

FIGHTING FANTASY BOOKS

Over 14 million copies sold worldwide!

**Count Heydrich, Vampire,
is back from the dead!**

A half-forgotten evil has arisen from the grave to stalk the Old World in search of fresh blood and new victims to enslave. Count Reiner Heydrich, undead Vampire Lord, is ancient beyond the reckoning of mortals. This time, however, there is someone on his trail, a brave hero who is determined that he shall not succeed in his evil plans. That someone is YOU!

**FIGHTING FANTASY – THE WORLD'S MOST
POPULAR ADVENTURE GAMEBOOK SERIES**

Cover illustration by Les Edwards



PUFFIN

U.K. £3.99
AUST. \$6.95
(recommended)
CAN. \$6.99

ISBN 0-14-037265-8



9 780140 372658

STEVE JACKSON
AND IAN LIVINGSTONE

Revenge of the Vampire

88

1989 0 14
58



Steve **JACKSON** AND
Ian **LIVINGSTONE**

PRESENT

Revenge of the Vampire



Steve Jackson and Ian Livingstone
present

Revenge of the Vampire

by Keith Martin

Illustrated by Martin McKenna

G682931

Class:	
No: 9/95	
Alloc HC	PE
AVON COUNTY LIBRARY	



PUFFIN BOOKS

PUFFIN BOOKS

Published by the Penguin Group

Penguin Books Ltd, 27 Wrights Lane, London W8 5TZ, England

Penguin Books USA Inc., 375 Hudson Street, New York, New York 10014, USA

Penguin Books Australia Ltd, Ringwood, Victoria, Australia

Penguin Books Canada Ltd, 10 Alcorn Avenue, Toronto, Ontario, Canada M4V 3B2

Penguin Books (NZ) Ltd, 182-190 Wairau Road, Auckland 10, New Zealand

Penguin Books Ltd, Registered Offices: Harmondsworth, Middlesex, England

First published 1995

1 3 5 7 9 10 8 6 4 2

Concept copyright © Steve Jackson and Ian Livingstone, 1995

Text copyright © Keith Martin, 1995

Illustrations copyright © Martin McKenna, 1995

Map copyright © Jonathan Green, 1995

All rights reserved

The moral right of the author has been asserted

Typeset by Datix International Ltd, Bungay, Suffolk

Filmset in Monophoto Palatino

Made and printed in Great Britain by Clays Ltd, St Ives plc

Except in the United States of America, this book is sold subject to the condition that it shall not, by way of trade or otherwise, be lent, re-sold, hired out, or otherwise circulated without the publisher's prior consent in any form of binding or cover other than that in which it is published and without a similar condition including this condition being imposed on the subsequent purchaser

CONTENTS

INTRODUCTION

7

ADVENTURE SHEET

22

BACKGROUND

24

REVENGE OF THE VAMPIRE

29

INTRODUCTION

Before embarking on your adventure, you must first discover your strengths and weaknesses. You use dice to work out your initial SKILL, STAMINA, LUCK and FAITH scores. On pages 22-3 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA, LUCK and FAITH scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future attempts to complete the adventure.

Skill, Stamina, Luck and Faith

Skill

Roll one dice. Add 6 to this number and enter the total (it will be between 7 and 12) in the SKILL box on the *Adventure Sheet*.

Stamina

Roll two dice. Add 12 to the number rolled and enter this total (between 14 and 24) in the STAMINA box on the *Adventure Sheet*.

Luck

Roll one dice. Add 6 to this number and enter this total (again, between 7 and 12) in the LUCK box on the *Adventure Sheet*.

Faith

Roll one dice. Add 3 to this number and enter this total (it will be between 4 and 9) in the FAITH box on the *Adventure Sheet*.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure, and FAITH will also change from time to time. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

Although you may be awarded additional SKILL, STAMINA, LUCK and MAGIC points, the totals of these may never exceed their *Initial* value, except on very rare occasions when you will be specifically told so.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher it is, the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are (and whether you will be able to avoid hazards and perils during your adventure). Luck is very much a fact of life in the fantasy world you are about to explore! Your FAITH scores indicates your purity of heart and belief in the forces of goodness. A high FAITH score may enable you to force some evil creatures to flee from you when they sense your faith and valour; but it also means that they are more likely to notice you and

react to you in a hostile way! You will learn more about the importance of FAITH as you make your way through this adventure.

Magic

During your adventure you may find certain magic items, although at first you may neither realize that they are magical nor know exactly what it is that they do. Should you find such objects, the relevant paragraphs will explain how to use them or what you may attempt to do with them. To begin here, however, you are not a wielder of magic but a brave warrior, and you must overcome your enemies by your wits and courage, and by the use of your sword!

Battles

As your adventure progresses you will often find yourself in a situation where you have to fight a creature of some sort. An option to flee may be given, but if it is not – or if you choose to attack the creature anyway – you must resolve the battle in the way described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll two dice for the creature and add its SKILL

score to the total rolled. This is the creature's Attack Strength.

2. Roll two dice for yourself and add this to your current SKILL score. This total is your Attack Strength.

3. If your Attack Strength is higher than that of your opponent, you have wounded it, so proceed to Step 4. If the creature's Attack Strength is higher than yours, it has wounded you, so proceed to Step 5. If both Attack Strengths are the same, you have avoided each other's blows – start the next Attack Round from step 1, above.

4. You have wounded the creature: subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below). Proceed to step 6.

5. The creature has wounded you: subtract 2 points from your own STAMINA score. Again, you may use LUCK at this stage (see below).

6. Make the appropriate adjustments to either the creature's or your own STAMINA score (and to your LUCK score if you used LUCK see below).

7. Begin the next Attack Round by returning to step 1. This sequence continues until either your STAMINA score or that of the creature you are fighting has been reduced to zero or below (death).

Fighting More Than One Creature

If you come across more than one opponent in a particular encounter, the instructions on that page will

tell you whether you must fight the creatures singly or all together.

If you are instructed to fight them one at a time, the battle proceeds exactly as described above. However, as soon as you defeat the first creature listed you must immediately begin to fight the second creature listed, and you must continue fighting until all your enemies are slain (or until you are). You may not pause between fighting your opponents for any reason (such as taking some step to restore lost STAMINA points).

If you are instructed to fight all the creatures at once, the procedure is different. In step 1 of the combat sequence above, you must calculate the Attack Strength for each of the creatures facing you. In step 3, if the Attack Strength of *any* of your opponents is higher than yours, you must go at once to step 5. If you have the highest Attack Strength of all, go to step 4 and you may choose which of your opponents to strike. Again, the battle goes on until either of you or all your enemies are slain.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could be either lucky or unlucky (details of these are given when the situation occurs), you may call on your LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and if you are *unlucky*, the results could be disastrous.

instructed to *Test your Skill*, 'adding 2 to the number rolled'. What this means is that when you roll two dice you must add 2 to the total; if you had rolled a 4 and a 3, for example, your modified total would be $4 + 3 + 2 = 9$. You then compare this final total with your SKILL to discover the outcome of *Testing your Skill*.

Testing your Spot Skill

This is a special case of *Testing your Skill*, and it applies when you may or may not spot (discover) something hidden or concealed. The procedure here is exactly the same as for *Testing your Skill*, but the relevant paragraph will instead instruct you to *Test your Spot Skill*.

Restoring Skill, Stamina, Luck and Faith

Skill

Your SKILL score will not change often during your adventure. Occasionally a paragraph may give an instruction to increase or decrease your SKILL score. Your SKILL score cannot exceed its *Initial* level unless you are specifically instructed to the contrary. You may have the chance during this adventure to get your hands on an item, such as a magical weapon, which will increase your Attack Strength. If you manage to acquire two such weapons, you cannot gain bonuses to your Attack Strength for both of them – you cannot use two Magic Swords at the same time! Likewise, certain kinds of armour will give a bonus to

your Attack Strength – but obviously you cannot wear more than one suit of armour at a time!

Stamina and Provisions

Your STAMINA score will go up and down frequently during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may drop dangerously low, and battles become particularly risky, so be careful!

Your backpack contains enough Provisions for 12 meals. You may rest and eat at any time except when fighting. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 from the Provisions on your *Adventure Sheet*. A separate Provisions Remaining box is provided on your *Adventure Sheet* for recording details of Provisions. You have a long way to go, so use your Provisions wisely! Remember that your STAMINA score may never exceed its *Initial* value, unless you are specifically instructed otherwise in a paragraph.

There will be times during your adventure when you will be told that you *must* eat a meal. When you have to do this, deduct 1 point from the Provisions on your *Adventure Sheet*, but you do *not* regain any lost STAMINA for doing this. If you are told to eat a meal but you don't have any provisions left, you must subtract 2 points from your current STAMINA score.

During your adventure, however, you should be able to acquire extra Provisions to add to the store you

The procedure for using your LUCK is as follows: roll two dice. If the total rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

In certain paragraphs of this book you will be told that you must *Test your Luck* and you will find out the consequences of being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on a creature you have just wounded or to minimize the effects of a wound your opponent has just caused you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract 2 extra points from the creature's STAMINA score. However, if you are Unlucky, the wound is a mere graze and you must restore 1 point to the creature's STAMINA (so that, instead of scoring the normal 2 points of damage, you now score only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are

Lucky, you manage to avoid the full strength of the blow; restore 1 point of STAMINA (so that instead of doing 2 points of damage, it does only 1). If you are Unlucky, you take a more serious blow: subtract 1 *extra* point from your current STAMINA total.

Remember: you must subtract 1 point from your own LUCK score each time you *Test your Luck*. If your LUCK score ever reaches zero, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So be careful out there!

