your grasp. Its claws rake your face in its frenzy. You push the spear forward, forcing the Helghast away from you. As you do so, it twists itself free.

Resolve one round of combat with a Combat Ratio of +1.

If you and your opponent are still alive, the Helghast

crouches and hisses at you menacingly. The wound you dealt it is already beginning to close. You could take this chance to strike again while the Helghast is recovering. Or you could try to reach the safety of the forest. The trees may provide you with more strategic options. But doubt whispers in your mind. The Helghast has proven its speed and resilience to attack. Perhaps instead of acting, it would be more prudent to put up a good defense and force the Helghast to make the next move.

If you wish to attack, turn to **15**.

If you wish to run for the forest, turn to **47**.

If you wish to prepare for the Helghast's next move, turn to **18**.

7

You sense that this is no mortal you face. This is a powerful agent of the Darklord Zagarna, one that can harm you with both physically and with the power of its mind. And yet you hold the means to defeat it. As you took hold of the spear, your senses revealed its true power. This Spear is one of many weapons forged long ago by the Dessi mages, mighty sorcerers who once ruled Magnamund in an age of peace, and it is imbued with their power. The markings carved on it are magical and act as wards against evil. This weapon is a bane to all creatures which follow Naar. The very sight of it is abhorrent to them. Every blow you land will cause grievous injury to this agent of the Darklord Zagarna. Simply holding it fills you with courage, even as you realize the terror of what you face.

Because of your knowledge of the spear's powers, you may add +1 to all Combat Ratios throughout these sections

Turn to **43**.

8

You writhe in agony on the ground until the pain stops. Lose 5 ENDURANCE POINTS.

If you are still alive, your vision returns. To your horror you see the man standing above you. His eyes are glowing red and his face is contorted into a snarl. He snarls and reaches out his hands for your neck.

If you have a weapon and wish to defend yourself, turn to **22**.

If you wish to grab the Spear, turn to **16**.

If you wish to mount your horse and flee, turn to **50**.

9

You run forward, slashing with your spear. The Helghast throws up its arms to block your attack and black blood is spilt onto the grassy turf. Elated by your success you move to strike again, but the Helghast anticipates your move and dodges around the spear as you strike. It then slices at your chest with a clawed hand. The claws burn into your skin like iron hot from the forge. This time, your blood spills onto the grass.

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

If both you and your opponent are still alive, turn to **31**.

10

Though the Helghast holds no weapon nor wears any armour, you know it is a deadly foe, a being of pure malice whose claws are as sharp as knives and whose body heals remarkably fast. Even the wound caused by the spear it was impaled upon is closing up.

The undead monster is stalking towards you, preparing to attack. You could try to stab at the Helghast as it comes for you. If it runs into your spear it could severely damage itself. But if it dodges the blow, you will be in a precarious position. You could also try slashing at him to keep him away. That would be a harder defense to break, but would do less damage.

There is another, less conventional, method of attack that suggests itself. The spear is light enough to throw. With a precise hit, you could re-impale the Helghast on the spear, perhaps killing it in a single blow. Of course, if you miss, you will be defenseless against it.

There is also a possibility that if you could get to the forest you could hide yourself from the Helghast, but you know that to run for the woods now would be ill advised. Perhaps if you took a defensive stance, you could work your way towards them.

If you wish to stab as the Helghast attacks, turn to **40**.

If you wish to slash in response to the Helghast's attack, turn to **14**.

If you wish to throw your Spear at the Helghast, turn to **21**.

If you wish to focus on defense only, turn to **37**.

If you have the Kai Discipline of Mindblast and wish to use it, turn to **4**.

11

You press yourself into the middle of a patch of shrubs and crouch down as the Helghast comes near. Its hoarse breathing is like rusty metal drawn across stone. You feel sure that the Helghast can sense your presence. It begins to search through the undergrowth, coming near to your position. You hold your breath and pray for Kai to keep you hidden from your enemy.

Pick a number from the *Random Number Table*. If you have the Kai Discipline of Camouflage, add 4 to this number.

If your total is now 0–4, turn to **42**.

If your total is now 5 or higher, turn to **38**.

12

Again the claws swipe for your face, but you dodge them and get behind the Helghast, giving you a chance to strike. You could launch an attack, or you could take the chance to flee, heading for the trees that surround the clearing. You could also put up a defense and wait for the Helghast to make the first move. With such a fast opponent, it may be better to focus on countering its attacks, rather than going on the offensive yourself.

