

Golden Dragon Fantasy Gamebooks

Crypt of the Vampire
The Temple of Flame

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CRYPT OF THE VAMPIRE

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To my parents
Joan and Victor Morris

INTRODUCTION

Imagine how it would feel to be Indiana Jones, or Conan the Barbarian, or Luke Skywalker. Rather than merely sitting back and watching the adventures of these heroes, you could actually experience the thrill and danger at first hand. All that would stand between you and certain death would be your skill and daring, and the decisions you made.

In Golden Dragon Fantasy Gamebooks, you *are* the hero.

You are a skilled adventurer who has roamed over much of the known world. In your yearning for constant challenge and the excitement of battle you have fought goblins, giants, trolls, ogres, dragons, evil wizards and many other strange and terrifying opponents. And you have always won. The years of adventure have honed your reflexes and fighting skill so that few men can stand against you in single combat.

To determine just how good an adventurer you are, you must use the dice:

Roll two dice. Add 20 to this number and enter the total in the VIGOUR box on your Character Sheet. This score represents your strength, fitness and general will to survive. Any wounds

you take on your quest are subtracted from your VIGOUR score - if it ever reaches zero you are dead.

Roll one die. Add 3 to the number rolled and enter the total in the PSI box on your Character Sheet. The higher this score, the better you are at resisting spells cast at you and the more sensitive you are to psychic impressions.

Roll one die, add 3 and enter the total in the AGILITY box. This score reflects how nimble you are. You will need a high AGILITY to scale walls, leap across chasms, and so forth.

YOUR NAME

Personalize your adventuring persona by thinking of a heroic name. You might call yourself Lucas Starkiller or Sir Bergan the Bold, Lady Angela Centuri or Li Chun the Black Dragon, or any other name you can think of. Imagine what sort of adventurer you are first - a noble knight, a crafty rogue, a dashing swordsman, a rugged Viking - and then choose a name to reflect your personality.

VIGOUR, AGILITY and PSI

Your VIGOUR will change constantly during the adventure - every time you are wounded, in fact. You may find healing potions in the Vampire's crypt. These will restore some of the VIGOUR points you have lost owing to wounds - but unless

you are told otherwise your VIGOUR score must never exceed its original value. This is your *normal* vigour score, and you must keep a careful note of it.

Your AGILITY and PSI are less likely to change, although this is possible. Spraining your ankle, for example, might reduce your AGILITY by 1 point. A magic helmet might increase your PSI. But, as with VIGOUR, your AGILITY and PSI must never exceed their *normal* score unless you are specifically told otherwise.

You can keep your scores on this Character Sheet, in pencil so that they can be rubbed out for further adventures, or you may wish to copy it out each time.

CHARACTER SHEET

VIGOUR Current score:	PSI Current score:
AGILITY Current score:	ITEMS <i>sword</i> <i>leather armour</i> <i>backpack</i>
TREASURE <i>10 Gold pieces</i>	

ENCOUNTER BOXES

OPPONENT VIGOUR	OPPONENT VIGOUR
OPPONENT VIGOUR	OPPONENT VIGOUR
OPPONENT VIGOUR	OPPONENT VIGOUR

COMBAT - HOW TO FIGHT THE OCCUPANTS OF THE CRYPT

Often during the course of your adventure you will come across a creature or human enemy whom you must fight. When this happens, you will be told to roll the dice. The number you roll will determine whether you wound your opponent or whether he - or it - wounds you.

A typical entry might read like this:

87

The Ogre hefts his axe and advances towards you. You have no escape route, and must fight.

OGRE VIGOUR 10

Roll two dice:

score 2 to 5 You are hit and lose 3 VIGOUR points,

score 6 to 12 The Ogre loses 3 VIGOUR points.

If you defeat the Ogre, turn to **45**.

At the start of every combat, you should note down your opponent's VIGOUR score in an empty Encounter Box. You then roll the dice to see who has been wounded. If both you and your opponent still have VIGOUR scores of more than 0, you must continue to roll the dice until the VIGOUR score of either you or your opponent is reduced to 0 - indicating death. Keep note of the VIGOUR scores on your Character Sheet and in the Encounter Box.

ESCAPING FROM COMBAT

In some cases you may start a fight and then find yourself losing badly. If you are told that you can FLEE from the combat then you may choose that option. Your opponent will, however, attempt to strike at your unguarded back as you turn away. To represent this you should roll two dice; if the total *exceeds* your AGILITY score then you have been hit (lose 3 VIGOUR points) as you flee, but if the dice roll is *less than or equal to* your AGILITY score then you dodge your opponent's parting blow and manage to escape without further injury.

ITEMS and TREASURE

While exploring the Vampire's crypt you will collect TREASURE and a number of ITEMS. You must fill these in on your Character Sheet as you acquire them and cross them off as they are spent or used up. Any coins (Gold or Silver Pieces) that you find should be entered in the TREASURE box. Anything else should go into the ITEMS box. Suppose you find a jewelled diadem which you are told is worth 80 Gold Pieces. You would write in the ITEMS box of your Character Sheet:

jewelled diadem (worth 80 GPs)

The diadem may turn out to have magical properties, or it may simply be something you can sell for 80 Gold Pieces later in the adventure.

At the start of your adventure you have:

TREASURE: 10 Gold Pieces

ITEMS: a sword; a suit of armour (studded leather); a backpack in which to carry further items and treasure

These are already filled in on your Character Sheet.

YOUR ADVENTURE

You are now almost ready to embark on your adventure. You should start at 1 and then proceed to further entries according to the decisions you make.

Be warned: you are highly unlikely to find and slay the Vampire on your first attempt. Make a map as you explore the crypt; if you are killed, fill in a new Character Sheet and try again, using the map you made before to guide you. You may not survive your first attempt, or even your second, but eventually you will confront the Vampire lord in his lair!

And now - the adventure begins . . .



1

Dusk in Wistren Wood. As you trudge along a path which is barely more than a muddy ditch, shivering in the lashes of icy rain swept by the wind, you find it easy to believe the many uncanny and terrifying stories that surround this unwelcoming place. Far off, but coming nearer, you hear the cry of wolves. Night is drawing in. You realize you must soon find a place in which to shelter, as you have no wish to be caught out in the open after dark.

Ahead, through a curtain of drizzle, you see a high stone wall choked with moss and ivy. A path leads from the main track and you follow this to a tall gate in the wall. Through the iron bars of the gate you see a bleak garden where unkempt trees and shrubs seem to cower in the rain. A gravel path leads across the lawn - presumably to a house where you could seek shelter for the night. It is a forbidding prospect, but as you hear the wolves call to one another quite close behind, you are aware that you have little choice. Just as you are about to reach for the latch of the gate, you see that its latticework forms a design - a manlike figure with huge curved talons. Will you:

Open the gate?
Climb over the gate?
Walk along the wall looking for
another way in?

Turn to **69**
Turn to **95**
Turn to **277**

2

You make your way along the corridor and can soon see that it bends sharply to the right a little way ahead of you. Two silent archers in black tunics suddenly step out from around the corner, level their bows and shoot! Try to roll your *current* AGILITY score or less with two dice. If you succeed, turn to **139**. If you fail, turn to **222**.

3

The water is very cold and feels unpleasantly slimy. You find several coins which you add to those in your belt-pouch (remember to write them on your Character Sheet). You are now 8 Gold Pieces richer. You go over to the door. Turn to **129**.

4

You crawl along the narrow shaft towards a glimmer of light and soon emerge into a corridor. The light you saw comes from a glass oil-lamp which hangs from the ceiling. By its glow you can just discern the outline of a doorway at the end of the stretch of corridor to your right. To your left, the corridor recedes into the darkness. Do you wish to reach up and take the oil-lamp? If so, write it on your Character Sheet and turn to 81. If you don't

want the lamp, you may now go left (turn to **2**) or right (turn to **107**).

5

You see that the treadle is broken, but the wheel is free to move. Will you spin it - clockwise (turn to **59**) or anticlockwise (turn to **265**) - or will you leave it and carry on through the door opposite (turn to **32**)?

6

You are pleasantly surprised when you actually taste the cheese. If only you had a glass of fine port wine to wash it down with! You step forward and push open the door. Turn to **164**.

7

You take a couple of steps and then shudder from the delayed effect of the blue smoke. The room seems to spin before your eyes and you stagger forward against the altar, dashing the chalice of red liquid to the floor. You stare aghast at terrifying hallucinations caused by the drug in the smoke - small black creatures that scuttle from behind the drapes and crawl across your flesh. Finally, mercifully, you pass out. Do you possess a crucifix? If you do, turn to **217**. If not, turn to **113**.

8

Are you carrying any garlic? If so, turn to **13**. If you do not have any, turn to **22**.

9

He stares at you, his face contorted in a snarl. He is obviously crazed or in the grip of sorcery. He is readying an arrow, and you must fight. Turn to **153**.

10

You awake shivering. It is pitch black, and when you try to rise you find that you are entirely numb. With a strange calm you realize that there is someone or something very close to you. A whispering in your ear lulls you back to sleep. The next time you open your eyes it will be to join the ranks of the undead. You have fallen prey to a Vampire.

11

As you reach out your hand to open the chest, the black rope suddenly whips up and coils around your neck. You try to pull it off, but it tightens on your windpipe like a noose. Lose 2 VIGOUR points. If you are still alive, you had better think quickly or you will choke to death! Will you:

Run for the door?	Turn to 96
Try to cut the black rope?	Turn to 117
Open the chest?	Turn to 16

12

You struggle to fight off the demon-spirit that the Witch has summoned forth from the nether

planes. But it is too strong - your mental defences crumble beneath its relentless psychic barrage. Your lifeless body falls to the floor, soon to join the ingredients boiling in the Witch's cauldron.

13

The Vampire Lord scents the garlic you carry and circles warily. You must fight him, but because of the garlic he is not so fearsome an opponent as he would normally be.

LORD TENEBRON VIGOUR 18

Roll two dice:

score 2 to 6 You are hit and lose 4 VIGOUR
score 7 to 12 The Vampire loses 3 VIGOUR

If you FLEE by running through the other door, turn to **199**. If you defeat him, turn to **111**.

14

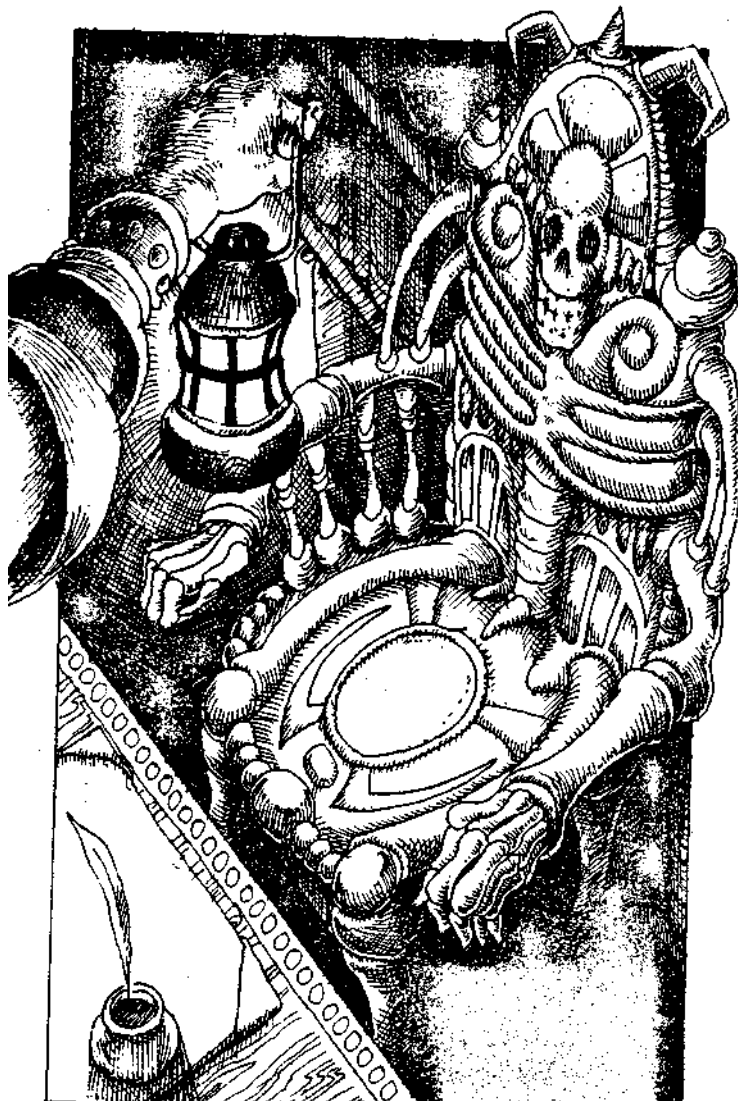
At last you make your choice and pluck one of the smaller growths. It is a sickly brown colour, and its shape is unpleasantly reminiscent of a bloated spider. You drop it into your mouth and, grimacing, swallow it whole. You wait for some time without noticing any effects. It is only when you start to move off that you notice how distorted and unreal everything seems - the trees seem to lean in on you, grinning faces somehow forming out of the cracked bark, the hanging branches becoming taloned hands , , . "

You feel quite sick and giddy, and then suddenly the strange feeling is past. Gain 3 VIGOUR points and 1 PSI point (but do not exceed your *normal* score for either) - your psychic awareness guided you to one of the few beneficial fungi. Courage bolstered by your good fortune, you decide to return to the chimney and climb back down to face whatever challenges await you in the crypt. Turn to **181**.

15

You walk into a long, draughty room which seems to be a study or library. There is no fire although there are logs in the grate. However, try as you might to get a good blaze going, you cannot get the logs to burn. You are so cold and damp that you cannot stop your teeth from chattering as you continue on to the far end of the room. In the darkness you blunder into a desk and almost knock something over on to the floor. Feeling this object, you discover that it is a lantern. It is with considerable relief that you light the lantern and hold it up to dispel the shadows. Write this item on your Character Sheet.

You now see that there is a strange chair of intricately carved ivory next to the desk. You look around you at the looming stacks of books. You may take down some of the books and examine them (turn to **178**), or go out into the hall and take either the stairs (turn to **252**) or the passage (turn to **36**).



16

With head pounding and lungs bursting, you throw back the lid of the chest. It contains a bottle of azure liquid and a sealed vellum scroll. The rope is strangling you and you have only moments in which to act. Will you read the scroll (turn to **248**) or drink the contents of the bottle (turn to **159**)?

17

The chest is not locked, and opens to reveal a pile of gold, gems and jewellery. You are staggered to behold such wealth. Are you wearing a golden helmet? If so, turn to **177**. If you do not have this item, turn to **152**.

18

You descend into a tunnel floored with mosaic tiles. You think you may be able to see the end of the tunnel when you shine your lantern to the left, so you decide to go that way. Turn to **44**.

19

The beaten Hobgoblin lies dying at your feet, blood from his many wounds spreading out in dark green rivulets across the cold floor. He is becoming visible again now. Clinging to life for a few moments longer, he looks up at you and seems to be trying to say something. You may bend down to hear his words (turn to **72**), or finish him off and continue on your way (turn to **124**).



20

There is the smell of antiquity in the room, of mouldering bones and buried relics. The gloomy radiance settles like a green haze; your lantern burns so low that you fear it might go out. Then, amid splintering floorboards, the creature erupts from its shallow grave. It is tall, gaunt and sallow, and clad in the rotting, dusty tabard of a bygone age. As it watches you, you see its sunken eyes gleam coldly like distant stars on a midwinter night.

The creature is a Wight, and you know you cannot hurt it with your sword. Do you have a silver candlestick? If so, turn to **73**. If not, you have no choice but to try and FLEE - do not roll the dice as usual but turn to **47**.

(illustration on previous page)

21

You lose your grip and plummet down the chimney, landing heavily with your leg twisted under you. Your first attempt at moving sends a flare of pain up your leg. You are able to continue on your way once you have bandaged your sprained ankle, but it will hamper your movement from now on - reduce your AGILITY skill by 1 point. Dispirited, you leave the room. Turn to **219**.

22

Without garlic you have nothing to quell the full ferocity of the Vampire. You must fight him at the height of his power!

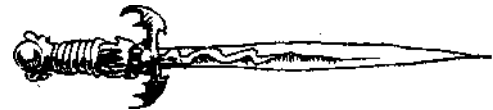
LORD TENEBRON

VIGOUR 18

Roll two dice:

score 2 to 7 You are hit and lose 4 VIGOUR
score 8 to 12 The Vampire loses 3 VIGOUR

If you FLEE by running through the other door, turn to **199**. If you defeat the Vampire Lord, turn to **111**.



23

At the sight of the crucifix, the Hellhound whimpers and slinks back against the far wall. You edge around the room towards the passage. You keep your eyes on the Hellhound in case it should attack again, but it barely manages a dispirited growl as you reach the safety of the passage. Turn to **283**.

24

You enter a long hall with narrow windows set at intervals along the side walls. As you walk along the hall to the double doors at the far end, you see that the windows overlook an eerie moonlit landscape. Far below, you see a group of black-caparisoned knights riding at breakneck speed towards two tents atop a wooded hill. Will you watch this scene to see if anything happens (turn to **151**), or

will you leave through the double doors (turn to **50**)?

25

You brandish the amulet, perhaps hoping that it will give you control over the bats. You are sadly mistaken. They fall upon you hungrily without regard for the amulet. One rakes its claws across your eyes, and you scream in agony and terror. Tiny, needle-sharp fangs puncture your flesh. You can feel the bats lapping up your blood as it wells forth from dozens of wounds. At last you fall under the weight of numbers as more and more bats swoop down to join the feast. You struggle briefly and then are still. In the silence of their master's crypt, the bats gorge themselves upon your corpse.

