What to do first

1. Find the Map. It will be there. No Tour of Fantasyland is complete without one. It will be found in the front part of your brochure, quite near the page that says

For Mom and Dad for having me
and for Jeannie (or Jack or Debra or Donnie or . . . ) for putting up with me so supportively
and for my nine children for not interrupting me
and for my Publisher for not discouraging me
and for my Writers’ Circle for listening to me
and for Barbie and Greta and Albert Einstein and Aunty May

and so on. Ignore this, even if you are wondering if Albert Einstein is Albert Einstein or in fact the dog.

This will be followed by a short piece of prose that says

When the night of the wolf waxes strong in the morning, the wise man is wary of a false dawn.
        Ka’a Orto’o Gnomic Utterances, VI ii

Ignore this too (or, if really puzzled, look up Gnomic Utterances in the Toughpick section). Find the Map.
2. Examine the Map. It will show most of a continent (and sometimes part of another) with a large number of bays, offshore islands, an inland sea or so, and a sprinkle of towns. There will be scribbly snakes that are probably rivers, and names made of capital letters in curved lines that are not quite upsidedown. By bending your neck sideways you will be able to see that they say things like “Ca’ea Purt’wydyn” and “Om Ce’falos.” These may be names of countries, but since most of the Map is bare it is hard to tell.

These empty inland parts will be sporadically peppered with little molehills, invitingly labeled “Megamort Hills,” “Death Mountains,” “Hurt Range,” and such, with a whole line of molehills near the top called “Great Northern Barrier.” Above this will be various warnings of danger. The rest of the Map’s space will be sparingly devoted to little tiny feathers called “Wretched Wood” and “Forest of Doom,” except for one space that appears to be growing minute hairs. This will be tersely labeled “Marshes.”

That is mostly it.

No, wait. If you are lucky, the Map will carry an arrow or compass-heading somewhere in the bit labeled “Outer Ocean” and this will show you which way up to hold it. But you will look in vain for inns, rest-stops, or villages, or even roads. No—wait another minute—on closer examination, you will find the empty interior crossed by a few bird tracks. If you peer at these you will see they are (somewhere) labeled “Old Trade Road—Disused” and “Imperial Way—Mostly Long Gone.” Some of these routes appear to lead (or have led) to small edifices enticingly titled “Ruin,” “Tower of Sorcery,” or “Dark Cita-
del,” but there is no scale of miles and no way of telling how long you might take on the way to see these places.

In short, the Map is useless, but you are advised to keep consulting it, because it is the only one you will get. And, be warned. If you take this Tour, you are going to have to visit every single place on this Map, whether it is marked or not. This is a Rule.

3. Find your Starting Point. Let us say it is the town of Gna’ash. You will find it down in one corner on the coast, as far away from anywhere as possible.

4. Having found Gna’ash, you must at once set about finding an INN, TOUR COMPANIONS, a meal of STEW, a CHAMBER for the night, and then the necessary TAVERN BRAWL. (If you look all these things up in the Toughpick section, you will know what you are in for.) The following morning, you must locate the MARKET and attempt to acquire CLOTHING (which absolutely must include a CLOAK), a SADDLE ROLL, WAYBREAD, WATERBOTTLES, a DAGGER, a SWORD, a HORSE, and a MERCHANT to take you along in his CARAVAN. You must resign yourself to being cheated over most prices and you are advised to consult a local MAGICIAN about your Sword.

5. You set off. Now you are on your own. You should turn to the Toughpick section of this brochure and select your Tour on a pick-and-mix basis, remembering only that you will have to take in all of it, so that it is no use going straight to CONCLUSION. Management Rules will not allow you to do this until you are on your third brochure. With this proviso, you can take anything in any order you please. The Rules are clearly stated in
every case and the Official Management Terms (OMTs) have been thoughtfully included in *italics* where necessary. All items in Capitals and Small Capitals can be found in **Toughpick**.

6. Have a good Tour. Thank you for choosing to go with our Management.

**What to do next:**

Consult **Toughpick**.
Ask any question you please of the Gods. They do not have to answer.