You also see a chance to try something that, should it succeed, would finish the undead minion. Your spear is light enough to throw. If your aim is true, you could impale the

Helghast on it in one move. But if you fail, it will place you in an extremely vulnerable position.

If you have the Kai Discipline of Mindblast, and wish to use it, turn to **4**.

If you wish to attack the Helghast, turn to **44**.

If you wish to throw your Spear at the Helghast, turn to **21**.

If you wish to go on the defensive, turn to **37**.

If you wish to run for the forest, turn to **47**.

13

You take a step forward and release the spear. But the throw is clumsy, and you miss the Helghast by several feet. It cackles in triumph, its skeletal jaws clacking together, and is upon you in an instant.

Do you have the Black Dagger?

If so, turn to **29**.

If not, turn to **5**.

14

You swing your spear in a wide arc as the Helghast approaches, cutting easily through its midriff. Though it lets out a cry, it doesn't cease its attack and slashes at you with its deadly claws, slicing open your arm as you move to block.

Resolve one round of combat with a Combat Ratio of –3.

If both you and your opponent are still alive, turn to **20**.

15

You rush forward and slice and stab at your opponent, not giving it any time to recover from one attack before you launch another. The Helghast howls in agony as your blows cut through its undead skin and exposed muscle, freeing an oozing black blood that singes the grass it lands upon. You end your flurry with a wide swing that knocks the Helghast off its feet.

Resolve one round of combat at a Combat Ratio of +3, in which only the Helghast takes damage.

If it survives this, the Helghast quickly gets to its feet. The endurance of the creature amazes you. You recall how you found the creature, impaled upon the spear. Perhaps if you could re-impale it, you could end this battle. But it is a risky maneuver that requires you to close with your opponent. It may be safer to continue fighting as you are now, with the advantage of range. Alternatively, you could take this chance to run for the cover of the trees, and perhaps escape further combat altogether.

If you wish to try and impale the Helghast on your Spear, turn to **28**.

If you wish to press your attack, turn to **34**.

If you would rather head for the forest, turn to **47**.

16

As your fingers close around the spear you feel warmth flow

into your body. Though it is made of metal, the weapon feels as light as wood. Your confidence returns and you straighten and face the man. He falters for a moment, slowly backing away. Hatred fills his features as he hisses menacingly at you.

Do you have the Kai Discipline of Sixth Sense?

If so, turn to **7**.

If not, turn to **43**.

17

The assault causes you to lose your balance and you fall to the ground. The Helghast doesn't hesitate in its assault, leaping at you with a scream that freezes your blood.

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

If your total is 0–2, turn to **48**.

If your total is 3–7, turn to **24**.

If your total is 8 or higher, turn to **6**.

18

You step back, putting distance between yourself and your opponent. The Helghast watches you intently, making a low rasping noise in its throat. The red eyes meet your own gaze. You feel strange, like you are being pulled towards the eyes, though your body has not moved. Suddenly, the world goes red and your head explodes into sudden agony. Through your pain, you realize that this is a psychic attack.

Resolve one round of combat with a Combat Ratio of –6, in which only Lone Wolf takes damage. If you have the Kai Discipline of Mindshield, use instead the Combat Ratio of +3.

If you survive this, you recover in time to see the Helghast rushing towards you.

Turn to **31**.

19

The Helghast's claws rake across your forehead, barely missing your eyes. Blood seeps into your vision, and the world becomes a blur of red.

Resolve one round of combat with a Combat Ratio of –2, in which only Lone Wolf takes damage.

If you survive this, you hurriedly wipe your sleeve across your face, trying to clear your sight. The Helghast takes advantage of your position and launches itself at you in a flurry of claws and fangs.

Pick a number from the *Random Number Table*. If you have the Kai Discipline of Sixth Sense, add 3 to this number. If you have the Kai Discipline of Hunting, but *not* Sixth Sense, add 1 to the number you have picked.

If your total is 0–1, turn to **3**.

If your total is 2–4, turn to **17**.

If your total is 5–7, turn to **33**.

If your total is 8 or higher, turn to **46**.

20

The Helghast does not hesitate to attack you again. You sidestep out of its way and its charge carries it past you. It is quick to turn and sprint for you again, but now there is some distance between you and your opponent, giving you time to react.

