

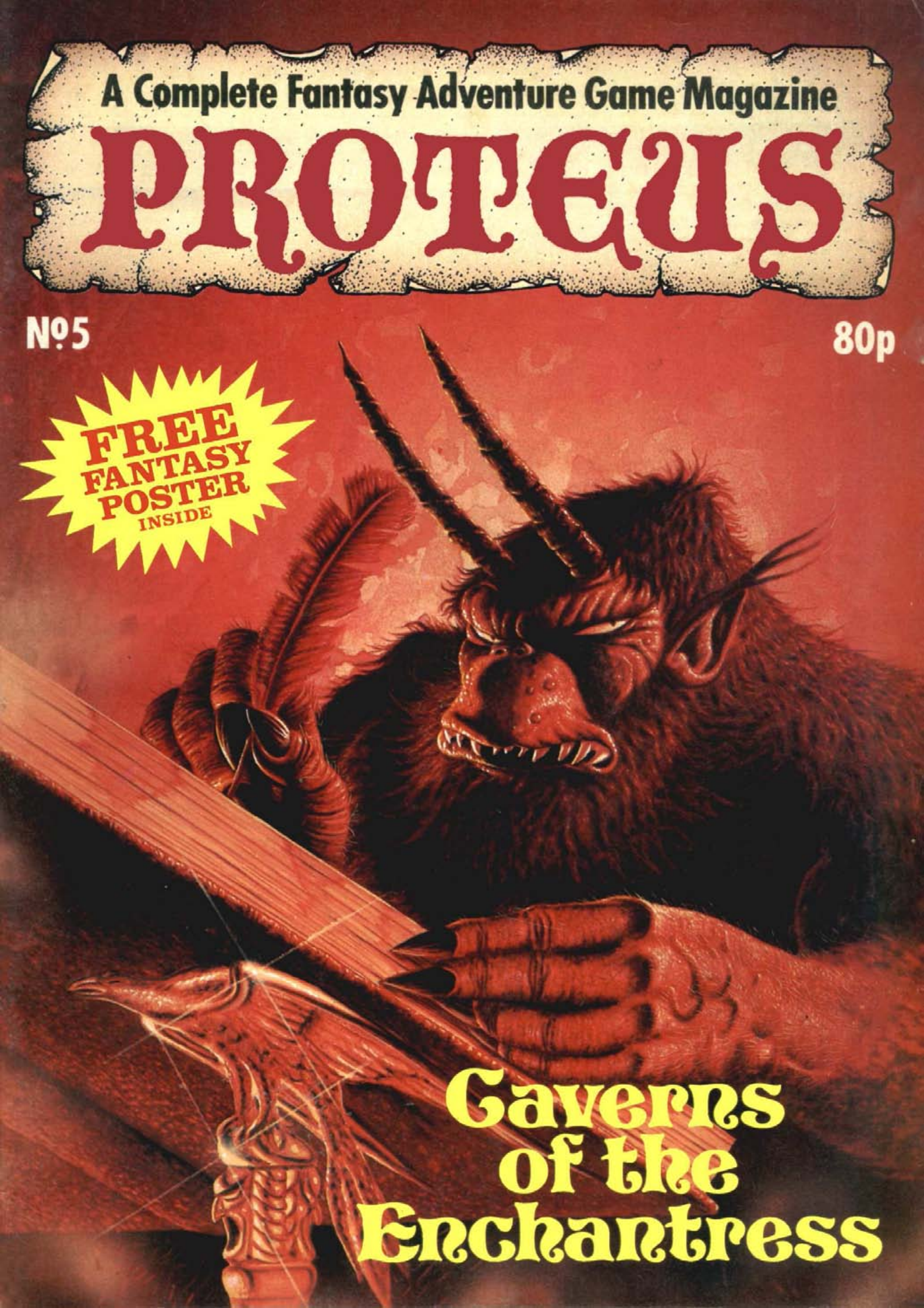
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# PROTEUS

Nº5

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**Caverns  
of the  
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# PROTEUS

# No.5

## Gaverns of the Enchantress

by Elizabeth C. Caldwell

**D**ICE and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your *quest sheet*.

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!



The free poster in Issue 6, on sale May 16th, is by Alan Craddock.

The story in Issue 6 will be "The Fortress of Kruglach" by Elizabeth Caldwell, an adventure in which you will have to protect your soul from forces of darkness which assault you. You have only your sword, shield and determination to aid you.

Your instinct tells you that this could be one of your most difficult quests so far. Are you really prepared to enter the terrible fortress?

### ILLUSTRATIONS

**FRONT COVER:** Terry Oakes

**POSTER:** Dave De Leuw

**INTERNAL ARTWORK:** Dave De Leuw; Mark Dunn; Gary Harrod; Alan Hunter; John Pickering

**Editor** Mike Kenward

**PA** Pauline Mitchell

**Assistant Editor** David Brunskill

**Assistant Editor/Production** David Barrington

**Editorial** 6 Church Street, Wimborne, Dorset BH21 1JH. Tel: Wimborne (0202) 881749

**Advertisement Manager** Peter J. Mew, 4 Neasden Ave., Clacton-on-Sea, Essex CO15 1SP. Tel: Clacton (0255) 436471

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# Introduction

You are an adventurer, whose Strength, Courage, and quick-thinking have brought you through many daring escapades. And when you enter the Caverns of the Enchantress, you will need all these qualities. Below, you will discover – with a little luck – how swift, strong, and charmed you are.

You will need two dice, a pencil, and several sheets of paper. Use the pencil and paper to draw a map of your progress through the Caverns. You may not succeed at the first attempt, and the map will be useful in future attempts.

There is a Quest Sheet opposite, for you to write down your scores for Dexterity, Strength and Fate/Fortune, and to keep a note of your rations, secrets or Spells learnt, and items discovered. You may prefer, before you begin your adventure, to use the printed Quest Sheet simply as a model for the things you will need to take note of, or keep a record of, during your Quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

## ***Dexterity, Strength, and Fate/Fortune***

Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This is your *Dexterity* score, and indicates your skill and mastery of swordsmanship.

Roll two dice. Add 12 to this number, and make a note of it on your Quest Sheet. This is your *Strength* score, and is a measure of your fitness and stamina.

Roll one dice. Add 6 to this number, and write it on your Quest Sheet. This is your *Fate/Fortune* score. During the game, you will sometimes be asked to test whether you have been fortunate, or whether Fate has dealt you a cruel blow. To do this, throw two dice, where instructed in the text. If the numbers on the dice add up to more than your Fate/Fortune score, Fate has been cruel to you. If however, the numbers add up to the same as, or less than your Fate/Fortune score, you have been fortunate. In each case, you will be told which section to turn to.

Your Strength and Dexterity ratings will probably change during the course of your adventure. You may lose Strength points in battle, for example, and then restore them by eating a meal. Your characteristics may also be affected by magical items, and, in such situations, you will be told how many points to add onto or deduct from your current ratings.

You must remember, however, that your Strength and Dexterity scores must never exceed their *Initial* values, as determined by the dice rolls at the start of any one adventure.

## ***Rules for fighting***

As you journey through the Caverns, you will encounter creatures which you may choose to engage in combat, or be forced to fight with for your

life. Each creature will have its own Dexterity and Strength scores, given in the text. Make a note of these.

To resolve a battle:

1. Roll two dice, and add the creature's current Dexterity score. This is its *Fighting Power*.

2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power*.

3. If your *Fighting Power* is greater than the creature's, you have scored a blow and wounded it. Subtract two Strength points from its Strength score at that moment. If the creature's *Fighting Power* is greater than yours in this round, it has wounded you. Subtract two points from your current Strength score. If both scores are the same, you have parried each other's blows, and neither of you loses any points.

The next round in the battle is done in just the same way. You repeat steps 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death.

## ***Losing and gaining points***

In some sections, you will be awarded extra points. (For example, you may read "Gain three Strength points"). You add these to your current Strength score: but remember, these scores may never exceed their *Initial* values. When you lose points (for example, "Lose one Dexterity point and two Strength points"), you simply deduct these from your current scores.

## ***Replenishing your Strength***

You will shortly read about the beginning of your Quest, in which you will cross the Parched Plains before entering the Forest of Eln. Deep within the fabled Forest, you will find food and drink.

You will be allowed to make up sufficient provisions for *five* meals. Make a note of this. Eating a meal restores five Strength points. When you stop for a meal – which you may do at any time, except during a battle – add five points to your current Strength score, and deduct one from the number of meals remaining to you. But remember to use your rations wisely: you have a long and hard journey ahead of you.





# Quest Sheet

**Dexterity**

**Strength**

**Fate/Fortune**

**Rations**

**Items Discovered**

**Secrets learnt**



# Your Quest Begins..

After a long, hard journey over the Parched Plains, your wanderings have finally brought you to the Forest of Eln. You are an adventurer, claiming no land or kin of your own. All that you possess amounts to the clothes on your back, a handful of coins, and the sword at your side. This fine, silver blade you named Giant-Slayer, after the fierce battle you once had with such a fearful monster some years ago. But your sword has tasted the blood of many a vile and evil creature since then. You exist for adventure, are never more cunning, skilful and daring, than when you are facing danger.

Your trek over the Parched Plains has taken you many days, and you arrive at the Forest of Eln with a dry throat and weary limbs. You wander between the slender tree trunks, glad to be under the green and silver leaves rather than the scorching, merciless sun.

At length, you come upon a small clearing, carpeted by lush green grass, with a tiny, sparkling stream trickling through it, and by the side of the stream you see a wooden cabin. The door of the cabin is open and thin smoke curls from the chimney, but there appears to be no one about. Cautiously, your hand on your sword, you approach the cabin door and peer inside. A warm fire flickers merrily in the grate, before which stands a table set out for a meal. Your mouth begins to water as you look upon the loaves of crusty bread and the yellow



creamy cheese. A jug of frothing ale is set beside the food, and puzzled, you look around for the occupant of the cabin. The place, however, is completely deserted, and since it is beginning to get dark, and the meal looks so very tempting, you sit yourself down at the table to eat and drink.

Still no one arrives, so you shrug your shoulders, stoke up the fire, and settle down on the small but comfortable bed to sleep – your sword beside you, just in case.

Your sleep is undisturbed, and you awaken the next morning refreshed. There is another meal mysteriously set out upon the table, but this time you do not hesitate to eat it. After your long, hard journey over the Parched Plains, this rest and food was exactly what you needed. There is more than enough food for one meal, so you pack the remainder into your backpack, and after a moment's hesitation, leave two gold coins upon the table top. Glancing one last time around the cabin, you turn to go . . . and before you in the doorway is standing an old man. He is dressed in a hooded robe, with a white beard. He has piercingly sharp blue eyes.

"Thank you for the coins, stranger," he says. "Few would be so thoughtful as to pay for my hospitality."

"Who are you?" you ask, once you have got over the shock of his sudden appearance.

"I am the Sorcerer of the Forest of Eln, known to many people as Pelorath. I have observed you since you entered my domain, and since you are determined and brave, I have decided to grant you a Favour."

You hold your breath in anticipation. Favours granted by such Sorcerers are not come by lightly, and usually lead to something of great value.

The Sorcerer Pelorath brings out from his robes what appears to be one third of a golden disc.

"This is part of the Medallion of Eirion," he tells you. "The two other pieces lie hidden deep in the Caverns in the mountains North of my Forest. If you possess all three and link them together in the correct sequence, the location of a great prize will be revealed upon their surfaces."

You wonder briefly why the Sorcerer himself has not sought for the two missing pieces, and as if having read your thoughts, Pelorath says: "I have no need for precious metals and stones. The leaves of my trees are as gold and emeralds to me, and their bark is as silver. A magic charm or a conversation with the birds of the air are worth more to me than your gems and gold."

You accept his gift gratefully, and stow it carefully in your backpack. Then thanking the Sorcerer, you turn to go.

"Oh, one more thing," Pelorath suddenly calls. You turn around and he gives you three shining oak leaves, as clear and as brilliant as emeralds. "These will aid you three times against evil," he says. "Use them wisely." Thanking the Sorcerer again, you put the leaves also in your backpack, and head off North.

Your journey through the Forest of Eln is pleasant, and you feel sad that it has ended when you come at last to the Northern Mountains. There, at the foot of the sheer rock face, gapes a pitch dark hole – the entrance to the Caverns. Two fearful winged demons are carved out of the living rock on either side of the cave, and you wonder whether you will have to face their living counterparts within. Then, taking one last look back at the silvery Forest, you settle your pack upon your shoulders, draw your sword, and step through into the darkness.

## Now read on....

### 1

Just inside the cave entrance, you see ten wooden torches with a flint beside them, neatly piled upon a rocky ledge. Wondering who could have left the torches here so conveniently, you choose one and light it.

Your torch lights up the large cave in which you stand, and weird shadows flicker across the rough walls and ceilings. As you gaze around, you see a dark tunnel mouth leading off to the North, and so you set off in this direction – turn to **102**.

### 2

The room is perfectly square, and your boots clang hollowly on the metal-coated floor as you enter. There is a soft click behind you, and you whirl around to see that the little metal door has closed. You leap back to the door, but you can find no way of

opening it from this side. Then you hear a series of hollow clicks and clangs, that seem to be coming from beneath the metal floor – and the whole floor starts to rise smoothly upwards. You peer above your head and discover to your horror that the ceiling is covered with wicked-looking spikes – and it is descending towards you!

Throw two dice. If the numbers you get add up to the same as or less than your Fate/Fortune score, turn to **55**. If the numbers add up to more than your Fate/Fortune score, turn to **93**.

