

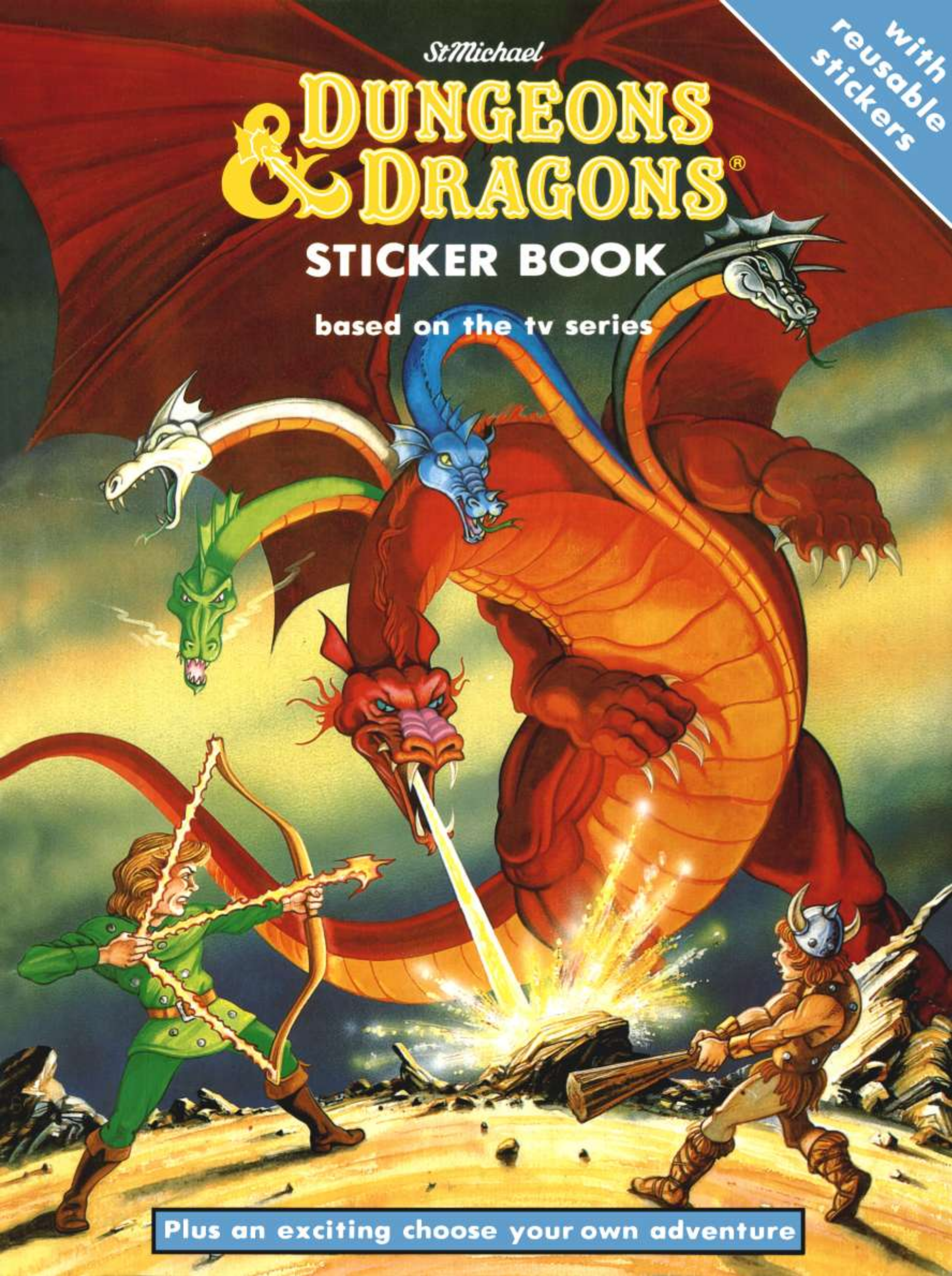
*St Michael*

# DUNGEONS & DRAGONS®

## STICKER BOOK

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Plus an exciting choose your own adventure





*St Michael*

# DUNGEONS & DRAGONS®

## STICKER BOOK

Written by  
**Allen Sharp**  
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**John Storey**



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# 1

*Welcome to the Magic World of Dungeons and Dragons. I am your Dungeon Master.*



I have just welcomed six young friends who often visit this place. Their names are Sheila and Diana, Bobby, Presto, Hank and Eric.

I have had to tell them that they come at a worrying time. Kelek, who is an evil sorcerer, has stolen THE FORCE! THE FORCE is a strange power held within a star-shaped crystal. It is the magic which makes this world possible by separating it from the other world which you know outside. Without it, the two worlds would come together. I dare not think what terrible things might happen if the creatures of this world were to be released into your world.

Already, the power of THE FORCE is weakening. I have asked my young friends to help find the crystal.

Their task will not be an easy one. Kelek is both evil and cunning. I believe that he has broken the crystal into several pieces and hidden them. More than that, he has used his magic to change the appearance of the pieces so that they may look like something quite different. Only by finding all the pieces and putting them back together can THE FORCE be restored.

You are strangers to this place and I would not ask that you also perform this dangerous task—but I do ask that you help my friends.

I can give you only the help I have given them—a map (**which you will find in the centre of the book**), and one clue. Kelek can change the shape of the pieces of the crystal, but he cannot hide the magic which shines from each of them.

Hurry, and you will catch up with the others. You will see when and how you can help them as you begin your own adventure. I can only wish you good fortune.



**Now begin reading on the page opposite.**

The six children were only a little way ahead and had stopped to look at the map and decide which way to go. A small bleat from Uni made them look up. A short distance off, and standing on some rocks above them, was a figure they recognised.

‘It’s Zarak!’ said Bobby, ‘the leader of the Orcs. It can’t be our money he wants. We have none!’

The Orc had heard him.

‘Not your money, young barbarian,’ Zarak sneered, ‘but something which will make me rich, just the same! I heard what the Dungeon Master told you. He would give a handsome reward for the return of the magic crystal.’

‘Well, if we find it,’ shouted Hank, defiantly, ‘we won’t be giving it to you—or asking a reward!’

‘It is I who intend to find the crystal,’ the Orc replied, ‘with the help of one of you. They say, “set a thief to catch a thief”. You have a thief among you—the girl, Sheila.’