26

Are you wearing the golden helmet? If so, turn to **92**. If you have not got such an item, turn to **24**.

27

You may pull from your backpack one of the following items:

A marble bone	Turn to 106
A crucifix .	Turn to 23
A clove of garlic	Turn to 155

If you have none of these, you must draw your sword and fight the creature. Turn to **134**.

28

You lean against the wall for a few moments, resting after your strenuous battle. Just as you are about to leave the room, your attention is drawn to the golden band which the Wight wore clasped about its thin wrist. If you wish to take this item from its battered corpse, turn to **55**. If you would rather leave the room through the hole in the wall, turn to **4**.

29

Beyond the door is some sort of workroom. A portly man in monk's robes sits before a crackling log fire. He is putting the finishing touches to a shuttered lantern he has been working on. He looks up with an expression of surprise. Do you use your sword to threaten him (turn to **89**), or greet him as a friend (turn to **215**)?

(illustration on following page)

30

You open a bottle and take a few sips. Suddenly your head swims - this is very potent wine. Lose 1 VIGOUR and 2 PSI points. Reeling a little from the effects of the drink, you cross to the other door. Turn to **78**.

31

After a brief pause, the scratching sound recurs - clearly audible now and with a furious energy, as if someone or something is trying to claw its way up



into the room to get at you. There is a loud crack, and then one of the floorboards buckles up and is pushed aside. Soil spills out between the cracks as other floorboards warp and snap. A voice comes out of the ground - a deep, cold, wordless groan that somehow evokes aeons of stillness and dark. With sudden horror, you realize that your lantern is dimming as a ghastly pale green light wells up like a tide from the hole in the floor. Then, in a shower of grave-soil, a gaunt arm emerges. You know that you are in terrible danger; if you wish to stay and fight by hacking at the arm with your sword, turn to **147**. If you would rather dive into the shaft in the far wall and scramble away before the monstrous creature has time to rise up, turn to **4**.

32

The short corridor beyond the door brings you to a four-way intersection. The widest of the four corridors leads off to your right, so you decide to go that way. Turn to **193**.

33

The room you have entered is a lot smaller than the music chamber, and you are just about to leave to explore a tunnel leading from it when you hear a noise behind you. It is a sonorous rumbling - quite unlike the ethereally melodic refrain of the skeleton quartet - and its source seems to be a curtained alcove in one corner of the room. If you

wish to investigate, turn to **60**. If you decide to ignore the sound and leave the room, turn to **124**.

34

The passage beyond the door goes straight on for a couple of metres and then twists sharply to the left. Where it turns, there is a small wooden door on the right-hand side. You decide to ignore this and instead follow the passage. Turn to **186**.

35

You take a couple of steps and then shudder from the delayed effect of the blue smoke. The room seems to swim before your eyes and you stagger back against the altar, dashing the chalice of red liquid to the floor. You stare aghast at terrifying hallucinations caused by the drug in the smoke - small black creatures that scuttle from behind the drapes and crawl across your flesh. Finally, mercifully, you pass out. Do you possess a crucifix? If you do, turn to **217**. If not, turn to **113**.

36

The passage is panelled in a hard red wood which has been deliberately broken and splintered in places. You are wondering about the reason for this when you notice you have drawn level with a narrow doorway in the right-hand side of the passage. A few metres ahead of you the passage turns to the left. At the bend you can make out a

large door bearing a gilded design in the shape of a crucifix. Will you:

Open the narrow door? Turn to **56**

Advance to try the door with the crucifix symbol on it? Turn to **29**

Continue along the passage and turn the corner? Turn to **105**

37

You break away from the mad Elf and dash for the house. Behind you, you hear him laughing insanely. He takes a couple more shots - both of which miss you because of the gusting wind which blows them off course - and then gives up. You stand by the house gasping for breath and watch him wander off. Turn to **80**.

38

As you approach the door you hear a strange melody coming from beyond it. It is quite unlike any music you have ever heard. If you now wish to go over and try the other door instead, turn to **255**. If you still intend to go through this door, will you open it (turn to **164**), or will you first take an item from your backpack (turn to **137**)?

39

The Witch and her pet crow watch with an eager, vicious glint in their eyes as you combat the entity she has summoned. The golden lights drift closer

through the red haze. The demon-spirit tries to destroy you with its infernal powers, but you fight back and - with a tremendous surge of will - finally repel its attack. The red mist fades away and you advance towards the Witch. Following your narrow escape from the demon, you are thirsty for vengeance. Turn to **66**.

40

The Skeleton is a broken heap at your feet. Your search of the room is now more thorough than it might have been - it occurs to you that the Skeleton was probably set here to guard something. At last, brushing the cobwebs from a shelf at the back of the room, you find a golden helmet. Do you want to take this? If so, write it on your Character Sheet and then turn to **53**. If not, return to the passage and turn to **104**.

41

You drop the mushroom into your mouth and, trying not to notice the rank odour, chew it morosely. Suddenly a sharp burning sensation courses through your throat and seems to reach up through the veins of your neck towards your brain. You force your fingers into the back of your mouth, trying to make yourself sick, but it is too late. The poison has entered your body and you slump to the muddy earth. Your body will rot and decompose in the depths of Wistren Wood, and - though travellers in years to come may glimpse your

restless ghost there - your mortal existence is at an end.

42

Even as the Black Queen falls at your feet you see her and the battlefield fade away like mist. Add 1 PSI point and restore your VIGOUR to its *normal* score. You are back in the room and you have just beaten the old man at chess. With a sweep of his hand he causes all the chesspieces to vanish. Then he conjures back three of the white pieces - a bishop, a rook and a knight. They now have leather thongs so that they can be worn around the neck. You may take one of these amulets. Will it be:

The White Bishop?

Turn to **67**

The White Rook?

Turn to **243**

The White Knight?

Turn to **128**

43

The sword slips in your hand and its razor-sharp blade cuts deep into your jugular vein! You try to scream as you see great gouts of your lifeblood spurt out on to the stone floor - but with the rope still closing around your throat you manage no more than a strangled sob. You fall back across the chest. The last sound you hear, seemingly from very far off, is the snapping of your neck as the magical rope tightens its fatal grip.

44

You have not gone far before you come to a low, recessed portal in the right-hand wall. If you wish to open this, turn to **100**. If you wish to continue along the tunnel, turn to **223**.

45

You dash from the room, slamming the door shut behind you. You can hear the Skeleton shuffling about, but it is obviously too stupid to think of opening the door to pursue you. Turn to **104**.

46

The Hobgoblin lies dead in a pool of green blood which flows from his many wounds. You look around for the golden flute, only to discover that it was broken when it was dashed to the stone floor. Cross this item off your Character Sheet. A quick search of the room uncovers nothing of interest, so you head along the tunnel. Turn to **124**.

47

No matter how agilely you back away, the Wight steps forward and strikes you with ease. Lose 3 VIGOUR points. If you are still alive, you shudder as a horrible chill spreads through your body from where the Wight touched you. Roll two dice. If the total is less than or equal to your current PSI, turn to **270**. If it is greater, turn to **191**.

48

You may now examine the altar (turn to **54**) or go along the corridor to investigate the room at the far end (turn to **210**).

49

At last you reach the lip of the chimney and haul yourself up into the open. To keep it hidden from woodsmen and travellers, the top of the chimney is concealed within a structure resembling an old, disused brick kiln. You crouch beside this for a few moments, gulping in the chill night air and resting your tired limbs after the long and perilous climb. You watch the forest around you, alert to possible danger, but nothing moves in the deep shadows between the trees. It is not raining now, but the air remains dank and cold. The water dripping from the leaves on to the forest floor sounds like the soft whispering and muttering of lost souls. If you wish to try and find your way out of Wistren Wood, turn to **103**. If you prefer to climb back down into the crypt, turn to **181**.

50

You make your way down a twisting flight of steps and push open the door at the bottom. You come out into a small room and, noticing a glimmer of light from a passage to your left, you make your way towards it. A ferocious snarl gives you just enough warning to throw yourself to one side as a



monster with slavering jaws and flaming breath leaps for your throat. It is pulled up short by a thick chain fastened to its collar. In the light of your lantern you see that your assailant is a Hellhound. It crouches back, ready to spring again. Will you draw your sword to fight it (turn to **134**), or will you take an item from your backpack (turn to **27**)?

51

You swing the light of the lantern around the hall. For a moment you entertain the unsettling notion that unseen creatures are darting and scurrying soundlessly to hide in the shadows. You dismiss such an idea as a trick of your nerves and consider which to way to go now. Will you:

Go up the stairs?

Turn to **252**

Go down the passage?

Turn to **36**

52

After a short distance you come to a point where four passages meet. The one directly ahead of you is the widest, so you decide to go that way. Turn to **193**.

53

The golden helmet fits you perfectly. You lower the visor and return to the passage. Turn to **104**.

54

Roll one die. If you roll 1-3, turn to **77**. If you roll 4-6, turn to **185**.

55

You slip the golden band on to your own arm. You cannot sense any magical properties within it, but at least it has a cash value of some 80 Gold Pieces. You climb into the dark hole. Turn to **4**.

56

The door opens to reveal a small, cluttered room which is really little more than a closet. You notice some boxes and crates, coils of rope and numerous other items. You may go in and examine this apparent junk (turn to **198**), or continue on and either open the door with the crucifix symbol on it (turn to **29**) or turn the corner (turn to **105**).

57

You gulp back the liquid in the chalice and immediately start to retch. It was blood! Lose 3 VIGOUR points. Weak with nausea, you stagger from the room and continue on to the end of the corridor. Turn to **210**.

58

You split one of the floorboards with your sword and, forcing your scabbard into the crack, manage

to lever it up. There is dry, hard-packed earth beneath. The scratching sound starts up again, louder than before. Can some fiend have buried a poor soul alive here? Frantically you begin to prise up more of the floorboards. Suddenly you hear a noise that makes your blood run cold - a wordless groan from under the floor, an inhuman cry of malignant evil. The floorboards around you buckle and splinter, pushed upwards with supernatural strength. A ghastly, pale green haze seems to settle in the room, dimming your lantern's light. Then, in a shower of grave-soil, a grisly creature rises up before you. Gaunt and sallow, it is clad in the rotting, dusty tabard of a bygone age. Its sunken eyes are like glittering stars on a frosty night.

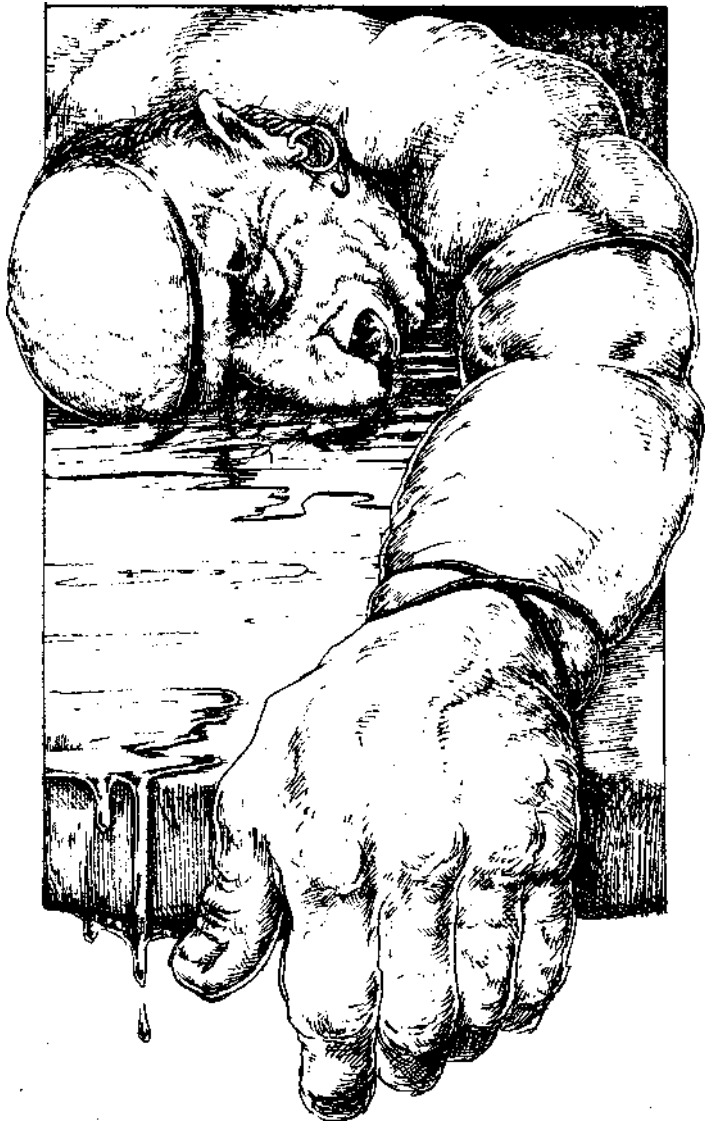
The creature is a Wight, an undead being of great power. Facing such a monster, perhaps you feel that discretion is the better part of valour and will try to FLEE - if so, do not throw the dice as usual but turn to **47**. If you prefer to stand your ground and fight, will you use your sword (turn to **280**), or one of the items you have collected (turn to **235**)?

59

As the wheel spins . . . (turn to **286**)

60

You draw back the edge of the curtains and peek into the alcove. A squat, powerfully muscled creature is slumped across a wooden table, snoring



drunkenly. His hook-nosed face, rendered even more hideous than it might be by a profusion of huge warts, rests in a puddle of spilled beer. You realize, as your glance takes in his barrel-like torso and rough, leathery skin, that this grotesque being would not be easy to overcome in a fight. You may try and creep up on him (turn to **262**), or else leave him sleeping and instead explore the tunnel (turn to **124**).

61

Nothing happens. You watch the raindrops spatter the surface of the pond for a moment or two, annoyed at having wasted your money. You mount the steps to the porch and try the door. Turn to **129**.

62

You quaff the magic potion, then heft your sword and advance towards the evil Lord. You see the burning light in his eyes as he tries to use his hypnotic powers against you, but you are protected by the potion you have drunk. As you approach he bares his fangs and makes ready to fight. Turn to **8**.

63

In the blink of an eye you find yourself back in the room. There is no sign of the Black Queen or the

strange battlefield. The old man is gathering up the chesspieces, pleased at his victory. Remarkably, you find that your VIGOUR has been restored to 15 points. Your PSI score, however, has been reduced by 1. Bewildered by your strange experiences, but relieved that you were not after all slain by the Black Queen, you leave the room and take the right-hand branch of the corridor. Turn to **242**.

64

If you decide to take the cobra idol with you, write it on your Character Sheet. When you get to a town, you can sell it for 120 Gold Pieces. With it safely in your backpack where it can do no harm, you leave the room and open the door with the copper handle. Turn to **132**.

65

The smoke-creature stalks soundlessly towards you at the behest of its creator.

MIASMOID VIGOUR 15

Roll two dice:

score 2 to 6 You are hit; lose 4 VIGOUR
score 7 to 12 The Miasmoid loses 3 VIGOUR

You have no chance to escape now. You must fight to the death. If you win, turn to **93**.

66

The mad Witch shrieks and froths at the mouth, but her crow sees the anger in your eyes and takes flight. The Witch pulls a rusty knife from her belt and lunges at you.

WITCH VIGOUR 6

Roll two dice:

score 2 to 4 You are hit and lose 3 VIGOUR
score 5 to 12 The Witch loses 3 VIGOUR

If you FLEE back out of the door, do not throw the dice as usual but turn to **94**. If you win, turn to **115**.

67

You put the White Bishop around your neck. It is a powerful magical amulet which increases your resistance to sorcery. Add 1 to your *normal* PSI score and increase your *current* PSI to this level. You leave the old man and go back to try the right-hand branch of the corridor. Turn to **242**.

68

You climb safely back down to the Witch's room. There is still no sign of her. You emerge from the fireplace and leave to continue your exploration of the crypt. Turn to **219**.

69

As you turn the latch there is a harsh grating sound. With a sudden shock you realize that the iron figure is stepping out of the latticework! You draw your sword as it moves towards you. With its raking claws it is a frightening foe, but you are determined to get past it.

GATEKEEPER

VIGOUR 12

Roll two dice:

score 2 to 5 You are hit and lose 3 VIGOUR

score 6 to 12 The Gatekeeper loses 3 VIGOUR

If you FLEE by running past it into the garden, turn to **112**. If you win the fight, turn to **190**.

70

You sit down in an empty chair and size up your opponent across the board. He has given you the white pieces - and hence the first move. You reach out, intending to bring your knight into play, but the room whirls and you cannot focus on the board. The walls loom in close, then recede into the haze of distance. You find yourself on a smooth stony plain - outside, to judge by the breeze that whips your cloak about you. All around a battle is raging. White clad troops, whom you know to serve at your command, struggle against the sable ranks of the enemy.

You draw your sword and stride through the mists shrouding the battlefield, hearing the war-



cries and the clash of steel, the shouts of triumph and the screams of the wounded. Finally you confront the greatest warrior of your enemy's forces - the Black Queen herself. She moves towards you like a shadow, and as you desperately parry the first blow of her flanged black mace you realize she will be a difficult foe to beat.

THE BLACK QUEEN

VIGOUR 12

Roll two dice:

score 2 to 6 You are hit and lose 3 VIGOUR

score 7 to 12 The Black Queen loses 3 VIGOUR

There is no escaping from this battle. If you win, turn to **42**. If you lose, turn to **63**.

71

Foolishly, you ignore the warning of your sixth sense - an arrow strikes you in the back and you lose 2 VIGOUR points. If you are still alive, you drop to the floor so as to provide whoever is shooting at you with as small a target as possible. You then wind the wick of the oil-lamp down. If you had left the lamp where- you found it, its illumination would have made you a sitting duck; but now that you have doused it, the corridor is in pitch darkness and the sniper cannot see to shoot at you. You crawl silently along to the end of the passage and slip through the doorway. Turn to **225**.