### 3

You remember Elaam's words: The Enchantress's power is in her wand, and she is extremely vulnerable to flattery. You take a deep breath and try to collect your thoughts. Turn to **72**.

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4

Carefully you draw the edge of your sword across your thumb and squeeze out two small drops of blood onto King Elaam's grey stone eyes. At once, a hazy red shimmer envelopes the statue, and when it fades, there before you stands a mighty golden lion, regarding you with large, sad eyes. You grip your sword tightly, a sudden doubt crossing your heart as to whether you have done the right thing. Then Elaam speaks to you in a rough, growling voice:

"My thanks, stranger, for restoring me to life for some brief moments of time. I was cursed long ago by the Enchantress whose name I cannot speak, when I foolishly attempted to destroy her. Now only fresh blood spilt upon my eyes prevents me, for a few minutes, from changing back to cold stone. Do not fear, though, I will not hold you here to use your blood to give me life. I can answer you one question in return for these seconds of life that you have lent to me. All I ask of you is that if you find the Enchantress of these Caverns, do your best to defeat her and I will be released from this abominable curse".

You nod your head in agreement, pitying this poor animal who was once a mighty King. You may ask Elaam one of the following questions:

- Where is the second piece of the Medallion of Eirion? Turn to **67**
- Which is the best way to go now? Turn to **53**
- What will help to defeat the Enchantress? Turn to **7**

5

You go West for a short while, and then see a new passage leading off on your left.

- Will you continue West? Turn to **74**
- Take the new passage South? Turn to **20**

6

A little way down the tunnel, you see a large wooden door in the wall on your left. The door has a complex pattern of lines and squiggles on it which could be some form of writing.

- Will you ignore the door and continue West? Turn to **43**
- Try and open the door? Turn to **129**
- Use one of the Sorcerer's magic oak leaves? Turn to **24**



7

Elaam's sad eyes close for a moment and then he tells you:

"Her power lies within her wand.  
To take this from her is your task.  
Of flattery her heart is fond,  
So your true feelings you must mask.  
With silver tongue and cunning words  
You stand a chance against her curse."  
Turn to **175**.

8

Kutobo replies: "Go North to the door on the East wall that bears the silver rune. Inside is something of value that will aid you." Turn to **62**.

9

You set off East down the small corridor which is rather damp with occasional puddles of water dotted about on the rock floor. You begin to hear rushing water again, and soon come upon a tiny passage leading off to your right. The sound of the water seems to be coming from down this passage.

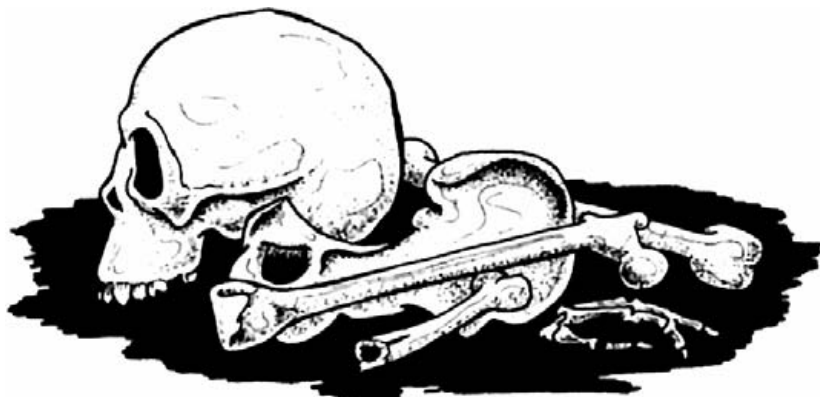
- Will you continue East? Turn to **185**
- Investigate the tiny passage South? Turn to **111**

10

Very cautiously, you set off North, the glowing Medallion of Eirion lighting your way in one hand, and your sword in the other. Soon, the passage turns East, and then South, and you arrive safely at a large stone door. With relief, you realise you must have chosen the safer passage. Turn to **200**.

11

You step over the GOLEM, realising that you have chosen the more dangerous path to the treasure. But the guardian GOLEM is now dead, and nothing can keep you from the treasure now! You step forwards to examine the stone door. Turn to **200**.



12

The TROLL lies dead at your feet, and you notice that it has a leather pouch hanging from its waist.

Will you open the pouch? Turn to 26

Leave the troll's body untouched and continue on your way North? Turn to 80



13

You arrive back at the crossroads. Once again, you decide against going South back to the entrance, and so will you now go:

North? Turn to 90

West? Turn to 61

14

The beast lies dead at your feet, and you wipe your silver blade clean on its coarse fur. You then search around the small cave but find nothing of interest except for a number of human bones – the remains of the dog's previous meals. You head back to the crossroads – turn to 86.

15

Immediately, the lid of the box is thrown open from inside! You jump back, momentarily startled, as a WEREWOLF begins to climb out. It has a taste for human flesh and right now, it has its unholy eyes fixed on you! You must decide quickly whether to fight it – turn to 170; or (if you have any left) hold one of the Sorcerers magic oak leaves out in front of it – turn to 116.

16

You arrive back at the crossroads and ignore the way South.

Will you go East? Turn to 131

Or West? Turn to 5

17

You decide to tell Keevan the true reason for your being here, about the Sorcerer Pelorath and your search for the Medallion of Eirion. At once he becomes extremely interested, and a slight doubt creeps into your heart. Will you continue to talk to him – turn to 113; or attack him – turn to 57?

18

You cautiously step sideways onto the blue square and find it is quite safe. In front of you now is the violet square, beyond which is the door out of the room. You carefully tap the violet square with your foot, but it too is safe, and so you step onto it and open the door. Turn to 161.





**19**

The Enchantress lies dead at your feet, and you bend over her body to remove the piece of the Medallion of Eirion from round her neck. Do you now have all three pieces of the Medallion? If so, turn to **106**. If not, turn to **35**.

**20**

The passage goes South for a while, and then ends in a tall door of smooth, black wood. There is a white wood skull inlaid into the surface of the door.

Will you try to open the door? Turn to **146**

Go back North to the junction and continue West? Turn to **74**

**21**

You go North and soon come across a junction. Do you now wish to go East – turn to **82**, or West – turn to **187**.

**22**

You are successful and the padlock flies broken from the box. Turn to **15**.

**23**

You walk East for some time, and then the tunnel widens out into a large cavern. A maze of white stalagmites sprouts up from the rock floor, and dripping stalactites hang from the ceiling above. As you wind your way through the stalagmites, you suddenly hear a high-pitched shrieking above you, and look up to see two large, fanged SKELETAL VULTURES diving down upon you. You must fight

them one at a time as best you can with your sword – but since they have the advantage of flight, you must knock two off your Dexterity score for this fight.

	<i>Dexterity</i>	<i>Strength</i>
First VULTURE:	6	8
Second VULTURE:	7	10

If you win, turn to **60**.

**24**

You take one of the two remaining leaves out of your backpack, and hold it up in front of the door. The leaf begins to glow with a soft, golden radiance and the meaningless pattern on the door suddenly changes into words you can understand.

“Within lies the mighty Battle Axe, Skull-Cleaver. If you are of strong arm, brave heart and quick wit, Then enter, and attempt to claim Skull-Cleaver for your own”

Once you have read the words, the oak leaf dulls to a lifeless grey and then crumples into dust in your hand. Will you now:

Open the door? Turn to **129**

Continue West? Turn to **43**

**25**

You walk up to the mirror, noticing that your reflection has a kind of distorting shimmer about it. Hesitantly, you stretch out to touch the mirror – and your hand goes right through the glass! Do you now wish to try and walk through the mirror to see what lies behind it? If so, turn to **128**. Or will you go back to the crossroads – turn to **13**.

Inside the pouch is a tiny silver key with the same rune engraved upon it as was on the door. You put the key in your backpack, leave the room and go North – turn to **80**.



You take out your weapon and bring it down heavily onto the door. There is an almighty clang, and the shock from hitting the relentless door so forcefully sends shudders through your body. You stagger slightly backwards away from the door, and then to your surprise, the door starts to open smoothly and silently inwards. Cautiously, you peer inside, as a sharp voice calls out:

“There was absolutely no need for such violence! What do you think the bell rope is for? Decoration?”  
Turn to **180**.

Very cautiously, you set off South, the glowing medallion lighting your way in one hand, and your sword in the other. Soon the passage turns East, and then North – and there before you is a mighty GOLEM, guarding a large stone door, behind which undoubtedly is the treasure! Will you:

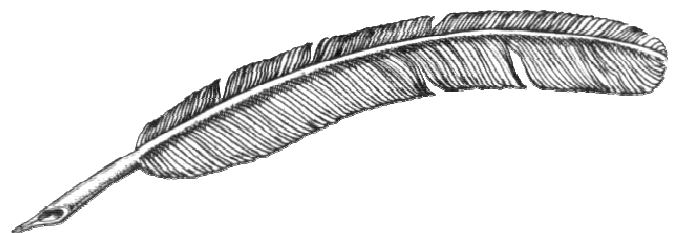
- |  |         |           |
|--|---------|-----------|
| Turn and run?  | Turn to | <b>36</b> |
| Fight?   | Turn to | <b>58</b> |
| Hold up one of the Sorcerer's<br>magic oak leaves (if you have one)? | Turn to | <b>99</b> |

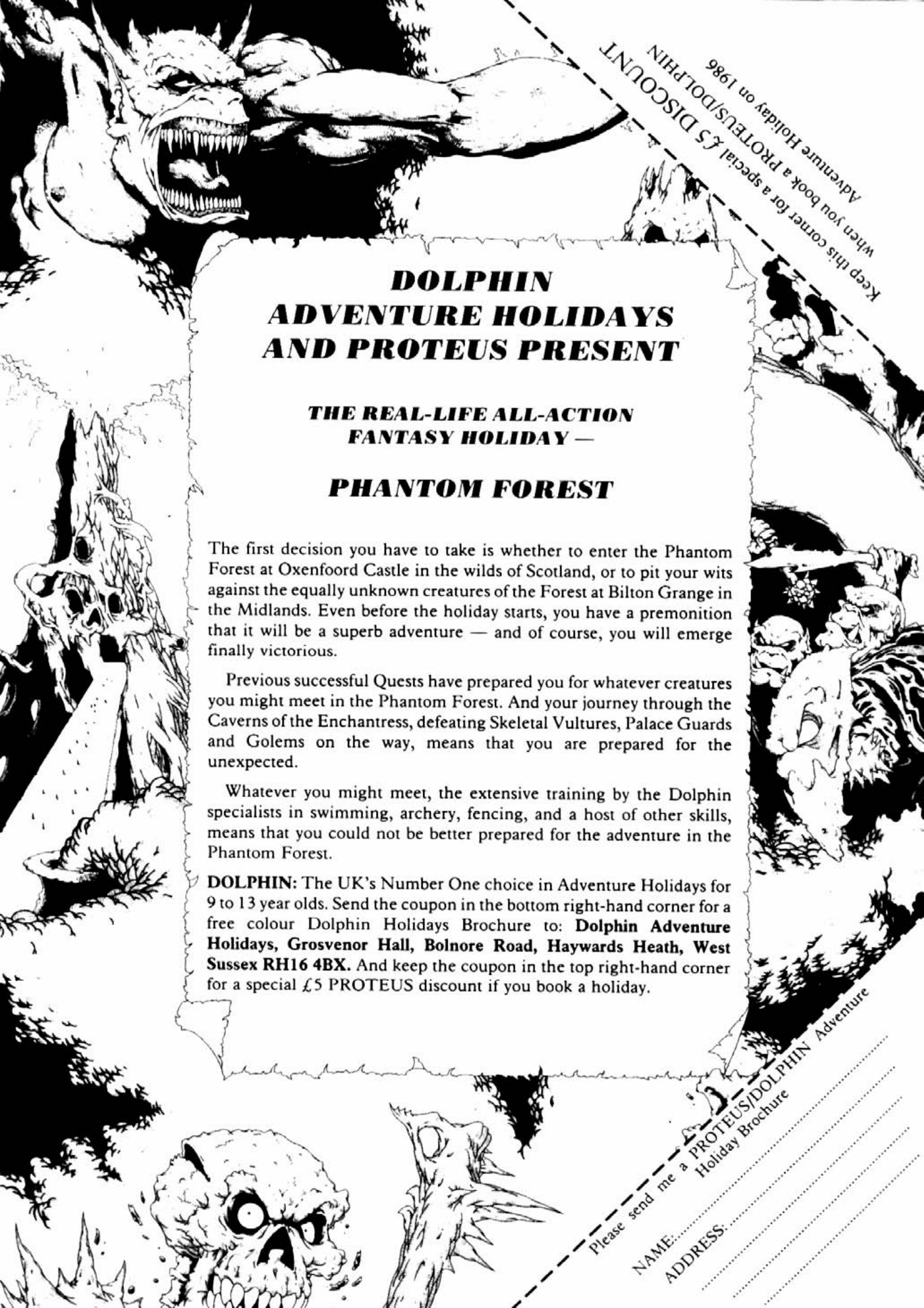
The two of you set off North out of the cave down a narrow passageway that soon turns West. Keevan is behind you, and you get the strangest feeling that he is about to strangle you, or plunge a knife into your unprotected back. The hair on the back of your neck begins to prickle, and suddenly you stop and whirl around to face him.

But it is no longer Keevan who stands before you, and you look upon a tall woman in a blood red robe, with long, dark hair. Around her throat hangs the third, red-gold piece of the Medallion of Eirion. It is the Enchantress Elzira!