Eric drew himself up to his full height. He was afraid of the Orc, but was determined not to show it.

‘Then, if you want her,’ he said, ‘you’ll have to deal with us first!’

The Orc laughed loud and long.

‘You think I can’t?’ he scoffed, raising one hand as he said it. There was a flash of light and Sheila was gone! A second later the others saw her standing next to the Orc!

Bobby began to run forward, brandishing his club. Hank drew his bow—but dared not fire for fear of hitting Sheila. Presto took off his magician’s cap and tried hard to think of a spell which might save the situation. Eric had not moved. Diana grabbed his arm.



‘Come on!’ she cried. ‘We have to help . . .’

She didn’t finish. Suddenly, Bobby, Hank and Presto had all vanished. Diana hesitated. As she did so, a great crack opened up in the ground, too wide even for Diana to leap across. She looked towards the Orc and Sheila, expecting still to see them on the other side. They were gone!

Diana was angry. She turned on Eric.

‘If you had done something . . .’

‘We should probably both have vanished like the others!’ Eric said. ‘At least we are still here to search for them!’

‘Search where?’ asked Diana.

‘Where else,’ Eric replied, ‘but in the Valley of the Orcs? If I remember rightly, it’s that way.’

**Turn to page 3.**

# 3

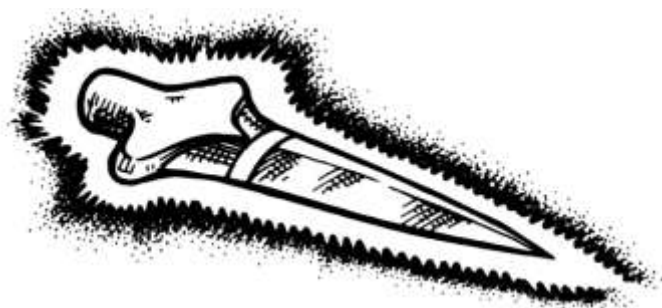
The path towards the Valley of the Orcs was narrow and led between the high rocks where they had first seen Zarak. It got narrower and narrower and there was nothing to see but the rock walls on either side of them.

Diana was hoping that Eric was taking them in the right direction. At every few steps, she found herself glancing nervously upward in case some creature might be lurking above.

Eric secretly shared the same doubts as Diana, but he said nothing. Then, to his great relief, he saw something lying on the path in front of them. It was an Orc dagger.

‘You see!’ he said. ‘We are on the right path. Zarak must have come this way—and dropped his dagger.’

Diana moved forward to pick it up. Eric was about to warn her that it might be poisoned, when Uni, who had been following them, ran up to the dagger and began to nose it towards a dark corner among the loose rocks.



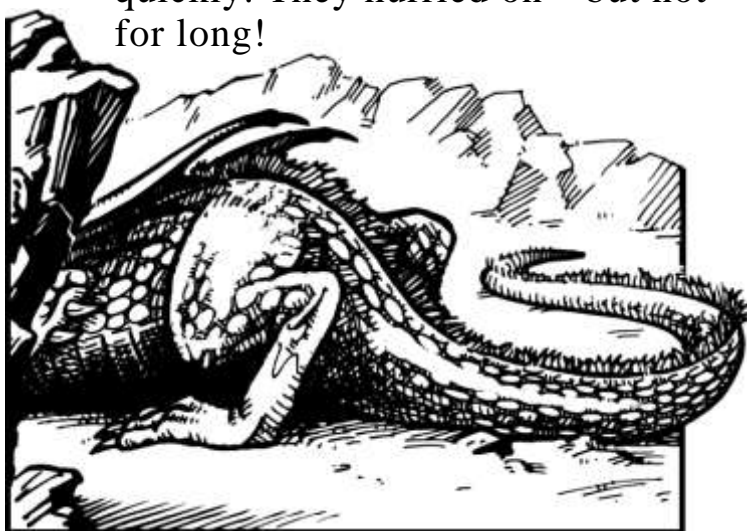
Eric and Diana could only stare. The dagger was glowing in the dark!

‘I don’t believe it is the Orc’s dagger!’ Diana cried. ‘Remember what the Dungeon Master told us about not being able to hide the magic which shines from the broken crystal—no matter how Kelek has disguised it! We’ve found the first piece of the crystal which contains

the power of THE FORCE! Quickly, Eric! Pick it up and hide it under your cloak!’

**You too have found the first piece of the Magic Crystal. Look for the dagger on the sticker pages. Pull it off and stick it anywhere on the coloured map. You will need to move it again—if you can find all the pieces. Now read on.**

Eric and Diana were delighted at having had their first success so quickly. They hurried on—but not for long!



The path took a sudden bend ahead of them. Lying right across the path was a long tail and the back half of a body—the body of a dragon! But was it a friendly dragon? Eric wanted to wait until it had moved on. Diana wanted to get around it by climbing the rocks, but she knew Eric was not a good rock climber!

**You now decide what they choose to do. In brackets after each choice is the number of the page to turn to, and where to start reading on that page. Now make your first choice. Should Diana wait with Eric (7, at the Crossed Swords), or should Eric take Diana’s advice (5, at the Skull)?**



Eric whispered something in Uni's ear and held him up in the direction of the dragonne, still on the opposite cliffs. Uni began to bleat as loudly as he could. The dragonne had not forgotten the meal it had so recently lost. It ran on its hind legs to the edge of the cliff, and stretched its huge head towards the bleating unicorn—but could not reach it.

Eric had succeeded in distracting the creature's attention away from Diana. But he had no idea what he should do next!

Diana decided his dilemma for him. She suddenly jumped on the creature's tail, ran up its back and stopped on the very top of its head.



Eric was half hoping that, on seeing what they took to be a dragon across the path, the Orcs might turn back. It seemed more likely that they would go round it by climbing the cliff.

Eric and Diana scaled the crag on the other side of the path and waited among the rocks.

As Eric had feared, it was not long before the Orcs appeared on the cliff opposite. He saw them cross to its edge and look down on the still sleeping dragonne. One of the Orcs dislodged a small stone from the edge of the gorge. As it rolled down, others began to roll with it—until it was a shower of stones that fell on the head of the sleeping dragonne. The beast let out one mighty roar!