Testing your Skill

At times you will find yourself in a situation where your physical strength, your reflexes and agility may affect whether you are able to avoid a hazard or perform some action (such as climbing a difficult and treacherous surface). When this is the case, you may be instructed to *Test your Skill*.

The procedure for this is as follows: roll two dice. If the total rolled is less than or equal to your current SKILL score, you have been successful. If the number rolled is greater than your current SKILL score, you have failed. The relevant paragraphs will tell you what success and failure mean when you *Test your Skill*. However, you do *not* have to subtract any points from your SKILL score for *Testing your Skill* in this way. This is a crucial difference from *Testing your Luck*!

Sometimes you may face a difficult task in which your SKILL is tested to the full; for example, you may be

begin with. This will enable you to maintain STAMINA throughout the adventure. However, you cannot carry more than 12 Provisions at any one time!



Luck

Your LUCK score will also change during the adventure as you *Test your Luck*. Additions to your *Luck* score may be awarded when you have been especially fortunate, and similarly you may be told to *reduce* your LUCK when you make an important mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK may never exceed its *Initial* value unless you are specifically told this.

Apart from *Testing your Luck*, you will also be given some opportunities for 'spending' LUCK. You will be asked whether you wish to deduct 1 point from your

current LUCK score in order to improve your chances of a successful outcome – for example, you can often modify a dice roll that you are told to make by spending a point of your LUCK (in this case, you must decide whether to spend the LUCK point *before* you roll the dice). Of course, LUCK points are precious and you cannot afford this luxury very often. Making the right choice about whether to spend a LUCK point in this way can be important for success in this adventure.

Faith

Your FAITH may be shaken by certain perils during your adventure, but it may also be increased when you are victorious in some very dangerous battles or when you find some special objects or relics of Good. Your FAITH score *can* be increased above its *Initial* value. You will find out exactly how FAITH works when you meet certain creatures during your adventure, and you will be instructed about this in the relevant paragraphs.

Blood Points

During your adventure you will have a limited number of opportunities to perform actions which will weaken your ultimate enemy. Learning old lore about Count Heydrich, destroying some of the items he owns, and acquiring powerful relics of Good will help you to overcome him when at last you confront him! Also, because your enemy gains strength with time, you lose Blood Points when you waste time or are delayed

during your adventure. Your Blood Points tally is 10 at the outset, and you must record changes to it in the Blood Points box on your *Adventure Sheet*. You must do all you can to raise the Blood Points score as high as possible, since the lower it is, the more powerful will your nemesis be when you finally meet. It is possible for your Blood Points score to fall below zero if you are greatly delayed; if this happens, you should record negative numbers. But try to avoid this at all costs!



Equipment

You start your adventure with some simple, basic equipment that you will need for the adventure ahead, but you may find extra items during your travels. You are armed with a sword and are dressed in leather armour; you also carry a shield. You have a backpack (a simple rucksack or haversack) on your back to hold your Provisions and any treasures or other items you

may find. You also carry a lantern which you can use to light your way, should you find yourself literally in the dark.

You may also find treasure, in the form of Gold Pieces or valuable objects along the way; you should make a note of these in the Treasure box on your *Adventure Sheet*. You may have opportunities for trading treasure for equipment, help or information in this adventure, so be honest about keeping an accurate record of how much treasure you obtain!

Special Hazards: Curses, Plagues and Poisons

You may also find yourself the victim of some wretched affliction or other during your adventure for you are facing evil and dangerous enemies. If you are poisoned or cursed, or if you pick up some terrible affliction from the bite of an infected creature, you will be in serious danger. You may even die swiftly if you cannot find an antidote, some healing, or magical help; on other occasions you may be condemned to a lingering death, growing slowly weaker (but at least you will have time to look for help) The relevant paragraphs will instruct you as to the adverse effects you will suffer if you are afflicted. You will do well to protect yourself against such dangers by finding (or perhaps purchasing) help and information in advance about the hazards you may have to face. Lose no opportunity of gaining antidotes to poisons and plagues, and information about them, and magical protections.

Hints on Play

Your journey will be perilous and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable when you make further forays in this adventure, and it will enable you to progress more rapidly to unexplored regions. Making a map is especially important in this adventure. You will be exploring a very large area, and sometimes you may wish to backtrack in order to check areas behind you or to revisit one or two places of particular value or note. It will be much easier to follow instructions and make appropriate choices, where to go and what to do, if you draw a rough sketch map during this adventure.

Be wary about *Testing your Luck*, unless a paragraph tells you that you must do this! When it comes to fights, you should *Test your Luck* only to keep yourself alive if an opponent's blow would otherwise kill you (so far as reducing your STAMINA loss from your opponent's blows is concerned). The other occasion when you should not think twice about using LUCK is in the final combat against your dire enemy in this adventure – if you've got enough LUCK left to use. Don't *Test your Luck* in order to try to do extra damage upon an enemy unless this is really necessary! LUCK points are precious!

Keep an eye open for ways to trade your treasure for equipment and help during your adventure. Gold Pieces are of little use: you cannot eat them, use them in combats or cast spells with them. But they will buy

you food, weapons, even magic – if you can find someone to trade with!

You will soon realize that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise during play. The only true way to success in this adventure involves minimizing risk; any player, no matter how weak his or her attributes, should be able to struggle through to glory in the end.

May the luck of the gods go with you on the adventure ahead – for this one, you may well need it!



ADVENTURE SHEET

SKILL
Initial
Skill=

SKILL
Initial
Skill=

SKILL
Initial
Skill=

FAITH:
Initial
Faith=

BLOOD POINTS:
Initial
BPs=10

PROVISIONS:

TREASURE:

EQUIPMENT:

ENCOUNTER BOXES

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

BACKGROUND

There is little call for the services of a warrior at this time of year in the town of Gummport, it seems. The eastern coastline of the Old World has been all too peaceful for some months. The people there grow fat and lazy, and they're not your type of folk at all. Bored and restless, you sit in a tavern in a miserable little village outside the town, wondering whether to return to Allansia or to seek more interesting and dangerous lands in the Old World. Then your eyes turn, as everyone else's do, to an old man who's been helped to a table beside a crackling log fire. He is tall, thin and stooped, with a livid scar running down his neck, and his hands shake a little as he puts a blackthorn stick down beside the wooden chair into which he lowers himself painfully. He doesn't take off his heavy brown cloak and even next to the fire he seems cold. As his face glows in the reflected firelight, you see that his eyes are opaque and milky: the old man is blind. He seems to be entirely alone, for he was helped to his seat by the landlord's son, and now no one sits with him. In the tavern, a couple of shifty-eyed, rat-faced men – evil-looking sorts – are already gazing at him, and you guess they see him as a soft target. He may well end up in a back alley with a knife in his back if they get their way. Scowling at them so that they back away like the cowards they are, you walk over with the last of your meal and sit down beside him.

He is glad of your company and is happy to talk to you. After you have introduced yourself, he says his name is Henrik van der Termen, from Mauristatia – as if his accent didn't give that away. He is on his way to visit a friend, a fellow scholar in one of the monasteries which throng the shores of Lake Libra. 'It will be good to see old Sewarth again,' he says, 'although I wish the matter concerning us was not so evil, and time not so short.'

He falls quiet, and sips his ale.

You ask him why he is travelling alone in these rough lands. 'I was not alone until yesterday,' he says quietly. 'But then Otto, my old friend and servant, did not wake from his bed. His body was cold and his face frozen into a terrible scream.' His hands fidget as if he was running them over his old friend's face again. 'He was murdered, poisoned. Clearly my enemy does not want me to reach my destination.'

For a moment you consider the possibility that he might be mad but he hasn't far to go and you feel sorry for him, so you offer to accompany him to the safety of the monastery. His face breaks into a smile. 'You are a good friend, I think,' he says happily. 'I will be glad of your company. I am tired and need to sleep now; however, I shall see you here in the morning. Though you have not asked, I have a little gold with me, and you will be rewarded for your kindness.' Before you can protest, he gets up and shuffles towards the bedrooms of the tavern, his stick tapping against the wall. You finish your supper and turn in yourself.

In the morning, there is no sign of Henrik at breakfast, so you go to his room. You knock twice on the door, but there is no reply. Uneasily, you open the door and, entering, you are appalled at what you see. The old man has been killed. A heavy-bladed knife protrudes from the crumpled body lying on the blood-soaked bed. Horrified, you reel away and your foot catches on a small wooden box sticking out from under the bed; as you trip over, the lid falls open and some papers and gold pieces spill on to the floor.

You pick up the papers and look at them: they are notes addressed to Sewarth and, though you don't mean to pry, you can't help glancing through them. Much of what is written here makes little sense to you, but it is clear that Henrik has been hunting an evil fugitive from Mortvania whose name is Count Reiner Heydrich: Henrik documents his terrible life and his eventual slaying. The man was a monster: Henrik tells of the murders of hundreds of peasants by impaling, the draining of their blood and much worse. Then your eyes take in the following words.

... though Heydrich was slain, he could not be destroyed for ever. Somewhere, his life force is contained in a magical artefact which will protect him, although I have not yet learned what this is. I do know that destroying it will be vital, otherwise the Vampire will be invulnerable. He longs for revenge after he was vanquished in Mortvania. Now, he can become far stronger than ever he was in that wretched land.