“Farewell,” she cries. “You are too trusting of your ‘friends’!”

You try to reach for your sword, but you are paralysed in the Enchantress's dark gaze. She raises a pale, slender hand and then clenches her fist together in a sudden, savage gesture. At once, you feel something tighten around your throat. Your lungs heave for breath, but to no avail. Your life is being choked from you and you collapse lifeless before the Enchantress! Your adventure ends here.





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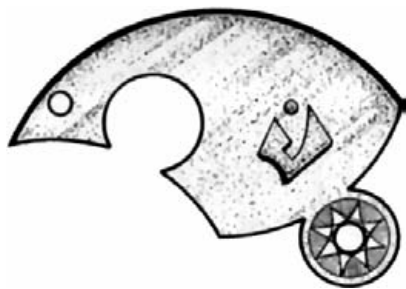
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**30**

The door opens easily, and you step boldly through it into a small, dimly lit room. Chained to the East wall and staring at you, her face terrified and tear-stained, is a young woman.

“Don’t hurt me,” she begs, and tugs frantically at the manacles that chain her to the stone wall, cowering away from you.

You assure her that you intend her no harm, and then notice that around her neck on a silver chain, is another piece of the Medallion of Eirion. While the piece that you possess is of a rich, yellow gold, the one around the fair lady’s neck is a paler, white colour, like that of soft moonlight. Will you:

- Try to snatch the chain from her neck? Turn to **78**
- Talk to her? Turn to **132**
- Free her from her chains? Turn to **92**

**31**

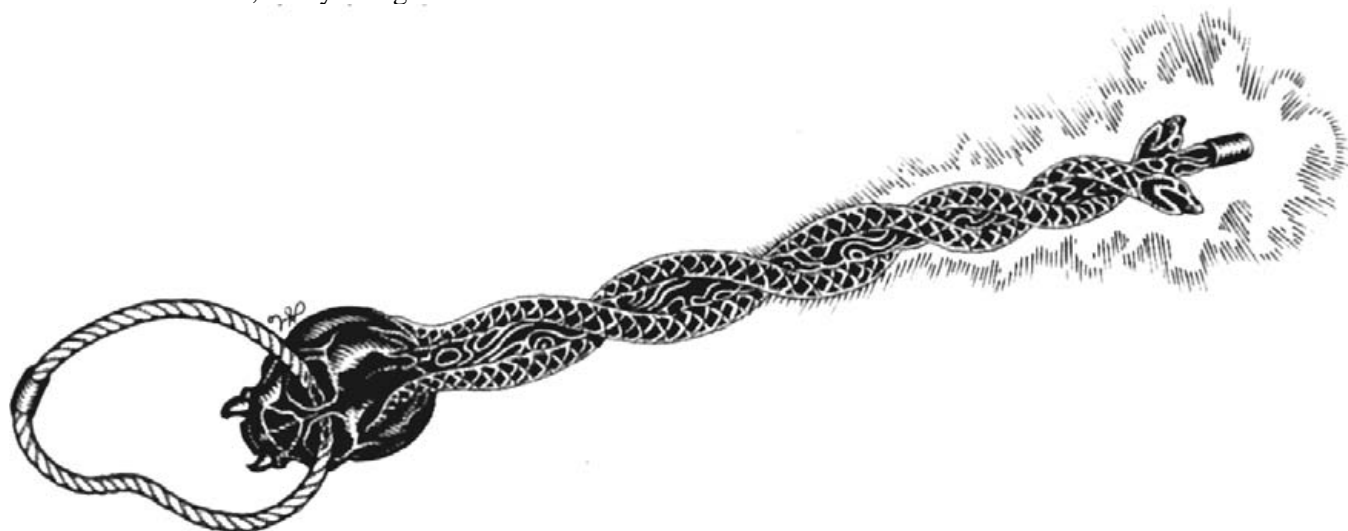
You manage to retrieve your balance and bend down to see that the object is a black human skull. A slight shudder passes through you. Is this some kind of evil omen? Cautiously, you continue on your way East. Turn to **123**.

**32**

You continue West and soon the passage turns South. You follow it Southwards until you come to a crossroads. Turn to **155**.

**33**

The creature’s tongue lashes out at you and its foul saliva splashes across your face and left eye, burning your skin. Lose three Strength points and two Dexterity points. If you are still alive, you leap back from the DRAGON, ready to fight. Turn to **51**.



**34**

You continue on your way North, and finally arrive at a solid-looking wooden door. Will you:

- Knock politely at the door? Turn to **96**
- Walk straight in? Turn to **69**

**35**

You do not have all three pieces of the Medallion of Eirion: you must return to the entrance of the Caverns and begin your quest again. May the luck of the gods be with you!

**36**

Deciding that in a situation like this, discretion is the better part of valour, you turn to flee from the GOLEM – but as you do so, a heavy iron portcullis drops down, blocking your exit! You have no alternative but to fight the GOLEM – turn to **58**, or (if you have one) hold up one of the Sorcerers magic oak leaves – turn to **99**.

**37**

You hurry back to the crossroads, trusting your instincts which warned you not to continue along the dark, narrow passage. Back at the crossroads you decide against going South, as you have recently come from that direction. Will you go:

- North? Turn to **186**
- West? Turn to **5**

**38**

	<i>Dexterity</i>	<i>Strength</i>
Chameleon		
DRAGON:	7	12
If you win, turn to <b>94</b> .		

**39**

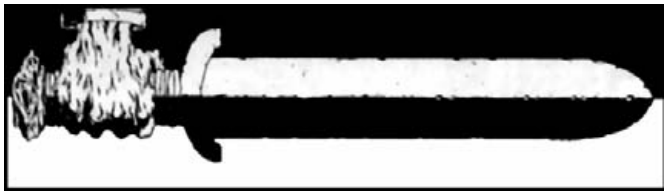
After defeating the WEREWOLF, you curiously peer into the coffin-like box from which the creature emerged. Your eyes light up as you see five large rubies, and you happily place these into your backpack before leaving the room. Turn to **100**.



ELAAM, LION KING  
WISE, GENTLE, STRONG  
HUMAN BLOOD  
EYES

Hunter





**40**

You crawl through the little door and find that you can just stand upright in the room. In the flickering torchlight, you see that the statue is of a mighty lion. There is an inscription carved on the floor before the statue, which says:

“Hail Elaam, Lion King!

Wise, gentle, strong.

To awaken him, fresh human blood must fall upon his eyes.”

You ponder upon the strange inscription, wondering whether to awaken the Lion King, and what would happen if you did so.

If you decide to wake Elaam, turn to **4**. If you decide to leave him undisturbed, go back out of the room to the junction and turn North, turn to **21**.

**41**

You have three choices:

You may use one of the Sorcerer’s magic oak leaves (if you have one) against the Enchantress. If you decide to do this, turn to **98**.

You can attack the Enchantress – turn to **190**.

You can try talking to the Enchantress in an attempt to learn her weakness – turn to **72**.

**42**

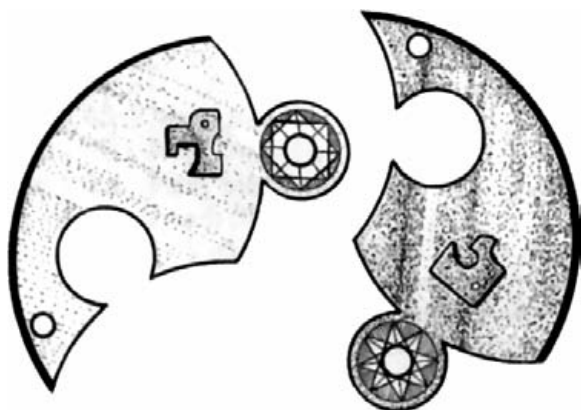
As you try to join the two pieces, a sudden blast of energy hits you. Roll one dice and lose that many Strength points. If you are still alive, will you try and fit together:

The yellow and white and insert the red?

Turn to **83**

The yellow and red and insert the white?

Turn to **151**



**43**

You continue West for some time and eventually find that the passage ends in a blank wall. Will you now:

Search for a secret door?

Turn to **68**

Go back East to the junction and turn North?

Turn to **124**

**44**

Written upon this scroll is a Spell which will restore your Strength and Dexterity scores to their *Initial* value whenever you decide to use it. This spell will work only once during your adventure. When you wish to use the spell, say these words:

“By the power of Strength

And the power of Strife,

I call upon Ctuk-az

To give me my life!”

Turn to **91**.

**45**

Kutobo replies: “The third piece of the Medallion of Eirion hangs around the neck of the Enchantress Elzira to the North. It is formed of red gold and is the most powerful of the three pieces.” Turn to **62**.

**46**

If you were going East, turn to **185**. If you were going West, turn to **165**.

**47**

You tell them that you do not have the key, and sly smiles spread over their ugly faces.

“Well then, you are not worthy to serve our Mistress,” one sneers at you, and all three draw their swords. You will have to fight them – turn to **181**.

**48**

You hold one of the magic oak leaves up in front of the GOLEM, and at once the leaf pulsates with a golden radiance. Immediately, the GOLEM roars in anguish, as golden flames begin to lick around its body. You back away as the mighty beast writhes around bathed in the leaf’s merciless golden rays. Finally, the GOLEM collapses and the leaf dulls to a lifeless grey and turns to dust. Turn to **11**.

**49**

There is no door handle or keyhole, but when you touch the metal door, it opens smoothly inwards. You see a small, dark room beyond, with a metal floor. Will you:

Enter the room?

Turn to **2**

Continue on your way North?

Turn to **34**

**50**

Fortunately, the foul creature’s tongue just misses your face, and you leap back from the lizard, prepared for battle. Turn to **51**.

**51**

The enraged creature pulls itself free of its chains, and you have to decide whether to fight it – turn to **38**; or, if you have any left, hold up one of the Sorcerer’s magic oak leaves in front of it – turn to **54**.





52

The walls seem to be pressing closer and closer together, as if they would squeeze the breath from your body . . . and then you emerge from the claustrophobic tunnel into a small, round cave. And standing there, snarling, with its four red eyes fixed upon you, is a huge TWO-HEADED DOG. It is starving, having been imprisoned in this tiny cave. You consider using one of the Sorcerer's magic oak leaves, but decide to save these for the worse terrors which are surely yet to come.

TWO-HEADED DOG:	<i>Dexterity</i>	<i>Strength</i>
	8	8

If you win, turn to 14.

53

Elaam closes his deep brown, sad eyes for a moment, and then says:

“Go through the wooden tiny door,  
Then West to where you were before.  
Go North, then take the passage East,  
Then follow this till junctions meet.  
Go North again, and you must seek  
The lady fair in chains, who weeps.”  
Turn to 175.

54

You search rapidly through your pack, seeking one of the magic oak leaves. When at last you find one, you quickly hold it up in front of the Chameleon DRAGON and hold your breath. The leaf immediately begins to glow with a soft, golden light, and as it does so the DRAGON roars in agony and clutches its head with its scaly claws.

It falls awkwardly to the floor at your feet, still bathed in the leaf's golden light. Then it heaves a deep, shuddering sigh and dies. At once, the oak leaf ceases to glow and turns to a dull lifeless grey, then it crumples and falls as dust from your fingers. Turn to 94.

55

You investigate the walls of the room, desperately seeking for some way to halt the deadly spikes. Then, by sheer chance, you slip on the smooth metal floor, and your outstretched hand bangs against the wall on your right.

To your astonishment and relief, a small square hole appears in the wall where your hand touched it, and wasting no further time, you worm your way through the welcome exit, just as the spikes are about to meet the rising floor! Turn to 135.





**56**

You are in a large, well-lit room, the floor of which is divided into nine squares that are different colours of the spectrum. You are standing on a red square with the silver door immediately behind you. The other door out of the room is in the top North-East corner, next to a violet Square. There is a yellow square directly in front of you, a green square to your left, and an orange square to your right. Will you step onto the:

Orange square?	Turn to <b>97</b>
Green square?	Turn to <b>164</b>
Yellow square?	Turn to <b>191</b>

**57**

Something, about Keevan has made you uneasy. Perhaps it is his too friendly greeting, or perhaps you distrust his claim that you have met here by chance. You draw your sword and advance upon him. Instantly, a silver shimmer envelops Keevan and when it fades there before you in his place, stands a tall, slender woman with long black hair, in a blood red robe. Around her throat hangs the third red-gold piece of the Medallion of Eirion. This is the Enchantress Elzira! She looks at you scornfully and gives a mocking laugh:

“Well met,” she sneers. “But the time is not yet ripe for our confrontation. When the Fates agree, we shall meet in battle – I trust that it will be soon!”

Then, with a swirl of her robe, she vanishes in a cloud of acrid black smoke. A slight shudder passes through you, but you are not easily daunted. You follow the passage North out of the cave. Turn to **178**.

**58**

<i>Dexterity</i>	<i>Strength</i>
10	14

**GOLEM**

Because the **GOLEM** is rather large and the passage is rather small, you may add two onto your Dexterity score for this fight. If you win, turn to **11**.

**59**

After a short time, you come across another passageway, leading off to the West. You must decide whether to continue North – turn to **124**, or take this new way West – turn to **6**.

**60**

After disposing of the **VULTURES**, you continue unmolested across the cavern and into the tunnel on the East side. Restore the two Dexterity points you deducted for the fight, and turn to **117**.

**61**

You go West, and quite soon come upon a small, wooden door in the wall on your right.