Eric had heard stories of the roar of a dragonne, but never thought to experience it. He and Diana clapped

Before the dragonne knew what was happening, Diana had taken her staff and launched herself into space. With the extra height for her take off and the shorter distance to travel, Diana landed lightly within no more than a foot of the astonished Eric.

Orcs appeared on the edge of the cliff, just behind the dragonne—who raged at the loss of another meal.

**Was now the time for Eric and Diana to leave while the Orcs could not easily follow them (8, at the Spearhead), or should they wait to see how the Orcs fared with a hungry and now angry dragonne (9, at the Crossed Swords)?**

their hands to their ears after Eric had covered Uni's head with his cloak—but already the ground was shaking like an earthquake. They watched the edge of the cliff collapse where the Orcs were standing. Then the part of the cliff on which they were hiding also began to crumble!

**Turn to page 10, at the Spearhead.**





But there was nothing for it. With Diana helping him all that she could, Eric began slowly to climb. Leaping from rock to rock Uni scaled the crag with the ease and grace of a mountain goat. As they reached the top of the cliff, they were still too busy watching the Orcs approaching below them to notice what else had been happening. The dragon had also been climbing—and was waiting for them on the cliff top. Furthermore, it was not a dragon, but a more feared dragon-like creature, called a dragonne!

Diana screamed as the creature lunged forward towards Eric. Eric closed his eyes, fearing his end had come, but all he heard was a roar of foul breath and a terrified bleat. Eric opened his eyes. The creature had poor Uni grasped between its jaws!

Eric forgot his fears. He must save Uni! He sprang up, clutching the dragonne by its short, wirey beard. He felt his legs lifted clear of the ground. He loosed one hand and drew out his sword, striking at its

scaly neck. The creature swung its head, trying to throw Eric off.

Eric's sword must have done its work! Suddenly, the dragonne opened its jaws. Eric found himself sailing through the air. He landed with a bump on the cliffs opposite—and with Uni clutched in his arms. But where was Diana? Alone on the opposite cliff with the dragonne!

**Was there any way that Eric could help her (4, at the Spearhead), or was it all up to Diana? Was her acrobatic skill enough to make the huge leap to the opposite cliff where Eric now waited (8, at the Skull)?**



The dragon didn't move. Diana was suggesting that it might be asleep, when Eric beckoned to her to be quiet. They could hear voices echoing along the path behind them. It could be Zarak and the Orcs. The dragon might not be asleep. Eric decided he had to attempt the rocks!

With Diana's help, the climb was easier than Eric had expected—though, by the time he'd reached the top he had to stop to catch his breath. Diana went on to where she might see the rest of the dragon. As Eric waited, he saw the first of

the Orcs appear, some way off, below him. Diana came back to say the dragon was asleep—except it wasn't a dragon! It was a dragon-like creature called a dragonne. Eric had met a dragonne once before. He liked them as little as dragons!

**But what should they do? Should they go on, knowing that the Orcs might still follow (8, at the Spearhead), or should they wait to see what the Orcs do before deciding (4, at the Unicorn's Head)?**



Congratulations! The crystal has been restored and the power of THE FORCE again protects the world of Dungeons and Dragons. Your friends have already left for the world outside—greatly pleased by their success.

They do not know that the success was rightly yours—because you made most of their decisions for them. I don't think we should spoil their pleasure.

We will keep it as our secret—and tell no-one else how it was done.

To return to your own world YOU have only to close this book. Farewell from your Dungeon Master—and thank you.



The Orcs had certainly seen them and were moving faster. Eric wished that he had more time to think how best to get around the dragon. Should they try creeping up on it—or make a dash for it. Suddenly it was decided for them. Uni galloped ahead, stopped for a moment at the dragon; then ran out of sight around the corner. Eric and Diana waited, breathlessly. Then, Uni reappeared, obviously unharmed and wagging his tail. The dragon was either friendly—or asleep. Eric and Diana moved towards the dragon, hurrying, but trying not to make too much noise.

The dragon was not a dragon, but a dragonne—a dragon-like creature, but just as dangerous. It was asleep! The Orcs would not have the advantage of a unicorn to do their scouting for them. They could be some time in following.

**Should Eric and Diana take their chance to escape (8, at the Spearhead), or should they wait to see if the Orcs follow (9, at the Magician's Hat)?**





They decided it was too risky for Eric to attempt the climb. And so, they waited. They seemed to wait for a long time, but the dragon showed no sign of moving. Eric was beginning to wonder if he would have to try the rocks after all, when they heard footsteps running down the path from the direction they had just come. Three Orcs appeared from around a bend in the path. It sounded as if there might be more behind them. Zarak was not among them but, from the way they held their drawn poison

daggers, Eric and Diana knew that they meant business!

There were too many to fight. There were still the rocks, but Diana doubted whether Eric could climb them in time. They might get past the dragon—but only if it was, indeed, friendly! The decision was Eric's!

**Should Eric still try to climb the rocks with Diana (5, at the Crossed Swords), or was it too late? Must they try to sneak past the dragon (6, at the Skull)?**



**Turn to page 9. Read on at the Skull.**



Eric and Diana started to run, with Uni following close behind. The Orcs were no longer in sight—but nor were any of the landmarks which Eric or Diana recognised—except one—the Fire Mountain.

Then Eric spotted a dark shape, moving across the sky towards them.

It was Venger mounted on the terrible horse Nightmare. Was he looking for them, or was Kelek using him to guard the pieces of crystal which he had hidden?

**There were only two ways of keeping from his sight—they could hide in the caves beneath the Fire Mountain—home of the Hook**



**Horrors (11, at the Crossed Swords), or flee towards the Bottomless Bog through the trees by the Black Lake (10, at the Unicorn's Head).**



Eric could see that Diana was not going to attempt the near impossible leap to the opposite cliff.

Helpless, he stood there. The dragonne moved towards her. Orcs appeared behind her over the edge of the cliff where they had climbed, moments before.

Then Diana began to move—not away from the dragonne—but towards it! The huge beast was slow, while Diana moved like lightning. Before the dragonne could turn, Diana was behind it and had given its tail an almighty whack with her staff.

The dragonne turned, Diana leapt easily over the whipping tail—but not the Orcs! Caught, totally unawares, three were swept off the edge of the cliff by the great tail!