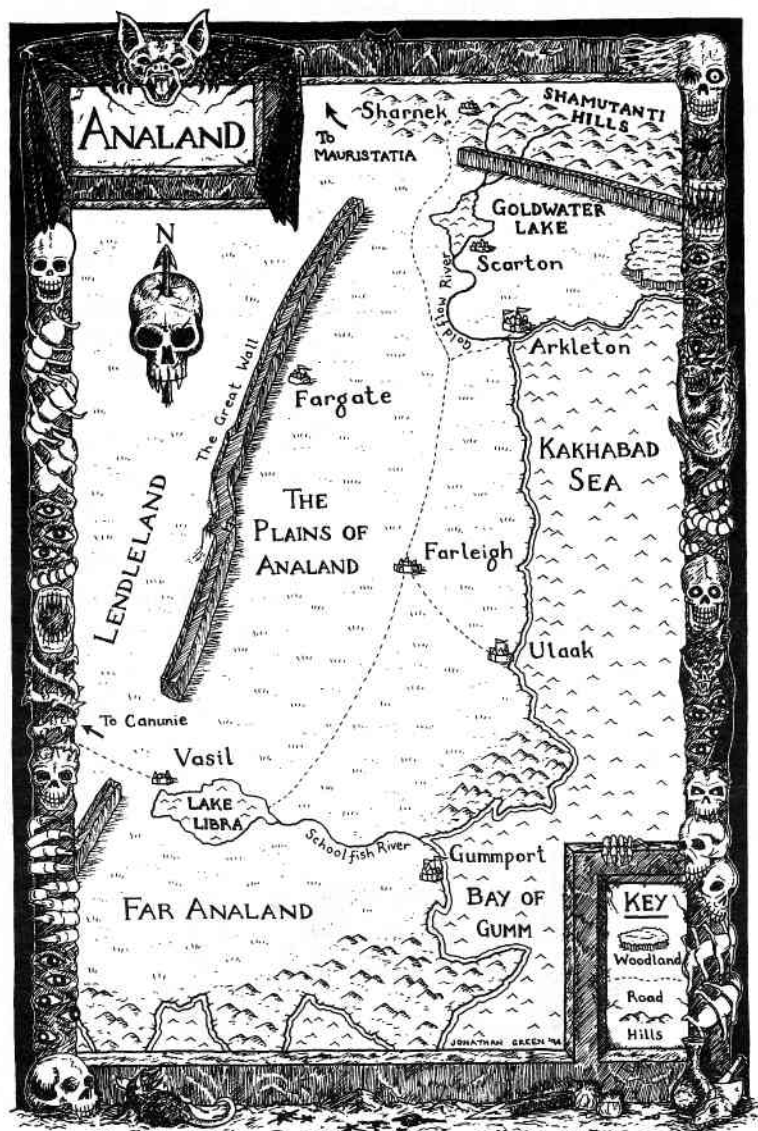
You are stunned. Henrik was a Vampire hunter, it

seems! The last of the notes begs Sewarth to research the Soul Jewel and discover its nature. These must be copies of letters sent by Henrik to the scholar-monk. If the latter replied, Henrik doesn't have the letters with him.

What should you do now? Henrik is past human aid. You are angry at the cowardly murderers who slew a helpless blind man, but you do not know who they are and you cannot find them and bring them to justice. All you can do now is to take these papers to Sewarth and hope that Henrik's research will come to fruition. A Vampire – the most feared of all the undead, a leecher of life and blood, an appalling evil! Yes, you will take Henrik's letters to the monk. That, at least, you can do.

You hesitate as you look at the gold on the floor. If you leave it, in all likelihood the thieves of the tavern will soon take it. You have a choice at the start of your adventure. If you want to leave here at once and head for Lake Libra, turn to paragraph 1. If you decide to take the gold, turn to paragraph 51.





1

Leaving the village behind you, you make for Lake Libra, following the riverside road. You get a lift on a cart from a friendly farmer, and soon find yourself at the lakeside, the papers tucked safely inside your shirt. Then you realize that many monastic settlements throng the lakeside, and you do not know which one Seward lives in! So you knock at the front door of the first monastery you come to and ask the young monk who opens it if he knows where Seward can be found. He shakes his head, but then he says that the monks of the Hamaskian Monastery will know. There, the monks of the god of learning will tell you where to find Seward – for a small donation. If you have 1 Gold Piece and are willing to pay them, they tell you where Seward is to be found. If you can't – or won't – pay, then you have to keep asking around and you are delayed; lose 1 Blood Point. Turn to 351.

2

You hear a flapping, scraping sound behind you and, looking around, you see a huge black bat grinning at you! Its flight is cumbersome in these enclosed passages, and it has to draw its wings round itself, but it is making its way towards you and can it can move faster than you can. The thing has evilly glowing red eyes, long sharp teeth and wickedly curved claws as long as your fingers. You will have to fight it here.

HORNED VAMPIRE BAT SKILL 8 STAMINA 10

If you win, you decide that it is high time you got out of this place. You reckon that Seward must be dead –

he learned too much. On the way out, you spot the gleam of gold at the bony feet of one of the skeletal monks. Taking this would be dishonourable -- the gold must have been buried with the monk, perhaps as an offering to one of the gods. If you want to take the 7 Gold Pieces that are here, you must lose 1 FAITH point. Make your decision, then head on upwards. Turn to **125**.



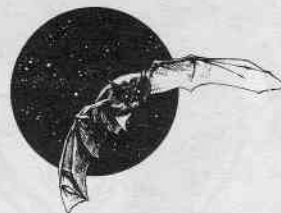
3

Healers who can treat afflictions such as yours are rare in these lands. *Test your Luck*. If you are Lucky, you meet a traveller who has herbs and unguents which can cure you of one affliction; you will have to pay him 10 Gold Pieces for this. If you are Unlucky, you do not find a healer. Either way, you will lose another 2 Blood Points because of the delay. If you cannot pay, or if you are Unlucky, you can *Test your Luck* once or twice more in the same way. If you are still not healed (of both your afflictions, if you have both), you transform into one of the Count's servants, and

your adventure ends here. If you are healed, or if you decide to give up and make for Mortus Mansion, turn to **198**.

4

Shevala leads you to what looks like a large pothole close to two large rocks; you light your lantern and make your way downwards. Looking back, you see Carollar striding off angrily towards a cave entrance in the side of Crab Peak, but you have no time to worry about her now. You enter a maze of passageways, stopping from time to time to listen for any sound of the monster you seek. You come across two skeletons in a side cave, and you can make out the gleam of metal among the bones. If you want to investigate this, turn to **63**. If you prefer to press on, turn to **177**.



5

You head east until you come to a secluded house hidden behind very thick, high hedges. A pair of rusted iron gates, half open, give access to a pathway, and just inside the gates are some run-down stables. You go through the gates. If you want to explore the stables, turn to **376**. If you prefer to make straight for the house, turn to **98**.



13

Following the trail, you stumble across the bloody corpse of a young monk. You feel sick and begin to wonder as to the wisdom of continuing until you hear another voice screaming in the distance. You rush to see if you can save this person's life. You are too late, for when you reach his cell the monk has already been slain by the ghastly, corrupted thing which stands, slavering and slobbering, in front of you, blood all over its arms and body. It is vaguely human, but its flesh is a sickly grey colour and its bloodshot eyes bulge out of their sockets. Tufts of wire-like black hair stick out of its blotchy scalp and exposed flesh. The monster leaps at you, hoping to add another victim for its midnight feasting!

GHOUL-MONK

SKILL 8

STAMINA 9

As soon as the Ghoul-Monk wounds you three times, turn to **84**. If it hits you even once, but you still manage to defeat it, turn to **116**. If you win without being wounded at all, turn to **172**.

14

As you enter the cavern, you are blinded by brilliant sheets of flame searing through the cavern. The spark-creature ignited the gas you could smell! You are almost roasted alive. You must lose 8 STAMINA points, and now the creature is advancing towards you. If you are still alive, you have to fight it, and you must subtract 1 from your Attack Strength because of the state of shock you are in and the blinding effects of the flash of fire. Turn to **204**.

elsewhere in the monastery, turn to **265**. If you have learned of some other part of the monastery and you want to know how to get there, convert that location into a number using the code A = 1, B = 2, C = 3 ... Z = 26. Add the numbers corresponding to the letters in the location then turn to the paragraph with that number. If you do not turn to a paragraph which begins, 'Something I found puzzles me', you have made the wrong choice; you should turn back to this paragraph and make a fresh choice about where to go next.

9

Before your astonished eyes, the Count's body turns into a cloud of mist which flies towards the darkness of the right-hand archway in the distance. You chase the fleeing Vampire for all you are worth. *Test your Spot Skill*. If you are successful, turn to **106**. If you fail, turn to **165**.

10

No one here has ever heard of Crab Peak. Your only hope is to find someone passing through the hamlet who has heard of the place. Roll one dice. If you roll a 1, you find a traveller who tells you where Crab Peak is; turn to **310**. If you roll any other number, you waste one day of precious time; lose 2 Blood Points. If you have Bloodbane, did you roll a 6 on that dice? If you did, you must subtract 1 from both your Current and Initial STAMINA scores. You can continue waiting and asking for as long as you like, but if you get bored by failure and decide to make for Count Heydrich's mansion house instead, turn to **89**.

11

A magical glow swirls round the door with the shield on it, but you are not apprehensive. The usual sense of evil filling the crypts is absent here. You push the door open and discover a long corridor and five doors, each bearing a shield design. Materializing before you is the ghost of a knightly figure, tall and stern, who looks you over appraisingly.

'No evil enters here,' the ghost announces. 'Any undead creature would be destroyed instantly by the magic guarding the tombs of the Knights of the Thorn.' He seems to peer right into you – even through you – for a moment. 'You come to destroy the evil here,' the shade declares approvingly. 'And not before time!' What looks almost like a smile flickers on his face. 'I will allow you to pass into one, and only one, of the tomb rooms here, to take whatever may be of help to you.'

You must choose which tomb to enter. Whose tomb room will you enter?