Will you try to open the door?	Turn to <b>108</b>
Ignore the door and continue West?	Turn to <b>100</b>

**62**

Even as he answers your question, Kutobo melts away, his flowing robes fading into the black rock of the cave. Will you now:

Open the other bottle?	Turn to <b>171</b>
Go back to the junction and continue West?	Turn to <b>74</b>

**63**

You set off West down the small corridor which begins to get rather damp. You can hear the faint sound of rushing water, and quite soon you come upon a tiny passage leading off to your left. The sound of the water seems to be coming from down this passage.

Will you continue West?	Turn to <b>165</b>
Investigate the tiny passage South?	Turn to <b>111</b>

**64**

There is a tiny key hole in the door and, you insert the silver key to find that it fits exactly. You turn the key, there is a faint click, and the door swings open. Turn to **56**.

**65**

The passage goes North for quite some time, its walls damp and slimy. Finally, you arrive at a junction. Will you continue North – turn to **121**; or take the new way East – turn to **9**.

**66**

You pull on the rope and there is the muffled clang of a large bell from behind the door. Immediately, the door starts to open silently and smoothly inwards, and you cautiously peer inside. Turn to **180**.



67

Elaam closes his sad eyes for a moment, and then says:

“A lady fair in chains and tears,  
Around her neck is what you seek.  
But she is not what she appears,  
So listen to the words I speak.”  
Turn to **175**.

68

Throw two dice. If the numbers on both dice add up to the same as or less than your Fate/Fortune score, turn to **118**. If the numbers add up to more than your Fate/Fortune score, turn to **168**.

69

Cautiously, your hand gripping your sword, you open the door. Inside you see three fighting men dressed in red and black armour. They leap to their feet when they see you and draw their swords. They are GUARDS of the Enchantress of the Caverns, and you must fight them.

Will you use one of the Sorcerer’s magic oak leaves (if you have any left)? Turn to **172**  
Or fight? Turn to **193**

70

You walk Eastwards down a short, narrow passageway which suddenly opens out into a small cave. Directly opposite you, the whole of the East wall of the cave is taken up by a huge mirror. Do you:

Hold up one of the Sorcerer’s magic oak leaves in front of the mirror? Turn to **81**  
Walk up to the mirror and touch it? Turn to **25**  
Go back to the crossroads? Turn to **13**

71

You decide to go East, and quite soon come upon the passage leading South that you have recently come from. You ignore this, and continue on your way East – turn to **82**.



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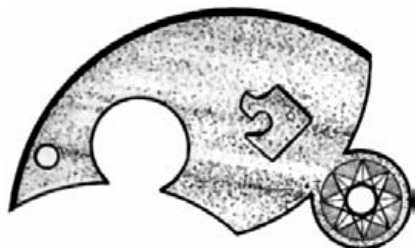
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72

“Your omnipotent Majesty!” you begin, melodramatically ... but you decide that if she’s going to blast you into non-existence, you might as well go out in style. “For many a weary hour I have journeyed through these caverns, seeking your radiant loveliness!”

“Liar!” she spits. “You have come seeking this bauble that I wear at my throat!”

You notice, however, that your words of flattery have brought egotistical vanity to her eyes. You continue to praise her, and as eloquent words of flattery pour from your mouth, the Enchantress drifts back to her throne and lounges back upon it. You realise that you will have to act soon, as you are running out of superlatives, and notice with barely concealed delight that the Enchantress’s eyes dreamily close, as she soaks up your words of praise. Then with a sudden burst of energy, you dive forwards, snatch the black wand from her hand, and jump back away from her, holding the wand tightly to your chest.

The Enchantress springs to her feet and utters a strangled cry, demanding that you return the wand to her. You laugh in her face, and taking the wand firmly in both hands, snap it in two! The Enchantress howls as if in great pain, and in a blind rage, grasps a silver sword from beside her throne. Without her wand, however, she is weak and vulnerable. The third piece of the Medallion of Eirion is only strong in good magic and therefore useless to her. Add one onto your Dexterity score for this battle against her.

	<i>Dexterity</i>	<i>Strength</i>
ENCHANTRESS:	8	8

If you win, turn to **19**.

73

As soon as your foot touches the square, a searing pain shoots up through your leg and you leap back onto the yellow square. Lose one Strength point. If you are still alive, you may try:

The violet square	Turn to <b>149</b>
The blue square	Turn to <b>18</b>

74

You continue on your way West. Shortly afterwards the passage turns North, and you come across a door in the East wall, with a single silver rune engraved upon it.

Will you open the door?	Turn to <b>145</b>
Continue North?	Turn to <b>80</b>

75

You take Skull-Cleaver firmly in your hands and confidently say the answer to the riddle.

The Axe handle tingles beneath your flesh, and you feel it pull slightly away from the stone. Throw two dice. If the score is the same as, or less than, your Dexterity score, turn to **197**. If it is greater than your Dexterity score turn to **87**.

76

You struggle to regain your balance, but fail to do so, and fall awkwardly forward. Your head hits something black and hard – lose two Strength points. Cursing at your carelessness, you rub your head and examine the cause of your misfortune: it is a black human skull. Could this be an evil omen? You get to your feet and cautiously continue Eastwards – turn to **123**.

77

If you wish to open the box and you do not have a key, you can try smashing the lock with your weapon. If you decide to do this, turn to **140**. If you feel you should leave the room and continue West – turn to **100**.



78

You ignore her pleas for help, and rush forwards to snatch the necklace from her throat. But as your fingers reach out to touch the white-gold piece of the Medallion of Eirion, the lady undergoes a hideous transformation. Instead of a helpless, cowering girl, there now stands a giant, Dragon-like creature, with huge red eyes, slimy green scales and rows of wicked-looking teeth! If you have encountered Elaam, Lion King, and asked him about the location of the Medallion, turn to **141**. If not, turn to **114**.

79

Very cautiously, you put your hand back into the hole, and this time you feel something cold and hard and round. Carefully, you withdraw the object, and see that it is a huge diamond, worth many hundreds of gold pieces. Delighted at your find, you place the diamond in your backpack, and return carefully along the ledge to the little passageway and the junction – turn to **46**.



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“Now then,” the man says in his crisp harsh voice. “What can I do for you?” (180)

**80**

You continue on your way North and quite soon come to an apparent dead end. You search for some indication of a secret door, and are rewarded by a slight click as you press on the wall ahead of you. A door appears in the rock and slides smoothly open, and you step through into an East-West passageway. The secret door slides silently closed behind you, leaving no indication that it ever existed.

Will you go West?

Turn to **63**

Or East?

Turn to **185**

**81**

You carefully take out one of the magic oak leaves, and hold it up in front of the mirror. The leaf begins to glow with a soft golden light, and as it does, you can see right through the mirror to a small, gloomy cave on the other side. In this cave, you glimpse an indistinct silver shape that writhes and twists as if it is about to form into some kind of humanoid. Once you have observed this, the leaf dulls to a lifeless grey, and then falls as dust from your fingers.

Do you now wish to go up to the mirror and touch it? If so, turn to **25**. Otherwise you return to the crossroads – turn to **13**.

**82**

The passage goes East for a little while and then turns North. Shortly after, it turns East again and you come to another junction.

Do you wish to go North?

Turn to **182**

Or South?

Turn to **156**

**83**

To your relief and delight, the two pieces lock together perfectly, and you can then easily insert the third. Turn to **163**.

**84**

You cannot avoid the GOLEM's breath, and when the freezing vapour touches you, it burns your skin with its intense icy coldness. Lose three Strength points. If you are still alive, you manage finally to find one of the magic oak leaves – turn to **48**.

**85**

At once the voice replies: "Come in then, stranger. The Enchantress always welcomes those willing to serve."

You open the door cautiously, your hand gripping your sword. Inside are three fighting men, in red and black armour. They are GUARDS of the Enchantress and they bid you welcome. They tell you that the way to the Enchantress is through a silver door in the North wall of this room.

"Of course," one adds, "you have to prove that

you are worthy of serving our Mistress. Have you got the silver key that opens the door?" If you have the silver key and wish to tell them so, turn to **126**. If you decide not to trust them and attack, turn to **181**. If you do not have the key, turn to **47**.

**86**

You arrive at the crossroads and decide to ignore the way West where you have recently come from. Do you now wish to go:

North?

Turn to **109**

East?

Turn to **23**

**87**

You struggle to pull Skull-Cleaver further out of the stone, but, it seems, you do not have the strength and skill to wield the mighty weapon. At least you still have your sword, Giant-Slayer, and you leave the room and head West – turn to **43**.

**88**

As you step through the secret door, it slides silently closed behind you, leaving no trace of its existence in the wall on this side. You may now go:

North Turn to **90**

South Turn to **155**

**89**

You put the ring on the little finger of your left hand. It is a tight fit, and you doubt if you will easily be able to get it off again.

The ring does not appear to have any immediate magical effect on your body, so you go back through the mirror to the crossroads – turn to **13**.

**90**

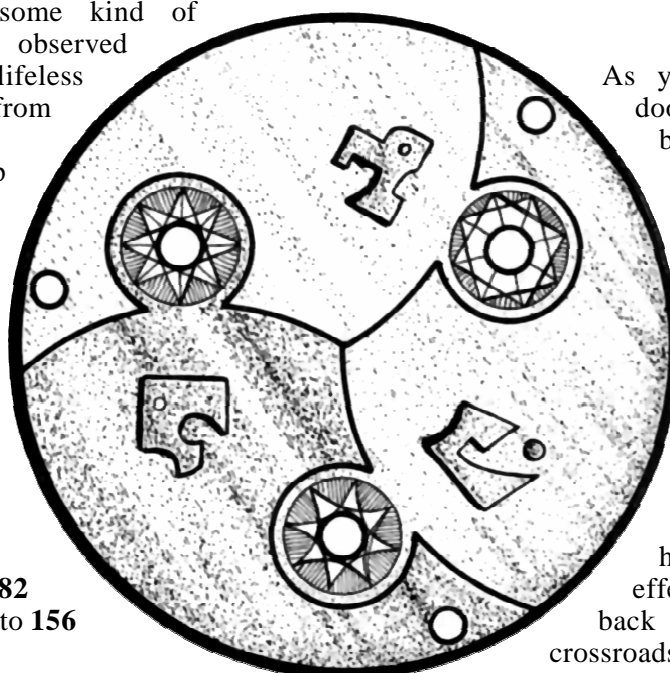
You go up the passageway North, and after a while, it turns to the East. Shortly after this, you come across a new passageway leading off to the North. There is a large arrow painted on the wall pointing Northwards, and you decide to head this way, following the arrow, rather than continue East – turn to **119**.

**91**

After reading the scroll of your choice, you thank the Green Wizard and turn to leave by a door in the North wall, opposite the one where you entered. Before the door closes behind you, however, the Green Wizard calls out:

"One further thing – keep going North. If, that is, you really want to achieve your goal."

Then the door shuts behind you, and you find yourself in a passage heading North. Turn to **133**.



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92

Moved by pity for this beautiful young girl, you break her chains with your sword, and then await her gratitude. To your horror, however, she undergoes a hideous and rapid transformation. Instead of a young woman, there now stands a giant, Dragon-like creature with huge red eyes, slimy green scales, and rows of wicked-looking teeth. Have you encountered Elaam, Lion King and asked him about the location of the second piece of the medallion? If so, turn to 141. If not, turn to 114.

93

You investigate the walls of the room, desperately seeking for some way to halt the descending spikes – but it is to no avail! You can do nothing but watch helplessly as the deadly spikes descend upon you. Your adventure ends here.

94

You bend down over the Chameleon DRAGON's body, and remove the second piece of the Medallion of Eirion from its scaly neck. A sudden joy surges through you: you have two pieces! Only one more, and the secret of a great treasure will be yours! You stow the white-gold third safely in your backpack, and leave through the door in the North wall – turn to 196.

95

The moment you touch the bottle, it explodes with a sound like a thunderclap into thousands of flying shards, and you are thrown back amidst a cloud of dense blue smoke. As the smoke clears, you face a creature on whom you cannot quite seem to focus, as it weaves in the flickering shadows of your torch. You can make out a human face – but there is a third eye in the centre of its forehead. Beneath the head, only a billowing black cloak is visible.

“My name is Kutobo,” it tells you, “and I have been captive for more years than I care to remember, awaiting the touch of a human hand to free me. In return for giving me my freedom, I will answer any one question you ask.” Will you ask:

Where you can find another piece of the Medallion? Turn to 45

Where you can find something that will help you gain another piece of the Medallion? Turn to 8

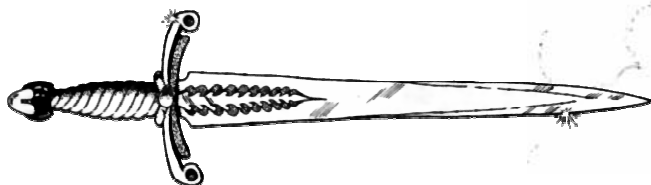
96

You knock three times at the wooden door, and a rough, male voice calls out, “Who's there?”

Will you state your true name? Turn to 137

Say you are a messenger from the Green Wizard? Turn to 184

Say you have come to serve the Enchantress? Turn to 85





**97**

As soon as your foot touches the square, a terrible pain shoots up through your leg and you leap back onto the red square. Lose one Strength point. If you are still alive, you may try:

- |                   |                    |
|-------------------|--------------------|
| The green square  | Turn to <b>164</b> |
| The yellow square | Turn to <b>191</b> |

**98**

Quickly, you hold up one of the magic oak leaves which the Sorcerer Pelorath gave you. The Enchantress's eyes narrow, and in furious reply, she holds out her black wand. Both leaf and wand are strong magical items of approximately equal power. To determine whether your good magic or the Enchantress's evil magic will triumph, throw one dice for the Enchantress and one for yourself. If your dice has the higher number, your magic is stronger – turn to **150**. If the Enchantress's dice score is higher, turn to **190**.