Ka'a Orto'o, Gnomic Utterances, II xvi

Adept. One who has taken what amounts to the Postgraduate Course in MAGIC. If a MAGIC USER is given this title, you can be sure she/he is fairly hot stuff. However, the title is neutral and does not imply that the Adept is either GOOD or EVIL. Examine carefully each Adept you encounter and be cautious, even if she/he seems friendly. See COLOR CODING for the best way of telling friends from enemies.

Alleys are the most frequent type of ROAD in a CITY or TOWN. They are always narrow and dark and squishy, and they frequently dead-end. You will escape along them when pursued and also be AMBUSHED there.

See also REFUSE and SQUALOR.

Alligator. Probably extinct in Fantasyland and now to be found only in a mummified state hanging from the rafters of a WIZARD’s work-
room. If the Alligator is present, it is a sure sign that the Wizard is friendly.

**Altars** are of three types:

1. **In Temples.** These are for Sacrifices, so they will be waist-high and long enough to contain the supine body of a Virgin. The stone top will have grooves for blood, and the whole will be covered with dry brown stains of a troubling kind from former Sacrifices.

2. In the open, usually on a hilltop. These are of marble and quite simple but handsome, because they are always devoted to a Good deity. The size and shape varies, but the general effect is of unassuming potency.

3. **In Ruins.** These Altars are underground or inside a pyramidal structure. They will sit on a dais at the further, darker end, and be about the size of a laundry hamper, in stone. Approach these with care. Though they undoubtedly hide or contain Secrets or Quest Objects you need, they will be set about with magical booby traps that are still operative even after a thousand years. You need to disarm these first, and then possibly the thin shade of the enraged deity after that.

**Ambushes** will be of four kinds, and you will have them all.

1. **By Bandits,** of the Caravan with which you are traveling. This will happen early on in your Tour. It will have been carefully set up, usually by a Spy masquerading as a Caravan Guard. In some narrow place with high sides (rocky defile) or where there is thick forest on either side of the route, Bandits will first shoot all the Guards and then come pouring down to overwhelm the Caravan. This is where you will part company with the Caravan since nearly everyone but you will be killed. You will just be left for dead.

2. **By Leathery-Winged Avians** a little later on, at night in a high place. This will be your first light brush with the forces of Evil (you can tell the Avians are Evil because they Smell). You will fight them off quite easily, but you may be left with a festering wound.

3. **By the forces of Evil,** upon a group of people you either care about or were depending on for help. You will come upon the evidence of this Ambush some time after the midpoint of your Tour. It will be in a ravine. Here you will find the corpses of your brutally murdered friends being eaten by scavengers. Your rage and grief will be enormous—the more so as you had hoped that this party had made it through to the City/Wizard/King for help. You must dig graves and proceed.

4. **By you,** on the forces of Evil. This will be near the end of the Tour, when at last you will be able to turn the tables on the Enemy, by lying in wait at the top of cliffs beside a rocky defile. With luck, you will have help here both from the Good King and from assorted Other Peoples, usually Dwarfs, who will be experts in the art of rolling boulders down on
the soldiers of the Dark Lord as they pass below. You, with your now considerable experience of Ambushes, will then attack and finish them off. This will be one of your first victories against the forces of Evil. You will throw up afterwards, but basically you will feel good.

**Amulet.** One of many magical protective items to be found throughout Fantasyland. This kind is usually small, made of metal, amber, or semi-precious stone, and adapted for hanging round the neck. You may be given yours; you may pick it up among other Treasure; or you may be forced to obtain one from a Magic User. On many Tours, an Amulet is essential and you must acquire one before going on to the next part. Where not essential, Amulets are still useful, since they can give warning of danger (usually by growing very hot) and, if specially powerful, can either invoke the aid of a God or Wizard or render the owner invisible.

See also Incription, Invisibility, Quest, and Talisman.

**Ancient Engineering Projects** tend to litter the landscape in some parts of the continent. Most of them are quite mysterious and all of them are made of some substance not known to the present inhabitants, often of a greenish color, or a matte black, though white is not unknown. They will be gigantic. Most of them will be pillars that touch the clouds, but Roads and broken Bridges are common too. It is unknown quite what challenge caused earlier peoples to make things that were so very large. Most of them are no use to anyone.

See also Ruins.