72

The Hobgoblin knows that he is drawing his last breaths. 'You are the cleverest and bravest foe I ever fought,' he tells you. 'Listen now to what I say:

Beware the eyes that hypnotize -

The serpent's and the undead lord's -

Play music to the vampire bats,

And shun unguarded treasure hoards.'

With that, he shudders at Death's icy touch and goes limp. You realize that he was an honourable foe, and that this cryptic riddle was as much as he could reveal to you without breaking his fealty to Lord Tenebron. But what do his words of warning portend? You ponder this as you make your way along the tunnel. Turn to **124**.

73

Undead priest-kings from ancient times, Wights cannot be harmed except by weapons of solid silver. You strike out with the heavy candlestick, using it like a club.

WIGHT

VIGOUR 9

Roll two dice:

score 2 to 6 You are struck and lose 3 VIGOUR

score 7 to 12 The Wight loses 3 VIGOUR

If you attempt to FLEE do not throw the dice as usual but turn to **47**. If you win, turn to **28**.

74

You react quickly enough to save yourself from a nasty fall. The brick you dislodged clatters in the grate some distance beneath you. Where it had been there is now a gap in the wall of the chimney. A metallic gleam from this attracts your eager attention. Reaching out gingerly, your fingers close around a copper ring in the form of a Moebius strip - a flat band which has been twisted and then joined at the ends. If you wish to take the Moebius Ring, remember to note it on your Character Sheet. You may then either continue your climb (turn to **49**) or descend and leave the Witch's room (turn to **219**).



75

You heft the dead knight's sword and slice it through the air a couple of times, marvelling at its excellent balance. Of the two swords you now possess (this and your original weapon), you must decide which to carry and fight with and which you will sling on your back as a spare. Note this on your Character Sheet. You swing open the double doors and walk through into the next room. Turn to **251**.

76

You take the sword from the armour's iron glove. After practicing a few fencing moves to get the feel of your new weapon, you cross the room and leave through the door in the far wall. Turn to **120**.

77

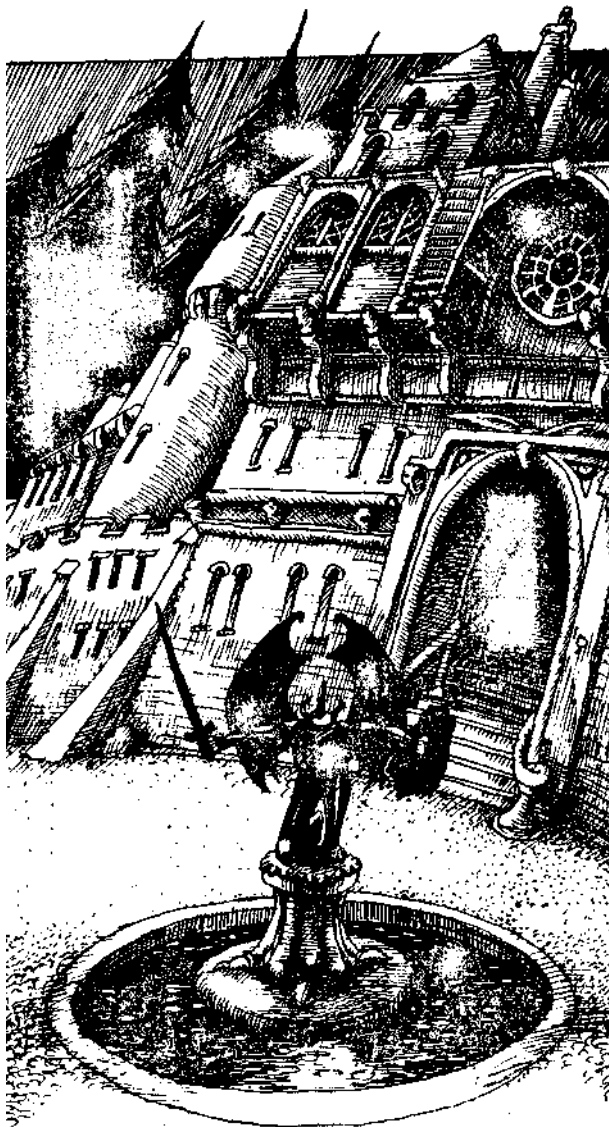
You spend several minutes fruitlessly searching the altar for a secret compartment. Finally you decide to leave the chapel and try the room at the end of the corridor. Turn to **210**.

78

You lift the heavy oak beam and pull back the door. The hinges have obviously not been oiled for a long time. There is an ominous creak as the door swings open. You pass through into a corridor. After a short distance you come to a door in the wall to your right. There appears to be an opening in the other side of the corridor, just a few metres further on. If you wish to open the door, turn to **148**. If you wish to go on, turn to **219**.

79

As you sit down at the desk, the arms of the chair come alive and seize you with skeletal fingers. The chair is made, not of ivory, but of human bones. Roll one die. If you roll 4 or more, you are able to wrench yourself free of the chair's grip and hurry from the room with your lantern (turn to **51**). If you



roll 1-3, you are held firm and after several hours you drift reluctantly into slumber (turn to **10**).

80

It is now dark, but you cannot see lights from any of the windows. The house looks dingy and very old. Gargoyle waterspouts which must once have been lavish sculptures have been weathered to shapeless lumps of stone by the centuries. The narrow, latticed windows remind you of eyes, and it is not the icy cold which makes you shiver now.

As you walk along to the main door, you pass a small pond with a statue in the middle. Will you go over and examine this pond (turn to **99**), or will you try the door of the house (turn to **129**)?

81

You lift the oil-lamp off its hook. It gives a good light, so you extinguish your lantern for the time being. Will you now go left (turn to **246**), or right, towards the door (turn to **281**).

82

You swing the beam of your lantern around the small room. There are racks full of bottles of wine which have lain unopened and gathering dust for more than a score of years. Another door in the opposite wall is barred shut. Will you cross the room and open this door (turn to **78**), or will you first sample the wine (turn to **30**)?

83

As you scramble up the steps he wounds you with a parting shot. Lose a further 2 VIGOUR points. If you are still alive you stumble through either the left-hand door (turn to **34**) or the right-hand door (turn to **237**).

84

There are far too many of the Zombies for you to fight. Your only chance is to get to the far side of the pool before you are completely trapped. Desperately you leap across the remaining stepping-stones. Roll two dice and try to score less than or equal to your *current* AGILITY. If you succeed, turn to **230**. If you fail, turn to **272**.

85

The bleak, grey walls of the room . . . the feel of the glittering gemstone in your hand . . . the dank stifling atmosphere of the crypt - these recede and slip away from you until they seem no more than distant memories. You find yourself adrift in limbo - a featureless, unending haze of blue fog. It is like being submerged in the murky depths of the ocean - although, to your great relief, you find that you can at least breathe whatever passes for air in this strange place.

You remember touching the sapphire. Obviously a very potent magical trap had been placed upon it. You do not have it now. In fact,

you do not have *any* of the equipment you'd acquired since you entered the grounds of Teneb-ron Hall. Instead, mysteriously, you now have exactly the items and equipment you started with: a sword, 10 Gold Pieces, the backpack and your suit of armour. Even more mysterious is the fact that your VIGOUR, AGILITY and PSI are back to their initial scores.

You find that you can move by 'swimming' through the blueness. Eventually you see two shimmering circles of light ahead of you. Possibly they are portals out of this illimitable void? Lacking any other plan, you decide to go through one of them. But which one:

The light blue portal?

Turn to **109**

The deep blue portal?

Turn to **250**

86

If you have thrown 3 Gold Pieces or more into the pond, turn to **168**. If you threw 2 Gold Pieces or less, turn to **61**.

87

. . . this vision fades and you are back in the dusty storeroom. The spinning wheel has come to rest. In some strange way, spinning it gave you a glimpse into the past. You may now spin it the other way (turn to **59**) or leave it and carry on (turn to **32**).

88

As you stretch up to seize the nearest crystal, the gauntlet holding it suddenly moves, jerking it up out of your reach. You try to prise the crystal free by prodding up at it with your sword, but the gauntlet retaliates by tightening its grip until the magical crystal is crushed to a fine, glittering, powder. Disgruntled, you abandon any hope of acquiring one of the light-crystals and step down from the podium to leave. Turn to **287**.

89

As soon as you raise your sword he jumps up and runs around to the other side of his workbench. You lunge, but he is out of your reach and you have to chase him around the bench. As he runs from you he calls out mingled oaths of fear and annoyance. Finally you are both out of breath. As you lean on the workbench facing one another, it suddenly occurs to you what a comical scene you must make. You start to chuckle, then laugh aloud, and soon the portly monk is bellowing with laughter as well. You realize he is certainly no monster in disguise. Turn to **215**.

90

While you were intent on watching the illusory landscape, a Giant Spider has drawn in its web around you, hampering your movement. You



must do battle with it, and during this fight you will not get the chance to FLEE.

GIANT SPIDER VIGOUR 12

Roll two dice:

score 2 to 5 You are bitten and lose 3 VIGOUR

score 6 to 12 The Giant Spider loses 3 VIGOUR

If you win, turn to **118**.

91

You may attempt to use any of the following, if you have them:

A Crucifix Turn to **228**

A Potion of Iron Will Turn to **62**

A Cobra Idol Turn to **218**

If you do not have any of these, you will have to rely on your sword - turn to **184**.

92

You enter a long hall with narrow windows set into the side walls. You start to walk down towards the double doors at the far end, but then you notice something beyond the windows. You cross over to the nearest window and find yourself looking out over open country, as though from the top of a high tower. This strikes you as rather odd because, as far as you are aware, you must be deep underground in the dungeons of Tenebron Hall! In the landscape below, you now discern a group of

black-clad knights riding towards two tents atop a wooded hill. Will you wait at the window to see if anything happens (turn to **151**), or will you leave through the double doors (turn to **50**)?

93

The Miasmoid breaks up into wisps of constituent smoke which quickly disperse. The Witch glares at you as you step towards her. You did not start this battle, but you are eager now to continue it. Before you can strike, however, the Witch taps her staff on the floor and is engulfed in a blaze of crimson light. You are dazzled, and when your vision clears there is no sign of the Witch or her crow familiar. Turn to **171**.

94

For some reason, the Witch does not make any attempt to stab you in the back as you turn to run. Before you can reach the door, she screams out a magic word which causes it to slam and lock! You are still fumbling for the copper key when the Witch unleashes another spell and the floor suddenly vanishes beneath you, sending you plummeting down and down into Stygian blackness. There is a fiery glimmer far below, and you fancy you can hear faint screams and moans. The awful truth is now clear - the Witch's last spell opened a chasm into her satanic master's realm. You are falling into Hell. Though your adventure is at an end, the torment is just about to begin . . .



95

Heaving the rucksack containing your meagre possessions over the wall, you clamber up on to the gate. Suddenly there is a metallic snap and you feel a stabbing pain from your ankle. Looking down, you are horrified to see that the taloned figure has come to life and is stepping out of the gate! Its iron fingers are closed like a man-trap around your leg. You struggle frantically but cannot free yourself. It draws back its arm and flings you across the lawn. Roll one die. If you roll 3 or more, you land in a patch of muddied grass and, although dazed and wet, you are unhurt. Turn to **112**. If you roll a 1 or 2, the iron monster dashes you against the bole of a tree with back-breaking force, and the darkness of death closes in on you . . .

96

Head pounding as you try in vain to draw breath, you scramble across the floor and wrench at the handle of the oak door. It starts to swing open and you fall through into the next room. You try to drag yourself across the worn floorboards of this

chamber, but there is no escape from the constricting band which encircles your throat. You pass out as the life is slowly strangled from you. Like many an adventurer before you, you have met your doom in the Vampire's crypt.

97

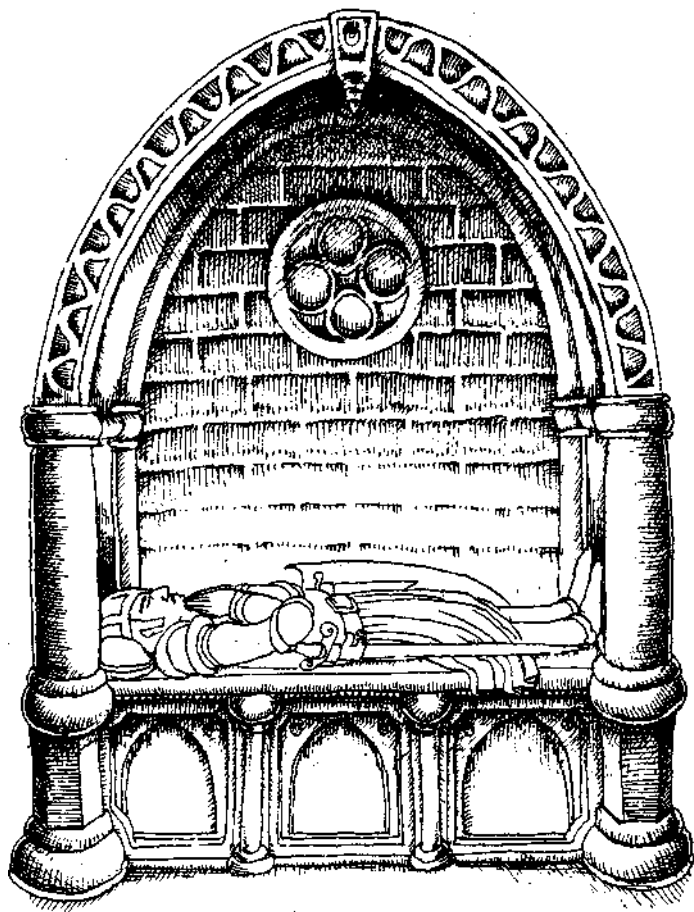
A wisp of blue smoke rises from the wick as you snuff out the first candle. Roll one die. If you roll a 1 or 2, you breathe in this vapour (turn to **244**). If you roll 3-6, you manage to avert your face (turn to **48**).

98

Inside the chest you find a vellum scroll sealed with grey wax and a bottle containing a bright azure liquid. Unrolling the scroll, you find it bears only a single, possibly meaningless word - "Nesool". Remember to record the scroll on your Character Sheet if you decide to keep it. If you wish to risk drinking the liquid in the bottle, turn to **179**. If you prefer, you may put the bottle in your backpack for now (note it on your Character Sheet) and leave by either the oak door (turn to **255**) or the door in the wall to your right (turn to **38**).

99

The pond is full of stagnant water and decaying leaves. You also notice a few coins half-buried in the mire at the bottom. Do you wish to throw some



*Here lies the Paladin,
 GANELON
 Holy Warrior & Prince*

coins in? If so, decide how many you are throwing and then turn to **86**. If you would rather reach into the murky water to gather some of the coins you can see there, turn to **3**. If you decide to ignore the pond and try the door instead, turn to **129**.

100

You enter a tomb chamber. There is a marble effigy of a warrior, seemingly bathed in an inner radiance of its own, on a slab against the far wall. The air is sweet and fresh - quite unlike the dank, loathsome atmosphere pervading the rest of the crypt. There is a bronze plaque set into the floor beside the marble slab, and you advance to read this:

*Here lies the paladin Ganelon,
 Holy warrior and prince.*

The marble slab bearing the effigy is presumably the lid of Ganelon's sarcophagus. Will you open it (turn to **165**), or leave and continue along the tunnel (turn to **223**)?

101

The Witch's silver key unlocks the door and you pass through into a small room which smells musty and disused. A single, extravagantly fashioned article of furniture adorns the room - a carved ivory table. Five gems rest on this, sparkling in your lantern light - a topaz, a ruby, a jacinth, an emerald and a sapphire. Another door leads from the room, opposite the one you have

just entered by. If you wish to cross over and leave through this door, turn to **264**. If you wish to take one or more of the gems, turn to **240**.

102

Bunching your muscles, you swing the sword down towards the gaunt, snaking wrist with all your strength. As the blow lands, you are amazed to see a network of fine cracks appear along your sword-blade. The sword shatters, leaving you with only a few inches of blade protruding from the hilt. Unless you have a spare sword, you must reduce all your dice rolls by 2 in combat until you can repair or replace this broken one. Moreover, your mighty blow was to no avail - astonishingly, the pallid arm is undamaged. Turn to **20**.

103

A low ground-mist swirls about your ankles as you make your way cautiously through the wood. Your sword is in your hand. You are soon drenched as you push and hack your way through drooping branches laden with rain-water. Your nostrils are full of the smell of damp soil and the sickly sweet odour of the misshapen mushrooms that thrive in this haunted place. You briefly consider eating one of the mushrooms - folklore invests the mushrooms of Wistren Wood with strange and unpredictable occult powers; if you decide to do so, turn to **234**. If you intend to press on in search of a way out of the forest, turn to **140**.

104

You stand at the bend in the passage considering where to go from here. If you decide to press on, turn to **105**. If you try the door with the crucifix symbol on it, turn to **29**.

105

You find a short flight of steps that lead down to a cellar door. Do you have a lantern? If not, you will have no light to see by - you must go back and try the door with the crucifix symbol in the hope of finding a lantern there. Turn to **29**. If you already have a lantern, you hold it aloft and descend the steps to open the cellar door. Turn to **82**.

106

You take out the bone and the fearsome Hellhound immediately starts wagging its tail like a puppy! It eagerly obeys your cry of 'Sit!' You toss the bone down and the Hellhound gnaws it contentedly, ignoring you as you make your way to the passage. Turn to **283**.