You could strike out at the Helghast's legs as it comes closer. If you can cause enough damage to slow it down, the fight will go easier for you. Or you could set your spear against the ground and try using the creature's own speed to impale it on your spear. You could also meet the Helghast's charge with a faster one of your own and demonstrate to it the power of a Kai Lord.

Alternatively, you could try to reach the safety of the forest. You have a head start on the Helghast and the trees would provide you with cover from which to strike strategically.

If you wish to charge the Helghast, turn to **9**.

If you wish to attack the legs, turn to **40**.

If you wish to set your Spear against the attack, turn to **32**.

If you wish to run for the forest, turn to **39**.

21

The terrifying undead screeches and launches itself at you. You hold the spear above your head like a javelin, calling on your abilities and teachings to guide you. Then, with a prayer to the Sun God Kai on your lips, you take aim.

Pick a number from the *Random Number Table*. If you have the Kai Discipline of Weaponskill with Spear, add 4 to this number. If you have the Kai Discipline of Hunting or your base COMBAT SKILL is above 17, add 2 to this number.

If your total is 0–4, turn to **13**.

If your total is 5–7, turn to **3**.

If your total is 8 or higher, turn to **41**.

22

You draw your weapon and strike out at the man as he approaches. But though your blow is true, you leave no mark on his skin, nor do you halt his advance. Before you can attack again, the man seizes your arm and rips your weapon from your grasp. Gripping it powerfully in one hand he snaps it in two. Erase this Weapon from your *Action Chart*.

Tossing the broken weapon aside, the man reaches out and wraps his hands around your neck. He is amazingly strong, his grip is like an iron vice. You can't break free of his grasp.

Do you have the Black Dagger?

If so, turn to **36**.

If not, turn to **5**.

23

Your opponent lets out a terrible scream as you strike the final blow. It falls away from you, furtively clawing at the air. A Helghast's body is held together by dark magic, magic which the power of your spear has countered. You watch with disgust as its body begins to dissolve, slowly melting into

a pool of thick black liquid. The black ooze spreads over the grass, withering it.

Carefully you clean off your spear. You reflect that there are probably more of these vile creatures wandering the countryside on errands of evil. You do not know how many miles remain to Port Bax, but you do know that you do not want to be caught outside after nightfall. With your horse gone, you have no time to spare. You hurry from the clearing and continue on your way.

Turn to **section 138** in *Fire on the Water*.

24

You roll to one side just in time to dodge the attack. You stand and prepare to defend against the Helghast's next assault. A spear has two main forms of attack. You can slash at your opponent, which is more likely to hit, but would cause little damage, or you can use the spear point to stab. A stabbing attack is more powerful, but the Helghast may be fast enough to dodge it, leaving you open to its counter attack.

If these options don't appeal to you, you can concentrate on dodging the attack and getting into a better position.

If you wish to slash, turn to **14**.

If you wish to stab, turn to **40**.

If you wish to assume a defensive position, turn to **37**.

25

You have never fought anything as dangerous as a Helghast before. You try to keep that fact out of your mind as you look for a sign of weakness in your undead opponent. You notice that the wound caused by the spear is already healing. The Helghast can recover even from magical damage very quickly. This is a fight you won't win by trying to outlast your opponent. You must be swift and merciless. You must find or create an opening, and then strike until the abomination is destroyed. The quickest way to ensure the demise of your undead foe is to re-impale it upon the spear. Then the spear's magical abilities can slowly drain the life from the hideous creature. Surely whoever impaled it in the first place was attempting this very thing. However, you must use caution. Though your opponent is unarmed, its claws are sharp as blades, and could easily rend you to pieces. It is also faster than you.

The Helghast hisses, spreading wide its arms, and prepares to attack. You can counterattack by slashing at it as it comes close or, by setting your spear against its charge, you could try and use its momentum against it. However, if it dodges this attack, you will be left momentarily defenseless. You could also focus solely on defending yourself and wait for a better opportunity to strike.

Alternatively, if you are feeling that fate is with you, you could throw your spear at the Helghast before it can attack. If your aim is true, you could impale it at once upon the spear and avoid combat altogether. But you will not have a chance to try again. Should you miss, the Helghast will have an advantage that will be hard to survive.

If you wish to slash at the Helghast, turn to **46**.

If you wish to set your Spear against the charge, turn to **32**.

If you wish to focus on defending yourself, turn to **37**.

If you wish to throw your spear at the Helghast, turn to **21**.