**Anglo-Saxon Cossacks** live in the Steppes and breed Horses. They try to look like Horses themselves by wearing their hair in ponytails. They ride often, expertly and acrobatically. In fact, they show off rather. Regardless of the fact that winds continually sweep the Steppes, they wear little but sleeveless Vests and scanty Trousers. These people are tough. But, despite riding since early infancy, not one Anglo-Saxon Cossack ever has bandy thighs. Something in their genes prevents this. They are organized normally in Clans under a supreme chieftain but do not seem to fight among themselves. Nor do they fight other peoples much. Everyone knows better than to mess with them. If called on to fight for Good, they muster eventually, but it takes time. Then they are formidable cavalry. Oddly, since their way of life is nomadic, they live in stone fastnesses and rarely use Tents. On most Tours they are a dreadfully masculine society. Their women wear long skirts and are trained to be wimps.

**Animals.** See Enemy Spies, Food, and Transport. Apart from creatures expressly designed for one of these three purposes (and this includes Hares and Rabbits), there appear to be almost no animals in Fantasyland. Any other
1. Apart from robes, no garment thicker than a shirt ever has sleeves.
   2. No one ever wears socks.
   See also cloaks, costume, and knitting.

Coats do not exist in Fantasyland—cloaks being universally preferred—but turncoats do.

Coinage has various names, according to which tour you choose, and will seem to be made of gold, silver, and copper. Adjust to inflation and think of it in dollars: a gold coin = $5, a silver coin = $1, and copper coins are cents. This system is easier than most European currencies.

See also money.

Color Coding is very important in Fantasyland. Always pay close attention to the color of the clothing, hair, and eyes of anyone you meet. It will tell you a great deal. Complexion is also important: in many cases it is coded too.

1. Clothing. Black garments normally mean evil, but in rare cases can mean sobriety, in which case a white ruffled collar will be added to the ensemble. Gray or red clothing means that the person is neutral but tending to evil in most cases. Any other color is good, unless too many bright colors are worn at once, in which instance the person will be unreliable. Drab color means the person will take little part in the action, unless the drab is also torn or disreputable, when the person will be a lovable rogue.

2. Hair. Black hair is evil, particularly if combined with a corpse-white complexion. Red hair always entails magical powers, even if these are only latent. Brown hair has to be viewed in combination with eyes, whose colors are the real giveaway (see below), but generally implies niceness. Fair hair, especially if it is silver-blonde, always means goodness.

3. Eyes. Black eyes are invariably evil; brown eyes mean boldness and humor, but not necessarily goodness; green eyes always entail talent, usually for magic but sometimes for music; hazel eyes are rare and seem generally to imply niceness; gray eyes mean power or healing abilities (see healers) and will be re-
assuring unless they look silver (silver-eyed people are likely to enchant or hypnotize you for their own ends, although they are not always Evil); white eyes, usually blind ones, are for wisdom (never ignore anything a white-eyed person says); blue eyes are always Good, the bluer the more Good present; and then there are violet eyes and golden eyes. People with violet eyes are often of Royal birth and, if not, always live uncomfortably interesting lives. People with golden eyes just live uncomfortably interesting lives and most of them are rather fey in the bargain. Both these types should be avoided by anyone who only wants a quiet life. Luckily, it seldom occurs to those with undesirable eye colors to disguise them by illusion, and they can generally be detected very readily. Red eyes can never be disguised. They are Evil and surprisingly common.

4. Complexion. Corpse-white is Evil, and it grades from there. Pink-faced folk are usually midway and pathetic. The best face-color is brown, preferably tanned, but it can be inborn. Other colors such as black, blue, mauve, and yellow barely exist.

So, if your acquaintance is wearing green and is blue-eyed and brown-faced, she/he will be OK. Caution: Do not apply these standards to our own world. You are very likely to be disappointed.

Combat Ring. See Practice Ring and School of Weaponry.
Confrontations. These will occur with mounting intensity as the Tour proceeds, and will fall into one or other of the following classes:

1. Small Friendly Confrontations. This will be when you meet your Tour Companions and the Merchant in whose Caravan you intend to travel. Later, you meet a friend aboard the Slave Galley or in contest as a Gladiator. You then encounter Traveling Folk and a Seer or Astrologer (see Astrology). You have an argument with your Sword or an Orb. You chat up a Slave of the opposite sex. You hire a Necromancer (see Necromancy). You receive reports from a Good Spy. You encounter an old General of the Vestigial Empire/Weaponmaster. You have solemn meetings with Eyrie Clans/Woodsmen and telepathic Birds. A Herbwoman/Hedge Wizard/Healer comes to your rescue in the Mountains. A Bard recites to you a vital Legend.