The first Knight's?
The second Knight's?
The third Knight's?
The fourth Knight's?
The fifth Knight's?

Turn to **113**
Turn to **171**
Turn to **224**
Turn to **292**
Turn to **314**

12

You are turned into a smoking pile of ash by the magical barrier which stands in your way. Your adventure ends here.

6

'Spare me!' the crone cries, sinking to her knees and clasping her hands together. 'I'll give you my treasure, oh yes! It's all in there,' she snivels, pointing to the archway. 'I can tell you the magical words to speak in order to pass through it safely. Yes! Otherwise you will be killed by its terrible power! I will give you all the gold I have!' If you are determined to kill her off, you can do so easily; turn to **64**. If you decide to parley with her, turn to **124**. If you decide not to kill her but to tie her up and gag her so that she can't be a menace to you, you can find rope here to do so (turn to **168**).



7

You are standing at the top of the southern passage, looking southwards. There are doors to your left and

right, and one directly ahead of you at the end of the passage. You should explore an area where you have not been before. Will you:

Open the right-hand door?	Turn to 85
Open the left-hand door?	Turn to 29
Open the door in front of you?	Turn to 55
Backtrack to the west passage?	Turn to 175

8

You learn from Marcus that it was Endrell who told him about the other monks' departures; they themselves didn't tell him where they were going. You also tell Marcus of the history of Mortvania – which you know to be the homeland of the Vampire whom Sewarth and Henrik were corresponding about, and which you found in Endrell's room. Marcus is beginning to look very fidgety and worried himself. He blurts out that Endrell is often away from his bedroom at night, and that he, Marcus, has seen strange, dark shapes flitting about the monastery during the night. He is clearly worried senseless. 'You might try exploring the library,' he says. 'Or Sewarth's room, of course. That is locked. The library is just north of this room; Sewarth's rooms are directly south of here.' You cannot persuade him to accompany you.

It is time to explore elsewhere. If you want to make for Sewarth's rooms, turn to **135**. If you want to head for the library, turn to **375**. If you want to leave this east wing of the building and head westwards, turn to **197**. If you want to leave this east wing and search

rushes straight past you, screaming something about a scarred monster-man following him. If you want to ignore this mayhem and find somewhere to stay, turn to **285**. If you would rather find a place where you can crouch down, hide and wait to see what happens, turn to **94**.

20

The Ghouls here are tough opponents by virtue of sheer numbers. Before wielding your sword, you could try weakening them with other attacks. Blackfire will destroy half of them (subtract 2 from their SKILL and 5 from their STAMINA) or acid will destroy one of the Ghouls (subtract 2 from their STAMINA). You can use only one special attack before the Ghouls come to life and you have to fight with your sword.

GHOUL PACK SKILL 9 STAMINA 13

If you are struck three times by the Ghoul pack, turn at once to **84**. If you win, you make for the door ahead; turn to **350**.

21

Acid is utterly useless against the Megaghoul – it, after all, uses acid as a weapon itself! Its iron claws rip along your side just after you have hurled the acid at it, and you must lose 2 STAMINA points. You are forced to fight with your sword; turn to **270**.

22

You push open the small door and find yourself in a little room in which a saddler is at work. He is

lovingly polishing a beautiful, wine-coloured leather saddle. The man has his back to you; he is muscular and young, with long brown hair. The windowless room is lit by a strange, ornate wall-lantern which gives out a very disconcerting red radiance. As you enter, the man turns around. His eyes are blank, his face expressionless. 'Tell the Count his work will be done,' he says in a monotone. He seems to think you must have come from the mansion house. What will you do now? Will you take the lantern away (turn to **286**), try to talk to the man (turn to **79**) or decide that you are wasting valuable time in the coach-house and make for the main mansion house (turn to **46**)?

**23**

To your dismay, the west door in this room is now opening and pair of Zombies are shambling in from a nearby guard-room. You must fight the Zombies and Sandar two at a time (Sandar and one Zombie first of all). It is impossible now to go on making grabs for Sandar's amulet in this frantic mêlée, so you must now fight with your sword.

15

You have just left a hapless and innocent human being to his death. Lose 1 FAITH point. You return to the trail; turn to 148.

16

You shake the sleeping woman and splash some water on her face. She wakes up slowly and you reassure her that you are not one of the castle's evil occupants. She says that she is a warrior herself, Vantiane from Galantaria, on her way to the port of Arkleton in search of employment. She remembers walking into a mist along the road, then the swooping of wings – and nothing beyond that. She is weakened, but you give her some food (subtract 1 from your Provisions) and she rummages around in the room, coming up with her leather armour, shield and sword, which were stowed away under the sofa. Vantiane will help you in the next three combats you get into. While she is with you, you can add 2 to your Attack Strength because she fights at your side. After three combats have taken place (or when you leave the mansion house, if this is sooner), she will bid you farewell and make for Arkleton. You return to the main passage outside this room; turn to 399.

17

Your horse is still willing, but he is slower than last night and he cannot keep up with the fleeing Count. You ride on slowly until dawn, then stop to take breakfast. You must now eat a meal. If you have a Codex with you, you know how many pages it has;

turn to the paragraph with that number. If you do not have this book, turn to 279.

18

When you step into the magical barrier, you feel as if you have been plunged into boiling oil and are being fried alive. Screaming with pain, you collapse; lose 10 STAMINA points! If you are still alive, you reawaken after some hours of unconsciousness (lose 1 Blood Point). Worse still, some scavenging rats have made off with half of your food (divide your Provisions total by two, rounding fractions up). Just be thankful they didn't nibble at you! Turn to 76.

19

You have more long days ahead of you; during your journey, you must eat 6 meals to supplement what you can beg. However, you may buy food to replace used provisions (1 Gold Piece buys enough for 2 meals). If you have a longbow, you can take some potshots at rabbits for your supper. *Test your Skill.* If you are successful, you hunt well enough to add 3 to your Provisions. If you fail, you may add only 1 to your Provisions. If you have no gold and you need food badly, you can work at log-chopping and similar demeaning tasks to earn money. One day's work earns 1 gold piece, but you must lose 1 Blood Point for each day you spend working.

Eventually you round the western edge of the northern Great Wall and, as night falls, find yourself in the village of Sharnek. Behind you, a rider races up and

First ZOMBIE	SKILL	STAMINA
Second ZOMBIE	7	7
	7	7

If you win, you decide to explore the house. Turn to **114**.

24

You have made a wise choice in your query (gain 1 LUCK point). Doktor Verruckte, for so he introduces himself, is eager to bore you rigid with incomprehensible details concerning his strange and unappetizing experiments in capturing the essence of life, and the undead, and using them for all manner of obscure purposes. 'Now, you know, bringing the dead back to life, well, that's difficult,' he drones on. 'But I, the great Doktor Verruckte, am engaged in the great work of bringing the *undead* back to life – or back to unlife, I suppose you might say.' He giggles at his feeble joke. From what he says, you learn that he is trying to bring the Count's sister back to life, to join her brother in his infernal doings! You want him to say more, but he now grows quiet and yawns prodigiously. 'Time for my nap,' he says, pushing you towards the door. You can go quietly (turn to 7) or attack him (turn to 278).

25

Having destroyed the horror, you tend to the man, first removing his gag in order to hear what he has to say for himself. Mortus Mansion contains too many enemies for you to untie him immediately. He tells

you that this name is Malkan, that he is apprentice to a healer of Arkleton, and that foolishly he wandered too close to the mansion, looking for rare curative herbs and plants. He came with his brother, Simeon, who – like himself – was overwhelmed by a pack of Ghouls, which rushed out of the mansion grounds and attacked them. Malkan fears that Simeon has been eaten by the flesh-eating Ghouls, and his grief-stricken expression persuades you that this is not some tall tale and you decide to untie him. As he rises unsteadily to his feet, you see that he is thin and is certainly no fighting man. You give him instructions for getting out of the mansion, and tell him to flee for safety. You promise that, if you find his brother, you will do your best to free him. He is deeply grateful to you. If you have any afflictions (Lung Rot or Latent Vampirism, say), he can cure one of them for you, but only one: he is too weak, and anyway is just a novice healer, to do any more. Gain 1 FAITH point for freeing the young healer. Now you can climb the stairs into the darkness (turn to 50), retreat and explore elsewhere in the east wing (turn to 399), or make for the west wing (turn to 144).





26

You don't bother to knock; you just smash the door down. The room itself is almost completely dark, but just enough light comes in from the corridor for you to see what is in here. There is a coffin on the bed, and a figure lies recumbent inside it. But there is also a watchful, powerfully built man with studded leather armour and a very sharp sword standing guard over his master, and he moves at once to attack you. You have to fight for your life now!

IGOR

SKILL 9

STAMINA 14

If Igor has an Attack Strength of 20 or better when he wins an Attack Round, you must deduct 3 points from your STAMINA for his attack – he is very powerful. If you win, turn to 244.

27

You light the red lamp and its baleful light illuminates the passageway. The shrouded forms moan, tossing and turning inside their cocoons, then settle back in their wretched slumber. You make for the door ahead of you. Turn to 350.

28

As you approach the door, there is a sudden flash of light in front of you, as if a warning was being given. You suspect that the door may have some form of magical trap set upon it. You have three choices here. If you have some, you may pour Oil of Disenchantment on the door to dispel the trap. If this is your choice, you know the number etched on the vial of oil;

add 102 to that number, then turn to the paragraph with this higher number. Alternatively, you can just open the door and hope for the best; if you want to do this, turn to 102. Of course you can just forget about this door altogether, set off along the passage and open the left-hand door (turn to 393) or the right-hand door at the end (turn to 11).