**99**

You rapidly rummage through your backpack for one of the magic oak leaves, and while you are doing so, the GOLEM breathes forth a cloud of white vapour. Throw two dice. If the numbers on both dice add up to the same as, or less than your Fate/Fortune score, turn to **125**. If the numbers add up to more than your Fate/Fortune score, turn to **84**.

**100**

You continue Westwards and quite soon after, the passage turns North. After some time, another passage branches off on your right. Will you continue North? If so, turn to **21**. If you would rather take the new passage East, turn to **142**.

**101**

You have not gone very far East before you come upon a crossroads. Do you wish to go:

- |        |                    |
|--------|--------------------|
| North? | Turn to <b>109</b> |
| East?  | Turn to <b>23</b>  |
| South? | Turn to <b>160</b> |



**102**

You have not gone far along the tunnel before it takes a sudden sharp turn to the East. As you round the corner, you stumble upon something on the floor. Throw two dice. If the numbers on both dice add up to the same as or less than your Fate/Fortune score, turn to **31**. If they add up to more than your Fate/Fortune score, turn to **76**.



**103**

You kick frantically to try and free your leg from the icy grasp, but no matter how viciously you struggle, it is to no avail. You are dragged down into the murky depths, and get a vague impression of a huge, pale, many tentacled monster . . . but then your lungs fill with the evil black water and your adventure ends here, in the cold depths of the Lake of Death!



**104**

Annoyed at the man's tone, you draw your sword and advance threateningly towards him. He seems totally unconcerned, however, and merely makes a slight flick of his hand in your direction. At once, you feel as if you are burning from within, and you drop your sword and fall to the ground in agony. Lose four Strength points. If you are still alive, you find that the pain abruptly vanishes, and you get to your feet and pick up your sword.

"Now don't be silly, or I'll really have to hurt you," he says. "Just choose one scroll and leave me in peace."

- |                                  |                    |
|----------------------------------|--------------------|
| Do you wish to attack him again? | Turn to <b>167</b> |
| Or choose a scroll?              | Turn to <b>176</b> |

**105**

You decide to get away quickly from the river bank, before any more of the lizards appear, and set off North – turn to **65**

**106**

You now have all three pieces of the Medallion of Eirion: one yellow-gold, one white-gold, and one red-gold. You must fit them together in the correct way, or suffer the consequences. Will you:

- Lock the yellow- and white-gold pieces together and then insert the red? Turn to **83**
- Lock together the yellow- and red-gold pieces and then insert the white? Turn to **151**
- Lock together the white- and red-gold pieces and then insert the yellow? Turn to **42**



**107**

You wipe the blood of the DEMON from your mighty blade, and stand boldly before the great marble door. Surely the Enchantress will be within. Feeling a sudden surge of triumph, you place your boot against the door, and with a savage thrust, kick it open, then leap through to face whatever lies beyond – turn to **195**.

**108**

The door is very stiff, but you grit your teeth and push it steadily, slowly, open. A strong smell of decay and death assaults your nostrils and you wrinkle your nose in disgust. The room you see beyond the door is small and dark. The walls are damp and slimy, and puddles of foul-smelling liquid collect on the floor. There is a large number of old bones scattered around, and against the north wall lies a long, coffin-like box.

- Will you enter the room and examine the box? Turn to **159**
- Leave hastily and continue West? Turn to **100**

**109**

You have not gone far North before you come upon another crossroads.

- Will you go North? Turn to **90**
- East? Turn to **70**
- West? Turn to **61**

**110**

You carefully unroll the scroll, and read the words scrawled upon it in a thin, spidery script:

“The Caverns north of the old Forest of Eln are said to have been hewn out of the mountains by evil forces, centuries ago. For aeons they were dominated by the Barbarian hordes of Skelogh, under the rule of the insane Lord Eekron, but more recently, control of the Caverns has fallen into the powerful hands of the Enchantress Elzira.

Elzira is said to possess the third and most potently magical section of the Medallion of Eirion – the section formed of red-gold. But beware if you seek her! The twisting passages that lead to her chambers are well guarded, and the very floor that leads to her throne room is a test of your wit and strength.” Turn to **91**.

**111**

As you walk along the short passage, the sound of the rushing water becomes an angry roar. You emerge into a huge cavern. The rock walls tower above you, and the cave roof is lost in inky blackness far, far above. You are standing on a small, rocky ledge, which overlooks an immense pit, and plunging down into the impenetrable blackness before you, is a huge waterfall.

The fall is fed by a dark, foaming river which gushes out of a low tunnel to the South. The mist-drenched ledge on which you stand curves off to the left, hugging the dripping East wall.

If you wish to try and edge your way along this tiny ledge, turn to **199**. If you feel it would be wiser to go back to the junction, turn to **46**.

**112**

You push at the door with all your might and it seems to give slightly. Your hopes raised, you take a few steps back and then charge at the door with your shoulder. The door flies open, but you lose four Strength points in the process. If you are still alive, turn to **56**.

**113**

“Let’s continue together,” Keevan suggests. “Perhaps with our combined strengths we will succeed in gaining great riches.” Will you:

- Agree to his suggestion and accompany him? Turn to **29**
- Decline his offer? Turn to **148**



**114**

You are startled at this unexpected transformation, and that delays your reactions. Before you have a chance to leap backwards, the DRAGON strikes out at you with its foul-smelling tongue.

Throw two dice. If the numbers on both dice add up to the same as, or less than your Fate/Fortune score, turn to **50**. If they add up to more than your Fate/Fortune score, turn to **33**.

**115**

Do you wish to open the box with the large, rusty key? If so, turn to **139**. If you decide this would not be wise, you leave the room and continue West. Turn to **100**.

**116**

You rummage rapidly through your pack until your fingers close upon one of the magic oak leaves. Quickly, you hold it up in front of the hideous WEREWOLF, and the leaf begins to glow with a soft, golden light. At once, the WEREWOLF begins to howl, a horrible, unearthly sound like that of a tortured soul. It twists and writhes in the leaf's golden glow, and then falls to. The floor and transforms before your eyes into a decaying corpse. At once, the leaf dulls to a lifeless grey and collapses to powder in your outstretched hand. Turn to **39**.

**117**

The tunnel goes on Eastwards for a while, and then turns North. Shortly after this, it widens out again into another cavern, and this one is almost entirely filled with a huge, underground lake. The black



surface of the lake is deathly still, broken only by the occasional drop of water from the roof of the cavern. There is no sound except for the eerie, echoing splashes of the dripping water.

The almost total silence is oppressive, and the unnatural stillness of the dark water unnerves you. You are standing on a small platform of rock at the South edge of the lake, and see a similar platform across on the North side. If you wish to continue this way, you will have to swim across the lake.

If you decide to attempt this, turn to **169**. If you feel it would be safer to go back the way you came, turn to **179**.

**118**

Your careful examination of the rock wall is rewarded by your fingers brushing over a small bump. You press this, and the wall slides smoothly to one side, revealing an open doorway to a North-South passageway. Will you:

Step through the doorway? Turn to **88**

Go back East to the junction and turn North? Turn to **124**

**119**

You arrive at a large, metal door. It has no handle or key hole, but a heavy bell rope hangs down to your right.

Will you pull the bell rope? Turn to **66**

Try and force the door open? Turn to **143**

**120**

As you walk along the South tunnel, a gentle breeze whispers across your face and tousles your hair. Quite soon, however, the breeze begins to strengthen into an icy wind that tugs at your clothing and makes your torch flames dance wildly. The wind makes an eerie sound as it whistles through the tunnels, and it almost sounds as if your name is being whispered in the wind's unearthly moan. You hesitate. Will you:

Investigate South? Turn to **136**

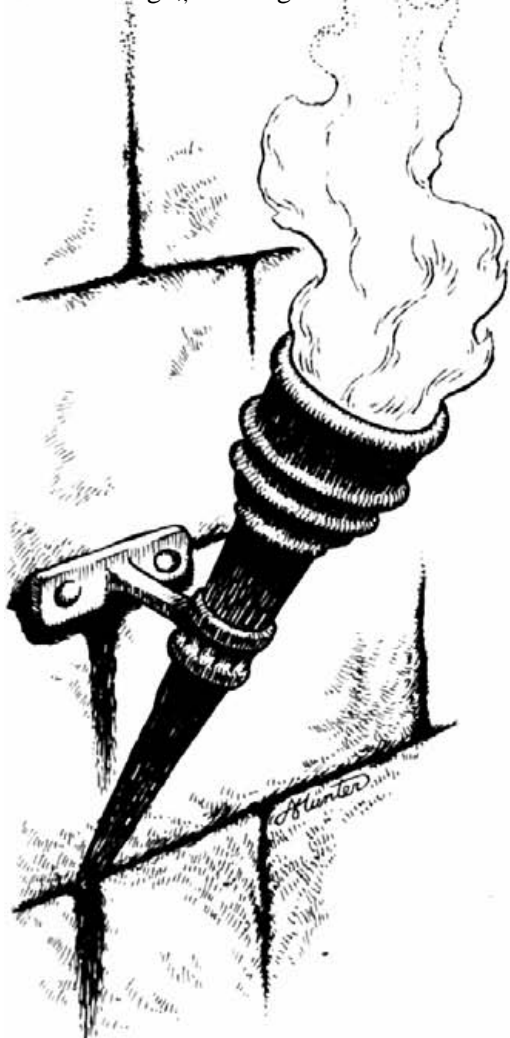
Or go back North? Turn to **152**

**121**

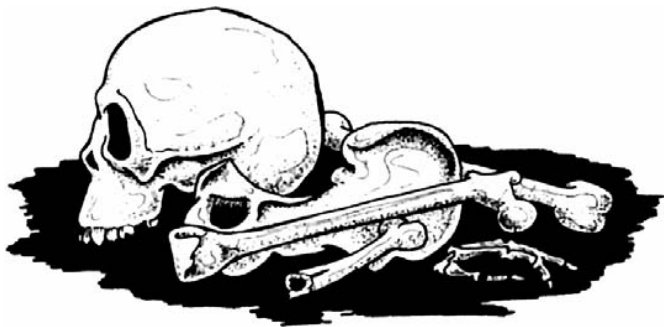
You head Northwards and the passage walls get drier as you walk on. Then you come to a tiny, metal door set into the wall on your right. Will you:

Try to open the door? Turn to **49**

Continue North? Turn to **34**







### 122

You fail to break the padlock which, although it appears rusty, is still very strong. You decide that perhaps it would be best to leave the coffin-like box untouched, go out of the room and continue on your way West – turn to **100**.

### 123

As you continue along the passage, you notice a small, black wood door set into the wall on your right.

Do you wish to open the door? Turn to **138**  
Continue Eastwards? Turn to **101**

### 124

You head North and quite soon, the passage turns to the West. You continue West for some time and then arrive at a junction. A large arrow on the wall is pointing to the North. Will you:

Keep going West? Turn to **32**  
Take the new way North? Turn to **119**

### 125

Fortunately, you manage to dodge out of the way of the GOLEM's breath, and at last your fingers close around one of the magic oak leaves – turn to **48**.

### 126

You show them the key, and they exchange knowing, secretive smiles.

"Then unlock the silver door, friend," one says. "And may the gods be with you when you find the Enchantress."

Will you unlock the door  
with the silver key? Turn to **64**  
Decide not to trust them and attack? Turn to **181**

### 127

You slip on the wet ledge as the sudden pain in your thumb makes you jump. You fail to regain your balance, and plunge down into the churning waterfall. Your adventure ends here!

### 128

You slowly press your body forwards into the mirror's shimmering surface. Your skin begins to tingle, but there is no other resistance to your passing through. You emerge unscathed on the other side, and find yourself in a small, gloomy cave with no exit . . . and there, facing you, is yourself –

armed and ready for battle! You must fight this mirror image for your life:

MIRROR IMAGE: Dexterity: one point less than your own; Strength: half of your own.

If you win, turn to **157**.

### 129

Cautiously, you grasp the smooth, wooden handle and push open the door. You step through into a small, square-shaped room, hewn out of the solid rock. In the very centre of the room, stands a large, grey stone, and embedded in the top of this, is a mighty, double-bladed battle Axe. One of its blades has bitten deeply into the grey stone, and it looks as though it would take a very strong person to part the Axe from the stone.

There is an inscription carved into the stone below the Axe.

"To release the mighty Battle Axe Skull-Cleaver, just say the Word which lies hidden in this riddle:

My first is in icy and also in chilled,  
My seconds in killer but never in filled.  
My third is in day-time and also in sky,  
My fourth is in seeing, but never in eye.  
My fifth is in traitor and also in trust  
My sixth is in star but never in rust.  
My seventh's in lonely and also in last.

And my whole is as clear as a fragment of glass."

If you can solve the riddle and speak the word which will free Skull-Cleaver, turn to **75**.

If you cannot solve the riddle, turn to **177**.



**130**

The tiny door opens easily, and you bend down to peer inside. You can see a stone-flagged room, empty except for a stone statue of some kind of animal in the centre.

- Will you enter the room? Turn to **40**
- Go back to the junction and head North? Turn to **21**

**131**

The passage goes East for quite some time, and begins to get narrower. Then you hear something behind you: a loose pebble falling, or perhaps a footstep. You whirl around and peer into the darkness, but you can see nothing.