107

You make your way along the passage towards the door at the end. You have the uneasy feeling that someone is watching you. Then you hear a remote twang from the darkness behind you. You recognize the sound, but before you can dive to the floor an arrow rips into your leg. Lose 2 VIGOUR

points. If you are still alive, you run for the door. It is only a few metres away, but it seems impossibly far as you expect at any second to feel another arrow tear into your flesh. Illuminated by the oil-lamp you left behind, you make a perfect target for whoever is sniping at you. As you reach the door, roll one die. If you throw a 1 or 2, turn to **236**. If you throw 3, 4, 5 or 6, turn to **211**.

108

The lantern hits the painting and breaks, showering it with burning oil. As it flares up you hastily climb the steps to the left and blunder through the door at the top into pitch darkness. Slowly you feel your way along the wall. Then you hear a rustling noise, and a chilling voice booms out of the darkness right in front of you:

'Luckless adventurer! You have pitted your puny mortal wits against the skills and cunning I have honed through centuries of existence.' Strong, ice-cold hands reach out and pin you against the wall like manacles. 'You were doomed from the start in this unequal struggle. Now you must learn the name of your new master. I am Lord Tenebron, the Vampire.'

Needle-sharp fangs pierce your throat. The adventure ends here.

109

You spin over and over through a haze of blue light. You feel quite sick and giddy. Perhaps you

pass out. The next thing you know is that you are lying on a cold, hard floor. The haze dissolves and you discover that you are in total darkness. Your hands fumble for the lantern - but of course, it has vanished along with your other items. There is a sweaty animal smell in the air, and you get to your feet cautiously. You freeze as your ears pick up a low growl. Something moves, only a few metres away, dragging a heavy chain along the stone floor. Your hand is on your sword-hilt as a gout of red flame suddenly engulfs you, inflicting terrible burns. You cry out in pain. The momentary blaze of light shows you the slaver jaws and burning eyes of a huge hound. The stench of brimstone fills its lair now. Unable to fight it in the dark, you blunder about in search of an exit. But the Hellhound can see perfectly in darkness - it leaps for you and closes its fangs tightly on your throat. Thus do you meet your doom.

110

You break the cheese into soft lumps and - not without grimacing - plug your ears with it. This course of action is at least preferable to actually eating the stuff! Even when you open the door wide, the music from within now sounds muffled and distant. You descend a wide staircase into an imposing, pillared chamber whose grey marble floor has been polished until it shines like glass. Across the room, on a podium lit by glowing blue crystals that hang from the walls, you see the



musicians. They are four skeletons clad in mouldering gowns of velvet! One strokes his fingerbones along the keyboard of a harpsicord, two more play violins, while the fourth taps out a syncopated beat with his drumsticks on the skull of the harpsicordist. There are several chairs arrayed before the podium. In one of these sits a knight in full plate armour, apparently listening to the music with rapt attention. Will you:

Go to talk to the knight?

Turn to **239**

Step up on to the podium?

Turn to **195**

Leave by the doors on the other side of the chamber?

Turn to **287**

111

Were you fighting with the blue sword that was lying by the dead body in the portrait gallery? If so, turn to **266**. If not, turn to **232**.

112

Behind you the iron figure has again become part of the gate. You find yourself wondering what strange wizardry could create such a guardian. Perhaps you would have done better to take your chances with the wolves? But you seem to be trapped in the garden now, so you set off along the gravel path. Turn to **190**.

113

At last you open your eyes. The other candle has burned out while you were unconscious. Groping

around in the darkness, you find your lantern. Luckily it did not break when you dropped it. As you get to your feet, a sharp pain in your neck makes you wince. You probe it gingerly with your fingers and find that your shoulder is wet with blood from two puncture marks on the side of your throat! Lose 7 VIGOUR points (or reduce your VIGOUR to 1, if the loss of 7 points would kill you). You decide to leave and investigate the room at the end of the corridor. Turn to **210**.

114

As you rush for the door, the monster strikes at your unprotected back. Lose 3 VIGOUR points. If you are still alive, you stagger out through the door. 'And stay out!' shrieks the Witch as the door slams shut behind you. Turn to **219**.

115

Standing over the Witch's body, you notice a metallic gleam from something clutched in her hand. You prise the stiffening fingers apart to find a small silver key, which you slip into your pocket. Apart from this, the only other thing to catch your interest is a shelf with three bottles on it. It occurs to you that these may be potions the Witch had prepared, though there are no labels to indicate which are poisonous and which - if any - are beneficial. If you are prepared to risk a drink anyway, turn to **209**. If you prefer to leave now and try one of the other doors, turn to **238**.

116

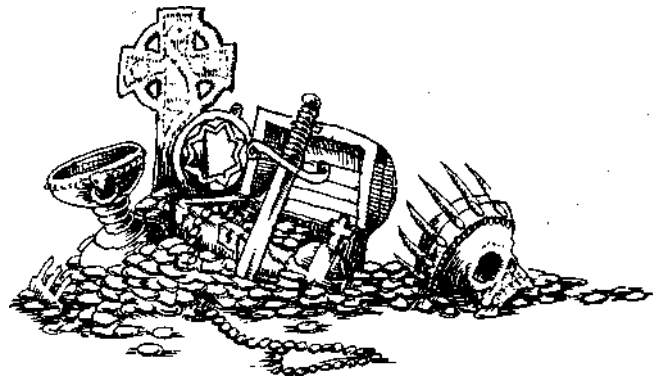
Try to roll your current PSI score or less with two dice. If you succeed, you manage to shrug off the hypnotic effect of the idol. You quickly hood its eyes with a strip of cloth torn from your cloak. Turn to **64**. If you fail the PSI roll, you succumb to the idol's power and pass out. Turn to **10**.

117

You try frantically to slice through the constricting rope, but the length and balance of your sword makes it difficult to wield for such a purpose. Roll one die. If you throw a 1 or 2, turn to **43**. If you throw 3-6, turn to **119**.

118

Shuddering, you wipe the spider's vile green blood from your sword and set to work freeing yourself from the entangling strands. Finally you are able to



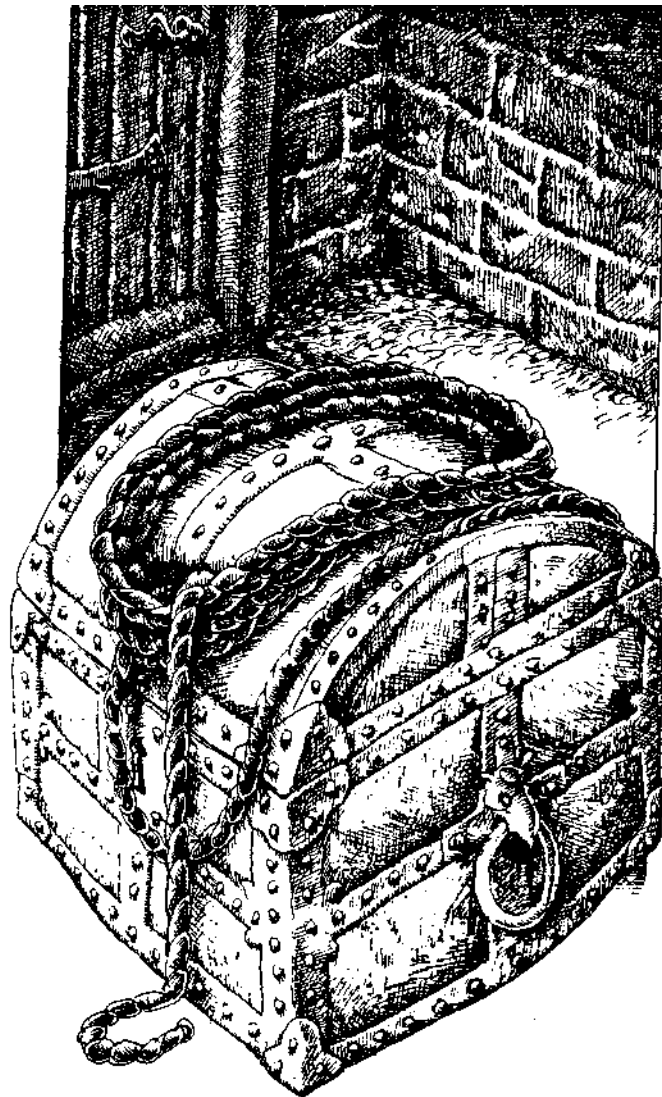
squeeze past the spider's twitching carcass. You search the recesses of the hall and find the creature's treasure hoard. Burning away the webbing around this with your lantern, you discover 12 Gold Pieces and a silver crucifix. You put these in your backpack (remember to write them on your Character Sheet) and leave the hall through the double doors. Turn to **50**.

119

Aware that you must remain totally calm if you are to survive, you steady your trembling hand and with careful precision draw your sword-blade through the black rope. The two halves of the rope flop inert to the floor, the spell which animated it now broken. You kneel on the floor and gasp in huge lungfuls of air - even the foul, dry air of the crypt seems sweet and fresh at this moment! When you are sufficiently recovered, you stand up and kick aside the severed ends of the rope. If you wish to open the chest now, turn to **98**. If you have had enough of this room where you so nearly breathed your last, you may leave by either the pitted oaken door (turn to **255**) or the smaller door (turn to **38**).

120

A short passage brings you to a room with two other exits - a door of pitted, worm-eaten oak in the opposite wall and a smaller door to your right. On a hidebound chest in the centre of the room rests a coil of stout black rope. If you decide to



examine the chest, turn to **11**. If you decide to leave the room, will it be by the door to your right (turn to **38**) or by the door in the opposite wall (turn to **255**)?

121

A sound like a horse's whinny echoes from the walls of the chamber, causing the Zombies to fall back in momentary confusion. Then, to your utter disbelief, the two Unicorns leap from the shield on your arm, growing to full size as they do so! The magnificent white beasts charge in among the undead throng, mowing the Zombies down with their lashing hooves and great, scything sweeps of their horns. You stare in awe at the grace and savagery of the Unicorns' onslaught. In mere moments the Zombies that threatened you have been cut down, their torn and dismembered bodies sunk once more beneath the dark, green water. The Unicorns clatter towards you across the stepping-stones and bow their noble heads. As you stroke and pat their glossy manes in heartfelt gratitude, you sense them wishing you well on your quest. Suddenly rearing up, they jump into the pool and dissolve into a shower of silvery white lights. The lights spread out across the surface of the pool and gradually fade like the stars at sunrise, turning the water pure and crystal clear as they do so. Of the defeated Zombies there is now no sign. After slaying the undead monsters to save you, the noble Unicorns sacrificed themselves in

order to cleanse the pool of its foul magic and bring the Zombies surcease from their macabre existence. You are not ashamed of the tear that falls from your cheek as you make your way through the archway and along the rock-strewn tunnel beyond. Turn to **180**.

122

You quickly put the flute to your lips and start to play a simple tune. The notes echo hollowly around the cavern, disrupting the bats' sonar sense and throwing them into confusion as you had hoped. As they flutter and wheel about helplessly you walk over to the far side of the cavern, still playing the flute so as to 'blind' them to your escape. Safely in the tunnel, you put the flute away and carry on deeper into the crypt. Turn to **52**.

123

The Hobgoblin's carcass lies at your feet, becoming visible now that death has broken his spell. Green blood stains the cold, stone floor. After a quick search, you determine that there is nothing more of interest in the room and so you decide to head along the tunnel. Turn to **124**.

124

The tunnel is narrow and of irregular height, and has a floor of dully hued mosaic tiles. After walking cautiously along it for more than a minute you

come to an opening in the left-hand wall. Drawing level with this, you find a set of steps leading up. You decide to carry on past the steps, as you think you may be able to discern the end of the tunnel a short distance ahead of you. Turn to **44**.

125

You gag as you bring the bottle up to your lips. The acrid smell almost puts you off the idea, but you have made your decision and, steeling yourself, you gulp the liquid down. Within seconds you experience a tremendous surge of energy. Restore your VIGOUR to *normal* if it is currently below that, as any wounds you have taken heal magically and fade away. There is only one potion left. If you wish to try that also, turn to **224**. If you prefer not to push your luck, you now leave the room - turn to **238**.

126

You are on a narrow landing. Stone steps, cracked and worn from constant use over many years, lead down ahead of you. As you start down the steps, you notice a small hole in the wall. You may ignore this and continue down the steps (turn to **18**), or you may reach into the hole (turn to **204**).

127

The cloaked figure throws back his head in a silent howl. Though no sound reaches your ears, words



seem to drop into your mind like the toll of a death-knell: *Gather, my children of the night. Bring death to the one who threatens your master.*

Heavy canine shapes pad through the damp leaves to encircle you. You crouch low, ready to fight, but you realize there are too many of them. Do you have a Moebius Ring? If so, turn to **269**. If you do not have this item, turn to **214**.

128

You put the White Knight around your neck. It is a powerful magical amulet which augments your reflexes. Increase your *normal* AGILITY by 1 and increase your *current* AGILITY to this level. You leave the old man and go back to try the right-hand branch of the corridor. Turn to **242**.

129

To your surprise the door is not locked. It swings open at your touch and you step into a large hall from which wide stairs lead up to the next floor. There are double doors to your right and, in the deep shadows beyond the stairs, you can see a passage leading further back into the house. You wait in the doorway until your eyes have got



accustomed to the darkness. With sword in hand you advance slowly across the hall. Do you:

Go up the stairs to the next floor?	Turn	to	154
Investigate the room beyond the double doors?			Turn to 15
Advance along the passage?			Turn to 36

130

You step through the doorway into a room paved with mosaic flooring. An old man in a black tunic and white robe sits at a table in the centre of the room, illuminated by an amber radiance which has no obvious source. On the table in front of him there is a chess board with its pieces laid out ready for a game. He says nothing. As you stand here looking at him, you understand that he is challenging you to a game. If you accept the unspoken challenge, turn to **70**. If you would rather leave this room and try the other branch of the corridor, turn to **242**.

131

Wine splashes over the painting and causes the colours to run together. The figure nocks on another arrow and shoots, but his aim is blurred now. Throw one die. On a roll of 1 or 2 he manages to hit you and you must lose 2 VIGOUR points. On a roll of 3 or more his shot goes wide. If you are still alive, you may run up the steps to the left-hand

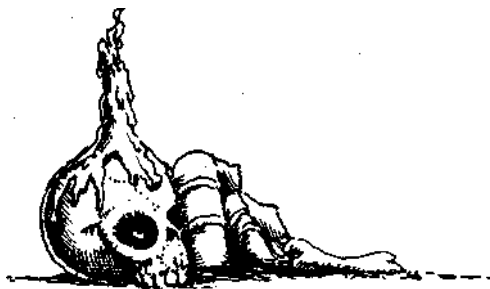
door (turn to **34**) or the right-hand door (turn to **237**).

132

You step into a small room with a wooden chest in the middle of the floor and a door in the opposite wall. Will you try to open the chest (turn to **17**), or will you leave by the door opposite (turn to **26**)?

133

You do as he commands, hoping to trick him into lowering his guard. He watches you carefully for a few seconds before turning to replace his book on the shelf behind him. You think at first that you now have a chance to strike down your enemy from behind. But your hand will not reach for your sword - in fact, you cannot move a muscle! The evil Lord turns back and bares his fangs in a triumphant smile, and you find yourself moving to kneel at his feet. He has sapped your will with his hypnotic powers, and you are doomed to live out the rest of your days as his enslaved bodyguard.



134

As you face the Hellhound, you recall that it was pursuit by mere wolves that drove you into Tenebron Hall in the first place! You grin ruefully and prepare to fight this monster.

HELLHOUND

VIGOUR 9

Roll two dice:

score 2 to 4 Turn to **267**

score 5 to 6 You are bitten and lose 3 VIGOUR

score 7 to 12 The Hellhound loses 3 VIGOUR

After three dice rolls you will have had time to work your way past the monster and to reach the entrance to the passage. Because it is chained to the wall, it cannot prevent you from escaping. If you choose to FLEE, you will reach the safety of the passage without being wounded (turn to **283**). If you continue fighting and kill the Hellhound, turn to **167**.

135

Swinging your sword in wild arcs, you cut a bloody swathe through the bats as they cluster around you. Even so, more and more of them swoop down to the attack. Roll two dice. This is the number of times you are bitten as you fight your way across the cavern. Each bite costs you 1 point of VIGOUR. If you are still alive, you finally manage to reach the tunnel and escape the frenzied host of bats. After wiping the gore from your sword, you proceed along the tunnel. Turn to **52**.

136

You search the two bodies thoroughly. The only item which might be of some use is the tarnished silver bat amulet that one of them had on a chain around his neck. Record this on your Character Sheet if you take it. Advancing to the bend, you turn right and carry on along the corridor. Turn to **285**.

137

You rummage through your backpack for a suitable item. Will you take put:

- | | |
|---------------------------|--------------------|
| A marble bone? | Turn to 166 |
| A Potion of Iron Will? | Turn to 279 |
| A piece of mouldy cheese? | Turn to 183 |

If you have not collected any of these, or do not think they would be useful at the moment, you open the door (turn to **164**).

138

Panic overcomes you and you make for the door. It is like wading through soft mud. By the time you reach the tunnel the floor is up to your chin. You blunder along the tunnel, still sinking, until the mosaic tiles of the floor are level with your eyes. Inexorably, you slip down through the stone into utter blackness. You are doomed to drift forever downwards, engulfed in endless rock. You open your mouth, but deep within the Earth no one can hear you scream . . .

139

You are saved by your lightning reflexes. You dive to one side as the two arrows pass within inches of your shoulder. With an angry roar, you leap at the startled bowmen.