29

The Count's writing room lies behind the door. You rummage swiftly through the papers on the writing desk, but they are blank. There are no clues to be found here, but on the west wall are three portraits. In the centre is one of the Count himself; his dark, brooding eyes seem almost to be surveying the room. You don't want to look at this too closely. The other two portraits show a man and a woman. If you have a History of Mortvania, you know the volume number. Multiply that number by 45, then turn to the paragraph with the same number. Otherwise, search elsewhere; turn to 7.

30

The wolves snarl and growl, but they dare not attack you! You inch past the baying pack to the back door

of the mansion house and push hard at it to escape them. Turn to 207.

31

As you leap the fissure, you must *Test your Skill*. If you are successful, turn to 153. If you fail, turn to 99.

32

Old Grundy is bad-mannered, bad-tempered and grumpy. It also seems that you will have to buy him a ridiculous amount of ale and several old mutton pies for his supper before he's ready to talk. This generosity will cost you 2 Gold Pieces. If you're ready to pay and listen to the old bore drone on, turn to 81. Otherwise, you set off for the mines; turn to 134.

33

'You may stay here with us until Sewarth returns,' Endrell announces, and you are shown to a room with only a pallet bed and some very rough blankets. You are given hard bread, thin soup and a jug of water for supper, then you settle down to sleep. Turn to 74.

34

If you have been to Crab Peak, turn to 58. If you have not been there, turn to 117.

35

The door is locked, so you have to force it open. *Test your Skill*. If you fail, you smash it down clumsily and land heavily; lose 2 STAMINA points. If you are successful, you come to no harm. Inside the room is a

disturbing sight: a corpse lies, strapped down, on what could be an embalming table. Certainly, the room smells strongly of preservatives and there is a tray of flasks and urns containing various coloured and malodorous liquids. Oddly, though the body does not move, foggy breath appears to be drifting up from its blue-lipped mouth. If you want to explore this more closely, turn to **54**. Alternatively, you can leave this alone and go somewhere you haven't been before; will you:

Open the door at the end of the corridor?

Explore the eastern side of the house?

Leave and set out on your own?

Turn to **208**

Turn to **193**

Turn to **300**



36

The sword turns on you and slashes you outright! It would never allow a latent Vampire to wield its magic, and it strikes you down with all the magical power it contains. Your adventure ends here.

37

You hammer on the door for all you are worth. When Grundar, Harquar's shambling bodyguard, appears, you

scream at him that something has just got in through the upstairs window and is attacking his master. Grundar, unfortunately, is slow on the uptake; he cups a hand to his ears and listens, but hears nothing. He looks at you very disbelievingly. You finally manage to drag him out into the street and show him the dissolved window. He furrows his brow and lumbers upstairs with you, but by now it's too late: Harquar's body lies on his bed, covered in a sheet of slime that is dripping on to the floor. Grundar looks even more dumbfounded than usual.

'Go and get the Watch,' you yell at him. He's used to taking orders and lumbers off to find a guardsman on night patrol in Fallowh. This gives you some precious time to search the place before he comes back – though it may be a bit embarrassing if you get yourself caught in the act. If you decide to take the risk, turn to **141**. If you would rather not, you wait meekly for the Watch to arrive and give them your story. It's hard to believe, but they have no evidence against you. They want you out of town, though, so you will have to leave, going either north-eastwards (turn to **16**) or to some other area (turn to **304**).

38

'The Count is down in the crypts, of course,' the old man snarls. 'Everyone knows that.' He looks at you in a highly suspicious manner and before you can react, he flings a vial of acid at you. Deduct 3 points from your STAMINA. You will have to fight him now; turn to **278**.



39

A shape is forming in the mist! A bat-like creature, semi-transparent and seemingly composed of gas rather than a solid object, glides soundlessly down towards you. The 'eyes' of the thing glow a baleful green, and it whips a long, stingered tail out at you. You must subtract 1 from your Attack Strength when fighting this aerial spectre. If you do not have a Magic Sword, when you strike the monster it will lose only 1 STAMINA point, as it is resistant to non-magical weapons.

BAT-SPECTRE

SKILL 7

STAMINA 7

If you win, you make your way safely through the mist to the clear air of the trail beyond. Turn to 148.

40

Have you been to see the witches? If you have not, do you know where you can find them? If you do, you know the name of the place where they can be found. Change that name to a number using the code A = 1, B = 2, C = 3, ... Z = 26. Add the numbers corresponding to the letters of the place together to get a total, then turn to the paragraph with the same number as that total. If you do not know where to find the Vampire, you cannot succeed in this adventure, which ends here.

If you have been to see the witches, do you have a red crystal heart? If you do not have it, then again you have failed; your adventure ends here. If you do have it, you still need to know the name of Reiner Heydrich's final hiding-place. If you do know it, change

the name to a number using the code A = 1, B = 2, etc. Add the numbers corresponding to the letters of the place together and add five to get a total. Turn to the paragraph with the same number as the total. If you do not know where to find the Vampire, you cannot succeed in your goal, and your adventure ends here.

41 You take the risk and break into the bookcases, but you find no clues. A prolonged search turns up nothing; lose 1 Blood Point. However, just as you are about to give up and leave, you notice the corner of a sheet of paper sticking out of a book. The scrawled notes on the paper were clearly written in great haste. You can make out the words 'magical gem-hidden secret. Now indestructible. Who never have believed ... has infiltrated here. ... trust no one. Copy notes and keep BELOW.' It tells you that you have found no other notes, no diary or records of research; they must have been removed. But, somewhere below the monastery, clues are hidden. Where might that be, you wonder. You can now explore the east wing further (turn to 265) or else make for the west wing (turn to 265).

42

As you stoop to examine the first tomb, for an instant the hands of the corpse seem to reach out, as if begging for help. But then the body is still again, and you cannot be sure whether your senses fooled you. For an instant a whisper seems to echo round the

chamber: the single word 'curse'. You gaze at the stone, and you know it to be the source of both the evil and the curse – whatever that may be. You should now examine the stone (turn to 180). If you really do not want to do that, you can return to the surface (turn to 145) or backtrack and take the left-hand turning behind you (turn to 363), but if you do either you must lose 1 FAITH point!

43

The taller and uglier of the crones, Shevala, takes you to one side, away from the hate-filled gaze of the other crone, and whispers to you. 'My sister has been turned to stone,' she snarls. 'She,' pointing to Carollar, 'led her to the Basilisk's lair! It's her fault. I cannot return Xalvanar to life. That can only be done by slaying the Basilisk. Do that for me and bring me its head. Then I can craft an enchantment to bring my sister back. Do this for me, and then together we will slay Carollar. You can have the treasure she has in her cave.' If you are ready to agree to Shevala's plan, turn to 4. If you are not, you can talk to Carollar (turn to 195) or try some other strategy (turn to 72).

44

As you despatch his sister, the Vampire in the coffin utters a terrible scream of fury and sits bolt upright. Its eyes are suffused with blood, and clots of blood cake its mouth. It has been regaining its strength in its coffin! It springs forward and attacks you with all the strength left to it. It will use a do-or-die strategy now, trying to reach your throat with its fangs and nails.

This means that its Attack Strength is reduced (this is already taken into account in its SKILL score below) but, if it strikes you, you must lose 3 STAMINA points and then you have to roll one dice. If you roll a 6, the Vampire strikes an immense blow and you must lose 6 STAMINA points – and, what is worse, you must roll two more dice at once. If the total rolled is greater than your Current STAMINA score, you will die immediately from massive shock! Furthermore, how many actions did you perform before entering the archway that lead to this room? Divide the number of actions by two, then round any fractions down, to get a new total. Add that total to the Count's STAMINA score as shown below.

REINER HEYDRICH SKILL 11 STAMINA 10

If you win, turn to 400.

45

As the gem strikes the stone, it seems to draw power from the evil of the monolith: the heartbeat within it grows swifter! You have made a terrible mistake; lose 5 Blood Points. What's more, as you strike the gem against the stone a wave of intense pain shoots through your arm and you feel as if you have just rammed your hand right into a stone wall. Deduct 3 points from your STAMINA, and now you must *Test your Luck*. If you are Lucky, you suffer no further ill-effects. If you are Unlucky, you must also lose 1 SKILL point because of the damage to your hand and arm. What will you do now? If you have a magic sword, you could strike the stone with this (turn to 342). If you have some Oil

of Disenchantment, you know the number on the top of the vial. If you want to use it, turn to the paragraph with that number. Otherwise, you can only backtrack to the left-hand passage (turn to 363) or make for the surface (turn to 145).

46

Uncertainly, you approach the front door of the mansion. It is a well-constructed building with thick stone walls and slit windows with iron bars across to prevent entry. The east and west wings of the house stand on either side of you, barely visible through the mist. You are pondering whether to knock on the door or smash it down when it opens of its own accord! Beyond it is a single, long, narrow hallway, with doors at the far end (to the north) and on either side. There is no sign of anything, living or undead, but the hallway is carpeted in thick, deep-red pile, and small ornaments and busts stand in wall-alcoves. Will you:

Open the eastern door?
Open the western door?
Open the northern door?

Turn to 349
Turn to 144
Turn to 253

47

It takes some time to quieten the monk down – lose 1 Blood Point – but eventually he responds and tells you what he knows. A great Ghoul stormed through the cells of the junior monks, Marcus has been murdered and Endrell is missing. Of the other Elders there is still no sign. A grim, hardened warrior confirms the monk's belief that the Ghoul from the crypts of the

monastery – his skill at following a trail shows that it must have come from there. The monk also saw a large, bat-like shape swoop down towards the monastery before the Ghoul attacked, and some people mutter something about the wolves baying in the area, which is most unusual, for there is precious little forest cover near by. This sounds worse by the minute, and you really must try to pursue the coach now. If you have at least 8 Gold Pieces, turn to **276**. If you do not have this much, or if you won't pay, turn to **203**.