If you have the Kai Discipline of Mindblast and wish to use it, turn to **4**.

26

You recognize that you are being targeted by a psychic attack and you erect a barrier using your power of Mindshield. Almost instantly the pain begins to lessen. Even so, you feel sick and are left with a dull headache. Lose 2 ENDURANCE points.

If you are still alive, you swiftly come back to your senses to see the man you rescued standing above you. You gasp in fear as his eyes begin to glow a bright red. He lets out a hoarse growl and reaches for you.

If you have a Weapon and wish to protect yourself, turn to **22**.

If you wish to grab the Spear, turn to **16**.

If you wish to mount your horse and flee, turn to **50**.

27

You grab one of the lower branches and swing yourself up onto it with a deftness born of your childhood, during which you spent much time exploring the forests of your with your older brother Jen. The tree is easier to climb than you thought, and it takes you little time to scale to the higher branches. There, you sit and wait.

Before long, the Helghast appears below, looking from side to side, obviously searching for you. It stops and sniffs the air like a wild animal, drawing in air with an awful hissing sound. And then, suddenly, it looks up, crying out as it spots you. Acting fast, you propel yourself off the branch and fall towards your opponent with your weapon poised to strike. You land with the grace of a cat and bring your spear down upon the undead horror. With the force of the fall behind it, the spear cuts straight through it, opening a massive wound from which sprays a torrent of black blood, covering you in ichor.

Resolve one round of combat with a Combat Ratio of +11, where only the Helghast takes damage.

If the Helghast survives this vicious blow, it screams in pain and fury before moving to attack you. You can tell you have weakened it greatly and you meet the attack with confidence, prepared to bring an end to this abomination.

Fight the rest of the combat with a Combat Ratio of 0. If you have the Kai Discipline of Weaponskill with Spear, fight it instead with a Combat Ratio of +3. The Helghast is also attacking you with its power of Mindblast. If you do not have the Kai Discipline of Mindshield, lose 1 ENDURANCE point every round of combat.

If you win the fight, turn to **23**.

28

You dodge an attack from the Helghast and get behind it. But before you can strike, it turns to face you and lunges forward, enraged past the point of caring for its own defense,

looking to finish you off. This is the chance you've been waiting for. You let the Helghast get close and then with all your power you drive your spear towards it in a determined thrust, hoping to catch it off guard even as it swings its claws towards your face.

Pick a number from the *Random Number Table*. For every five ENDURANCE points the Helghast has left, add 1 to the number you have picked. If you have the Kai Discipline of Weaponskill with Spear, subtract 2.

If your total is now 3 or less, turn to **45**.

If your total is now 4–6, turn to **33**.

If your total is now 7 or higher, turn to **19**.

29

You suddenly remember the Black Dagger you took from the Helghast's pack. You reach your hand inside your tunic and draw forth the blade, then drive it into the Helghast's ghastly skull.

Resolve one round of combat with a Combat Ratio of -6, where only the Helghast takes damage.

If the Helghast survives this, it rolls off you with a piercing scream and you stand and grab your spear. The Helghast tears the dagger from its head and tosses it to the ground, where it dissolves in a cloud of acrid smoke.

You might now have a chance, while it is recovering, to attack the Helghast. You could also try running for the cover of the trees. Perhaps with a head start on your opponent, you could make it before it catches you and escape further combat. If neither of these options appeals to you, you could go on the defensive. Sometimes it is smarter to force your enemy to make the first move, and counterattack accordingly.

If you wish to attack before the Helghast can recover, turn to **44**.

If you wish to run for the safety of the trees, turn to **47**.

If you wish to wait for the Helghast to move, turn to **18**.

30

You approach the still body of the Helghast and wrench the spear free of its corpse. But as you do so, the Helghast suddenly comes alive, shrieking, and it springs forward, sinking its teeth into your shoulder. Lose 4 ENDURANCE points.

If you are still alive after this, you push the Helghast off and drive your spear into the humanoid skull. It lets out a death cry that freezes your blood but still you continue to stab at the body, filled with a loathing for the Darklords and their foul mockeries of life. Eventually the body dissolves into a thick black liquid and you are left stabbing the grass where it lay.

As your anger subsides, the terror of your encounter overcomes you and you break out in a cold sweat. You hurry into the woods, eager to put distance between yourself and the eerie stillness of the clearing. You may once again add the Magic Spear to your *Action Chart*.