FIRST BOWMAN	VIGOUR 9
SECOND BOWMAN	VIGOUR 9

Roll two dice:

score 2 to 3	You are hit twice - lose 6 VIGOUR
score 4 to 7	You are hit once - lose 3 VIGOUR
score 8 to 12	One of the Bowmen (you choose which) loses 3 VIGOUR

If you FLEE back the way you came, throw the dice as usual and turn to **157**. If you kill one of them, turn to **257**.

140

You struggle on through the darkness, cursing whenever your foot catches on a tree root or strikes a stone hidden below the eerie carpet of mist. Passing a ruined stone arch, last remnant of some building which must have stood here in ancient times, you seem to glimpse a tall figure out of the corner of your eye. You turn to face him, grimly defiant despite your racing heart, but a bank of mist rolls in front of you and passes to leave no trace that anyone had been there.

It is only your years of experience as a hardened adventurer which hold you back from the brink of



panic now. You creep on through the undergrowth with the sound of your own breath rasping in your ears. The snapping of twigs underfoot seems impossibly loud. You know you are being watched, and you see shapes moving silently alongside you a short distance off in the darkness among the trees. Then you espy the tall figure once more - a dark, cloaked shape against the veil of mist. You cannot see his face, but his evil is like a shadow across your heart. Then he smiles, and fangs gleam in the still night. . .

Do you possess a crucifix? If so, turn to **245**. If you do not have this item, turn to **127**.

141

You take a handful of papers and hold them over the fire, threatening to burn them if the Witch does not agree to dispel her Miasmoid. For a moment she considers your ultimatum, but then she puts her fingers to her lips and whistles. At once the crow drops from its perch on the rafters and swoops towards you, and as you fling up your hands to protect your face the Witch reaches out and snatches back her precious manuscripts. Her face white with fury, she screams at the Miasmoid to rend and slay you. Turn to **65**.

142

As you run in towards the painting, the figure shoots again. Lose another 2 VIGOUR points. If still alive, you swing your sword against the

canvas. To your dismay it breaks on the hard stone wall behind! Unless you have a spare sword, you will have to reduce all of your dice rolls by 2 while fighting from now on - this applies until you can replace or repair your sword. The figure in the painting is readying another arrow. You may smash your lantern against the painting (turn to **197**) or else try to escape. Do not throw dice as usual if you chose to FLEE but turn to **83**.

143

The ghost of a smile flickers across the Wight's dead face as it contemptuously sweeps the garlic from your hand. Garlic is of no use against a Wight. A numbing cold paralyses you as the evil Wight closes its bony fingers around your throat. It is your last living memory.

144

You might use either of these:

A golden	flute	Turn to 249
A jar of black pepper		Turn to 226

If you do not have, or do not wish to use, these items, you must either fight (turn to **160**) or try to FLEE. If you do this, do not throw the dice as usual but turn to **213**.

145

You are afflicted with a strange weariness and lethargy as you touch the gem. Realizing that it is

cursed, you drop it back on to the tabletop - but not before you have lost 2 AGILITY points. You may now try another of the gems - either the topaz (turn to **175**), the ruby (turn to **275**), the jacinth (turn to **205**) or the sapphire (turn to **85**) - or else leave the room by turning to **264**.

146

. . . the colours and fleeting images fade away and you find yourself standing in front of two doors, one with a copper handle and the other with a pewter handle. You blink and look around you. Of the undead creature which threatened you, there is now no sign. The Moebius Ring has vanished from your finger (cross it off your Character Sheet). Will you open the copper-handled door (turn to **132**), or the door with the pewter handle (turn to **263**)?

147

Which sword are you using? If it is the sword of blue metal you found in the picture gallery, turn to **221**. If it is any other sword, turn to **102**.

148

The room beyond the door has whitewashed walls and black rafters crisscross the low ceiling. To judge by the four-poster bed against one wall it is presumably someone's bedroom, but you see no sign of the occupant. A long table to the right of the door is strewn with a number of runic manu-

scripts, and you also notice a jug of water and a plate of bread and cold meats. A roaring fire burns in the grate and beside it are a poker, coal scuttle and bellows. There are two large candlesticks on the mantelpiece, and you step over to inspect them. They are solid silver; remember to note them on your Character Sheet if you take them.

Just then you hear a squawk. Turning, you see a hunchbacked old woman in a pointed cap and filthy robes standing in the doorway. A mangey crow is perched on her shoulder. Two pairs of cold, hostile eyes regard you for a moment, and then the Witch bangs her staff on the floor and tells you to leave her chamber at once. If you wish to do this, turn to **219**. If you refuse, turn to **163**.

149

This door is locked and you do not have the key. Will you try the middle door (turn to **182**), or the left-hand one (turn to **260**)?

150

You sink right down into the floor. Engulfed in pitch blackness, you can feel the rock moving past you like a cool draught across your skin. You might fall through the earth forever and know only this awful dead silence. You struggle to control the terror that starts to well up inside you at the thought. Then you find yourself emerging into a glimmering golden radiance. You have passed through the floor of the paladin's tomb into a



second, smaller chamber that lies beneath it! Breathing a prayer of thanks, you cast off the shroud and become tangible once more. You drop lithely to the floor of the chamber and look around. The strange gold light seems to hang in the air- could it be the presence of Ganelon's spirit, still lingering here below his tomb? You admire a splendid shield hanging on one wall; it bears the paladin's coat-of-arms, two proud white Unicorns on an azure field. You may take this shield if you wish (remember to note it on your Character Sheet if you do). You find a spiral staircase beyond a low arch at the end of the chamber. You climb the stairs and soon emerge through a secret door into the tunnel outside the paladin's tomb. Still dazed by your incredible experience, you continue along the tunnel. Turn to **223**.

151

The riders reach the tents and dismount. You see a figure emerge from one of the tents to talk with them. After a while he points out across the moonlit fields. The black-armoured knights clamber on to their horses and gallop away. You lean forward to peer through the window. But as you do so the scene you have been looking at dissolves away into thin air, leaving a plain stone wall at the back of a narrow recess. You have been taken in by a clever illusion!

When you try to continue towards the double doors, you discover that sticky strands of webbing

have been wound in loops around your ankles. A dark, bulky shape scuttles from the corner of the room towards you. Turn to **90**.

152

As you sift the priceless gems through your fingers it occurs to you that you cannot possibly carry all of them. You may spend some time sorting out the most precious gems if you wish (turn to **169**). If you decide to leave the gems and go through the door, turn to **24**.

153

The Elf circles around you looking for an opening. You notice his pale skin and foam-flecked lips and wonder if he is delirious with fever.

ELF VIGOUR 9

Roll two dice:

score 2 to 6 You are hit by an arrow; lose 2
 VIGOUR

score 7 to 12 The Elf loses 3 VIGOUR

If you beat him, turn to **231**. If you FLEE, throw two dice as usual and then turn to **37**.

154

You look into several of the upstairs rooms but they are all dusty and deserted. Entering a room with a large four-poster bed in it, you are reminded of how cold and tired you are. You may lie down

and sleep here if you wish - turn to **10**. Or will you go downstairs and try the double doors off the entrance hall (turn to **15**)?

155

You hold up the garlic, hoping that Hellhounds have an aversion to it. The Hellhound watches you with its glowing eyes and growls as you edge nervously around the room to the passage. Suddenly it howls, and a gout of flame spreads from its gaping jaws to envelop you. If you have a topaz then you are protected, for this magical gem makes you immune to fire. If you do not have the topaz, you lose 5 VIGOUR points. If you are still alive, you scramble along the passage where the Hellhound cannot reach you. Turn to **283**.

156

If you wish to, you may now search the room - turn to **278**. If you prefer to leave, turn to **219**.

157

You sprint back along the corridor. Just as you are passing under the oil-lamp hanging from the roof of the passage, an arrow whistles through the air and strikes you in the back. It pierces your heart, and you are dead before you hit the floor.

158

The liquid is highly aromatic and barely palatable. The moment you swallow it, however, you feel

tremendously invigorated. Any wounds you have sustained heal over and vanish within seconds. Restore your VIGOUR score to its *normal* level. You may now try the red potion (turn to **224**), the green potion (turn to **212**), or you may leave the room (turn to **238**).

159

You pull the cork from the bottle with your teeth and try to gulp back the azure liquid. However, the constricting rope around your throat prevents you from swallowing. You cast the empty bottle aside and clutch for the scroll, sure that it will bear some spell or mystic rune which might save you. But it is too late. The rope tightens like a python's coils despite your futile clawing at it. You pitch forward and writhe feebly on the floor as the magical rope crushes your windpipe. Your adventure has come to an abrupt end.

160

You take up a good defensive position next to the tunnel entrance. You know how to adapt your fighting style to particular circumstances, but the Hobgoblin's invisibility and drunken rage combine to make this a very desperate battle indeed.

HOBGOBLIN

VIGOUR 12

Roll two dice:

score 2 to 7 You are hit and lose 3 VIGOUR
score 8 to 12 The Hobgoblin loses 3 VIGOUR

If you win, turn to **123**. If you try to FLEE, turn to **213** but do not throw the dice as usual.

161

. . . the vision dissolves and you are back in the cluttered storeroom. The wheel has stopped spinning. Can it be possible that you have just glimpsed your own future - or at least one of several possible futures? And has it given you an idea of how to defeat the Vampire? If you wish to spin the wheel anticlockwise, turn to **265**. If you wish to leave the room now, turn to **32**.

162

As your sword strikes the Wight, it corrodes and breaks off close to the hilt. Reduce all your further dice rolls by 2 when fighting with the sword until you have repaired or replaced it. The Wight looms over you in its tattered robes, unharmed by your attack. Turn to **172**.

163

The crow squawks again and flies from the Witch's shoulder to settle on one of the rafters. Your hand is on the hilt of your sword, but before you can react the Witch has brushed past you and hurled a grey powder into the fire. At once a thick, greasy smoke billows from the hearth. Before your startled gaze it forms into a murky, ape-like form. 'Behold how I deal with meddlesome interlopers!'



shrieks the Witch as she orders her smoke-monster forward. Will you run for the door (do not test for damage but turn to **114**), stand and fight the creature (turn to **65**) or try something else (turn to **201**)?

164

Passing through the doorway, you descend a grand marble staircase into a stately, pillared chamber whose polished floor shines like glass. On a podium across on the far side of the room, illuminated by the light of glowing blue crystals in the wall, you see the musicians .-. a quartet of skeletons in velvet gowns playing a variety of instruments! Entranced by the eerie beauty of the music, spellbound by the strangeness of the scene, you wander closer to the podium. A number of chairs are placed before it and, without intending to, you find yourself sitting in one of these. As you listen to the skeletons play, you can only marvel at the baroque flourishes from the harpiscord and the virtuoso violin solos. You barely notice that there is someone else in the audience - an armoured knight sitting in the next row. In fact, he is just corpse-dust within an empty suit of armour now, having entered this chamber many decades ago and been entranced and entrapped by the hypnotic music of the skeleton quartet. He died admiring their eternal, deadly performance. Just as you will. . .

165

You push at the heavy slab and at last succeed in sliding it back. You expected to find little more within the sarcophagus than the paladin's crumbling mortal remains, but instead you gaze upon an astonishingly well preserved body. If it were not for the fact that his heart is still and his flesh as cold as stone to the touch, you would think him asleep rather than dead. He is dressed in his battle regalia and his hands are clasped on the hilt of a sword which looks far too heavy for a man of normal strength to wield. You are reminded of the tales balladeers tell of the superhuman paladins of olden times. Over Ganelon's body lies a white cotton shroud with runes woven into it in gold thread. Will you:

- | | |
|---|--------------------|
| Take the sword? | Turn to 282 |
| Take the shroud? | Turn to 258 |
| Leave the tomb and continue
on your way? | Turn to 223 |

166

Brandishing the bone-shaped piece of marble that you found at the altar of evil, you push open the door. Turn to **164**.

167

You leave the room and make your way cautiously along the passage, wondering if the Hellhound's evil master is close at hand. Turn to **283**.

168

You stare at the ripples caused by your coins, wondering if you have foolishly wasted them. Then the water in the pond swirls with a dull red colour, and for an instant you glimpse a malevolent face which glares at you with hypnotic eyes. This vision fades almost at once. You rub your eyes, uncertain it was ever there. As you make your way over to the door, however, you feel forewarned of the danger within. Turn to **129**.

169

You spend some time leisurely picking out the largest and most beautifully cut gems. You are delighted with your find and start to dream of all the things you will spend your new-found fortune on. You start to laugh with glee, then suddenly discover that you cannot breathe. You start to stagger for the door in the opposite wall. Behind you, the gems lie scattered and forgotten on the stone floor. You pull at the door handle but you are now too weak to open it. Your avarice has trapped you in a room which is filling up with poison gas. You slump back, gasping for breath as your life fades. You have failed in your quest. . .

170

The lantern shatters and flames lick up around the painting. The figure pauses to look around him, then drops the bow and flings his arms across his

face. You watch the flames consume the magical painting as you light your spare lantern. There seems to be nothing else of interest here, so you go up the steps to the left-hand door (turn to **34**) or the right-hand door (turn to **237**).

171

You are alone in the Witch's room. You glance around and once again you notice the bread and meat on the tray on her desk. If you wish to eat, turn to **254**. If not, turn to **156**.

172

Your sword cannot wound the undead monster. It lashes out, hurling you back against the wall. Lose 3 VIGOUR points. If you are still alive, it starts to stalk towards you, confident of its invulnerability. If you have a silver candlestick, pull this from your backpack and turn to **73**. If you have not collected such an item in the course of your adventure, you must try to escape - do not throw the dice as usual but turn to **47**.

173

This door is also locked, and you have no keys to try. With no other choice, you take the middle door. Turn to **182**.

174

You slink into the alcove quieter than a whisper but, unluckily for you, it is at just this moment that

the Hobgoblin turns his head, splutters as he tastes the puddle of ale on the table, and wakes up. Glaring at you with green bloodshot eyes, he grabs his weapons and leaps up from the table with a thunderous bellow. You back from the alcove as the enraged Hobgoblin advances on you wielding a handaxe in one huge fist and a jagged knife in the other. Just as you are sizing him up and trying to judge the best moment to attack, he startles you by uttering a magic phrase and fading into invisibility! He would be a mighty opponent in any case, but how can you possibly fight what you cannot even see?

Will you rush forward and swipe at the spot where you last saw him (turn to **160**), or will you try to find something in your backpack with which to combat his invisibility (turn to **144**)?

175

The topaz is finely cut and, when you hold it in the light from your lantern, you cannot detect a flaw. You estimate its value at 8 Gold Pieces. After putting the jewel in your backpack, will you leave the room (turn to **264**), or take another gem - either the ruby (turn to **275**), the jacinth (turn to **205**), the emerald (turn to **145**) or the sapphire (turn to **85**)?

176

Garlic, although it is the bane of their vampiric master, has no effect on the bats. They fall upon you greedily, enveloping you in their leathery

black wings. Tiny, needle-sharp teeth puncture your flesh. You drop your sword and thrash about blindly as more and more bats swoop down to join the feast. You stumble and fall under the weight of numbers at last. In the silent cavern, the bats lie upon your still form and gorge themselves on your lifeblood.

177

The helmet is the fabled Helm of Kanaba which allows the wearer to detect illusions. The Helm will completely dispel simple illusions. When confronted with more complex and powerful illusory magic, the Helm will give you a feeling of scepticism. With its aid you can now see that the gems in the chest are actually worthless glass and paste, and the jewellery is only fool's gold. You throw them down with a curse of bitter disappointment and leave the room by the door opposite. Turn to **92**.

178

You blow dust from the cover of one of the volumes you have selected and open it at random. It seems to be a kind of encyclopaedia, but arranged in no particular order and without an index. Will you carry it over to the desk to study at greater length (turn to **79**), or will you replace it and go out either to the staircase (turn to **252**) or to the passage (turn to **36**)?

179

Although the colour of the liquid is somewhat off putting, you enjoy the refreshing taste. As you drain the bottle, an invigorating charge of energy spreads through your whole body. Even as you watch, your cuts and bruises heal with miraculous speed. Restore your VIGOUR to its *normal* score. You toss the bottle down and wipe your mouth with the back of your gauntlet. There is a grim smile on your lips - thus fully restored, you will show your foes you are a warrior to be reckoned with! You stride across the room. Are you going to leave through the oak door (turn to **255**), or will you try the smaller door (turn to **38**)?