48

You sense the presence of undead guards behind the secret door. You pick a stone up off the floor and throw it gently a short distance ahead; then you stand in the corner and wait. The door opens and a ghoulish form appears; you strike at it from behind and manage a lucky blow to its spine! It loses 4 STAMINA points (which have been subtracted from its total below). Gain 1 LUCK point! As the pair of Ghouls emerge, you can fight them one at a time in this corner.

	SKILL	STAMINA
First GHOUL	8	3
Second GHOUL	8	7

If you are struck four times by the Ghouls, turn at once to **84**. If you win, turn to **215**.

49

As you approach the mansion, the skies grow dark and cloudy. A supernatural mist hangs round the forbidding stone walls that are looming into view.

Drawing your sword, you advance towards the great iron gates of the dismal edifice. The gates are barred, and above them stone gargoyles leer down at you. The sound of fluttering wings makes you look up, and you see bats flying from the gateposts to the house itself. Will you:

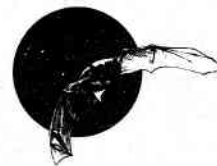
Try to force the iron gates open?	Turn to 147
Try to climb the walls?	Turn to 185
Walk round the walls and look for another entrance?	Turn to 213

50

You light your lantern and ascend the steps. The room at the top is a sealed black mausoleum, shrouded in black curtains and drapes; a single coffin lies, sealed, in the middle of the room. If you want to smash the coffin, turn to **60**. If you want to retreat and explore elsewhere in the east wing, turn to **399**. If you want to head for the west wing, turn to **144**.

51

You pick 6 Gold Pieces up off the floor and bundle the papers into your pocket, then you head downstairs to leave the tavern. *Test your Luck*. If you are Lucky, turn to **1**. If you are Unlucky, turn to **105**.





52

At the bar you ask politely where Harquar may be found, and the landlord replies with obvious distaste, 'Who's asking after him, then?' You give your name and add that you have come from Lake Libra, where there has been some trouble. The landlord clearly doesn't like the sound of that much, but he despatches his lackey of a barman into the press of overdressed and noisy merchants and scribes who patronize this place. After a short time, you are directed to go to a far corner where a fat man swathed in rich, pastel-coloured silks sits slurping a bright blue drink. Harquar stretches out a pudgy paw towards you and orders you to sit down in a high-pitched squeak. You don't like the look of him at all. He blathers about nothing in particular for ages and is really a time-waster. Finally, exasperated, you announce that most of the monks of the Halls of the Stars have been destroyed by a Vampire and that either he can help you find out why and give you some help, or else you are leaving. At once he looks serious and says, 'Come and see me tomorrow morning. I have a house with a blue roof, next to Orthead Square.'

If you are prepared to wait, and waste a whole night, lose 1 Blood Point. You can stay in an inn (which costs 1 Gold Piece) or sleep rough (you must eat a meal). If you have Bloodbane, the delay causes you to lose 1 point from both your *Initial* and Current STAMINA. Turn to 369. If you won't wait, it's too late to buy any equipment now. You can either leave, going north-eastwards (turn to 198), or make for

mostly simple farming folk – and you can find barns to sleep in at night and the occasional bowl of soup and crust of bread. However, during this lengthy time of travel you must eat four meals to supplement what you manage to beg (subtract 4 from your Provisions), otherwise you will have to work for your supper now and again (subtract 2 Blood Points). If you have Bloodbane, you must subtract 2 from both your *Initial* and Current STAMINA scores. Finally, you find yourself trudging towards the farming hamlet of Stunkaster. The night is growing foggy and the air is very damp. If you have Lung Rot, you must lose 2 points from your STAMINA. You hear a woman's voice crying out piteously; she is moaning, 'Murder! Murder!' If you want to find out what's going on, turn to **328**. If you want to go straight on into Stunkaster, you soon arrive at the village inn; turn to **226**.

58

'But you cannot hope to destroy him,' Siegfried adds miserably. 'You have found the witches, but you did not find Reiner's soul gem. You will be too late.' You have failed and your adventure ends here.

59

The stablemen grab heavy pitchforks to defend themselves against your attack. You must fight them both together here.

	SKILL	STAMINA
First STABLEMAN	7	7
Second STABLEMAN	7	6

If you win, attacking these men was an evil thing to do. After all, they were only ordinary working men and hired hands; lose 1 FAITH point. You take 2 Gold Pieces from one of them, then you saddle your horse for the chase. Turn to **17**.

60

You slash at the black wood of the coffin with your sword, but this is a trap set for the unwary! The Count sleeps in coffins that have been left open, and this sealed one is not one of his resting places. As you strike down, whirring metal blades fly up from the brass handles on either side of the coffin and from the plaque set into its top. *Test your Skill*. If you are successful, you suffer no more than flesh wounds – but several of them; lose 4 STAMINA points. If you fail, your sword arm suffers a deep wound in addition to numerous flesh wounds; lose 5 STAMINA points and 1 point from your SKILL. Angry at your misfortune, you retire and find somewhere else to explore; do you want to search in the east wing (turn to **399**) or the west wing (turn to **144**)?

61

You feel you must do some exploring now; you are losing time. So, will you:

Look for Marcus, if you haven't spoken to him yet?	Turn to 356
Go to Endrell's room, if you haven't done so already?	Turn to 132
Explore the monastery further?	Turn to 232

another place away from Farleigh (turn to 304); or you could follow Harquar to his house (turn to 246).

53

This is the magic sword 'Imperator', and it is a mighty weapon indeed. It adds 1 to your Attack Strength in all combats, but it adds 2 to your Attack Strength against all undead. It also has three special powers which you should use with great care. First, it can – once and once only – deliver an especially powerful strike against any Vampire or Vampyre. You must decide when to use this power before you roll dice for Attack Strengths. If you have the higher Attack Strength, Imperator will inflict 8 points of damage upon your enemy. If you have the lower Attack Strength, this special attack is dissipated and lost, and you cannot attempt it again. Secondly, Imperator will automatically dispel and negate any one (and only one!) spell cast against you. You can choose which spell attack this will be, and you can then ignore instructions about lost STAMINA, SKILL, etc., caused by the spell attack. Thirdly, the sword contains a reservoir of healing and restoring magic. If you have any afflictions (Lung Rot, say), the sword cures them all. If you have lost any SKILL points through attacks from the undead or their like, Imperator will restore your SKILL to its *Initial* level. Gain 2 LUCK points for this wonderful find! Then the knight's ghost ushers you out of the tomb, and you make for the door halfway along the passage beyond the tombs, and open it. Turn to 393.

54

You don't want to get too close to the body, but you poke about at the tray and find a pot of thick, gluey resin and a vial of strong acid. You may take these if you like. Now you must *Test your Luck*. If you are Lucky, turn to 137. If you are Unlucky, turn to 179.

55

A sign on this door reads, 'Laboratory. DO NOT ENTER.' If you don't want to disturb the occupant, turn to 7 to explore elsewhere. Otherwise, you can either knock on the door and wait for a response (turn to 126) or simply force the door open and go in (turn to 313).

56

'Something I found puzzles me,' you say to Marcus. You admit that you have entered Sewarth's room, and explain what you found. 'BELOW – he wrote that in capitals. What was he referring to?'

Marcus looks pale and very fearful. 'He must mean the crypts,' he mutters, 'where the dead monks are interred. He must have hidden something there.' Marcus tells you that the entry to the crypts can be found through the kitchens, next to the dining hall, in the west wing of the monastery. If you want to make for the west wing now, turn to 197. If you prefer to explore elsewhere in the east wing, turn to 265.

57

An endless plain stretches ahead of you in central Analand. The people hereabouts are friendly enough –

62

To climb the railings, you must *Test your Skill*. If you do not have any rope, you must add 2 to the numbers rolled on the dice. If you are successful, you clamber over the railings and enter the courtyard; turn to 136. If you fail, you fall off half-way up; lose 1 STAMINA point. You can continue *Testing your Skill* until you succeed, or you can abandon the attempt and make for the front door instead (turn to 46).



63

Among the bodies, you find 4 Gold Pieces, and a flask of oil. The rusted chainmail armour the bodies once wore is useless now, as are the brittle and rust-flecked metal helmets of the long-dead knights. But you also find a curious key, which looks as if it had been made out of bone and then sprayed with molten silver. Take the Skeleton Key, and make a note of the fact that it has 13 notches cut along its length. Then you hear something heavy moving immediately behind you

and, before you can stop yourself, you turn around and find yourself looking a huge Basilisk right in the eye! *Test your Luck*. If you are Unlucky, you will be turned to stone and your adventure ends here. If you are Lucky, turn to 177.

64

You have despatched one of Count Heydrich's vile and evil minions. Gain 1 FAITH point! You find a pair of keys on her body which, you guess, will open the locked door you found in one of the passages here. Exploring the rest of the witch's den turns up nothing of value. If you want to go and open that locked door now, turn to 239. If you want to hazard going through the archway, despite the magical barrier set upon it, turn to 264. Otherwise, you return to the main passage. You can now head for the surface (turn to 145) or go to the cavern at the very end of the passage below ground if you haven't been there before (turn to 206).

65

When you open the door quietly, a vivid shaft of blue-white light streams out of the small, hot chamber. A figure is seated with its back to you, and the cloaked and robed figure holds a long glass tube in its metal gauntlets. As you gaze at it, the figure places one end of the tube in an intense blue flame coming from a sizeable bronze lamp. On the table at which the figure is working are numerous intricate glass vessels and pipes and a small number of sealed vials of liquids and oils. If you want to enter here, turn to 158. If you'd rather not do so, turn to 399.



