



ACE GAMEBOOKS

THE WICKED WIZARD OF OZ

Errata

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It is only as you pull open the cage door that you discover it was not locked, but you realise this too late. Your hand is still on the cage door when the maiden is suddenly upon you.

Only she is a maiden no longer but something somewhere between a girl and a spider, her features warping and shifting. Black bulbous eyes burst open like blisters on her face and her mouth broadens to accommodate her emerging fangs.

Before you can stop her, she sinks her huge fangs into your neck.

If you are the Tin Woodman or the Scarecrow, turn to **239**, otherwise, turn to **224**.



Pointing your digits – all ten of them – at the droids you unleash a burst of electrical energy at them. The automata twitch and spasm, trapped within the writhing, coruscating tendrils of arc lightning.

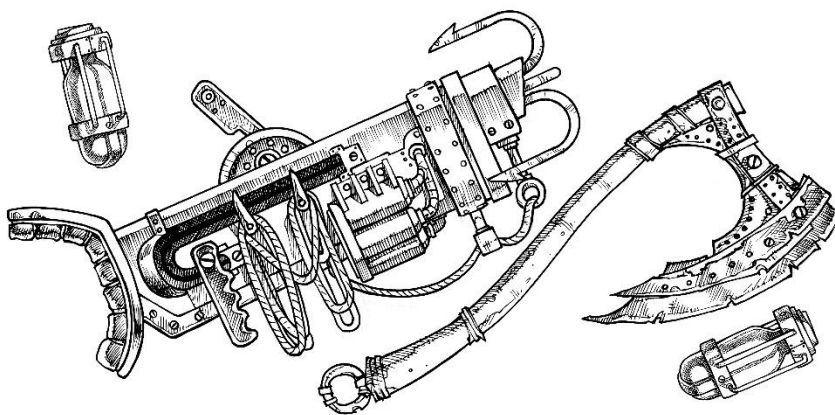
As the energy dissipates, acrid smoke rising from their armoured body shells, the two droids continue their advance.

“Engag-zzz-e! In-zzz-truder ale-zzz-rt! En-zzz-gage!” they stutter.

(Because of the war droids’ compromised condition, you have the initiative in this battle, and fight them both at the same time.)

	COMBAT	ENDURANCE
First MARK 2 WAR DROID	5	6
Second MARK 2 WAR DROID	5	6

If you manage to defeat the two security droids, turn to **61**.



It does not take long for the Winged Monkeys to spot you. Pointing and gibbering, three mutated apes soar out of the sky on their broad, grey feathered wings.

If you want to prepare to meet their attack, turn to **20**. If you would rather use *The Pen is Mightier* ability, turn to **259**.

ACE GAMEBOOKS

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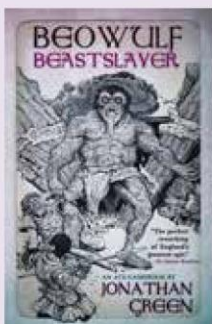
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