More Orcs had appeared. Seeing what had happened to their

companions, they ran along the cliff edge to face the dragonne.

Diana at once repeated her trick. Three more Orcs were swept off the edge. The dragonne was now truly angry. It let out a great roar!

Eric had heard tales of the roar of a dragonne. He had never thought to see the effect. He clapped his hands to his ears. Diana also had her ears covered—but it would take more than that to save her. The very earth was trembling!

Eric watched the opposite cliff begin to crack apart. Suddenly, Diana and the dragonne were hurled down into the valley on the tumbling rocks!

Cracks appeared in the rocks by Eric's feet. The roaring became louder. Eric felt the cliff sliding away beneath him!

**Turn to page 10, at the Spearhead.**



# 9



The Orcs knew that they were trapped. The dragonne could reach them before they had any chance of escaping down the cliff they had climbed.

Little good can be said of the Orcs, evil, ruthless assassins that they are—but they do have a skill and courage which is difficult not to admire. As the dragonne began to advance, they stood their ground.

As each saw his opportunity, they began to dart forward, striking at the dragonne with their poisoned daggers, then leaping aside as the creature fought back.

In a few moments, several of the Orcs lay dead, or dying. The rest fought on, though they must have

known that their dagger blows could do no more than prick the dragonne's tough, scaly skin.

They were doing no more than making the creature more and more angry—an anger which suddenly burst forth in a terrifying roar!

Eric and Diana covered their ears. Uni bleated in terror.

The earth had begun to shake. Great cracks appeared in the rocks. The cliff broke away, carrying Orcs and dragonne down with it. Now the place where Eric and Diana were hidden had begun to slide, as the ground opened beneath their feet!

**Turn to page 10, at the Spearhead.**



Eric and Diana climbed the cliffs to a spot where they would see the Orcs—whether they sneaked around the sleeping dragonne, or used the cliffs to climb around it.

Eric was expecting them to use the cliffs, or turn back, when he saw Diana pointing directly below them. There were the Orcs—and Zarak was amongst them. They had not counted on Zarak's magical powers!

Already they were past the sleeping

dragonne. Zarak had simply deepened the dragonne's sleep until they were safely beyond it. Now they were moving off again along the path to the Orc Valley. It might be too easy to meet them again! Eric and Diana must choose a longer way to reach the valley.

**Should they go by way of the Fire Mountain (13, at the Crossed Swords), or the Black Lake (10, at the Unicorn's Head)?**



The power of THE FORCE is gone! The creatures from the world of Dungeons and Dragons have escaped into your world!

But perhaps all is not yet lost. As Dungeon Master I still have some magic left to me. I can put back time to where this has not yet happened—time enough for you to try again from the beginning!





KELEK'S  
CASTLE

SCORPION  
DESERT

KINGDOM OF VENGER

LAIR OF  
TIAMAT

VALLEY OF  
THE ORCS

BOX  
CANYON

ICE CAVES

DRAGON PASS

SINGING SANDS

EYE OF  
THE WINDS

CAVERNS  
OF HOOK  
HORRORS

LAIR OF  
BRONZE  
DRAGON

FIRE MOUNTAIN

BOTTOMLESS  
BOG

BLACK LAKE

SNAKE  
PASS

GARDENS OF EVIL

DUNGEONS  
& DRAGONS<sup>®</sup>  
STICKER BOOK

MAP







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SHEILA THE THIEF™

DUNGEON MASTER™ The Oracle

NIGHTMARE MOUNT™  
and VENGER™

UNI THE UNICORN™



TIAMAT™ The Queen of Dragons

DIANA THE  
ACROBAT™

HANK THE RANGER™

ERIC THE  
CAVALIER™

BOBBY THE  
BARBARIAN™





HOOK HORROR™



KELEK™ Evil Sorcerer



DRAGONNE™

ZARAK™ Evil-Half Orc Assassin



PRESTO THE WIZARD™



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*Rear of Sticker Sheet*













What happened in the next few seconds, neither Eric nor Diana could recall clearly—except that they were sliding downward amidst tumbling rocks and a cloud of choking dust.

Eric, little more than bruised and still coughing from the dust, was the first to get to his feet and call Diana's name. There was an immediate answer. Through the clouds of still settling dust, Diana appeared. It seemed she was not badly hurt.

Apart from the settling of the loose rocks, there was no sound. It looked as if the Orcs and the dragonne had been completely buried by the landslide. But where was Uni?

The dust had almost settled. Eric turned, giving a sudden gasp as he did so. A unicorn's head was sticking out from among the rocks. Its eyes were closed and there was no sign of movement.

Before Eric could speak there was a



loud bleat behind them! They swung around. There was Uni, very much alive. Eric turned back . . .

'Look closely!' he cried. 'It's just a model of a unicorn's head.' They both realised in the same moment that it could only be the second part of the magic crystal!

**(Find the Unicorn's Head sticker and add it to your map.)**

They also realised that some of the Orcs— or even the dragonne—could still be alive. Eric and Diana had to move on. The path might no longer be safe. There were two ways—**Should they go by the Fire Mountain (13, at the Crossed Swords), or by the Black Lake (12, at the Skull)?**



The tall dark pines came right down to the edge of the waters of the Black Lake. They were spaced well enough to make walking easy, but still give good cover from anything watching from the skies.

They were hurrying on, when Diana realised that Uni was not with them. They turned around. Uni seemed to be admiring his reflection in the lake. Diana called him, but he didn't come. Eric went back and pulled him away. Uni moved—but the 'reflection' didn't! Eric bent down and put his hands into the water. Out of it, he pulled a carving of a unicorn's head!

They had found the second piece of the crystal! **(Find the Unicorn's Head sticker and add it to your map.)**

Diana was looking up through the trees at a dark shape in the sky. They were being followed by the scheming Venger, riding the fearsome flying Nightmare.

'We have one chance!' Eric shouted. 'Beyond the lake is the Bottomless Bog. It gives us no cover, but the flying horse is too heavy to land upon it. If we can cross the bog to the lair of the good Bronze Dragon, we are safe! Stay here and we will surely be destroyed!'

**Turn to page 14, at the Spearhead.**



Just a little way ahead was the opening to one of the caves in the mountain. The opening was narrow and Eric saw that even if Venger wished to follow them, the great horse could never get past the narrow entrance.