66

A wolf pack comes racing into the clearing and circles round you, before their pack leader rushes in for the kill! Fight the wolf pack as if it were one opponent.

WOLF-PACK

SKILL 8

STAMINA 10

If you win, you can perform one action, such as eating a meal or drinking some liqueur, before a final wolf is upon you! This one is clearly bigger than the others. Its paws also have an almost hand-like appearance, and its face is not quite the right shape for a wolf. The green glittering eyes are full of malice, however, and the teeth protruding from its slavering muzzle are sharp and keen.

WEREWOLF

SKILL 8

STAMINA 9

Check your current STAMINA score both at the beginning and at the end of the fight with the Werewolf. If, at the end of the fight, it is half or less of what it was at the start of the fight, turn to **183**. Otherwise, turn to **242**.

67

The 'Rat and Bat' is not an agreeable place but the food is plentiful, even if doesn't taste very good. The clientele aren't pleasant company, either: most of them seem to be as thick as they are smelly. You fill your stomach and retire to your room to get some badly needed sleep. This is going to delay you; lose 1 Blood Point. You begin to doze off. *Test your Spot Skill*. If you are successful, turn to **159**. If you fail, turn to **174**.

68

Your arrow passes harmlessly between two of the Skeleton's bones! Immediately the guards come alive and attack you. Turn to 104.

69

Endrell isn't aware of your presence until you leap down the few remaining steps and strike at him with your sword! He is off-guard; *Test your Skill*. If you are successful, you wound him before he can react. He loses 2 points from his STAMINA and you regain 1 LUCK point! Whether you succeed or fail, you must now fight the furious monk.

ENDRELL

SKILL 9

STAMINA 11

If you win, turn to 103.

70

You book yourself a room and eat a hearty breakfast. You are very tired from riding all night, and you need to sleep. If you decide to go straight to sleep, turn to 379. If you would rather search the coaching inn without delay, turn to 122.

71

Chiselled stone steps lead downwards into utterly dark, infernal depths. You come at last to a plain stone landing, where you can hear and smell the occupants before you can see them. Another Ghoul pack is feasting on the bones of the dead here, snarling and growling as they feed. They sense your approach

and are ready when you reach them. You have no alternative but to fight; you can fight the entire group as if they were a single opponent.

GHOUL PACK

SKILL 9

STAMINA 10

If the Ghouls strike you three times, turn at once to 84. If you win, turn to 149.

72

Whatever you attempt here, the witches intend to destroy you. You will have to fight for your life! Turn to 267.

73

Drifting along the passageway towards you is a wispy, spectral figure; it is vaguely human, with shrivelled features and bony limbs. The creature gives out a physical chill, and it scrabbles for your throat like a blind thing. You could flee this combat; if you want to run away, turn to 145. If you prefer to stand and fight, the Witch-wraith is resistant to non-magical weapons. If you do not have a magic sword, you must roll one dice whenever you strike it. If you roll 1-4, the creature loses only 1 STAMINA point instead of the usual two.

WITCH-WRAITH

SKILL 8

STAMINA 6

If you win, did the creature strike you at all? If it did, roll one dice. If you roll 1 or 2, the life-draining power of the wraith inflicts grievous harm on you: you must deduct 1 point from your SKILL! And is this the worst of the horrors to be found in this chill and deadly

place? If you want to continue onwards, turn to **206**. If you prefer to backtrack and take the left fork, turn to **363**. If you decide to return to the surface, turn to **145**.

74

Sleep doesn't come easily: the bed is very hard and it gets cold at nights. The blankets may be rough but they don't keep you warm – they actually help to keep you awake, they're so ticklish. You toss and turn fitfully. Will you:

Try to get back to sleep?	Turn to 326
Find Endrell to talk some more, if you haven't done so already?	Turn to 132
Find Marcus to talk further, if you haven't done so already?	Turn to 356
Get up and explore the monastery?	Turn to 232

75

You don't sense the presence of a pair of Ghouls lurking behind the secret door, but you are aware of the possibility of a trap, so when they leap out you are not taken by surprise. You have to fight the Ghouls together.

	SKILL	STAMINA
First GHOUL	8	7
Second GHOUL	8	7

If you are struck four times by the Ghouls, turn at once to **84**. If you win, turn to **215**.

76

Beyond the archway is a chamber so small that its walls seem to press in on you. The witch must have slept in a hammock, which you find heavily infested with lice. You pick up a locked box and flip back the gilded fastenings. Inside you find a pair of metal gauntlets, which fit you well; they are magical and will add 1 to your Attack Strength in combats! You also find two potion bottles. One, you realize from careful sniffing and testing, is a Potion of Stamina. This restores lost STAMINA points equal to half your *Initial* total (round fractions up). You can drink it at any time, except during combat. The other bottle you simply cannot identify; you will have to find a herbalist or alchemist to identify it for you, or just take a risk and swig it some time – but not until matters are desperate! You will be offered the option of consuming this unknown potion later when it becomes relevant. This unknown potion has a series of scratches along the glass – 11 in all (make a note of this number). Last of all, you find a single scroll. Unrolling it, you see it is the witches' pact with Heydrich, and it is written in blood! The details are too revolting for you to want to remember them, but at the very end of the pact there is a reference to a dreadful-sounding place: the Ghoulcrypts. Heydrich has gone here to resurrect ancient allies from part of a great necropolis known as the Graveyard of Vampires. With this army of undead at his call, he plans to overwhelm the Old World. The witches have been offered rulership of Analand in return for their help in preserving his soul gem, the red crystal heart which makes him invulnerable –

unless it can be destroyed. You pocket your treasures and leave. Now you can make for the cave at the end of the passage, if you have not been there before (turn to 206), head for the surface (turn to 145), or unlock the door in the passage, if you haven't done so already (turn to 239).

77

As you swallow the potion, your mouth feels as if it is on fire! For a moment you think you must have swallowed a mouthful of pepper: a burning pain fills your lungs and stomach, and you desperately gulp cold air in — and exhale. What you breathe out is a wall of fire, which hits the waterfall and instantly generates a cloud of superheated steam. Standing where you are, you are almost steamed alive! Deduct 8 points from your STAMINA. If you are still alive, all you can do is descend using climbing boots and a rope, if you have them (turn to 196), or dive in and hope for the best (turn to 263).

78

Igor was a dangerous enemy because of his sword — this is a magic sword, which will add 1 to your Attack Strength in combat. Gain 1 LUCK point. You also find a gold ring set with seven moonstones, which is worth 10 Gold Pieces. Gain 2 Blood Points for disposing of one of Heydrich's most valued servants! You return to the passage outside the room. You should now explore somewhere you have not been before. If you want to make for the southern door, turn to 131. To explore the east wing, turn to 399; for the west wing, turn to 144.

79

You can get absolutely no sense out of the man. He just keeps repeating, 'Tell the Count the work will be done soon.' You are about to give up on him when you hear footsteps approaching. You duck behind the door and wait. The footsteps come to a halt right outside the door. If your FAITH score is 7 or lower, turn to 119. If your FAITH score is 8 or higher, turn to 221.

80

You explain what happened in Endrell's chambers. You say that you meant the monk no harm, and that you fought only in self-defence. You beg Marcus to come and look at the Mortvanian book you found, but he does not believe you. He forces you out of his room and shuts and bolts his door. You're on your own now and must explore the monastery without delay. Turn to 232.





81

'Ye want to take care at the Dome,' Old Grundy says as he puffs at his stinking old pipe. 'Get rockfalls from above down the airhole, like. And when yer gets past the flitch of bacon, take the left-hand path towards the pillars. Go right, and there's a dead end. Some men got ate up there by cave eels; there's a whole nest of 'em down there. Be careful in the poached egg chamber, there's lots of gas thereabouts. If there be anything under the old mines, look below the cascade. There's a sheer drop there, down to whatever lies below, like.' You thank Grundy for his help and reel away from the stinking miasma of pipe smoke, gratefully breathing in big gulps of fresh air outside the inn. You follow the directions he gave you towards the mines, but you must lose 1 Blood Point for the delay. Turn to 134.

82

Sandar looks down at the destroyed Zombies with an expression of utter horror. He begins to shake and you have to sit him down and give him some water and wine before he can speak. He is indeed the missing Elder of the monastery you have come from, and he is appalled when you tell him what happened there. 'I knew some evil had come upon us. I warned Sewarth not to meddle with such evil, it was tempting fate,' he laments. 'I can't remember anything at all from the past – what day is it?' You tell him. 'The last three weeks are a complete blank,' he says miserably. 'That wretched amulet!' Further talk reveals that Sandar remembers nothing about Heydrich, the Vampire you are pursuing. He can scarcely even remember what is

in the house. He sits, slumped and sweating with fear. You suspect that Heydrich must have abducted and kept him here for some purpose – initially, to find out what was known by the monks, perhaps, and later on as a plaything to amuse himself with. However, you avoided killing him and that was a noble act. Gain 1 FAITH point. You can take Sandar back to the hamlet and safety and then go on your way (turn to 89) or you can explore the house (turn to 114).



83

Throwing a small missile at such long range is difficult. *Test your Skill*, adding 3 to the total rolled. If you are successful, the Count is splashed by the acid and loses 2 STAMINA points; if you roll a total of 2 or 3 on the dice, you manage to hit him fair and square, and he loses 4 STAMINA points! Make a note of any losses to the Count's STAMINA on your *Adventure Sheet*. Now, you can fire a longbow, if you have one (turn to 397), use Blackfire, if you have some (turn to 231), or rush towards the Vampire with your sword bared (turn to 273). If you fail, he hurls a volley of magical darts at you and they burn their

way into your flesh; deduct 3 points from your STAMINA. The pain gives you a jolt and you rush at him; turn to 273.