Turn to **section 138** in *Fire on the Water*.

31

The flaming eyes of the Helghast seemed to burn into your mind as the creature comes towards you. You feel unable to look away from them or move. Desperately you try to regain your senses as the terrifying wight draws closer, swinging its vile claws at your face.

Pick a number from the *Random Number Table*. If you have the Kai Discipline of Hunting, add 2 to the number you have picked. Also add 1 for every time you've previously been to this section.

If your total is now 0–3, turn to **19**.

If your total is now 4–6, turn to **33**.

If your total is now 7 or higher, turn to **46**.

32

The Helghast is rushing towards you, a terrifying image to behold. You set your spear against the ground and brace yourself for the impact.

Pick a number from the *Random Number Table*.

If the number you pick is 0–2, turn to **17**.

If the number you pick is 3–6, turn to **40**.

If the number you pick is 7–9, turn to **6**.

33

Your opponent's claws tear into your skin before you can attack. The terrifying visage of the Helghast looms over you, sapping your courage. You thrust at it, but the attempt is sluggish, and is easily dodged. Taking advantage of your sudden weakness, the Helghast strikes you again and again with vicious blows, ignoring your attempts to counterattack. Its claws tear at your skin as you desperately try to fend it off.

Resolve one round of combat with a Combat Ratio of -7.

If both you and your opponent are still alive, turn to **31**.

34

You strike at the same time as the Helghast, claws and spear meeting mid-air. Despite its injuries, the Helghast is as fast as ever, and eager to rip your skin from your bones. You are locked in vicious combat with the creature, and now have no option but to trade blow for blow with it.

Fight the rest of the combat with a Combat Ratio of -5. If you have the Kai Discipline of Weaponskill with Spear, fight it instead with a Combat Ratio of -1. The Helghast is also attacking you with its power of Mindblast. If you do not have the Kai Discipline of Mindshield, lose 1 ENDURANCE point every round of combat.

If after two rounds of combat you wish to try and impale the Helghast on your Spear, turn to **28**.

If you win the fight, turn to **23**.

35

Soon the Helghast appears, a ghastly creature moving through the trees towards you. It chuckles with glee, the laugh of the hunter who has caught its prey. You clutch your spear in sweaty hands and prepare for its attack.

Fight the rest of combat with a Combat Ratio of -3. If you have the Kai Discipline of Weaponskill with Spear, fight it instead with a Combat Ratio of -1. The Helghast is also attacking you with its power of Mindblast. If you do not have the Kai Discipline of Mindshield, lose 1 ENDURANCE point every round of combat.

If you win, turn to **23**.

36

You are still holding the Black Dagger you took from the man's pack. Without thinking, you stab it upwards into his jaw. He lets go of you and stumbles backwards, clawing at the dagger and making a hideous gurgling sound. With terror and confusion, you see that the blood that flows from the wound is black. Finally, wrenching the blade free, he tosses it to the ground where it dissolves in a cloud of black smoke. As the smoke clears, your eyes fall on the spear discarded in the grass. Acting on instinct, you grab the weapon.

Remove 3 ENDURANCE points from the Helghast's total as a result of your blow.

Do you have the Kai Discipline of Sixth Sense?

If so, turn to **7**.

If not, turn to **43**.

37

The Helghast comes at you with unearthly speed. You block its first attack and then jump away as it swipes at you again. You thrust your spear forward, forcing the Helghast to keep its distance. It paces around you, hissing and baring its fangs, staying just out of reach of your swipes. Suddenly, it darts past one of your swings and strikes from the side where you are least protected. You spin to meet its attack, not sure if you can counter in time.

Pick a number from the *Random Number Table*. If you have the Kai Discipline of Hunting, add 2 to this number.

If your total is now 0-2, turn to **19**.

If your total is now 3-5, turn to **33**.

If your total is now 6-8, turn to **14**.

If your total is now 9 or higher, turn to **6**.

38

The Helghast does not cease its search, and you are certain that it is only a matter of time before you are found. You tighten your grip on your weapon and decide to get in the first strike. But just before you make your attack, the Helghast moves on, hurrying deeper into the woods.

You stay frozen in your position until you notice that you have lost feeling in your limbs. You slowly get up and move your arms and legs to get the blood flowing again. You are filled with a sensation of dread as you move through the woods. Every shadow seems to hide the undead abomination, every branch that snaps seems to herald its return. But despite your fears, you see no sign of your foe and your passage goes unchallenged.