2. Small Hostile Confrontations. This term refers to the intruder with a Dagger in your Chamber in the Inn, the Ambush by Bandits, and your first brush with the forces of the Dark. You also spot a Spy. Later there are Pirates on the Inland Sea and a Minion of the Dark Lord on the Other Continent. You are brought before an Enchantress. You are almost killed by a hostile Courtier/beard a fat Prince/have to spend time with a Baron. You are caught by aprehensile Tree. You face down Guards and torturers. You are captured by Goblins and their chieftain insults you. You come up against Weres, who are not open to reason.

3. Small Ambiguous Confrontations. You meet your Tour Mentor and the Unpleasant Stranger. You are cheated by a Ferryman or River Travelers. You have a run in with Dwarfs, Gnomes, and Desert Nomads. You try to get Money from a Council. You meet a Ghost(Elemental). You are captured by Marsh Dwellers and have Language problems. You come upon a Nunnery and talk to the survivor. You try to persuade Islanders that their Island is about to be inundated. The Tour enters a Village and is rendered uncomfortable by the attitude of the Dwellers. You make the mistake of looking into a Prophetic Pool.

4. Medium-Sized Friendly Confrontations. You meet your first King or the Vestigial Emperor. Later you talk to a Dragon or friendly Demon. You stay the night with a Good Wizard, who shows you some remarkable pieces of Knowledge. You find Elves, a college of Witches, enter a City, or attempt to understand a Mystical Master. You persuade a High Priestess to help you and your Companions. You arrive at the Steppes/Snowbound North and run into crowds of Anglo-Saxon Cossacks/Barbary Vikings/Northern Barbarians. You are told home truths by a Stone Circle.

5. Medium-Sized Hostile Confrontations. You face a High Priest and his deity, a Rei-
gent, a bad or puppet King. You try to get
the better of an Evil COUNCILOR. You reject
the overtures of a bad Queen. You face and
repulse hostile MAGICs. You fall foul of RELE-
gion in the FANATIC CALIPHATES. You come
face-to-face with an Evil Wizard or a red-eyed
MINION of the DARK LORD. You fight a MON-
STER or two. You confront the ENEMY in a
SIEGE.

You encounter loose lumps of MAGIC or guar-
dians of a QUEST OBJECT or enter the HIDDEN
KINGDOM and attempt to make sense of its in-
habitants. You try to argue with a WOOD.

7. Large Friendly Confrontations. You and
your COMPANIONS tout for support among the
GOOD rulers. There is a long and verbose
COUNCIL OF WAR.

8. Large Hostile Confrontations. There is all-
out WAR between GOOD and EVIL. You face
down the strongest of the MINIONS of the
DARK LORD.

9. The Final Confrontation, or Last Battle.
You get your chance to finish the DARK LORD
at last. In the process a large part of Fantasyland
gets destroyed.

Cook. Presiding over all KITCHENS is the Cook,
who can be male or female, although males pre-
dominate in CASTLES and PALACES and females
in INNS. Every single one of them has a filthy
temper. This gets worse in direct proportion to
the amount of cooking they do, and is clearly
even worse if the Cook is required to cook
something else besides STEW. Any scullion or
Kitchen helper in reach during these trying
times is bound to have an awful experience.
But there is a bright side. Cooks divide into fat
and thin. Fat Cooks are really kindly under-
neath, in which case the Kitchen helper has
extra food to look forward to. Thin Cooks, on
the other hand, are mean right through. In this
case the Kitchen helper can look forward only
to an evening without supper and maybe a
beating too.

Costume. It is a curious fact that, in Fantasyland,
the usual Rules for CLOTHING are reversed.
Here, the colder the climate, the fewer the gar-
ments worn. In the SNOWBOUND NORTH, the
BARBARIAN HORDES wear little more than a fur
linen cloth and copper wristguards (see CHIL-
BLAINS and HYPOTHERMIA). However, as one
Martas V. Tyrant of Do'olge'ethly, always cut one hair from his head every day—no more, no less. This, it was said, greatly prolonged his reign, since everyone was waiting to see him with a full haircut.