Slightly unnerved, you press on Eastwards, and then abruptly the passage turns North. It continues to narrow, and the uneven rock walls brush your sides and almost seem to tug at your clothing. You stop, now decidedly uneasy.

- Will you go back to the crossroads? Turn to **37**
- Press on North? Turn to **158**

**132**

You ask her why she was imprisoned here, and sobbing, she tells you that she once served the Enchantress Elzira who rules the Caverns. She hated her mistress, however, and tried to escape, but was captured and chained in this room, to await whatever fearful creature might come along to devour her or torture her. Will you now:

- Snatch the white-gold piece of the Medallion of Eirion from her neck? Turn to **78**
- Free her from her chains? Turn to **92**

**133**

You set off North, and quite soon come to a passage leading off on your left. You decide to follow the Wizard's advice, however, and keep going North – turn to **181**

**134**

You head North towards where you heard the voice, and soon enter a smallish, roughly circular cave with a domed rock ceiling. There, in the centre of the floor, lies a huge dead TROLL, and, bending over it, searching through its shabby clothing, is a young man. He has sandy-blond hair, and is dressed in chain mail armour. Beside him lies a long, slender sword, smeared with the blood of the TROLL. As you enter, he jumps up with a smile of greeting on his face, and you recognise him instantly as being Keevan, a friend from your youth.

“So you're here, too, searching for fame and fortune,” he says to you. You nod in reply, deciding against mentioning the Medallion of Eirion. “What a remarkable coincidence, our meeting again in such a dank and dismal place as this!” Keevan continues. He gives the body of the TROLL a rough kick. “Just came across this thing here. We had a great fight! But, he carried nothing of value. Are you seeking anything in particular here, or are you just looking for a bit of adventure and trying to get rich in the process?” Will you:

- Tell him about the Medallion of Eirion and the Sorcerer Pelorath? Turn to **17**
- Agree with him that you're just looking for a few fights and whatever treasure you happen to come across? Turn to **113**
- Attack him? Turn to **57**



**135**

The hole through which you escaped is the entrance to a small tunnel which goes in an Easterly direction. You have to wriggle through the tunnel on your belly, dragging yourself along with your hands and elbows.

After a short time, the tunnel turns North, and then to the West, and finally comes to a dead end. You patiently search for a secret door, and are rewarded when you press the wall and a section of the rock slides open before you. You emerge into a North-South passage, and realise that you are now just a little North of the metal door through which was the room with the descending spikes. To the North of you, the passage ends at a solid-looking wooden door and you decide to investigate this. Will you:

- Knock politely at the door? Turn to **96**
- Walk straight in? Turn to **69**

**136**

Determinedly, you press on South, the wind getting stronger and wilder all the time. Several times you have to stop and relight your torch, but now there is no thought of turning back. You can hear your name clearly in the wind, a sighing, irresistible call which you cannot ignore.

At length, you emerge into a smallish cavern, with a pool of still water in its centre. Strangely, the wind is less strong here, but your name is being whispered longingly to you from the depths of the pool. The unearthly call echoes and sighs around the cavern, and you are now totally under the spell of the SIREN'S song. Your will is no longer your own. Casting down your weapons and backpack, you walk into the still waters of the pool, drawn by a call that you cannot resist. You are lost forever in the SIREN'S pool, and your adventure ends here!

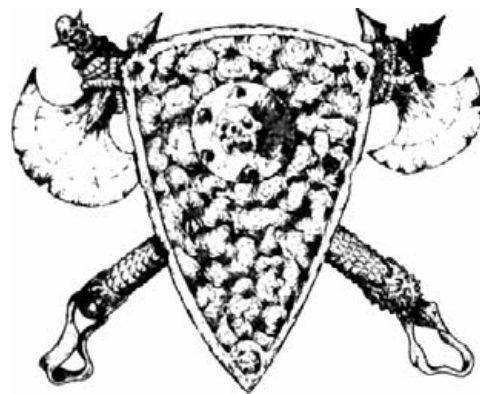
**137**

There is a moment's silence from inside the door, and then the voice calls out again: "Enter, then, adventurer, and be welcome!" Turn to **69**.

**138**

The door has a rusty iron ring for a handle, and when you try this, it turns easily to the left. The door opens with little effort, to reveal a small room beyond. Cautiously, you enter the room, which looks as though it was once some kind of guard room. There are a number of low, wooden benches and a rough table. On the south wall there are several rusty iron hooks, and hanging from one of these, is a large, rusty key. Do you wish to:

- Take the key? Turn to **153**
- Decide to leave the room untouched? Turn to **101**



**139**

You insert the key into the padlock, and it fits perfectly. It turns easily and the lock snaps open – turn to **15**.

**140**

You raise your weapon and bring it down forcefully upon the padlock. Throw two dice. If the numbers on both dice add up to the same as, or less than your Fate/Fortune score, turn to **22**. If the numbers add up to more than your Fate/Fortune score, turn to **122**.

**141**

You remember Elaam's words about the lady in chains not really being what she appears, and so you are ready for just such a transformation. Instantly, you leap back from the Chameleon DRAGON and draw your weapon – turn to **51**.

**142**

The passage East is only short and soon comes to a dead end. However, you notice a small door, just big enough to crawl through, at the bottom of the wall on your right.

- Will you try to open the tiny door? Turn to **130**
- Turn back to the junction and head North? Turn to **21**

**143**

You push on the door with all your might, but with no result.

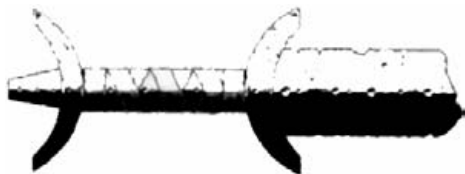
- Do you now wish to pull the bell rope? Turn to **66**
- Smash at the door with your weapon? Turn to **27**

**144**

You decide to take all three scrolls, and are just gathering them up into your arms when you are afflicted with intense pain, as if you are being burnt alive. Lose four Strength points. If you are still alive, you drop the scrolls onto the table and fall to the floor in agony. Abruptly, the pain vanishes as suddenly as it began, and you stagger to your feet.

"Don't be greedy!" he snaps. "I said choose just *one* scroll."

You have had a taste of his power, and so decide to do as he says – turn to **176**.



**145**

The door is quite plain, apart from the silver rune. You try the door and it opens easily. Inside is a tiny cave, and sitting on the floor, gnawing on a bone, is a huge and ugly TROLL, with sharp pointed teeth and evil, black eyes. It leaps to its feet as you enter, and with a savage roar, lunges towards you. You have no time to search through your backpack for one of the magic oak leaves, and you have to fight the troll.

	<i>Dexterity</i>	<i>Strength</i>
TROLL:	6	10

If you win, turn to **12**.



**146**

There is no keyhole or door handle, and you puzzle for a while as to how to open the mysterious door. Then, you tentatively reach out and touch the white skull. Immediately, the door slides silently open, and you look beyond it into pitch blackness. Will you:

Enter the room?	Turn to <b>166</b>
Go back to the junction and continue West?	Turn to <b>74</b>

**147**

The river is icy cold and the current is very strong. Fortunately however, the water is not very deep where you are crossing, and it only comes up to your waist. Nevertheless, it is a great struggle to cross, and you arrive breathless and exhausted on the North bank. Lose two Strength points. If you are still alive, you decide to rest here for a while, but as you lean back against the rock wall, the river water churns and bubbles before you, and, as you watch, a lizard-like humanoid emerges. Its green scales glisten in the light of your torch, and its forked tongue hisses as it sees you. It carries a three-pronged trident, and you must decide whether to fight – turn to **174**, or use one of the Sorcerer's magic oak leaves (if you have any left) – turn to **198**.

**148**

At once, Keevan's attitude changes, and his friendly expression turns sour.

"Suit yourself, then," he snaps. "But we shall meet again soon, and then you'll see your foolishness in rejecting my aid!"

Then a weird, silver shimmer envelopes him, and he begins to disappear – but before he vanishes completely, you are sure that instead of your friend, you see a tall, dark woman in a blood red robe, with long black hair. Wondering at this strange encounter, you set off once more and follow the passage North, out of the cave. Turn to **178**.

**149**

As soon as your foot touches the square, a terrific pain shoots up through your leg, and you leap back onto the yellow square. Lose one strength point. If you are still alive, you may try the:

Indigo square	Turn to <b>73</b>
Blue square	Turn to <b>18</b>

**150**

The Enchantress utters a startled cry as her black wand suddenly bursts into golden flames. She drops it instantly and the wand continues to burn until all that remains of it is a grey powder. The oak leaf in your hand dulls to a lifeless grey and falls as dust from your hand.

The Enchantress is now looking very worried. She still has the red-gold third of the Medallion of Eirion, but that is strong in good magic and therefore useless to her. Not to be defeated, however, she grasps a silver sword from beside her throne and rushes to fight you. Without the wand, however, she is weak and vulnerable. Add one onto your Dexterity score for this battle against her.

	<i>Dexterity</i>	<i>Strength</i>
ENCHANTRESS:	8	8

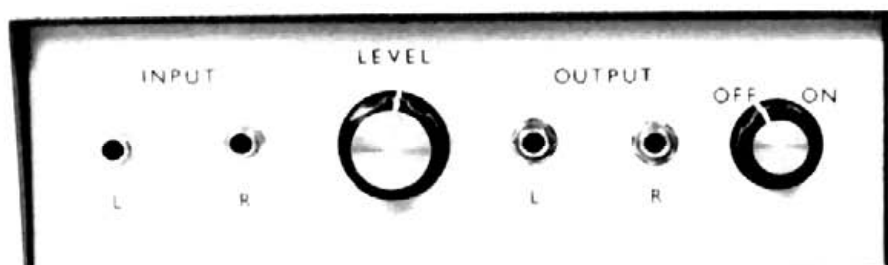
If you win, turn to **19**.





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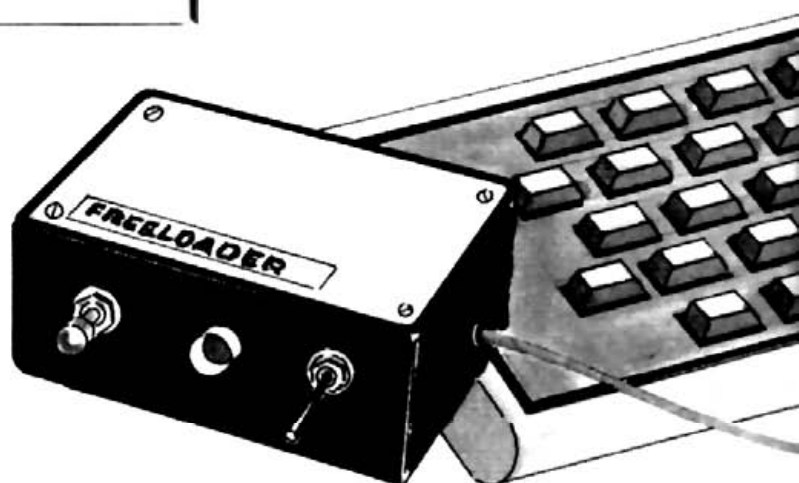
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**151**

As you try to join the yellow- and red-gold pieces, a sudden blast of energy hits you. Roll one dice and lose that many Strength points. If you are still alive, will you try and fit together the:

Yellow- and white-gold pieces  
and insert the red? Turn to **83**

White- and red-gold pieces and  
insert the yellow? Turn to **42**

**152**

You head North until you arrive back at the junction. Will you:

Continue North? Turn to **162**

Or go back East? Turn to **71**



**153**

You take the heavy, rusty key and place it in your backpack. Then you leave the room and continue East – turn to **101**.

**154**

With an effort you manage to wrench your foot free of the icy grasp, and swim rapidly for the North shore. You arrive safely, and sit down to recover your strength and check through your backpack. To your dismay, you discover that during the struggle, you have lost one of the magic oak leaves that the Sorcerer Pelorath gave to you. You have no wish, however, to venture back into those cold and evil waters, so with a sigh, you set off down the North tunnel – turn to **59**.

**155**

You arrive at a crossroads. You recognise the way South as leading back to the entrance, and so decide to ignore that way. Will you:

Go East? Turn to **70**

Or West? Turn to **61**

**156**

You go South for a very short distance, and come upon a huge, metal door. There is no handle nor keyhole on this side, and although you examine it carefully, you can find no way to open it. You have no alternative but to turn around and go North. You ignore the passage on your left where you have recently come from, and keep going North – turn to **182**.

**157**

As you deliver the final death blow, the mirror creature dissolves into a silver liquid which rapidly disappears, leaving behind a tiny, silver ring. Do you wish to put it on? If so, turn to **89**. If you would rather leave the ring and go back through the mirror to the crossroads, turn to **13**.

**158**

As you carry on North again you think you hear something behind you and you turn around once more, only to find that nothing is there . . . or, at least, nothing you can see. But you definitely feel that something is following you, something cold and evil that seeks your life. The rock walls on either side of you begin closing together, and sudden fear clutches at your heart. You turn and run blindly Northwards, desperately trying to escape your invisible pursuer.

In your irrational panic, you fail to see the yawning, black pit that opens up in the ground in front of you. Before you can stop yourself, you fall headlong into the empty blackness, and your adventure ends here, in the bottomless pit of the Caverns!

**159**

Carefully avoiding the murky pools of water, you step across the slimy floor to the dark wood box. You now see that the box has a large, rusty iron padlock on it. Do you have a large, rusty key? If so, turn to **115**. If not, turn to **77**.

