

THE WICKED WIZARD OF OZ

Sections 230-231 Errata

230

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**.

231

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**.