Ka'a Orto'o, Gnomic Utterances. CL1 vi

Mage. A fully qualified Magic User who is either in the wings or taking only a cameo role in the action. Bit-part Mages are usually present as a team. The exception to this is the Gay Mage, who is on his own and a Tour Companion.

Magelight or Magefire is so common among Magic Users that it is probably what an Apprentice Wizard learns to do on his first day. The operator simply thinks, and a small ball of bluish or white light appears either on the hand or hovering in the air, at the shoulder, above the head, or on the end of the Staff. Magelight has two uses: it gives light in dark places, and it shows that the maker can do Magic. When a more powerful Magic User overpowers the one making the light, the Magelight normally flickers and dims away. Thus it is also a sort of Magic meter. It is otherwise not good for anything much, but it would be nice to be able to do it.

See also Witchlight.

Magic has slightly different Rules for every Tour. Tourists had better find out swiftly which Rules apply or there could be problems. Luckily the Management seldom or never changes the Rules in mid-Tour, but it has been known to reserve one or two extra Secrets for a nasty surprise later on. Even when the Rules are very clear, a Tour will have several different systems of Magic in operation. This is because Magic is an impure art. You will have to contend with at least three of the following kinds:

1. Magic that exists like liquid in a reservoir. Here the operator simply attaches a sort of magical hose and draws off what she/he needs. Attaching the hose often takes a trance to do, whereupon the operator also becomes the hose. Healers use this method.

2. Magic that is rather like electricity. Here the process is a longer one. The Magic has first to be generated or acquired by invocation; then it must be shaped or fed into the machinery (this is usually done with diagrams, Runes, and incantations); and finally it must be plugged in to operate by Gesture or word of Power. (See Spells.)

3. Mind Magic. This is quicker. The operator simply concentrates. This system applies to Farseeing, Firestarting, Foreseeing, Mind-
SPEECH, TELEKINESIS, TELEPORTING, and most SHAPESHIFTING.

4. Thought magic. Here the operator can, simply by having very powerful ideas, send out physical feelings that wound, cure, or transform another person. The red-eyed MINIONS OF THE DARK LORD do this when pursuing Tourists. The OMT is baleful influence. The afflicted Tourist will feel cold, weak, and contaminated, and may take days to recover. The Rules forbid Good WIZARDS to do this back to the forces of Dark, although they could, quite easily. They have to leave this to a humble Tourist, who will confront the DARK LORD and pour thoughts of GOOD at him. It is very effective. The Dark Lord usually finds this as painful as a bath of acid.

5. Sympathetic Magic. This is when the operator takes a piece of something/someone, such as a wood splinter or a nail clipping. Sometimes this is made into a small model, and named if necessary. The piece is then moved about like a computer mouse and the bigger object/person will do exactly the same, just like the mouse pointer. Many CURSES act this way. To become free, you have to repossess the piece. Alternatively, the piece of you that is used is nothing physical, but instead your NAME. Repossessing this can be more difficult.

6. Magic with a price. Here the operator has to pay in some way for the Magic used. This may be selling her/his soul to a DEMON, or simply becoming very tired. Setting WARDS seems to act this latter way.

7. Nature Magic. This often involves HERBS, though it can also be done by attuning to TREES and breezes and things. The operator uses the correct natural object and the result follows.

8. Pattern Magic. Here the Magic lies like threads in a design. The operator perceives this by WITCH SIGHT, takes up the threads and tugs.

9. MUSIC.

10. Alien Magic. DEMONS, DRAGONS, ELVES, GNOMEs, GODDESSes and GODS, and MARSH DWELLERS all have Magic that works in a quite different way from any of the above. The Rules are not known.

Magician. A MAGIC USER who knows about the mechanics of SPELLS. Get him to check your SWORD.

Magic Objects can be almost anything, but the important ones are usually QUEST OBJECTS too. There are two kinds:

1. Objects that have been bewitched or be-spelled. This can be a temporary SPELL on a BUILDING or a coal scuttle or a BOOt, to make it behave in a startling way; or it can be an enchantment carefully crafted to be permanent. Spells on SWORDS, RINGS, and JEWELS are normally of this kind.

2. Objects that contain their own Magic. This is done by
   (a) making the Object of some substance,