Turn to **section 138** in *Fire on the Water*.

39

You turn and run for the trees. Almost immediately the Helghast gives chase. You had not counted on the creature's speed. It catches you before you've gone barely a hundred yards, grabbing you from behind and raking its claws down your back.

Resolve one round of combat at a Combat Ratio of -7, in which only Lone Wolf takes damage.

Turn to **17**.

40

As the Helghast charges you lunge forward and thrust your spear through its leg. Its shriek of agony gives you hope that you have wounded it greatly. However, it is quick to pull free of your spear and its movement is unhindered as it throws itself at you, scratching your face and chest.

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

If you are still alive, pick a number from the *Random Number Table*. If you have the Kai Discipline of Hunting, add 2 to the number you have picked.

If your total is 0-2, turn to **17**.

If your total is 3-6, turn to **33**.

If your total is 7 or higher, turn to **12**.

41

You suddenly recall playing Greel as a youth with the other Kai Initiates. Greel is a game played in three teams where the players throw an axe to each other, with the goal being to embed it in one of the posts that marks an opponent's goal. You were particularly skilled in the game.

As these memories return to you, they bring a sense of calm which fills your mind and body as you release the spear. It flies swiftly towards its target and embeds itself deep in the Helghast's chest. The wretched creature is knocked backwards off its feet by the blow and lands on its back the grass, where it thrashes about madly for several seconds before falling still. Remove the Magic Spear from your *Action Chart*.

You wipe the sweat from your brow and breathe a sigh of relief. You are stepping forward to retrieve your spear when suddenly your senses scream a warning at you. Not all is as it seems here, and you feel an overwhelming desire to leave at once. But you are loath to lose the spear. It is a mighty weapon that could very well prove useful to you on your quest.

If you heed your senses and wish to leave the clearing, turn to **section 138** in *Fire on the Water*.

If you wish to retrieve the spear from the Helghast's corpse, turn to **30**.

42

Suddenly the bushes part and you find yourself staring into the rotting face of your enemy, its skeletal features stretched in a pantomime of glee. You quickly stand and try to move away, but the dense shrubs prohibit your movement. There will be no more running from this fight. You must fight the Helghast to the death.

Fight the rest of the combat with a Combat Ratio of -8. If you have the Kai Discipline of Weaponskill with Spear, fight it instead with a Combat Ratio of -4. The Helghast is also attacking you with its power of Mindblast. If you do not have the Kai Discipline of Mindshield, lose 1 ENDURANCE point every round of combat.

If you win the fight, turn to **23**.

43

A dreadful change is coming over the man. His skin appears to writhe and change colour, growing darker and shrinking as it decays on his body, leaving only patches of it covering exposed muscle and bone. His fingers lengthen into claws and long fangs protrude from his bottom jaw. His eyes sink back into the head until all that remains is a bright red glow staring out of empty sockets. You choke with fear as you recognize the creature. This is a Helghast, a hideous and nightmarish agent of the Darklords. Known for their intelligence and ability to disguise themselves as mortals, these creatures are among Naar's most feared minions.

Helghasts were created by Vashna, most terrible of all the Darklords. Under his command, they infiltrated human society and spread political discord throughout the nations of Magnamund. The strife they unleashed on humanity would have destroyed all had not the Brotherhood of the Crystal Star devised a way to see through their disguises and used their magic to destroy them. For even exposed, a Helghast is a terrible creature to face, as they are undead and cannot be harmed by normal weaponry. However, whether through providence or fate, the spear you hold is one of the magical weapons forged to defeat them. You can sense the goodly power coursing through it.

The Helghast throws wide its arms and lets out a terrifying cry. Your horse, on hearing the sound, whinnies in fright and runs from the clearing, disappearing into the sparse forest around you. You now have no choice but to fight.

The only weapon you may use in this combat is the spear. Mark it on your *Action Chart* under the Special Items section as a Magic Spear.

Take your base COMBAT SKILL and modify it in the following manner: add 3 if you have the Kai Discipline of Weaponskill with Spear. Add 1 if you have the Kai Discipline of Sixth Sense.

If your total COMBAT SKILL is now 10-13, turn to **49**.

If your total COMBAT SKILL is now 14-18, turn to **10**.

If your total COMBAT SKILL is now 19 or higher, turn to **25**.