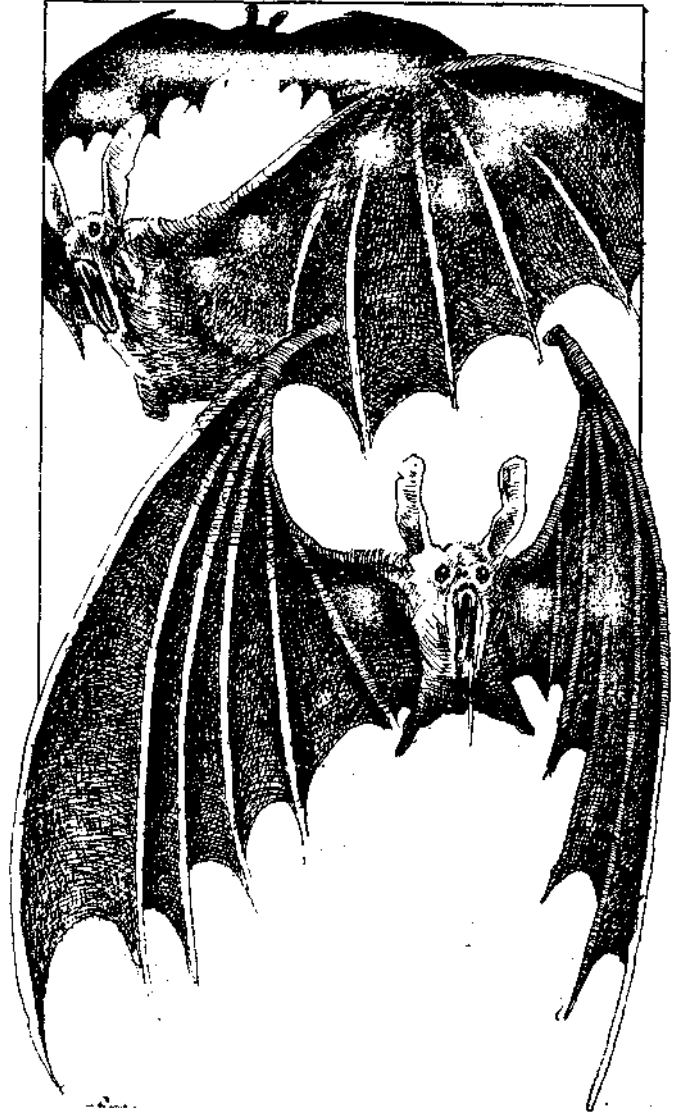
180

The tunnel widens and there are three identical doors in front of you. Which will you try first:

- | | |
|----------------------|--------------------|
| The right-hand door? | Turn to 149 |
| The middle door? | Turn to 182 |
| The left-hand door? | Turn to 259 |

181

You brace yourself against the sides of the shaft and begin the descent into darkness. Unfortunately, your boots are now slimed with forest mud and it is quite likely that they will slip against the damp bricks and moss at the top of the chimney. Try to roll your AGILITY score or less with two dice. If you succeed, turn to **68**. If you fail, turn to **21**.



182

You enter a small cavern and advance across it towards the black maw of a tunnel in the far wall. The sound of your footsteps echo loudly from the uneven rock walls. You shine the beam of your lantern up to the cavern roof. The shadows there seem to stir, then fragment and drop towards you. A host of large bats, disturbed by the light, swoop down to attack. There are a score or more of them. Their small, vicious faces loom out of the darkness, mouths open to display serried ranks of rabid yellow teeth. You have only moments before they reach you. Will you take an item from your backpack (turn to **206**), or try to fight your way through the tunnel leading from the cavern (turn to **135**)?

(illustration on previous page)

183

You unwrap the cheese. Its somewhat ripe smell forces you to hold your nose. Do you intend to eat it (turn to **6**), or plug your ears with it (turn to **110**)?

184

You leap at the undead Lord - only to be held fast before you can strike by the hypnotic power of his baleful stare. You feel the sword slip from your numb fingers and clatter on the floor. You are powerless to resist, and you can only watch with mounting horror as Lord Tenebron walks over to you. He bares his gleaming fangs in a smile of utter evil and leans towards your unprotected throat. Your adventure ends here, along with your life.

185

You find a hidden panel at the back of the altar and pull out a piece of blue-white marble, carved in the shape of a bone. If you wish to take this, note it down on your Character Sheet. You leave the altar chamber and go on to the end of the corridor. Turn to **210**.

186

You continue along the passageway until it emerges into a corridor with empty iron torch-brackets along the walls. Looking to the left, you see that the corridor ends in a door with a gold handle in the shape of an open hand. To the right, the corridor twists on out of sight. Will you go left and try the door (turn to **130**), or advance along the corridor to your right (turn to **242**)?

187

Taking off the shroud is, in fact, the worst thing you could have done! Its magic made you intangible, and the moment you remove it you solidify within the floor. At least you are spared from suffering ghastly pain - the shock to your system when you materialize within the rock kills you instantly.

188

Carelessly, you tread on a loose floorboard. The creak is barely audible - but loud enough to alert

the decrepit crow, which then warns its mistress with a consumptive squawk. She starts to turn, already mouthing an incantation. Your sword is halfway from its scabbard as she completes the spell. Clots of red mist rise around you like congealing blood. Two points of golden light sway within the mist like the eyes of a cobra about to strike. The Witch has summoned a demonic influence that threatens your very soul! Roll two dice, trying to score less than or equal to your current PSI. If you make it, turn to **39**. If you fail, turn to **12**.

189

You follow the long, winding corridor until, it finally brings you to a four-way intersection. The widest corridor of the four leads off to your left, so you decide to go that way. Turn to **193**.

190

You peer through the rain and the gathering gloom. A flash of lightning shows you a large mansion across the lawn. You head towards it, wondering who lives there and how they will take to a stranger seeking food and shelter.

You are just making your way around a large ornamental pond when you see a slender figure moving between the trees about thirty metres away. He carries a bow in one hand and, as he comes towards you, you see that he is an Elf. Will you greet him (turn to **9**), or will you draw your sword and close to attack (turn to **153**)?



191

The grip of the Wight is icy cold and charged with a baneful magic. You try to resist its effect, but you are too psychically weak to do so. Your last living memory is of the shrivelled, expressionless face of the Wight as it consumes your vitality. Your adventure ends here.

192

It is an arduous climb and you are soon black with soot. As you struggle upwards you realize that it is indeed the night sky which you can see at the top. Then your foot slips as you dislodge a loose brick. Roll two dice - if the score is less than or equal to your AGILITY, turn to **74**; if greater, turn to **21**.

193

A short passage brings you to two doors. One has a copper handle with plaques of jade set into it, the other has a pewter handle studded with chips of moonstone. Which will you open:

The copper-handled door?	Turn to 132
The pewter-handled door?	Turn to 263

194

You slink into the alcove as silently as a shadow and remove the Hobgoblin's weapons from his belt. He 'stops snoring and opens one bloodshot eye as you are doing this, but you strike without,

mercy before he has a chance to realize what is happening. As he falls backwards among his empty beer barrels, coughing greenish ichor, the Hobgoblin waves his hand at you and gasps a spell with his dying breath. Try to roll less than or equal to your current PSI score using two dice. If you succeed, turn to **274**. If you fail, turn to **288**.

195

You hold your sword out, ready to defend yourself against a sudden attack as you climb the podium steps. Curiously, however, the skeletons ignore you; it seems that their only function is to produce the unceasing music. A glance at the musical score tells you that the composition was penned by Lord Tenebron himself. You were obviously wise to plug your ears against the eerie refrain. A golden flute lies on the podium, unused and gathering dust (for obvious reasons, no skeletal orchestra could have a wind section). If you take the flute, do not forget to record it on your Character Sheet. Glancing up, you see that the radiant blue crystals that spotlight the podium are held in wall-mountings made to resemble metal gauntlets. If you wish to take one of the light-crystals, turn to **88**. If you would prefer to leave the room, turn to **287**.

196

Being very careful not to lose your footing on the smooth, wet stones, you start to make your way across to the far side of the pool. You are about

halfway when something breaks the surface with a splash. For only an instant you cling to the hope that it is nothing more insidious than a large eel or fish. But you can see all too clearly in the spectral green light that it is actually a bloated, rotting human hand. It catches hold of one of the stepping-stones in front of you as more shapes appear from the murky water. A rank odour of decay fills the room. All about you, Zombies are arising slowly from their watery grave, pallid faces ghastly to behold in the flickering luminescence from the rock walls. You start to retreat, only to find that some of the Zombies have already hauled themselves up on to the stones behind you. Do you have a shield bearing a Unicorn emblem? If so, turn to **121**. If you do not have this item, turn to **84**.

197

Do you have more than one lantern? If so, turn to **170**. If you had only the lantern you have just thrown, turn to **108**.

198

You are about to prise the lid off one of the boxes" when, you sense something moving behind you. Your sword is in your hand as you whirl to face the danger. With an eerie clattering sound, a Skeleton which had been hidden under piles of old rubbish gradually rises to its feet. Staring at you with eyeless sockets it advances to do battle.

SKELETON

VIGOUR 6

Roll two dice:

score 2 to 4 You are hit and lose 3 VIGOUR
score 5 to 12 The Skeleton loses 3 VIGOUR

If you FLEE, turn to **45**. If you win, turn to **40**.

199

Beyond the doorway is a narrow, winding passage. You race along it, the Vampire Lord close behind you. But in his snarls of rage you now seem to detect a rising note of frenzy - even panic. Can you be close to some discovery that will enable you to defeat him? You emerge from the passageway into a candlelit chamber, empty except for a black coffin with a silver crest on the lid. The Vampire's resting place!

Tenebron bursts into the chamber. He has dropped his suave facade now - behind the feral glare you can detect only the bloodlust of a crazed animal. He is about to leap for your throat. In desperation, lacking any other plan, you smash down your lantern on the coffin lid. Burning oil spills out to engulf it. Horror fills the Vampire's eyes and he opens his mouth in a long, soundless cry of rage and fear. Even as his coffin burns, you see the flesh wither and drop from his bones. He reaches out a decaying hand . . . then collapses as the centuries take their toll on him. You have defeated the monstrous Lord Tenebron. Turn to **290**.



200

The key turns in the lock, and you open the door. The room beyond the door is full of steam and smoke and pungent cooking smells. Peering through the billowing clouds that pour forth from the open doorway, you can just make out the form of the hideous old Witch you encountered earlier. She is bent over an iron cauldron whose contents she is stirring with her staff. Intent on mixing the bubbling brew, neither she nor the crow sitting on her lumpy shoulder seems to have noticed your arrival. Will you tiptoe into the room behind her (turn to **203**), or would you rather close this door and try one of the others (in which case, turn to **227**)?

201

Your mind races as you try to think of a way to avoid combat with the smoke-creature. Will you:

- | | |
|--|--------------------|
| Grab some manuscripts from the Witch's desk? | Turn to 141 |
| Seize the bellows from beside the hearth? | Turn to 233 |
| Offer to leave now if the Witch will call her monster off? | Turn to 268 |

202

. . . you find yourself in a small room which reeks of beer and stale sweat. Lying on a straw pallet is a massive, heavily muscled man drinking from a

wineskin. The Moebius Ring has vanished now. Although it has whisked you from the jaws of certain death, the danger is not over - the man snatches up a huge battleaxe and charges at you! You cannot reason with this Barbarian. You must fight or flee.

BARBARIAN

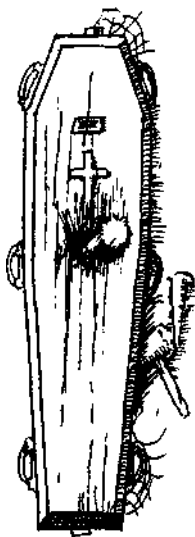
VIGOUR 12

Roll two dice:

score 2 to 5 You are hit and lose 3 VIGOUR

score 6 to 12 The Barbarian loses 3 VIGOUR

If you win, turn to **229**. If you FLEE through the door and out into the passage beyond, turn to **186**.



203

Roll two dice. If the total is less than or equal to your AGILITY score, turn to **289**. If greater, turn to **188**.

204

You thrust your hand into the hole. It is deeper than you thought, and you are able to push your arm in up to the elbow. You grope around inside. Just as your fist closes around a small object, you hear an ominous click. Are you wearing the Wight's golden wristband? If so, turn to **261**. If you have not got this item, turn to **273**.

205

As you close your hand around the gemstone, a burning pain sears up along your arm. Roll one die - this is how many VIGOUR points you lose. If you are still alive, you throw the jacinth down with a yell of mingled agony and surprise. Will you now leave the room (turn to **264**), or do you wish to pick up a different gem - either the topaz (turn to **175**), the ruby (turn to **275**), the emerald (turn to **145**) or the sapphire (turn to **85**)?

206

What item will you use against the bats:

A clove of garlic?

Turn to **176**

A golden flute?

Turn to **122**

A silver bat amulet?

Turn to **25**

If you do not have any of these, you will have to try and fight your way out - turn to **135**.

207

You quaff the magic potion. With grim determination you shrug off the idol's hypnotic power and tear your gaze away from the glittering eyes. Turn to **64**.

208

Some unseen force turns your blade aside at the last moment before you strike. The Wight stands before you unharmed. Turn to **172**.

209

Each bottle contains a different coloured potion. Which will you try:

The red potion?

Turn to **224**

The blue potion?

Turn to **158**

The green potion?

Turn to **284**

210

You see double doors at the other end of a long gallery. As you walk over to these you glance at the portraits that adorn the side walls. They show a succession of dissolute nobles, each more depraved looking than the last. The final portrait - of the 13th Lord Tenebron, according to the copper plaque below it - shows a person of such obvious



and overwhelming evil that you almost gasp aloud. You step back next to a body on the floor. You had not noticed this, hidden in the shadows as it is, and as you stoop over it you see that it is the skeleton of a long-dead knight clad in rusting plate armour. His sword, however, has not rusted. It has a blade of shimmering blue metal and there is a huge amethyst set into the pommel. If you wish to take this sword, turn to **75**. If you would rather ignore it and go through the double doors into the next chamber, turn to **251**.

211

Luckily for you, the door opens easily on the first attempt. You dash through and slam it behind you. Just in time - even through the thick oak - you can hear the impact as two more arrows embed themselves in the other side of the door. Turn to **126**.

212

The liquid is a magical restorative, and drinking it returns your PSI and AGILITY scores to *normal*, if they are currently depleted. There is now one potion left. Will you try that also (turn to **224**), or will you leave the room (turn to **238**)?

213

Since your opponent is invisible, you cannot tell which way you should move in order to avoid his

parting swipe as you turn to run. Rather than make the usual AGILITY roll, therefore, throw one die. If you score 1-3, you succeed in dodging the blow. If you score 4-6 then he hits you and you lose 3 VIGOUR points. If you are still alive, you flee into the tunnel that leads from the room, ignoring the drunken taunts that the invisible Hobgoblin flings after you. Turn to **124**.

214

The wolves race in towards you like black hounds out of hell. Your sword cuts a swathe of blood through the first two to reach you, but before you can turn a third wolf crashes from the bushes. Its glistening fangs rip your throat out, and you are dead before you hit the ground.

215

The monk takes you over to the fire so that you can warm yourself while he bustles about fetching hot broth and a cup of herb tea. As you set about devouring this the monk goes back to working on his lantern, content to wait until you have finished. Restore 3 VIGOUR points for the nourishing meal but do not exceed your *normal* VIGOUR score. Seeing that you have eaten your fill at last, the monk turns to speak with you.

'Allow me to introduce myself - I am Father Harkas. You are most welcome here, my friend, but I must tell you that this little room of mine is the only sanctuary in a place of terrible evil. For

you have found your way to Tenebron Hall - compared to which the dangers of Wistren Wood are as nothing! But I see you are a stranger, an adventurer from far away, so you will not have heard the tale.

'Many years ago, the 13th Lord Tenebron lived here. He was an evil man, vilest of an evil line. Rather than submit to mortality, he signed a pact with the Prince of Darkness and became one of the undead - a Vampire. For nearly two centuries he has lurked in the crypts below this house, venturing forth by night to entrap his victims. Those he does not drain of lifeblood are made slaves by his hypnosis.'

Father Harkas gestures around the room at the crucifixes and garlic and other items. 'With my knowledge of the undead and their weaknesses, perhaps I could confront Lord Tenebron. But I could never get to him. I am no adventurer, and he is guarded by many foul monsters in the dungeons below us. So I wait here, close to the Vampire's lair but protected by my holy talismans, and give what aid I can to any brave warrior who comes here prepared to challenge Tenebron. The last was a noble Elf. He descended into the crypts two weeks ago and has not returned.'

A log hisses in the grate and Father Harkas leans forward urgently to grasp your shoulder. 'Will you dare to oppose the evil Vampire? I can give you something to aid you - either a small crucifix or a magic Potion of Iron Will. Unfortunately I can offer you only one item because they take time to make,

and I must keep one to give to the next adventurer who comes this way in case ... in case you should fail.' He stares grimly into the fire for a few moments.

Decide whether you will take the crucifix or the Potion of Iron Will. Note the item you take on your Character Sheet.

As you are about to leave, Father Harkas hands you the lantern from his workbench. Remember to write this on your Character Sheet. He wishes you luck in the adventure ahead. You thank him and make your way along the passage that leads to the dungeons. Turn to **105**.

216

You scrutinize the idol, eagerly estimating its value at 100 Gold Pieces or more. You are particularly fascinated by the ruby eyes. However, as you stare into them you are aware of a strange lethargy creeping over you. The room is getting dark, and all you can see are the bright red eyes of the cobra idol. You may choose to drink a Potion of Iron Will if you have one (turn to **207**). If you do not have this potion, or prefer not to use it, turn to **116**.

217

You have no idea how much time has passed when you finally awaken. Fortunately your lantern fell undamaged beside you. You get to your feet. You realize that the drug has actually given you a deep and restful sleep. Add 2 VIGOUR points. You

decide to leave and investigate the room at the end of the corridor. Turn to **210**.

218

As you take out the serpent idol, Lord Tenebron laughs in triumph: Imbecile, you have sealed your own doom. Strike now for your master, Venefix!' As he speaks, the idol squirms in your hand and coils around your wrist. Again and again it sinks its fangs into you. You reel and crumple to your knees as the venom courses through your veins like molten lead. As blackness closes around you, the last sound you hear is the pealing laughter of your victorious opponent, the undead Lord . . .

219

You continue along the corridor as far as the archway in the left-hand wall. Ahead of you, the corridor continues for another ten metres or so and then opens into a large room. If you wish to step through the archway, turn to **276**. If you pass straight on to the large room at the end of the corridor, turn to **210**.

220

At last you make your choice and pluck one of the mushrooms. It is a round, flat growth, powdery yellow in colour. At first you hoped it might contain some sort of healing drug or psychic restorative, but looking more closely you are inclined

to doubt it. If you wish to pop it into your mouth, turn to **41**. If you would now rather throw it down and continue on through the forest, turn to **140**.

221

You bring your sword down on the creature's wrist with all your strength. It recoils from the blow but is, to your amazement, unharmed. Turn to **20**.