Little light could enter the cave but, once inside, even in their gloomy surroundings, Eric and Diana felt safe—at least for the moment.

Uni trotted further into the cave to do his own exploring, and it was several minutes before either Eric or Diana missed him.

A little way in from the entrance, the cave narrowed and turned a corner. Beyond the corner, it was darker still—but there was enough light to see that the cave forked into two passages. Uni could have taken either of them!

Eric and Diana agreed that they did not want to separate, and that they must find Uni.

**Which passage should they try first—the one on the left (19, at the Crossed Swords), or the one on the right (16, at the Skull)?**



No-one had any idea where they might find the other pieces of the crystal, but they were all agreed that the first task was to put some distance between themselves and Kelek's castle.



With Bobby still grumbling about his lost hat, they began walking. But no matter how long, or how far they thought they had walked, the castle seemed no further off!

'We must be walking in circles,' Diana suggested.

Eric was quite sure that they were not, but he said nothing to the others.

It was while the argument went on about which direction they should try next that something even stranger began to happen.

Whichever way they looked, the landscape had a kind of fuzziness about it—the kind of thing that happens in a heat haze—except that it wasn't hot! Eric was looking at Kelek's castle when it vanished completely.

More things began to vanish—until it felt like standing in the middle of a mist in which nothing was visible—except there was no mist! All that they could do was stand, and watch, in frightened silence.

It was Bobby who broke the silence.

'I can see something!' he shouted.

'So can I!' cried Sheila.

Things were certainly beginning to reappear—but no longer things from the land of Dungeons and Dragons. It was their own world—but what was a dragon doing in it? What the Dungeon Master had feared, had happened.

**Turn to page 7, at the Unicorn's Head.**



Diana had nothing to protect her but her speed and agility. Eric had his sword and shield.

He could not move far because of the bog which surrounded him. He stood himself on a broad rock—and prepared to die bravely!

Tiamat was closer now, its red, fire-breathing head sweeping a wall of flame before it. Where the flame was hottest, the bog began to boil sending great clouds of steam into the air. So thick did it become that the dragon was lost in the clouds!

Eric peered anxiously into the thickening mist. There was a sound above him. The dragon, seeing that its own weapon might let its victim escape, was about to change its method of attack.

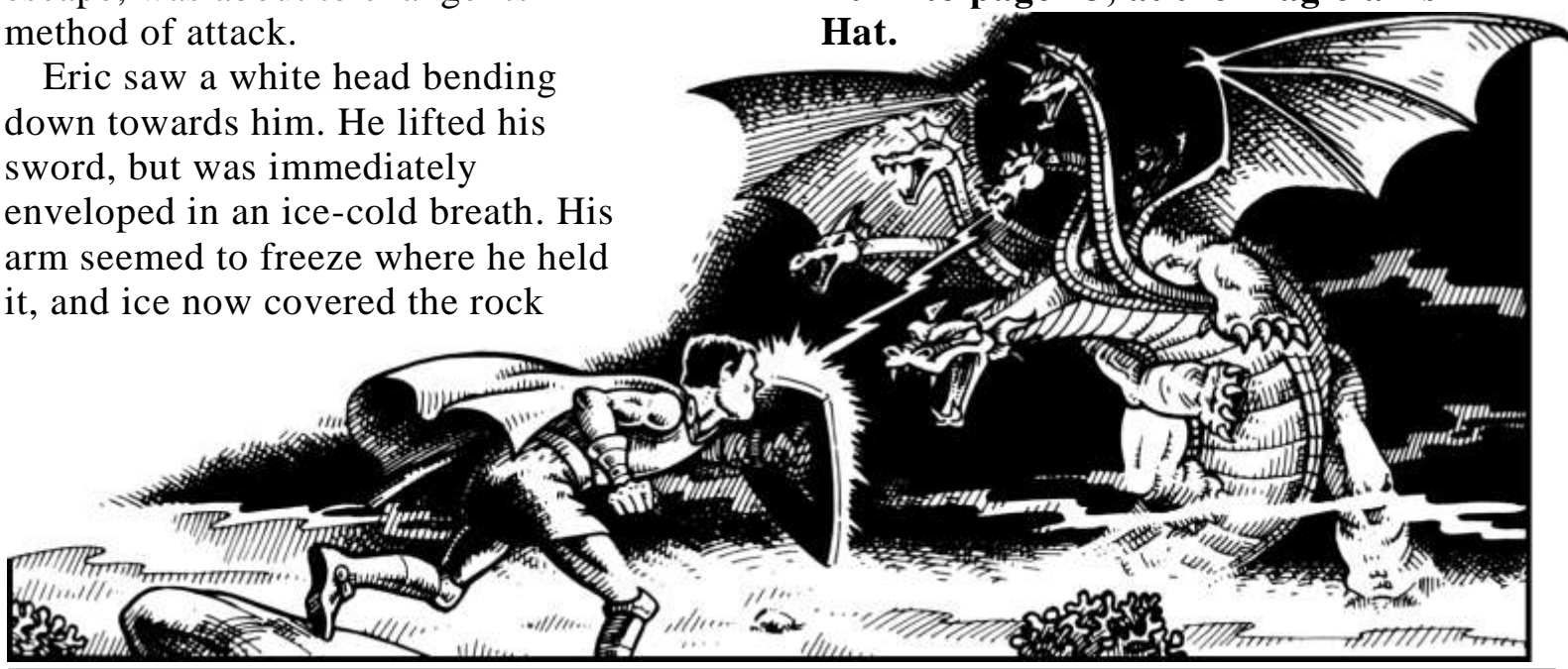
Eric saw a white head bending down towards him. He lifted his sword, but was immediately enveloped in an ice-cold breath. His arm seemed to freeze where he held it, and ice now covered the rock

where he stood. He felt himself slipping!

The dragon, seeking to finish its victim, shot from the mouth of its blue head a crackling bolt of lightning. Eric was falling, helplessly. The bolt struck the polished surface of his shield and was instantly reflected back into the air.

Eric heard a half-human cry above him. The dragon's bolt had struck Venger! Eric found that he could again move his limbs. He began to clamber back onto the rock when a great flash of light passed before him. He heard Diana's voice—'The good knight, Strongheart, is coming—and riding the Bronze Dragon!'