44

You run forward and cut your spear down the Helghast's back. It cries out as black blood spills from the wound.

Resolve one round of combat at a Combat Ratio of +1 where only the Helghast takes damage.

Turn to **20**.

45

You are too fast for the Helghast. Before it can dodge, you

sink your spear into its flesh and through it, impaling it. The creature screams so loudly you fear your eardrums will shatter. It thrashes about madly on the end of your spear, reaching its claws towards your face. You quickly force the Helghast to the ground and push your spear into the earth, trapping it. The Helghast soon ceases its struggle and lies back with the spear embedded in its chest. Remove the Magic Spear from your *Action Chart*.

The battle is over, though your senses still scream at you to leave this place and its evil. Yet you hesitate to leave the spear behind. Such a weapon may be useful to you in the future. Now that the Helghast is dead, would it not be better to take the spear from its body?

If you wish to leave the clearing at once, leaving the spear behind, turn to **section 138** in *Fire on the Water*.

If you feel it would be better to take back the spear, turn to **30**.

46

As the Helghast strikes at you, you dodge to the side. Its claws rake your shoulder, but the wound is minimal, and you answer with your own blow. The Helghast does not expect you to move so quickly, and your spear bites deeply into its flesh.

Resolve one round of combat with a Combat Ratio of -3.

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

47

You sprint towards the cover of the trees. Behind you, you can hear the screeching of the Helghast as it chases you. However, you have a head start on your opponent and reach the forest safely.

You go some ways into the forest, using the trees as cover, before you run out of breath and must rest. You can hear the Helghast crashing through the underbrush, intent on finding you. You look around, thinking fast. You could try to hide in the bushes that surround the trees. They may provide good cover, but if you were discovered you would be in a poor position to fight. You could instead try climbing one of the trees. The thick branches would give you an excellent perch to launch an ambush from, if you can make it up before the Helghast finds you. You must make your decision quick, or meet the Helghast here, for it will be upon you within moments.

If you wish to hide in the bushes, turn to **11**.

If you wish to climb one of the trees, turn to **27**.

If you would rather prepare to meet the Helghast where you are, turn to **35**.

48

You do not have time to dodge before the Helghast is on top of you. You raise your spear to strike it, but it slices at your wrist with its claws and knocks the spear from your hands. It then lowers its skeletal mouth and sinks its fangs into your throat, tearing at your jugular.

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

If you are still alive after this, the Helghast wraps its claws around your neck and begins to squeeze. Your skin burns at its touch as you desperately try to shake free of its grasp. You stretch your hand out for your spear, but it is just out of reach.

Do you have the Black Dagger?

If so, turn to **29**.

If not, turn to **5**.

49

Often in your adolescent fantasies you'd imagined yourself taking on hordes of the Darklords' minions and prevailing to come home to a warm fire and the praise of the monastery. Now there is no fire, nor praise, to return to. You have no time for such thoughts, however. The Helghast will not wait for you to attack, you must prepare for its assault.

You wonder, however, if you can beat such a foe. It may be wiser to make a run for the forest. Perhaps there you can escape your opponent. You could also try launching an attack first. The Helghast is unarmed. Going on the offensive could be the fastest way to end this battle.

If you wish to go on the defensive, turn to **37**.

If you wish to attack now, turn to **9**.

If you want to try to run for the cover of the trees, turn to **39**.

If you have the Kai Discipline of Mindblast and wish to use it, turn to **4**.

50

You leap astride your horse and spur him to a gallop. The man gives a terrifying scream and rushes to stop your escape.

Pick a number from the *Random Number Table*. If you have the Kai Discipline of Animal Kinship, add 3 to the number you have picked.

If your total is 4 or higher, the sounds of pursuit get softer as you leave the clearing and enter the sparse forest. Still, you do not turn around until you have left the copse far behind. The red eyes of your pursuer are still in your mind when you finally dare to stop your horse. The sound of bird song eases your nerves and you collect yourself enough to get your bearings. You have wandered off the main road during your escape. If you are to reach Port Bax by nightfall, you must find a way back to it. Turn to **section 334** in *Fire on the Water*.

If your total is less than 4, you are torn from the saddle before you can escape the clearing. You struggle fiercely, but the man's strength is superhuman. He wrestles you to the ground and dashes your face with a large rock, knocking you unconscious and sparing you the remainder of his blows.

Your life and your quest come to an end.