

Avantia is doomed!

I have stolen Wizard Aduro's magic cauldron, and soon I will use its power to destroy the kingdom. The cauldron is guarded by two terrifying Beasts – Aldroim the Shape Shifter and Cornix the Deadly Trickster. Anyone who tries to take it from me must battle Aldroim's slashing talons and Cornix's clawed wings.

But what's this? Tom and Elenna have long fought against my Beasts, and now they have a new companion on their Quest – YOU.

Do you have the strength and courage to defeat Aldroim and Cornix? Can you reclaim the cauldron before I destroy Avantia forever?

Have your sword ready...

Malvel

1

“On guard!” shouts Tom.

You charge, your wooden practice swords clattering together. Tom’s sword goes spinning out of his hand.

Taladon, Avantia’s Master of the Beasts, suggested you take weaponry practice with Tom and Elenna, as part of your training to be a knight.

“You’ve won,” Tom laughs. “Maybe you should go on the Beast Quests instead of me!”

But the sky suddenly darkens. Black angry clouds swirl overhead.

Elenna stops firing arrows into a straw target. “What’s happening?” she cries.

A mocking cackle echoes around you, seeming to wind its way round the palace turrets.

“Malvel,” says Tom grimly. The Dark Wizard of Avantia is up to something.

A spear of jagged lightning strikes the palace’s tallest tower, where the Good Wizard, Aduro, has his chambers. Smoke

billows from its windows. You all cast aside your practice swords and arrows, grab your real weapons, and race up the tower's spiral steps.

Aduro is lying, shaken, on the floor of his spell room. You rush to his side. The Good Wizard points to the empty space in the corner of the room.

"My magic cauldron," he says. "Malvel has stolen it! He has created two terrible new Beasts to guard it: Aldroim the Shape Shifter and Corvix the Deadly Trickster." Aduro grows pale. "With the cauldron, Malvel will have enough power to destroy the kingdom."

You pull back your shoulders, hand on the hilt of your sword. "Then it's up to us to get it back. Which way did the Beasts go?"

 *Choose your destiny* 

To search the castle's dungeons with Tom, turn to

47.

To scour the lands surrounding the castle with

Elenna, turn to **26.**

2

“That cauldron belongs to Aduro!” you yell. Your swords raised, you and Tom charge at Malvel.

But the Dark Wizard knocks you both aside with another blast of magic. You peel yourself off the ground, only for Malvel to knock you back down again. Warm blood trickles down your face. You hear Elenna scream as Aldroim sinks his jaws into her neck. Then her limp body falls to the ground.

You struggle to kneel but Malvel grins down at you, aiming his staff to deliver the final blow.

*Your Quest has failed. And now
Avantia is doomed...*



3

“I don’t trust that light,” you say.

As you, Elenna, Lightning, Storm and Silver back away, the cave ceiling groans.

“It’s a rockfall,” you yell. “Run!”

“Don’t leave me here,” begs a voice.

You see that the light’s being held by a woman wearing a red velvet cloak, with long hair tumbling over her face.

“Come with us,” you call.

She approaches – and then throws aside her cloak, revealing the feathery body of a crow. Her wings are clawed and her face is a terrifying human skull. Cornix the Deadly Trickster!

Cornix seizes Elenna, smothering her with her cloak. You strike at her, but she swipes your blade aside. You need to get the Beast away from Elenna – fast!

“Come on,” you challenge Cornix, throwing aside your weapons. “I’m unarmed!”

The Beast’s face twists into a gruesome grin. As Cornix springs from Elenna



towards you, the falling rocks knock her to the ground. You seize your sword and run her through. The Beast melts away - and in her place is Aduro's cauldron!

As the caves collapse, you race out to the Winding River. A rickety bridge sways over the swirling rapids. It's the quickest way to the palace – but is it safe?

 *Choose your destiny* 

*To go over the bridge, turn to **7**.*

*To go upriver and try to find a safer crossing,
turn to **30**.*

4

You lead Lightning, Elenna and Silver into the caves. The light soon fades.

“Anything could attack us in here,” mutters Elenna, as you stumble along.

But after a while you see an orb of light glowing ahead.

You all run towards it – then Elenna screams. She’s fallen through the cave floor!

You drop to your hands and knees, crawling along until you reach a hole where Elenna’s clinging to the edge. At the bottom you can see hundreds of glinting eyes. It’s a snake pit! You haul Elenna to safety, your muscles shaking.

The orb of light flickers. You wonder if it lured you to the snake pit...or if it’s your only hope of finding your way in the dark.



Choose your destiny



*To ignore the light, turn to **3**.*

*To follow the light, turn to **19**.*

5

As you leave the green portal, you rub your eyes, hardly believing the wonderful scene before you. You, Tom and Elenna are in King Hugo's Banqueting Hall. Taladon smiles at you from across a table groaning with delicious food.

Tom gets to his feet, raising his goblet for a toast. He grins at you. "You're a true knight of Avantia! Will you join me and Elenna on our next Beast Quest?"

The End