**Turn to page 13, at the Magician's Hat.**



The tall dark pines came almost down to the edge of the Black Lake. They were well enough spaced out to make walking easy while still giving cover from anything watching from the skies. As they left the cover of the trees, Diana pointed to the sky in the direction of the Fire Mountain. It was the scheming Venger, riding the fearsome flying horse, Nightmare. It

might not be Eric and Diana that he was seeking, but there could be no worse place to be caught than on the Singing Sands. They must cross the bog. The terrible horse was too heavy to land on the bog and—if they could reach the other side, they would be at the lair of the friendly Bronze Dragon.

**Turn to page 14, at the Spearhead.**





The Fire Mountain was a bleak and frightening place, with a plume of black smoke rising endlessly from its volcanic crater. Only the Hook Horrors lived there, in the caves and passages deep below the ground. They were strange, half human, half bird-like creatures with claws and beaks which could tear with the power of giant vultures.

As Eric and Diana hurried across the lower slopes, something appeared from the cloud of smoke above them. It was Venger riding on the back of the terrible flying horse, Nightmare!

There was a narrow gap in the rocks before them. Eric grabbed Diana and swiftly pulled her inside,



hoping that they had not been seen by the evil horseman!

**Turn to page 16, at the Skull.**



Bolts of lightning flashed again and again across the still-swirling clouds. The air was split by shrieks of pain from the five-headed Tiamat. Gradually the cries retreated into mist. The mist itself had begun to rise.

The Bronze Dragon and its rider stood alone, its body gleaming like copper-gold, its nostrils still smoking from the heat of the deadly thunderbolts which it had hurled at its enemy.

The dragon had dropped its wings to its side and Strongheart was beckoning to Eric and Diana.

‘I believe,’ said Diana, ‘that he wants us to climb onto the dragon’s back!’

They clambered up the dragon’s tail and sat astride its neck behind Strongheart.

The great wings spread and they were into the air. Land flashed beneath them—and then the dragon

began slowly to circle downward.

They landed on the top of a turret of a castle. Standing on the turret, looking at them, was Presto!

Presto explained that this was Kelek’s castle!

‘We’re all here,’ he told them. ‘Sheila gave Zarak such a bad time by stealing and hiding everything he had, he decided to cut his losses by selling us all to Kelek as servants. I’ve been trying to get us out of here by my magic but—up to now, I’ve only been able to transport myself to a different part of the castle! Maybe if I used both my hands to cast the spell into my magic hat . . . Perhaps one of you would hold the hat? Who’s a good hat holder?’

**Who should hold the hat? Should it be Diana (17, at the Crossed Swords), or should it be Eric (16, at the Skull)?**



Eric and Diana had left the trees which skirted the Black Lake and stood by the edge of the bog. Looking up, they could still see Venger on Nightmare circling in the air above the trees. He seemed to be coming no further.

‘He knows he cannot land the horse on the bog!’ Eric said.

As he spoke the words, they saw Venger turn and begin to move off towards the Fire Mountain. It was as the horse turned that a shaft of golden light shot skywards, just missing the horse and rider. It was followed by a second—and a third—the last so close that the horse reared in the air to avoid it!

The golden shafts of light were coming from somewhere within the trees through which Eric and Diana had just passed.

‘What is it!’ exclaimed Diana.

‘Hank!’ Eric replied. ‘Only Hank

has a bow which fires magical golden arrows!’

In their search for the pieces of the crystal, Eric and Diana had almost forgotten that they still had to save their friends from Zarak, the Orc. Had Hank escaped? Were the others—Sheila, Bobby and Presto—with him?

Diana began to run back towards the trees.

‘Wait!’ shouted Eric. ‘Hank is a fine shot. Why did not a single arrow hit its target? Venger could have taken off at great speed, lifted his horse high into the air—even cloaked himself and his horse in dense fog—yet he did none of these!’

Diana stopped running.

**Should they go back to the trees (19, at the Magician’s Hat), or go on, into the Bottomless Bog (15, at the Crossed Swords)?**



Presto’s magic was not quite as good as Diana had thought. Only Bobby was meant to go back. Instead all six of them found themselves inside Kelek’s castle again. Only Bobby was happy. He’d got his hat!

The others waited while he put it on. He immediately took it off again.



‘That’s funny!’ he said. ‘It doesn’t seem to fit properly. I dropped it when Zarak was bringing us here. It rolled away, but I found it—and carried it the rest of the way in case I lost it again. I hadn’t tried it on again ‘till now. It must have got bent!’

‘It’ll have to stay bent!’ Eric said, getting very impatient. ‘Now get us out again, Presto—and fast!’

Presto recited his spell again—and nothing happened!

‘That’s fine!’ Eric said. ‘So now we’re stuck here—with time running out and no chance of finding the rest of the crystal!’

Bobby hadn’t been listening. He took off his hat and threw it in disgust onto the floor.