**160**

You turn South into a narrow tunnel, the dark walls of which seem to get menacingly closer to you as you proceed.

Do you wish to turn back  
to the crossroads? Turn to **86**

Or press on South? Turn to **52**

**161**

You enter a long corridor heading North. Unlike the other passages you have explored, the walls of this one are smooth and regular, instead of rough, natural rock. The corridor goes North for quite some time, then takes a sudden turn to the East. And there before you is an impressive looking arched door of white marble, inlaid with silver.

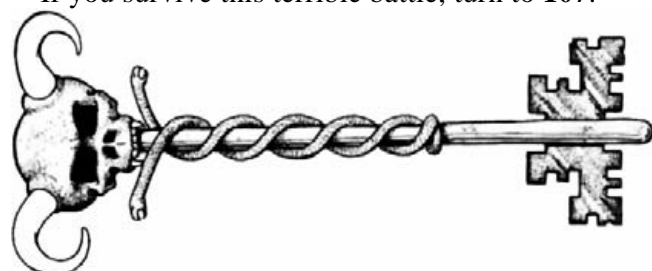
But at the side, in an alcove glowing blood-red, is one of the most fearsome creatures you have ever met. The size and shape of a gorilla, two horns sprout from its forehead, and its great paws end in black talons.

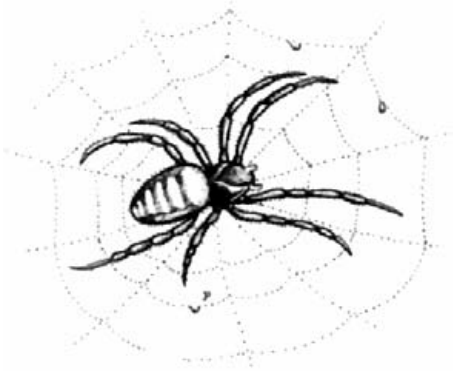
It has been making notes at a desk, with a quill-pen, but now it glowers at you, lowers its quill, and moves from behind its desk to stand directly in front of you.

The creature, a DEMON, is immensely tall, and as it looks down at you, it opens its mouth and gives a roar that echoes down the tunnel and makes your ears ring. Slowly it moves forward to tear you to shreds. Resolve your battle:

*Dexterity*      *Strength*  
DEMON:      11      16

If you survive this terrible battle, turn to **107**.





### 162

As you press on North, you begin to hear the faint sound of rushing water. This gets steadily louder the further North you go, till finally you arrive on the banks of a rapidly flowing, dark river. The passage you are following continues on the North side of the river, so will you enter the water and try and cross the river? If so turn to **147**. If you prefer to go back South, turn to **183**.

### 163

As soon as the three pieces are joined, the whole Medallion begins to glow with a multitude of beautiful scintillating colours. On one side is engraved three stars and three strange symbols. Turning it over, you see a map on its smooth surface. It is clear and easy to follow, formed of glowing red lines. It shows you that a secret door lies hidden behind the Enchantress's throne, and you hurry to investigate. Sure enough, you find a hidden door in the East wall, and wasting no time, you open it and step through – turn to **173**.

### 164

As soon as your foot touches the square, a vicious pain shoots up through your leg and you leap back onto the red square. Lose one Strength point. If you are still alive, you may try:

The orange square	Turn to <b>97</b>
The yellow square	Turn to <b>191</b>

### 165

You continue on your way West down the damp corridor, which ends at a North-South passageway. You peer South and see that that passage takes you to a dark, fast-flowing river. You do not relish the thought of having to ford the rushing, icy waters, and so you turn North – turn to **121**.



### 166

You walk through the door into a tiny, dark cave. Your torch light flickers on the rounded walls, making eerie dancing shadows. In the centre of the cave are two small bottles. You walk up to them and see that they appear to contain coloured, swirling smoke. The one on the left has blue smoke, and the one on the right, orange.

Will you uncork the blue bottle?	Turn to <b>95</b>
Or uncork the orange bottle?	Turn to <b>171</b>

### 167

Enraged now at the insulting way this man has treated you, you rush at him again with your sword. But as you leap upon him, a strange feeling comes over you. Your vision blurs and you feel very light-headed. Something odd is happening to you, but you cannot exactly tell what: you are growing smaller and lighter, and your body is changing into something else. You have become a tiny bird, with dull brown feathers and stumpy wings. The Wizard catches you easily and pops you inside a small iron cage. Your adventure ends here, as an eternal prisoner of the Green Wizard!

### 168

Try as you might, you cannot find any trace of a secret door or mechanism that might open one. You decide to turn back East to the junction and go North – turn to **124**.

### 169

The water of the lake is icy cold, and swirls thickly around your legs as you wade in. You try to keep your backpack out of the water as much as possible, so that its contents will not get wet. As you start to swim across the lake, you feel something grab hold of your left ankle, trying to drag you under the black water. Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity score, turn to **154**. If the numbers add up to more than your Dexterity score, turn to **103**.

### 170

	<i>Dexterity</i>	<i>Strength</i>
WEREWOLF:	9	10
If you win, turn to <b>39</b> .		

### 171

You uncork the bottle and the cave fills with thick, orange smoke. Gradually, the smoke forms into a hideous figure. He is furious at having been shut up in the little bottle, and has, unfortunately for you, sworn to take his revenge on the first creature he sees when he is released. Before you have time to act, he stretches out his clawed hand and grasps you by the throat. The touch of its hand is fiery, and your last memory, as you struggle for breath, your neck burning, is of the evil creature's hideous grin. Your Quest ends here.





172

You rummage through your backpack and find one of the magic oak leaves. As you hold it out in front of the GUARDS, it glows with a soft, golden light, and the nearest GUARD to you bursts, screaming, into flames! Then the leaf dulls to a lifeless grey and crumples to dust in your hand. Simultaneously, the flames die away from the GUARD's body, leaving grey, charred flesh and bones.

The other two GUARDS watch in stunned silence – but not for long! They gather their wits and leap forward to attack you. You have no time to use another magic oak leaf, and must fight them: turn to **193**.

173

You are in a low tunnel, and you have to stoop slightly as you enter. The air is stale and musty and a light dust coats the tunnel floor. You get an impression of immense age, undisturbed for aeons, and warily, with the glowing Medallion of Eirion held out before you, you venture eastwards down the tunnel.

Soon you come to a junction and you consult the Medallion map to see which way to go. It appears, however, that both ways loop around to meet up again in a single room: the room that undoubtedly contains the great treasure. Why two ways? You wonder . . . and then with a sudden flash of insight, you realise that one pathway probably leads safely to the treasure, whereas the other is not so safe, and doubtless contains some fearful danger that you must overcome. The Medallion map gives absolutely no indication as to whether one passage is safer than the other. Which way will you choose?

North? Turn to **10**  
 South? Turn to **28**

174

*Dexterity* 7      *Strength* 6

LIZARD-MAN:  
 If you win, turn to **105**.

175

You repeat the rhyme to yourself a few times, and thank the Lion King. You then leave the room and head back to the junction and go North – turn to **21**.

176

Do you choose . . .

The right-hand scroll? Turn to **110**  
 The left-hand scroll? Turn to **194**  
 The centre scroll? Turn to **44**

177

You puzzle for a long time over the riddle, but its meaning is beyond you. Not wishing to be defeated, you decide to grasp the handle of Skull-Cleaver firmly in both hands, and heave with all your strength. It is no use, however, and the mighty Axe remains fixed deep within the stone. You shrug your shoulders fatalistically and are consoled by the fact that you still have your sword, Giant-Slayer. You leave the room and continue West – turn to **43**.



178

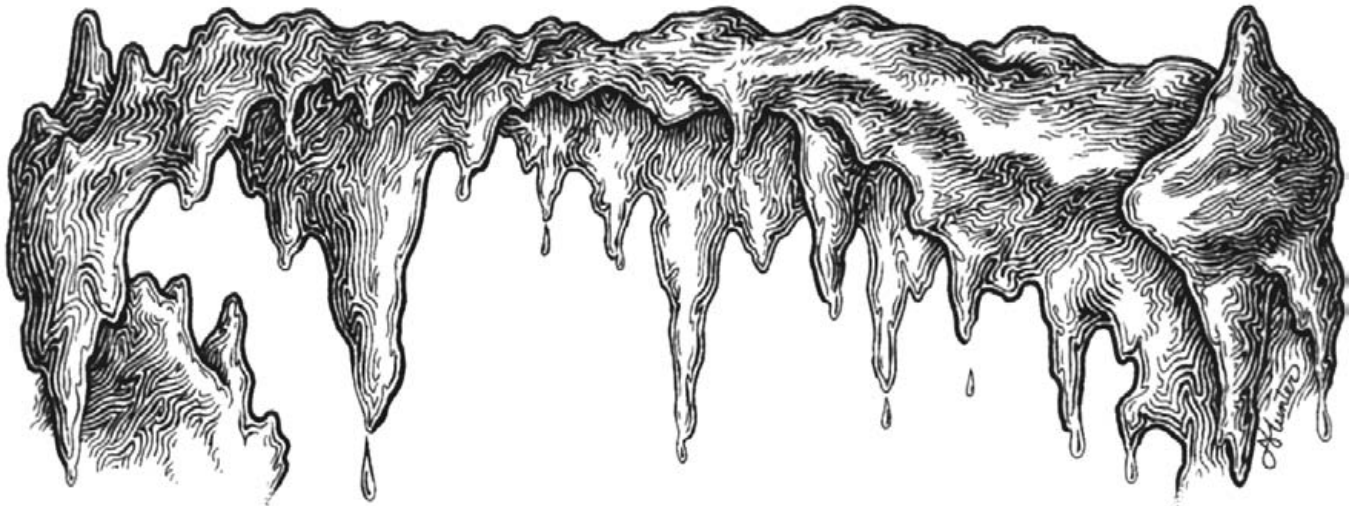
The passage North soon turns West into a narrow, stuffy tunnel. The tunnel continues West for quite some time, and finally ends at a solid-looking wooden door.

Will you knock politely at the door? Turn to **96**  
 Or walk straight in? Turn to **69**

179

You go back down the tunnel Southwards, and then follow it as it turns West, back to the cave where you fought the VULTURES. You wind your way through the milky white stalagmites, and then on Westwards until you come again to the crossroads. This time you decide to go North – turn to **109**.





**180**

You look through the doorway into a large, comfortably furnished room. The walls are lined with bookshelves; with books and scrolls. A fire crackles warmly, in a smoky grate, and seated before this, in a well-padded chair, is a man whose face is hidden in the shadows of a wide-brimmed floppy hat.

Abruptly, he raises his head and looks at you: there is something remarkable about this man – the gaze from his sharp, pale eyes makes you uncomfortable, even though his expression is welcoming.

He is a young man with a beard and shoulder-length hair, dressed in a short-sleeved, knee-length tunic, leggings and laced boots. His long green cloak flows from his shoulders and cascades about him on the floor.

“Well, don’t just stand there gawking in the doorway,” he snaps. “Come inside and shut the door . . . you’ll let the draught in.”

Obediently, but with your hand on your sword, you enter the room and turn to shut the door, but find that it is already closing silently by itself.

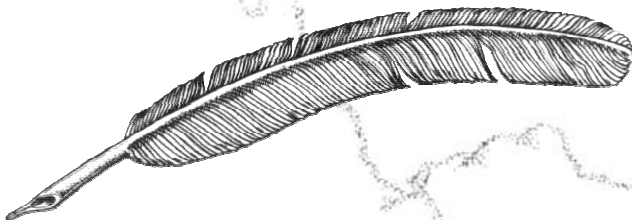
“Now then,” the man says in his crisp, harsh voice. “What; can I do for you?”

You wonder slightly at his question, not really knowing what to ask.

“Well,” he continues, “I know what I can do for you, even if you don’t. You see those three scrolls on the table? You may take one, and only one of them, to help you on your quest.”

You walk up to the table and examine the scrolls. They all look exactly the same and you have no idea what their contents will be unless you actually unroll them. Will you:

- |                                |                    |
|--------------------------------|--------------------|
| Take one scroll?               | Turn to <b>176</b> |
| Try to take all three scrolls? | Turn to <b>144</b> |
| Attack the man?                | Turn to <b>104</b> |



**181**

Will you fight them? If so, turn to **393**. Or alternatively, get out one of the magic oak leaves? – turn to **172**.

**182**

You arrive at a crossroads. Will you go:

North?	Turn to <b>186</b>
East?	Turn to <b>131</b>
West?	Turn to <b>5</b>

**183**

You head South until you come again to the junction.

Will you continue South?	Turn to <b>120</b>
Or go back East?	Turn to <b>71</b>

**184**

There is a long silence from inside the door, and then finally the voice calls again:

“The Green Wizard, eh? Well, you’d better come in then.” Turn to **69**.



**185**

You have not gone far East before you come across a passageway leading off to the North. You are just debating whether to continue East or go North, when a voice calls your name from somewhere up the North passage. There is something familiar about the voice, and your curiosity gets the better of you. You turn North – turn to **134**.

**186**

You have not gone far north before the passage ends at a large, solid oak door: Will you:

- |                               |                   |
|-------------------------------|-------------------|
| Open the floor?               | Turn to <b>30</b> |
| Or go back to the crossroads? | Turn to <b>16</b> |



**187**

You set off West and quite soon arrive at another junction.

Will you go North?  
Or South?