222

You dive to one side as they shoot, but you are not quite fast enough - one of the arrows tears into your shoulder. Lose 2 VIGOUR points. If you are still alive, you charge the bowmen before they can shoot again.

FIRST BOWMAN
SECOND BOWMAN

VIGOUR 9
VIGOUR 9

Roll two dice:

score 2 to 3	You are hit twice and lose 6 VIGOUR
score 4 to 7	You are hit once and lose 3 VIGOUR
score 8 to 12	One of the Bowmen (your choice as to which) loses 3 VIGOUR



If you **FLEE** back the way you came, throw the dice as usual and turn to **157**. If you kill one of the bowmen, turn to **257**.

223

The tunnel goes on only a little further and then ends in a lichen-spotted doorway of black wood. Pushing this open, you find yourself on one side of a translucent green pond. The air in this chamber is damp and cloying. Veins of luminous rock in the walls emit an eerie glow. By their light you can see, on the far side of the pool, an archway leading further into the crypt. The only way across to the archway seems to be by means of a number of large, slimy stepping-stones. Although the pool is too murky for you to see the bottom, you readily determine by probing with your scabbard that it is no more than thigh-deep. Will you wade in (turn to **247**), or will you use the stepping-stones to get across (turn to **196**)?

224

A moment after you drink the liquid you begin to feel very queasy. It feels as though sweat is breaking out on your forehead, but when you wipe it away you are horrified to find that it is blood which is gushing from your pores! Pinkish blotches spread rapidly across your skin, and it is getting hard to breathe. Your legs can no longer support your weight - you crash senseless to the floor. In a very short time your body will have been reduced

to a putrid crimson slime by the plague bacilli you have imbibed.

225

You relight your lantern and find that you are on a narrow landing. Stone steps, cracked and worn from centuries of use, lead down ahead of you. As you pick yourself up off the floor, you notice a small hole in the wall. Will you ignore this and descend the steps (turn to **18**), or will you reach into the hole (turn to **204**)?



226

Wasting no time, you open the jar and scatter its contents in the air. As the Hobgoblin advances towards you through the cloud of pepper he begins to sneeze uncontrollably. The advantage due to his invisibility is therefore negated, as you can

tell where he is by the sneezing almost as well as if you could see him.

HOBGOBLIN

VIGOUR 12

Roll two dice:

score 2 to 6 You are hit - lose 3 VIGOUR

score 7 to 12 The Hobgoblin loses 3 VIGOUR

If you win, turn to **19**. If you FLEE by running away down the tunnel, throw the dice as usual and turn to **124**.

227

The right-hand door being securely locked, you have no choice but to take the door in the middle. Turn to **182**.

228

You hold up the crucifix and the evil Lord shrinks back, drawing in his breath in a guttural snarl. You advance on him with your sword drawn. If you decide to FLEE at any point during the fight, you can do so by first driving the Vampire back with your crucifix. This will prevent him from striking at you as you escape and so you need not throw the dice to test for damage. Now turn to **8**.

229

Stepping over the Barbarian's still form, you rummage around the room checking his belongings. His axe is too heavy for you to wield in a fight,

though you could carry it with you if you wish. You also find 10 Gold Pieces, several stone jars containing fermented yak's milk, a piece of mouldy cheese wrapped up in a handkerchief, a crust of black bread, a few cloves of garlic, a jar of black pepper and a leg of mutton. You cannot carry everything, but you may take the gold and up to four other items if you wish. After satisfying yourself that there is nothing else here to interest you, you open the door and cautiously advance along the passage beyond. Turn to **186**.

230

Miraculously you manage to keep your footing on the smooth, wet stones. Dodging a last clumsy lunge from one of the Zombies, you sprint through the archway and along a twisting, rock-strewn tunnel. Turn to **180**.

231

As the life ebbs from him, his insane ferocity fades. He is trying to tell you something. You bend down to hear his dying words. The evil Lord . . . sleeps until sunset. . . his eyes -'

The Elf's head falls back as he goes limp in your arms. You notice two small puncture marks on his neck, as though he had been bitten by an animal. Perhaps that was what caused his fever? You drag his body under the branches of a tree, out of the rain. You can give him a decent burial in the

morning. You walk cautiously across the lawn towards the menacing house. Turn to **80**.

232

You begin to search the room for items of interest. A cursory inspection of the bookshelves indicates Tenebron's vile tastes in literature. You turn to examine his body, only to find that all the wounds you inflicted have somehow healed and the Vampire is rising again! He stands between you and your backpack, which you set down by a chair when you began your thorough search of the room. You start to panic as your apparently unkillable foe stalks towards you once more. He lashes out at you with astonishing speed and his sharp talons tear deep gashes in the flesh of your arm. Lose 4 VIGOUR. If you are still alive, you rush to the other door and pull it open. Turn to **199**.

233

Snatching up the bellows, you thrust the nozzle into the heart of the Miasmoid and draw its smoky essence within. The Witch is so taken aback at seeing her creation thus easily vanquished that she is unable to think of a spell to use against you. As you set down the smoke-filled bellows and reach for your sword, she taps her staff and vanishes in a blaze of crimson light. The crow glares at you and, with a final defiant cry, flies off through the open door in search of its mistress. Turn to **171**.

234

You search among the mushrooms, trying to decide which one to pick and eat. Roll two dice, attempting to score less than or equal to your *current* PSI. If you succeed, turn to **14**. If you fail, turn to **220**.

235

You may use any one of the following, if you have them:

A clove of garlic

Turn to **143**

A silver candlestick

Turn to **73**

A Moebius Ring

Turn to **256**

If you have none of these, you will have to rely on your sword after all - turn to **280**.

236

Unluckily, the timbers of the door have warped, making it difficult to open. As you struggle to get through, you are hit by two more arrows! Lose 4 VIGOUR points. If you are still alive, you succeed in pulling the door open. You dash through and slam it behind you before your attackers are able to release another volley. Turn to **126**.

237

The passage beyond the door leads into a small room which reeks of beer and stale sweat. Lying on a straw pallet is a massive, heavily muscled man



drinking from a wineskin. As he focuses on you, the bleary drunkenness you see in his eyes changes to a glare of fury. He snatches up his huge battle-axe and charges at you, bellowing his insane warcry. You cannot reason with this Barbarian - you must fight or flee.

BARBARIAN VIGOUR 12

Roll two dice:

score 2 to 5 You are hit and lose 3 VIGOUR

score 6 to 12 The Barbarian loses 3 VIGOUR

If you win, turn to **229**. If you FLEE by running through the door in the far wall and out into the passage beyond, turn to **186**.

238

Outside the Witch's room, will you take the middle door (turn to **182**), or the right-hand door (turn to **101**)?

239

You put your hand on the knight's shoulder - only to jump back in shock the next instant as an empty suit of armour topples from the chair and crashes on the marble floor! Clearly the spellbinding quality of the skeletons' music has brought death to at least one adventurer in the past. The knight must have come here a very long time ago, for his body has crumbled to dust. You search the remnants of his armour and equipment, but can find nothing of

value apart from 7 Gold Pieces and a water-bottle whose contents are now undrinkable. Remember to note down anything you take on your Character Sheet. If you now wish to leave the room through the far doors, turn to **287**. If you want a closer look at the skeletal musicians first, turn to **195**.

240

Which gem will you reach for first:

The topaz?

Turn to **175**

The ruby?

Turn to **275**

The jacinth?

Turn to **205**

The emerald?

Turn to **145**

The sapphire?

Turn to **85**

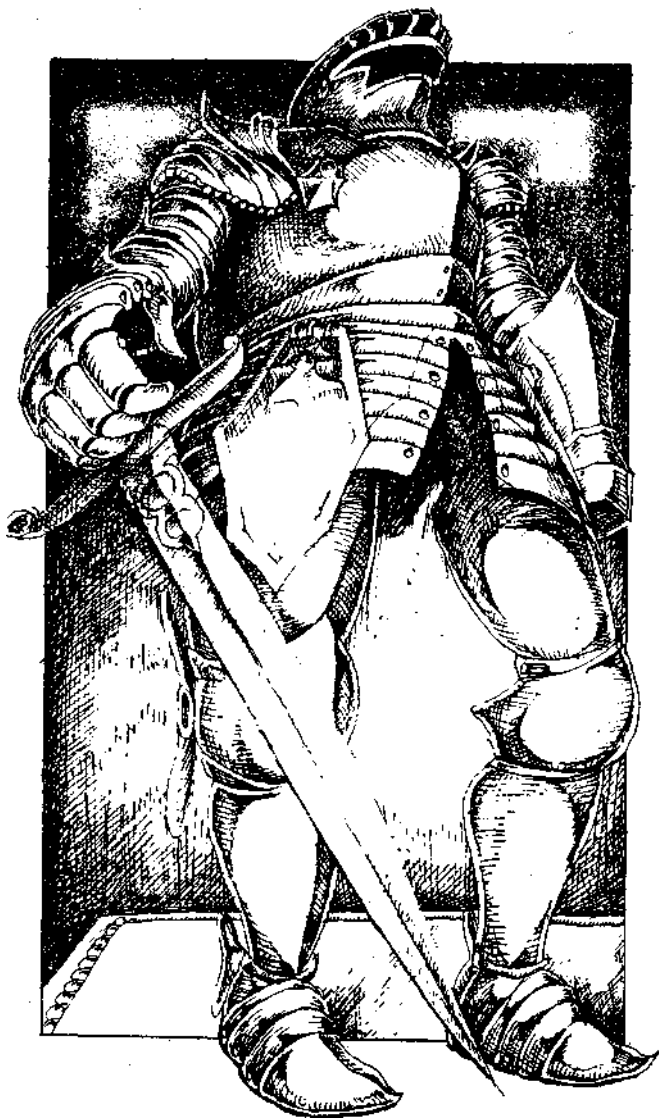
241

. . . you find yourself back in the Witch's bedroom, reaching for the candlesticks on the mantelpiece. Then . . . (turn to **87**)

242

Further down the corridor you pass through an archway and enter a vaulted room with a suit of armour standing on a plinth in the middle. If your own sword is damaged, you may replace it with the one held in the gauntlet of the armour (turn to **76**). Or will you cross the room and leave through the far door (turn to **120**)?

(illustration on following page)



243

You put the White Rook around your neck. It is a powerful magical amulet which increases your physical strength. Add 3 to your *normal* VIGOUR score and increase your *current* VIGOUR to this level. You leave the old man and go back to try the right-hand branch of the corridor. Turn to 242.

244

The smoke makes you cough and leaves an acrid taste in your mouth. Will you now examine the altar more closely (turn to 7), or leave this temple and continue to the end of the corridor (turn to 35)?

245

The moon shines momentarily through the ragged clouds and your silver crucifix shimmers in its light. With an anguished cry, the cloaked figure shrinks back and seems to be enfolded by the shadows. Though afraid, you are now keen to spill your enemy's blood on the wet grass. You race forward with sword raised, but can find no sign of the mysterious figure. A large bat weaves away between the trees and then you are alone. Realizing now that it is better to return to the crypt and face whatever dangers await you there than to wander lost in the woods, you make your way back to the chimney and start to climb down. Turn to 181.

Holding up the oil-lamp to light your way, you advance along the corridor. You have not gone very far when you see that it bends sharply to the right a few metres ahead. Suddenly, two black-clad bowmen step out from around the corner. Seeing the murderous grins on their thin faces, you hurl the lamp at them before they have a chance to shoot their arrows at you. Burning oil soaks their boots. They drop their deadly longbows and howl in pain as they frantically try to put out the flames. While they are thus preoccupied, you nip past them and around the corner. Pausing only to relight your original lantern, you hurry on along the corridor. Turn to **285**.

You expected the pool to be quite cold, and are surprised as you step down into it to find that it is actually lukewarm. You start to wade across, carefully feeling ahead of you with your scabbard in case there are any pits in the bed of the pool. You freeze as you sweep your scabbard through the swirling water and suddenly encounter an obstacle beneath the surface. It is not hard enough to be a rock. As you edge very slowly around the mysterious object, you feel it snake away from your probing scabbard. The next moment you are running in panic for the pool's edge, certain that something horrible lurks unseen in the dark water.

You scream as clammy hands break the surface and drag you down. You stare through the filmy waters at the pallid, putrescent faces closing in towards you, ghastly in the filtered green light. They are the re-animated corpses of earlier luckless heroes who drowned here. Your frantic struggles are futile against so many, and your skin crawls as one after another seizes you with slimy, decaying hands. As they hold you down and the water fills your tortured lungs, your last moments are haunted by a chilling realization - the pool will soon work its unholy enchantment upon your own body, and you too will rise from death into eternal, nightmarish existence as a mindless Zombie!

Praying that the scroll will contain some clue that will save your life, you hastily unfurl it. A single word is written on it in sweeping, cursive script - 'Nesool'. As you gasp this word aloud, trying to make sense of it, the rope suddenly goes slack and drops away from your throat. 'Nesool' is obviously the magic word needed to deactivate the rope. You take in great lungfuls of air and gingerly stroke your swollen neck. If you now wish to drink the liquid in the bottle, turn to **179**. If your recent brush with death has disinclined you to such risk-taking, you may now leave through the oak door ahead of you (turn to **255**) or through the smaller door to your right (turn to **38**).

You put the flute to your lips and start to play a simple tune. But any hopes you might have entertained that the flute would somehow negate the Hobgoblin's invisibility are soon dashed - a blow from your unseen opponent knocks the instrument from your hands and wounds you grievously. If you are still alive after the loss of 3 VIGOUR points, you prepare to fight the Hobgoblin.

HOBGOBLIN

VIGOUR 12

Roll two dice:

score 2 to 7 You are hit and lose 3 VIGOUR

score 8 to 12 The Hobgoblin loses 3 VIGOUR

If you win, turn to **46**. If you try to FLEE from the combat, do not throw the dice as usual but turn to **213**.

You tumble for so long through a haze of blue light that it begins to numb your consciousness, so you do not realize at first when you finally come to rest. Eventually you sit up and look around you. You are drenched by an icy rain and covered in mud. In the fading daylight you see a weathered stone wall with a strangely-wrought latticed iron gate set into it. The sapphire has hurled you *back in time* several hours and deposited you just inside the grounds of Tenebron Hall! You get to your feet. Now that you have seen the future, so to speak, you will fare better in your quest. Smiling at the very real feeling



of *dejavu*, you set off along the gravel path towards the mansion. Turn to **190**.

251

The high-ceilinged room you are in seems to have been a dining hall at some time in the past. Presumably no one uses it now because the old oak table in front of you is thick with dust, and cobwebs veil the goblets of wine that have been left there. Stone steps lead up from either side of the room to doors in the opposite wall. Between them, above the hearth, hangs a large painting depicting a man with a longbow standing beside an archery butt. A forest is visible in the background. As you walk across the room you are startled by a sudden movement - the man in the painting puts up his bow and shoots. The arrow which tears into your shoulder is real enough, and you do not waste any time staring in disbelief as the man draws another from his quiver. Lose 2 VIGOUR points for the wound and choose your next action. Will you:

Duck for cover behind the table?

Turn to **253**

Charge at the painting and hit it with your sword?

Turn to **142**

Hurl your lantern at the painting?

Turn to **197**

Seize a goblet of wine from the table and splash its contents across the painting?

Turn to **131**

(illustration on previous page)

252

With the lantern you are able to thoroughly search the upstairs rooms. They are all thick with dust and do not seem to have been used in many years. There are several bedrooms, and if you do not mind the dust you could lie down to sleep (turn to **10**). Otherwise, you may go downstairs and investigate the passage off the entrance hall (turn to **36**).

253

You dive for cover behind the oak table just as a second arrow whistles overhead, narrowly missing you. You crouch there listening to his arrows thud into the tabletop and considering how to get across the room safely. You could break from cover and run up the steps to either the left-hand door (turn to **34**) or the right-hand door (turn to **237**). Or you could snatch up a goblet of wine from the table and throw it at the painting (turn to **131**).

254

There is no salt, making the meal rather unappetizing, but it is wholesome fare nonetheless. Restore 3 VIGOUR points but do not exceed your *normal* VIGOUR score, and turn to **156**.

255

You are in a room with chiselled stone walls which once bore murals, now long faded. At about waist-height in the middle of the far wall there is a hole

barely a metre across, apparently the mouth of a narrow shaft leading from the room. You can see no other exits, so you decide to take a closer look at the shaft. As you cross the room, the floorboards creak loudly even though they seem to be sturdy. You freeze, fearing a trap. Ominously, the floorboards continue to creak even though you are not now walking across them. When you listen carefully, you can just hear a faint scratching sound which is almost masked by the creaking wood. Something is moving under your feet! If you wish to leave the room at once by climbing into the hole in the far wall, turn to **4**. If you decide to remain in the room, will you try to prise the floorboards up (turn to **58**), or will you just wait and listen (turn to **31**)?

256

The magical ring is your only hope of escaping the evil Wight. Brilliant gold light swirls around you. You feel as though you are being lifted up as the room dissolves in a kaleidoscope of images. Suddenly . . . (turn to **146**).

257

One of the bowmen falls. The other fights on desperately.

Roll two dice:

score 2 to 4 You are hit and lose 3 VIGOUR

score 5 to 12 The Bowman loses 3 VIGOUR

If you **FLEE** back the way you came, throw the dice as usual and turn to **157**. If you kill the bowman, turn to **136**.