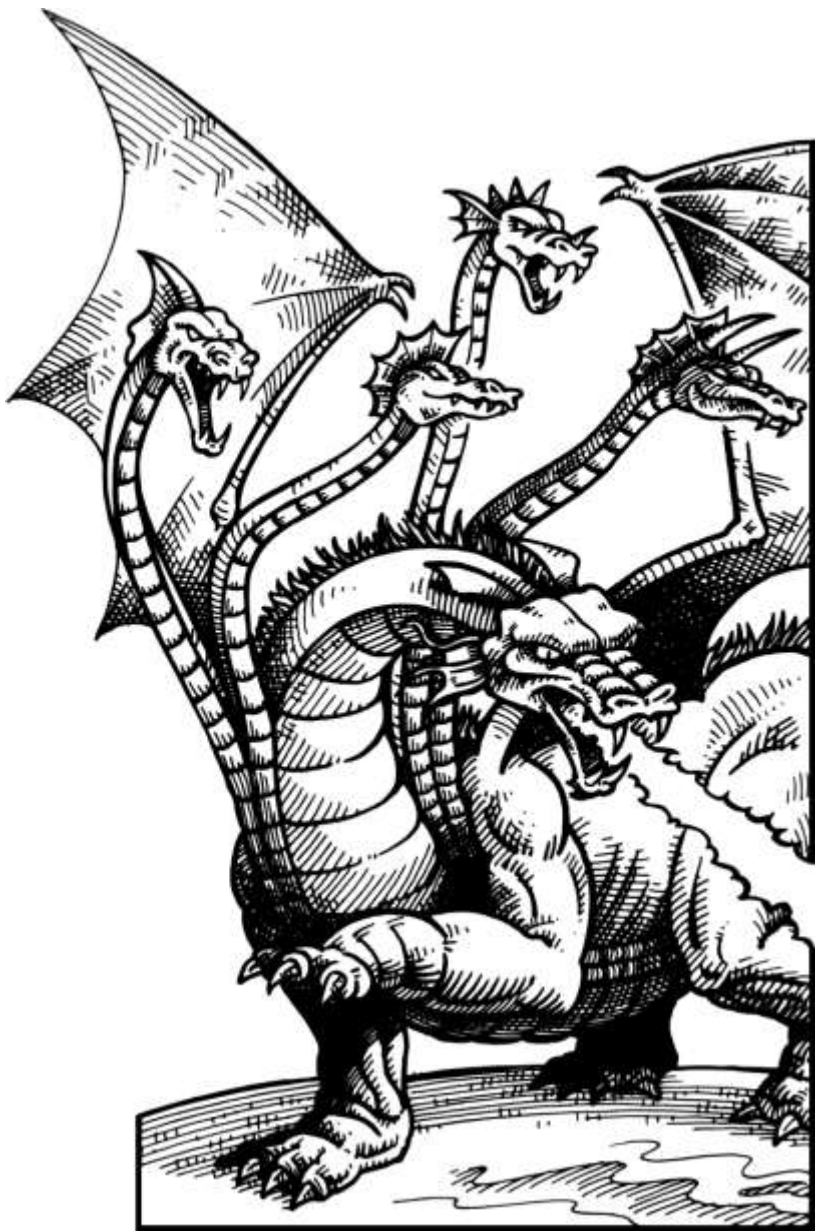
**Turn to page 16, at the Spearhead.**



The arrows had stopped and Venger was still moving off. Diana was worried that it might be Hank whom they had left behind in the trees, but she thought that Eric was right. It could be no more than a trap—set by Zarak—or even Kelek. They would never know.

Diana used her stout staff to test each step of the way across the bog. Having often to leap from rock to rock, or to use tufts of grass where their feet would begin to sink almost as they touched it, progress was slow and tiring. They stopped to rest.

Eric, who was looking back to see how far they had come, let out a groan. Diana turned. Venger could not land Nightmare in the bog—but he had returned—with something whose great, spreading feet and winged body could move easily across the treacherous ground. It was Tiamat, the five-headed dragon—most feared of all its kind!



**Turn to page 12, at the Spearhead.**



In the next moment, the earthquake felt as if it might be over. Relieved, Eric and Diana pressed on, glad to have made the right decision—deeper into the caves. Eric, who was leading the way stopped. They had come to a dead end. As he turned around the floor began to tremble again. A little way down the passage from where they had come, rocks began to fall from the roof. They kept on falling until the passage was completely blocked. Eric and Diana were trapped!

They were startled by a voice behind them. It was the Dungeon Master!

‘How . . .’ Diana began to ask, but the Dungeon Master cut her short.

‘No time for questions!’ he said. ‘As THE FORCE fails, so does my magic. There is only one way left that I can save you. I can turn back time—not far, but far enough to let you go back and try again.’





Hank, Bobby and Diana sat down on the floor. Presto kept trying with his hat—but with no success. Eric and Sheila paced back and forward.

Lying on the floor in one corner were the three pieces of the crystal and the map given to them by the Dungeon Master.

Uni began to push the pieces of the crystal around on the map with his nose. It was a game he seemed to enjoy. Seeing the hat which Bobby had thrown away, he added that to the pieces he could push about.

Sheila gave a sudden gasp. Everyone looked. Lying on the map was a complete twelve-pointed crystal!

‘How did Uni do it?’ asked Diana excitedly.

‘I saw how he started,’ answered Sheila, ‘—with the Unicorn’s head. He laid it so that the eye was over

the “Y” in “EYE OF THE WINDS” and the point of the horn on the last “T” of “LAIR OF TIAMAT”. Then he fitted the other pieces round it.’

**(Find the sticker of Bobby’s Hat and you can do the same as Uni.)**

‘Well, we have the crystal,’ said Eric, ‘but we’re stuck here. How can we return it to the Dungeon Master?’

‘Wait!’ said Hank. ‘Look at the points of the crystal. Each points to a letter in one of the names on the map—and they spell out a message!’

**If you have put your stickers together carefully (the clear edges may overlap a little) and positioned them correctly on the map you too can read the message and follow its instruction.**

**Until you succeed you are trapped in the world of Dungeons and Dragons!**



In the tunnel they found themselves in, Eric and Diana could see nothing but darkness, but there was a sort of soft scraping and shuffling. ‘Is anyone there?’ Eric called. There was no answer. He pulled the dagger-shaped crystal from beneath his cloak and held it up high.

The glow from the dagger lit the rock walls of a cave. Back in the shadows were small groups of tall creatures, looking like half birds and half men. The light seemed to disturb them. Eric turned to see that the creatures were all around them. They were in one of the caves of the Hook Horrors beneath the Fire Mountain!

Several passages led from the cave, but the creatures had shuffled across

them, blocking the exits—except one!

Eric grasped Diana by the hand and began to run for the one remaining way of escape!

**Turn to page 18, at the Spearhead.**







While Diana held Presto's hat, Presto began to wave his hands towards it and mutter strange words. All three were too interested in the spell to notice that something was happening. When they did, it was to find that they were now in a large, gloomy room—but not an empty one! In front of them stood Sheila, Hank and Bobby!

'Well, at least we're back together again,' said Diana.

'We're not!' Bobby exclaimed. 'Where's Uni?'

Diana laughed and turned slowly around. Hanging onto her back, his front legs gripping her shoulders, was Uni—who'd been there since they'd begun their crossing of the bog.

'So we are all here,' said Eric, 'but haven't we forgotten something? We're looking for pieces of a missing crystal. And from what the Dungeon Master said, there is little time. So far, we've found only two pieces!'

He took out the dagger and Unicorn head from under his cloak.

'Three!' said Sheila. 'Zarak had found one—so I stole it! He did say he wanted me because I was a thief!'

She held up a dragon's head.