Turn to **162**  
Turn to **120**

**188**

The three GUARDS lie dead at your feet. They carried 36 gold coins between them, which you may put in your backpack. There are two other exits from the room, but one particular door in the North wall draws you towards it. It appears to be made of solid silver. Have you a tiny, silver key? If so, turn to **64**. If not, turn to **112**.

**189**

You slip on the wet ledge as the sudden pain in your thumb makes; you jump, but you manage to regain your balance, and quickly withdraw your hand. The pain was caused by a small, white, snake-like creature, which has one of its fangs embedded in your thumb!

Hastily, you pull the snake off your thumb and cast it down into the churning waterfall. Fortunately, the snake's poison is very weak, and will only cause minor swelling and irritation on your thumb. Lose one; Strength point. If you are still alive, will you now put your hand back into the hole to see if anything else is in there? If so, turn to **79**. Or return along the ledge to the junction? – turn to **46**.

**190**

Laughing cruelly at your efforts, the Enchantress raises her black wand out towards you. A bolt of black fire lashes from it and you cry out in agony as the black flames envelop your body. Your adventure ends here, in the Hall of the Enchantress!

**191**

You cautiously step forward onto the square and find that you are quite safe. In front of you now is an indigo square. To your left is a violet square, and to your right is a blue one Will you step onto:

The violet square?  
The indigo square?  
The blue square?

Turn to **149**  
Turn to **73**  
Turn to **18**

**192**

You slowly put your hand in the hole and then jump as something sharp and pointed sinks into your thumb. Throw two dice. If the numbers on both dice add up to the same as or less than your Fate/Fortune score, turn to **189**. If they add up to more than your Fate/Fortune score, turn to **127**.

**193**

Each GUARD has a Dexterity of 8 and a Strength of 6. You fight them one at a time.

If you win, turn to **188**.



**194**

The scroll is a potent spell of healing, and upon reading it you may restore your Strength to its *Initial* value. Turn to **91**.

**195**

You stand in a great hall of white marble. Thick fur rugs cover the floor, and silver drapes and hangings adorn the walls. Directly in front of you, seated on a silver and white throne, is the Enchantress Elzira! Her blood-red robe and long black hair stand out in sharp contrast to the pale colours of the room. Slowly, she stands and studies you critically.

“We meet at last,” she says at length. “I have been noting your progress through my Caverns.”

You see that around her neck she wears the red-gold third of the Medallion of Eirion, and in her hand she carries a black wand.

Have you encountered Elaam Lion King and asked him what will help to defeat the Enchantress? If so, turn to **3**. If not, turn to **41**.

**196**

You go North for a short time and then the passage turns West. Shortly after this, you come to a new passage leading off to the North. You are just debating whether to continue West, or try the new way North, when a voice calls your name from somewhere up the North passage. There is something familiar about the voice, so will you go North and investigate? If so, turn to **134**. Alternatively, will you ignore the voice and continue West? – turn to **63**.

**197**

With an almighty heave, you pull Skull-Cleaver free of the stone. It is an ancient weapon of great power and when you use it in battles, you can add two onto your *Fighting Power*.

Pleased with your new weapon, you strap it to your side, opposite your sword, then leave the room and continue West – turn to **43**.

**198**

You dive in your backpack for the magic oak leaves, and thrust one out towards the LIZARD as it climbs out of the water onto the bank. Instantly, the leaf begins to glow with a soft, golden light, and the LIZARD-MAN screams in agony. He drops his trident and falls to the ground, as his body bursts into

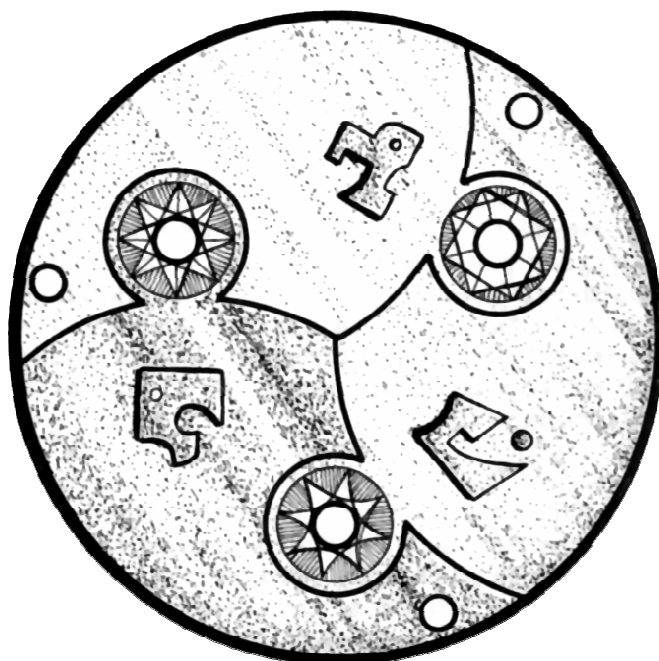


golden flames! The oak leaf then dulls to a lifeless grey and falls as dust from your fingers. The flames die away on the LIZARD'S body, leaving greyish charred bones and scales. Turn to **105**.

**199**

With your back pressed against the cold, wet rock, you carefully work your way slowly along the slippery, narrow ledge. You continue until you find you are standing level with the churning waterfall, and then you notice a small hole in the rock face on your left. It is just big enough to fit your hand through.

Will you put your hand in the hole? Turn to **192**  
Or return along the ledge  
back to the junction? Turn to **46**

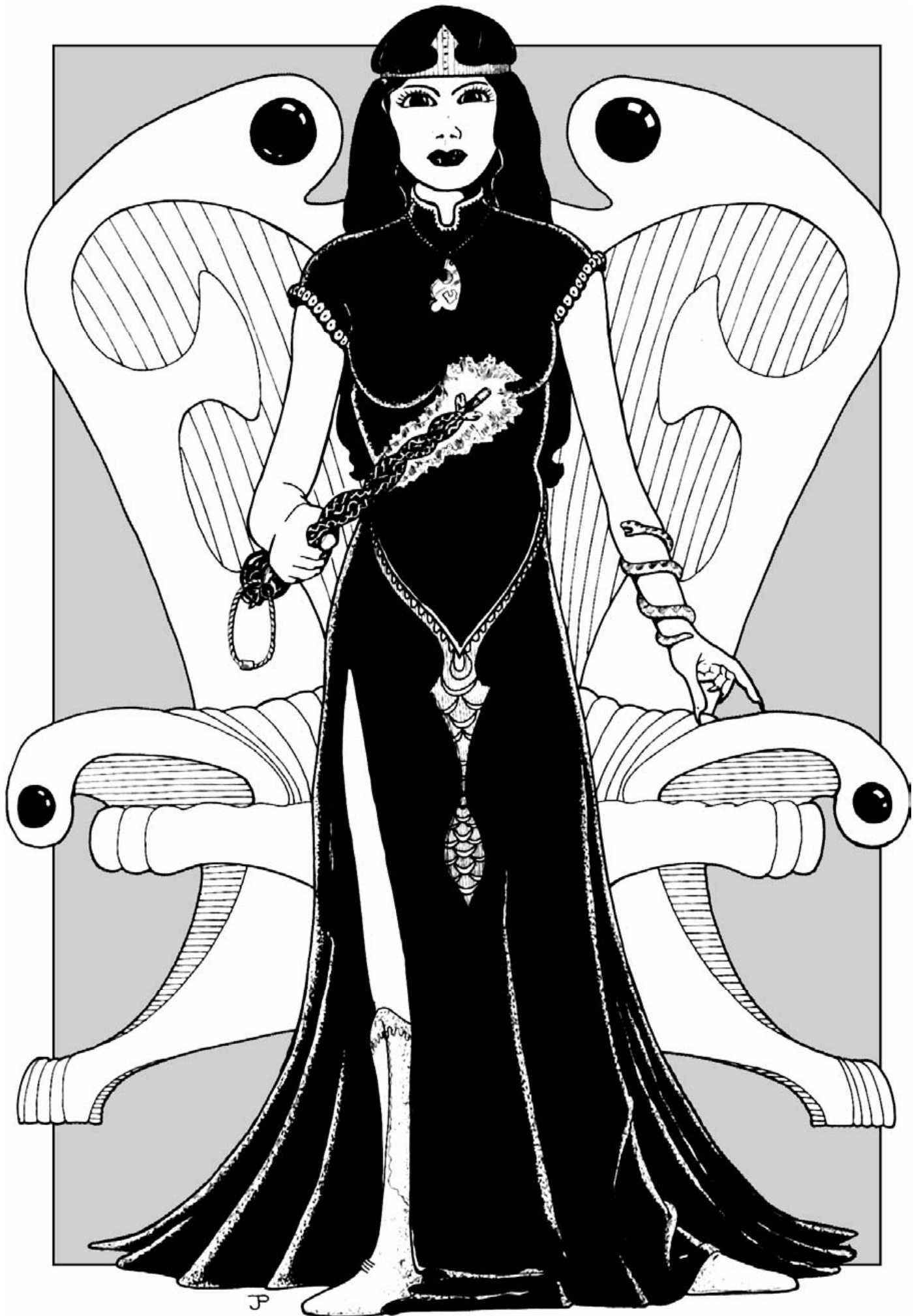


**200**

The door is formed of one massive block of grey stone. There is no keyhole or handle, but in the very centre of the door is a small, circular indentation. You realise now what you must do, and holding out the Medallion of Eirion, you press it into the circle. At once, the door obediently swings open. You remove the Medallion from the door, and step into the room beyond.

Your eyes widen at the sight you see. The Sorcerer Pelorath had said that the Medallion of Eirion would lead you to something of great value, but never in your wildest dreams had you imagined it would be of such great wealth and riches. The room in which you stand is almost filled with gold, silver and jewels.

The great treasure is yours and you can live in luxury for the rest of your life! Or do you know in your heart that a soft and pampered life is not for you? You have a restless soul, and perhaps you only sought the treasure because it offered a challenge. You alone can decide whether to use the treasure to buy yourself a life of comfort and privilege – or to set out again, in search of new challenges.



P

# MESSAGES from BEYOND

**Welcome to our new regular Letters page. We want to know what you think about our magazine - what you like and don't like, what new features you would like to see - in fact, any comments at all. So put pen to paper and send PROTEUS a Message From Beyond.**

Dear PROTEUS,

We have just read PROTEUS 4, "The Forgotten City". We both think it is ace. It was much more exciting than an adventure you could pay over a pound for.

Your illustrations are many and very life-like. We think your monsters and their names are well thought-out, for example "Rattlebone" and "Flying Skull".

The free poster, we thought, was colourful and exciting.

We hope you keep producing this marvellous mag.

Stephen Broad &  
Graham MacFadyen,  
Isle of Mull.

*We will.*

Dear PROTEUS.

I am writing to you to give you some ideas that could bring more readers. I do not want to say your magazine is not good, in fact I think it is ace! Even so, there could be improvements.

The colour drawings are fab, but the Black-and-White ones are terrible! I am not saying I could do better, but I think the artists could put a bit more effort into it.

Now the advertisements. I think you are right not to have too many advertisements. However, you could put in a Letters page, where readers can write in. Also, you might add a joke page, called Fantasy Funnies, in which you could publish readers' jokes to do with Fantasy. Please, please, please try to do some of these things!

David Davidson  
Bothwell. Glasgow.

*As you can see, we now have a Letters page. How do other readers feel about ads?*

Dear PROTEUS.

There are three main reasons why I subscribe to PROTEUS. First, it is not only entertaining, it gives you a chance to use your own initiative and feel involved. Second, it allows me to unwind after a hard day's work; the magazine eats away at your internal clock so you don't notice the hours speeding past until the battles have all been fought and the Quest is solved. Third, the illustrations are eye-catching and extremely well-drawn by your artists. My favourites are Dave De Leuw and Gary Harrod - but I must not forget the other artists whose work has a personalised style and character.

I have been bitten by the Fantasy bug, and enclose some drawings from my own imagination - I hope you like them.

S. J. Stebbings,  
Pentrechwyth,  
Swansea.

*Glad you like Proteus. One of your drawings is reproduced below.*



Dear PROTEUS.

At the end of PROTEUS 3, you stated that you would welcome any comments or ideas. Well, I've decided to take you up on that, and here are a few.

First, plots: make them more sophisticated. Second, change the format of the magazine. Increase the page count, even if it means having to increase your

price (gamemasters would, and willingly do, pay more for better value). Get a number of new features into the magazine - reviews of game books/games, maybe a cartoon strip, or even a continuous serial story: certainly alternative scenarios which gamemasters can vary and play at home.

Finally, just to prove that I like PROTEUS, I believe the potential is certainly there, and I've done an impromptu survey among the boys and girls whom I teach. Do bear in mind what I've said - and keep up the good work!

Bob Curran,  
Coleraine,  
N. Ireland.

*Comments from other readers welcome.*

Dear PROTEUS.

Yet again we have been unable to get a copy of PROTEUS. Our newsagents are being unhelpful, as they say that they cannot order one copy on its own, and any they had must have been sold.

Would it be possible, therefore, for us to be put on your mailing list?

M. A. Whitson (Mrs),  
Scunthorpe,  
South Humberside.

*Subscribe! See Page 1.*

Dear PROTEUS.

You're looking at Fantasy art by Darren Wills (below). Not particularly good, I know, but my 0-25 pen just died.

Undeterred, I drew this off the top of my head. "Yes." I always reply, "I did make it up, yes I am warped. No. I don't copy."

Er, if you like it, groovy.

If not, there are words for you. But I don't swear.

Darren Wills,  
Halifax,  
Yorkshire.

*We do. But we like it.*



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