258

Gingerly you lift the paladin's shroud, more than half expecting to see his eyes snap open and his corpse rise up to punish your desecration. But no - he stays dead, and your sigh of relief echoes in the silent tomb. Even when you have rolled it up, the shroud is too big to fit in your rucksack, so you drape it across your shoulders like a cloak. You bend down to search the sarcophagus further, but as you do so you realize that you are slowly sinking into the floor! You can only stare aghast as the floor engulfs you like quicksand. Either your body or the stone floor has somehow become intangible. You have sunk up to your knees in the cold stone before you shake off the paralysis of fear. Your thoughts are awlirl as you try to think of a way to save yourself. Will you:

Take off the shroud?

Turn to **187**

Run back to the tunnel?

Turn to **138**

Stand where you are?

Turn to **150**

259

It is locked. Do you have a copper key? If so, turn to **200**. If you do not have a copper key you will have to try one of the other doors - either the right-hand one (turn to **173**) or the one in the middle (turn to **182**).

260

It is locked. If you have a copper key, turn to **200**. If you do not have this key, you have no choice now but to precede through the middle door - turn to **182**.

261

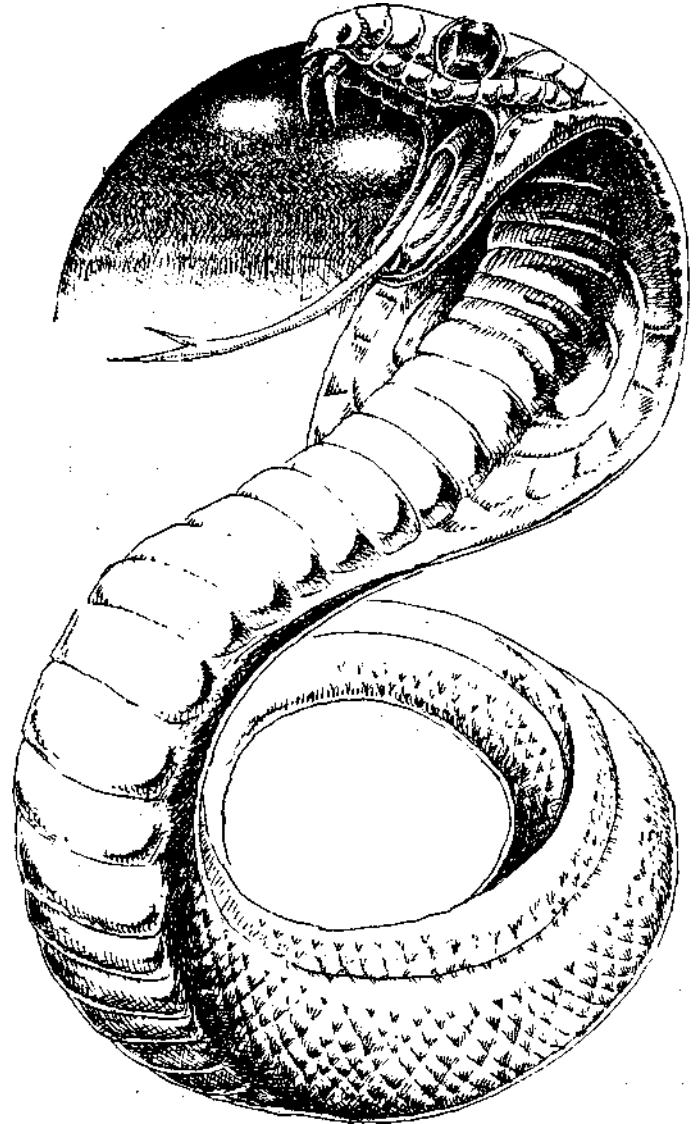
A spring-loaded needle shoots from a recess within the hole, only to break harmlessly against your metal wristband. You draw your arm back. From the discolouration of the wristband where the needle-tip scratched it, you deduce that the latter was coated with a virulent poison. The object you have clutched in your hand is a small copper key. You drop this into your belt-pouch (remember to note it down on your Character Sheet) and continue down to the bottom of the steps. Turn to **18**.

262

Roll one die. If you score 1-3, turn to **174**. If you score 4-6, turn to **194**.

263

In the room beyond you see a gleaming moonstone dais. On the dais rests a golden idol in the form of a coiled cobra with glittering rubies for eyes. Will you go over and inspect it more closely (turn to **216**), or close this door and try the copper-handled one (turn to **132**)?



264

You enter a junk-cluttered storeroom where the air is thick with choking dust. Picking your way through the discarded rubbish as you head for a door in the opposite wall, your gaze alights on an old spinning wheel. Will you take a closer look at this (turn to **5**), or will you just carry on over to the door (turn to **32**)?

265

You spin the wheel. As you do so . . . (turn to **241**).

266

This sword is the fabled weapon Frostfire. It was forged with powerful sorcery, and has put a permanent end to the monstrous Lord Tenebron. Turn to **290**.

267

A gout of flame spreads from the Hellhound's red jaws to envelop you. Do you have a topaz in your possession? If so then you are not wounded, for this gem protects you from fire. If you did not find the topaz while exploring the crypt then you experience a terrible, searing pain - lose 5 VIGOUR points. If you are still alive, you must fight on.

Roll two dice:

score 2 to 4 It breathes flame; lose 5 VIGOUR if you don't have the topaz

score 5 to 6 You are bitten; lose 3 VIGOUR
score 7 to 12 The Hellhound loses 3 VIGOUR

After three dice rolls you will have worked your way round to the entrance to the passage. If you FLEE into the passage you can do so safely (turn to **283**). If you win, turn to **167**.

268

The Witch sneers. 'You craven worm, you should have taken that option when you had the chance.' The monster closes in and you have no choice but to do battle with it. Turn to **65**.

269

As the wolves race in towards you, you calmly lower your sword and hold up the ring, activating its magic. A vortex of gold light spins around you as the sights and sounds of the forest fade away. Suddenly . . . (turn to **202**).

270

The Wight is trying to drain the consciousness from you with its sorcerous power. With a massive psychic effort, you manage to resist this fell magic. Wrestling free of the Wight's grip, you dive into the hole in the wall and scramble to safety along the shaft beyond. Turn to **4**.

271

Your sixth sense flashes a warning. Instinctively you throw yourself to the floor, just as two arrows sail overhead and embed themselves in the door with a deadly *thunk*. It is fortunate that you thought to bring the oil-lamp with you - had you left it where it was, its light would make you an easy target for whoever is sniping at you. You quickly wind the wick down. In the pitch darkness, you hear mumbled profanities as your unseen attackers realize they cannot draw a bead on you. You move silently on all fours to the end of the passage and quickly slip through the doorway. Turn to **225**.

272

Your feet skid out from under you and you fall, dashing your head with sickening force on one of the stones. Dully eager, the Zombies surge sluggishly in towards you. But you are already dead as the dark waters close over your sinking form. Your adventure ends here.

273

A sharp metal spike shoots from a recess within the hole and buries itself in your wrist. You release the item you have just found and jerk back your arm with an anguished cry. The flesh around the wound is puckered up and is turning a rather unhealthy colour. The spike was poisoned. Before

you can act, you feel your muscles stiffening as the poison spreads through your body. Nothing can save you now; this is the end of your adventure.

274

Even as he dies the Hobgoblin tries to avenge himself upon you with his sinister sorcery. For a moment the curse seems to settle on you like a shroud, but then you concentrate fully and manage to shrug it off. There is a flicker of defeat in the Hobgoblin's eyes as he sees you resist his spell, and then he falls back across a barrel, limp and lifeless. You clean his thick green blood from your sword and turn away to explore the tunnel. Turn to **124**.

275

The moment you touch the ruby, an aching chill wracks your very soul. Lose 2 PSI points. Aghast, you drop the ruby and step back from the table. Will you now leave the room (turn to **264**), or are you willing to chance your luck with another gem - either the topaz (turn to **175**), the jacinth (turn to **205**), the emerald (turn to **145**) or the sapphire (turn to **85**)?

276

Passing through the archway you enter some sort of evil chapel. It is hung with drapes of black velvet which are decorated with strange runic designs.



On the altar stone there is a pewter chalice containing a dark red fluid. If you wish to drink this, turn to **57**. Alternatively, you may search the altar (turn to **54**) or snuff out the black candles which burn on either side of it (turn to **97**). If you prefer, you may leave this unholy place and hurry on to the end of the corridor (turn to **210**).

277

A short distance along the wall, a tangle of vines and creepers provides you with an easy climb over. You briefly scan the garden from the vantage point of the top of the wall, then jump down into the garden. Turn to **190**.

278

You scour the room for some secret treasure cache or magical item that the Witch may have hidden away, but can find nothing. As you stand panting amid the confusion of torn sheets, scattered papers and broken cupboards caused by your frenzied search, it occurs to you to try the fireplace. You douse the fire with the jug of water from the desk and use the poker to sweep the glowing coals from the grate. You peer up the chimney. There is a cool breeze on your face, and you think you may be able to see starlight far above you. Will you try to climb up inside the chimney (turn to **192**), or have you decided it is now time to leave and continue your exploration of the crypt (turn to **219**)?

279

You quaff the magic potion, then toss the empty flask aside and push open the door. You walk down a wide staircase into a grand chamber floored with polished grey marble. Across the room, on a podium lit by glowing blue crystals, you see the musicians - a quartet of skeletons in mouldering velvet gowns. As they draw an eerie melody from their instruments, you feel a powerful urge eating at your will, trying to lure you over to the skeletons' podium. Their music is hypnotic! Resolve bolstered by the potion you have drunk, you cross the chamber with steady, determined strides and leave through the far doors. As you close the doors behind you, you shudder at the thought of how close you came to being eternally entranced by the eerie music. Turn to **33**.

280

Which sword are you using? If it is a sword of blue metal that you found elsewhere in the crypt, turn to **208**. If it is any other sword, turn to **162**.

281

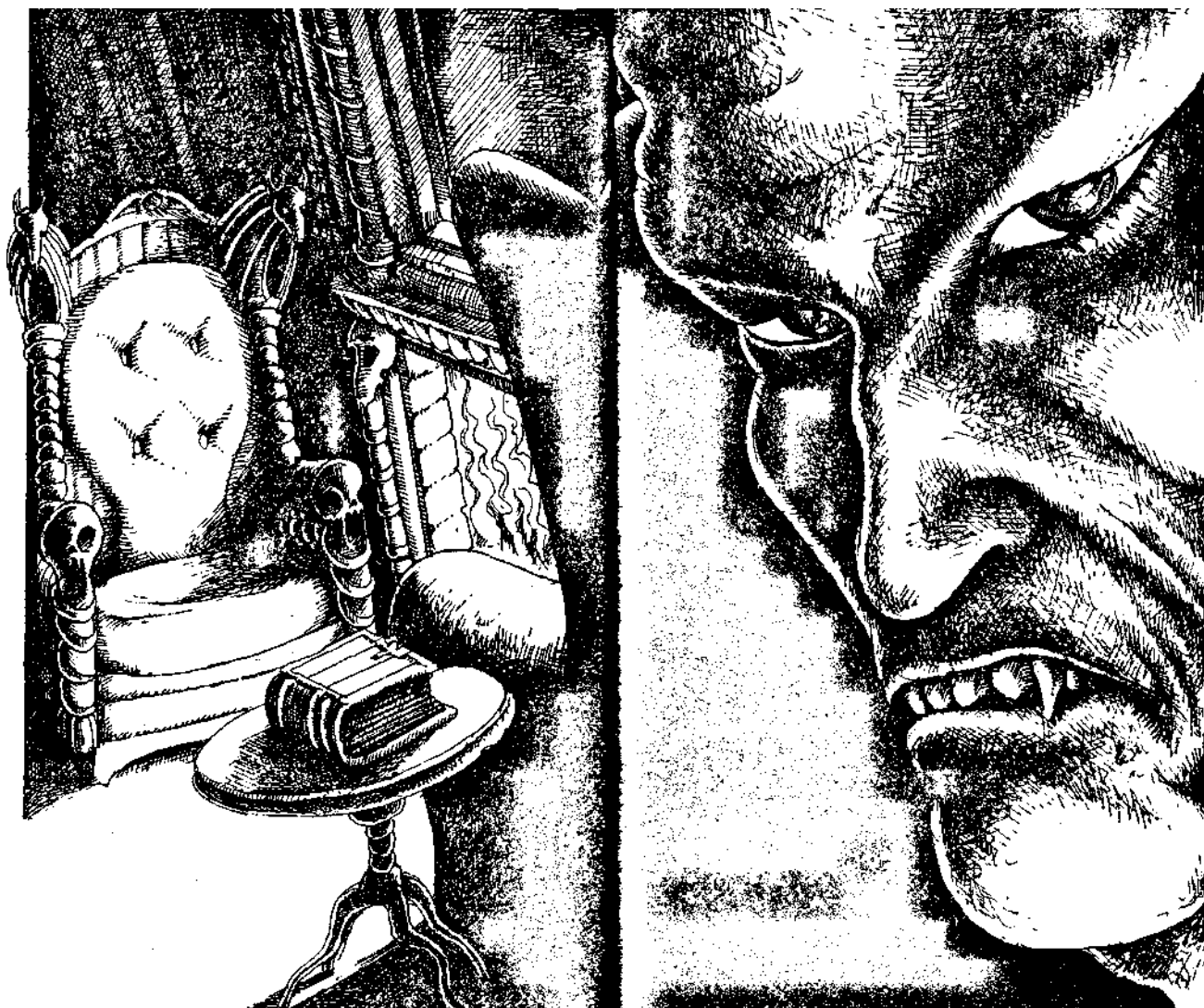
As you walk towards the door, you have an uneasy feeling that someone is watching you with murderous intent. Try to roll your current PSI score or less on two dice. If you succeed, turn to **271**. If you fail, turn to **71**.

282

Some there are who would consider it unlucky, disreputable or even profane to avail oneself of a dead man's sword. But, in whatever afterlife he has gone to, Ganelon surely knows you have just need of it. The sword is not quite as cumbersome as you thought, but because it was crafted in ancient times - when swordplay was different from the fighting style you are used to - you must subtract 1 from your dice rolls in combat when you are using this weapon. You may now either take the shroud from the paladin's body (turn to **258**) or go back to the tunnel and continue on your way (turn to **223**).

283

At intervals along the winding passage there are pewter torch-brackets whose flambeaux gutter with a wan red light. You come to an iron-bound portal at the end of the passage. Sword in hand, you push open the portal and step through into the room beyond. It is an elegant drawing room, panelled in mahogany and with several old tapestries hanging from the walls. There is another door directly facing the one you have just come through. In a leather armchair at the other end of the room sits a tall man wearing a velvet smoking-jacket. As you enter he puts down the book he was reading and gets up from his chair. Then he speaks to you, and in a voice of great



authority he commands you to come over and sit with him. Will you:

Do as he tells you?	Turn to 133
Charge at him with your sword?	Turn to 184
Take an item from your backpack?	Turn to 91

284

The liquid is an all-around restorative: drinking it returns your PSI and AGILITY scores to *normal*, if they are currently below that. Will you now try one of the other potions - either the blue (turn to **125**) or the red (turn to **224**) - or will you leave the room (turn to **238**)?

285

In the gloom, you do not notice that you have walked through a tripwire strung across your path. There is a low rumbling and then part of the ceiling caves in on you. Try to roll equal to or less than your AGILITY with two dice to escape this trap. If you succeed, only a few rocks strike you as you dash on to safety - lose 3 VIGOUR and (if you are still alive) turn to **189**. If the combined score of the two dice exceeds your AGILITY, however, then you are buried under the cascading rubble and crushed to death.

286

. . . you find yourself running along a narrow, winding passage. You can hear your pursuer's enraged snarls, scent his charnel breath. Ahead of you, you see a candlelit chamber with a coffin in it. As you race towards this . . . (turn to **161**).

287

You leave the chamber and close the doors behind you. Bound in red leather, they are almost sound-proof - when you remove the plugs from your ears you find that the music is barely audible now. Turn to **33**.

288

Seeking vengeance for your treacherous attack upon him, the Hobgoblin curses you as he dies. 'Where I go now, you will soon follow,' he croaks, pointing a gnarled finger at you as he weaves his magic. 'From this moment, all your combats will be to the death.' Even as you watch his final death throes, you know that his malign sorcery has indeed taken effect on you. From now on, until the curse is lifted, you may never take the FLEE option in a combat. Enraged by your misfortune in falling victim to this curse, you rip the curtain from the alcove and storm from the room. Turn to **124**.

289

You creep stealthily across the room. The cackling Witch and her seedy familiar remain quite obli-

vious of your approach. Tiptoeing right up behind the Witch, you wait until she is bending over the cauldron to drop some seasoning into her revolting mixture, and then you give her a tremendous shove. She and the crow topple into the cauldron, and that is the last you ever see of them. From the sizzling after they fell in, you deduce that the Witch was concocting a powerful acid. Just deserts.

A glint of light from the floor by your foot attracts your attention to a small item she dropped as you pushed her. It is a silver key, which you pick up and put into a pocket in your tunic. Looking around the room, you see three bottles - possibly potions that the Witch had brewed but not got around to labelling. There is nothing else of interest here, so if you wish to leave the room turn to **238**. If you want to risk drinking from one of the bottles, turn to **209**.

290

Searching the vampire's lair, you discover his treasure chest and have soon filled your backpack with gems and jewellery worth many thousands of Gold Pieces. You find a wall panel which slides back to reveal a set of steps leading upwards. Hauling your newfound fortune behind you, you ascend the steps and eventually emerge into the open. Yawning in the cool fresh air, you see that you are close to the edge of Wistren Wood. Gently rolling countryside lies ahead of you, sparkling

with dewdrops as the sun rises. Birds sing in the trees and you can see peasants already at work in the meadows. Far off in the distance, the towers of a large market town rise through the soft dawn mist. Just the place for an adventurer with plenty of gold to while away a week or two! Swinging the bulging pack on to your shoulder, you set off down the hill.