'Well done!' said Eric. 'Now how many more pieces do we have to find? One thing is certain, we won't find them here. Presto! You have to get us out!'

Perhaps Presto's recent success had given him more confidence. He had hardly begun to mutter his spell when they all found themselves standing outside the castle.

'Let's go!' said Eric.

'We can't!' said Bobby. 'I've left my hat! I can't fight dragons without it!'

'You'll just have to!' Eric snapped.

'Let him have his hat!' Diana pleaded. 'It need only take a second to go back.'

**First, add the Dragon's Head sticker to your map. Then decide whether they should leave Bobby's Hat (11, at Magician's Hat), or go back for it (14, at the Skull).**



In the cave where they had first met the Hook Horrors, the light from Eric's dagger seemed to have kept them at bay. But here it no longer frightened them. It did not need to—they were far more terrified by the earthquake.

Eric was banking upon that same fear to get Diana and himself past them without the Hook Horrors deciding to attack them. If they did, then Eric knew that both he and Diana would be torn to pieces.

He gritted his teeth, took Diana's hand firmly in his, and pushed his way into the moving, squeaking mass of nightmare creatures. As he did so, he closed his eyes, not opening them again until the squeaking had faded behind them. They were through and both he and Diana were unharmed.

They stopped running to regain their breath. Was the glow of the dagger getting brighter, or was something much stranger happening? Not only was it getting lighter, but the very walls of rock seemed to be vanishing in front of their eyes!

They were looking at their own world again—but with a dragon standing in the street!

The power of THE FORCE had run out! What the Dungeon Master had feared, had happened!

**Turn to page 7, at the Unicorn's Head.**



Before the creatures could move again, Eric and Diana were out of the cave, and running. They turned into side passages, squeezed through narrow openings but, each time they stopped, they could still hear the shuffling footsteps of the Hook Horrors behind them!

Eric had noticed that the floor of the passage was always sloping down and he knew they were getting deeper and deeper into the mountain. The thought frightened him!

Suddenly, the floor beneath them began to shake. Cracks appeared in

the walls and rocks began to break away and fall from the roof above.

‘It’s an earthquake!’ cried Diana. ‘We could be trapped—or crushed—or buried alive!’

Eric didn’t need telling. The sounds of the Hook Horrors were still behind them, but now they had begun to make their eerie, squeaking cries—cries of fear and panic.

**Should they go on, with the danger of being trapped becoming greater (15, at Unicorn’s Head), or turn and face the Hook Horrors (17, at the Magician’s Hat)?**



Around the corner of the passage ahead of them, there seemed to be a light—not daylight but the kind of glow which had come from the dagger shaped crystal. As they turned the corner, there was Uni.

‘But he’s got two heads!’ exclaimed Diana.

Eric laughed. Only one of the heads was Uni’s. The other, he was carrying in his mouth—and it was glowing!

‘He’s found the second part of the crystal!’ said Eric.

Diana went forward to take it from him, but Eric held her back.

‘No!’ he said. ‘Uni looks as if he’s using it as a lantern—and he seems to know where he’s going!’

Uni trotted ahead with Eric and Diana following. They were wondering if the passage would ever end, when daylight suddenly appeared. They were out of the passage. Through the trees that bordered the edge of the shore, Eric recognised the waters of the Black Lake. He turned to speak to Diana,

but she was looking upward through the trees. Venger had, somehow, followed them.

Then, as they watched, from somewhere in the trees, shafts of gold began to shoot upward. Several came near to Venger and his horse. They saw him turn back towards the Fire Mountain.

‘It’s Hank!’ Diana exclaimed. ‘Only Hank fires golden arrows. He must have escaped from Zarak. I wonder if the others are . . .’

Eric stopped her.

‘Hank is a fine bowman,’ he said. ‘He does not miss with so many arrows! It’s a trick to stop us going on to the bog. Venger cannot land his horse there. Nightmare is too heavy.’

Diana looked unsure.

‘Trust me!’ said Eric. ‘If we can cross the bog to the lair of the Bronze Dragon—then we are safe!’

**Turn to page 15, at the Crossed Swords.**

**But first find your Unicorn’s Head sticker and add it to your map.**





The light in the passage was almost gone, but it was just possible to see that it had widened out again and that there were several other passages on either side of it. They moved on. Eric and Diana hoped that Uni had gone straight on. Suddenly, both of them spoke, together—

‘I thought I saw . . .’

‘One at a time!’ said Eric. ‘You first.’

‘I was going to say,’ said Diana, ‘that I was sure I glimpsed Uni in one of those side passages.’

‘You must be right!’ said Eric. ‘So did I. I didn’t see all of him, but I’m sure I saw his head. What I’m not sure of, is which passage. It’s so dark. I only caught a glimpse and

we’d passed it before I realised what it was. It was one of those, back there, on the left.’

‘That’s impossible!’ replied Diana. ‘I’m not sure which passage either—except I know that it was on the right!’

Eric was puzzled. There was such a maze of passages. Uni might have found some other way of getting from one side to the other—but he couldn’t be in two places at the same time! Who was right?

All that they could do was to try some of the passages on both sides where each thought they’d seen Uni. **Should Eric choose the first passage to explore (16, at the Skull), or should it be Diana’s choice (18, at the Skull)?**



The mysterious archer had stopped firing before Diana and Eric reached the trees—but Venger seemed to be moving off! The arrows may not have hit him—but they seemed to have discouraged him.

Diana was certain of the direction from which the arrows had come and led the way, with Eric following.

‘It was about here!’ she said.

Almost as she said it, they stepped into a clearing. The figure facing them was not Hank! It was Kelek, the evil sorcerer!

‘You children are getting in my way!’ he said. ‘You cannot foil my plans, but I think it would be safer to put you somewhere where you will be a nuisance to no-one!’

He raised the oddly-shaped staff which he carried. It began to glow

with a light, so bright, that Eric and Diana were almost blinded by it.

**Turn to page 16, at the Skull.**







In this choose-your-own adventure sticker book, the heroes and heroines are faced with an awesome task. A magic crystal has been stolen by KELEK™ Evil Sorcerer and broken up. Contained within this crystal was the force that kept the world of fantasy separate from the world of reality. By making the right decisions and fitting the pieces of the crystal together, you can help to outwit KELEK and restore the crystal — before the terrifying creatures from the fantasy world are unleashed . . .

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