84

The poisoned claws of the Ghoul paralyse you! It slobbers with joy as it reaches out to your flesh. Your adventure ends here!

85

The door here is locked. You can smash it down if you want to; turn to 109. Alternatively, you can try to pick the lock. *Test your Skill*; unless you have a flask of oil to lubricate the lock, you must add 2 to the total rolled. If you are successful, turn to 184. If you fail, you can either try to smash the door down (turn to 109) or give up and search elsewhere (turn to 7).



86

The wolves soon overcome the poor wretch and gorge themselves on a midnight feast of flesh. When they are sated, you go over and inspect the bodies. One of the men has 6 Gold Pieces in a pouch, which you can take. You must lose 1 Blood Point for the

delay while waiting, and 2 FAITH points for your callous indifference to the man's fate. You will have to behave more honourably in future, or you will have no hope of overcoming Heydrich the Vampire! Return to the trail; turn to 148.



87

Only one road leads eastwards away from the monasteries of Lake Libra, so you gallop along it. By good fortune, after you have ridden for an hour you come upon a coach which has stopped at the roadside with a broken axle; asking the coachman, you find out that the black coach you are pursuing was seen heading eastwards along this road barely half a hour ago. Regain 1 LUCK point. Your horse seems delighted to get a decent gallop, and it's almost dawn by the time he begins to flag. Now you see a coaching inn by the roadside, not far ahead. *Test your Skill*. If you are successful, turn to 146. If you fail, turn to 189.

88

You enter the Count's dining hall. Silver plates, cutlery and tureens adorn the lace cloth on the rosewood

table which dominates this spacious chamber, and fine thornwood chairs ring it. A single door leading to the kitchens can be seen at the eastern end. A large tigerskin rug is draped over the floor – despite your misgivings, it isn't about to come to life and leap on you. However, the dining-room door slams shut behind you and locks itself, and suddenly all the cutlery and crockery on the table flies up into the air and swarms towards you, beating and thumping you! Deduct 1 point from your STAMINA. *Test your Spot Skill*. If you succeed, turn to 248. If you fail, lose another STAMINA point through being battered by a 'foe' you cannot fight off! *Test your Spot Skill* repeatedly until you either succeed or succumb to the unseen blows.



89

As you set off on your way, the skies darken and peals of thunder can be heard coming from the north. Dark clouds scud across the sky and the wind lashes into your face. You almost have to close your eyes against the dust and dirt being blown into your face, so the first you know about the impending danger is when a Giant Raven pecks at your neck! Fortunately it is only a glancing blow; deduct 1 point from your STAMINA. If you are walking, fight normally. If you are on horseback, it is hard for you to control your horse and

swing a sword at the same time: subtract 1 from your Attack Strength. If you wish to, you can dismount and fight normally, but you must lose 2 more STAMINA points as the Ravens attack you while you are getting to the ground.

	SKILL	STAMINA
First GIANT RAVEN	7	6
Second GIANT RAVEN	7	6

If you win, did you fight on horseback for the entire combat? If you did, turn to 162. Otherwise, turn to 118.

90

Your snooping has aroused Endrell's suspicions, and he has given you a poisoned drink. You fail to wake up; your adventure ends here.

91

You find a magnificent suit of chainmail armour in the tomb room. This adds 1 to your Attack Strength in all combats – and it has another magical quality. Once, and only once, you may drain the magic out of the armour and draw it into yourself. When you do this, you may add 10 to your Current STAMINA score, but the armour loses its magic (and you lose the bonus to your Attack Strength). Gain 1 LUCK point for this excellent find!

Delighted with your prize, you turn around, to find the knight's ghost smiling in the doorway. 'A wise choice,' he says approvingly. 'That was the armour I wore, long ago. Wear it well. Because of your wisdom,

I will allow you to make a second choice.' You may now enter one more tomb. Will it be that of:

The first Knight?	Turn to 113
The third Knight?	Turn to 224
The fourth Knight?	Turn to 292
The fifth Knight?	Turn to 314

92

It is the middle of the night, and setting out for the mansion is not a wise idea when you are still very sleepy and more than a little shaken by the shock of your attack. You are not far from the village when you are overwhelmed by fatigue, and you cannot take another step. You stumble into a grassy hollow, pull your blanket over you, and fall asleep. You wake up on a cloudy, dark morning, stiff and hungry. You feel weak and lethargic; deduct 2 points from your STAMINA, and now you must eat a meal. Worse still, you feel a sharp pang on your neck. To your horror, you discover that one of the vampire bats of the mansion has been feasting on your blood during the night! No wonder you feel so weak. You are suffering now from Latent Vampirism. You had best get this cured swiftly, otherwise you will become one of the Count's minions! Turn to 49.

93

You prise open the lock and slip into the darkened room. Using your lantern, a quick examination shows that all the furniture here has been covered with drapes and a couple of bookcases and chests have

been chained and padlocked. Someone seems to think that Sewarth isn't coming back for a very long time – yet you were told he would be away for only a day or two. You are growing steadily more suspicious now. It will be time-consuming to explore this room, but if you wish to do so turn to 41. Otherwise, you can search elsewhere in the east wing (turn to 265) or head for the west wing (turn to 197).



94

The Count has sent his hunter after you! The creature comes into view in the gloom. It is man-like and carries a huge wooden club, studded with chunks of metal. It wears only black sacking and appears to have been cobbled together from bits of various bodies. The monster stands an arm's length taller than you and is immensely muscular and strong. It seems to be sniffing at the ground around, as if trailing someone. But you have the advantage of surprise here. If you have a longbow, you can fire an arrow at the creature, so subtract 2 points from the monster's STAMINA total

when you meet it. If you don't have a longbow, you still gain a slight advantage by leaping out of cover, so you can add 2 to your Attack Strength in the first Attack Round. Turn to 190.

95

The Vampyre's bite goes deep into your throat. You are bleeding profusely, and from now on you will automatically lose 1 STAMINA point each and every Attack Round (in addition to any other damage from her attacks) until the combat ends and you can staunch and bind the wound. Worse still, you have Latent Vampirism! You need to get this cured swiftly – if you can! If you already have this affliction, the bite of the Vampyre pierces your windpipe and you are instantly killed. Now return to the paragraph you came from and resume the fight – but if the Vampyre has an Attack Strength of 21 again during the combat, you will be killed outright, and your adventure will end in a fate far worse than death, for you will rise from the grave as one of Heydrich's undead servants!





96

You liberate the ghostly essence of the creature trapped within! You are in desperate danger now. The Vampire-Ghost sealed inside the flask attacks at once. If you do not have a magic sword, you cannot harm this creature, and you will be slain here.

VAMPIRE-GHOST

SKILL 9

STAMINA 12

If you win, you gain 1 FAITH point for defeating such a terrible enemy. Did the Vampire-Ghost strike you even once? If it did, you must roll one dice, and, if you roll any number other than 6, you must lose 1 SKILL point because of the life-draining blow of the infernal thing. You don't want to risk another combat of this type, so you leave at once and search elsewhere. Turn to 7.

97

With a great effort you force open the door and find yourself in a cavernous room where a single stone tomb is all you can see. It has a sculpted surface depicting a slim and beautiful woman with long, lustrous hair. The tomb appears to be sealed, and you have no way of opening it; somehow you have the feeling that the tomb is empty anyway. You can now either go through the illuminated archway far to the north (turn to 12) or try the other southern door, if you haven't done so already (turn to 152). Alternatively, you can leave the crypts and return to the entrance hall of Mortus Mansion to get your bearings and find somewhere else to search (turn to 271).

98

'Oh, *that*,' he says, looking greatly amused. 'I can give you something for that. I will give it to you without charge, if you will tell me how you came by such a malady.' You don't want to reveal all the details, so you make up a tale about encountering a great bat flying near a monastery – but he wheedles out of you the name of the monastery. He gives you a strange stare as he offers you a herbal mixture as a cure. If you want to drink it, turn to 228. If you don't fancy taking the risk, turn to 268.

99

You stumble as you land and you go sprawling on the rock-hard floor. Meanwhile the witch has conjured a blast of fiery smoke from her cauldron; lose 3 STAMINA points. Worse still, a clawed reptilian horror has emerged from it to slither across the rock and block your path to her. The green scaly brute isn't especially large or menacing, but you will have to slay it before you can fight the witch herself.

CAULDRON LIZARD SKILL 7 STAMINA 6

While you are fighting this guardian, the witch is invoking a lengthy spell. If you kill the lizard before the fourth Attack Round, turn to 153. If the lizard is still alive after three Attack Rounds, turn to 111.

100

Roban gives you 5 Gold Pieces and buys you some food for your journey ahead; add 3 to your Provisions. He wishes you well and, while he doesn't want to pry,

asks if there is any other help you need. You hesitate for a moment, then you say that you have come from a monastery where there has been much trouble; you are seeking the cause of that trouble. This is true, of course, but it doesn't give too much away. You mention the names of the Elders of the monastery, and he rubs his chin thoughtfully. 'There are no monks or monasteries here,' he says, 'but there is a scholar here who, I believe, spent some time at Lake Libra and who may well know something of use to you. His name is Harquar, and you can find him at the Golden Goose. He's quite sociable for a scholar.' You thank Roban for his help. Now, will you:

- | | |
|---|-------------|
| Buy some supplies or equipment? | Turn to 283 |
| Try to find out if there is a sage or scholar here who may be helpful to you? | Turn to 373 |
| Continue on your way north-eastwards? | Turn to 198 |
| Make for the Golden Goose tavern? | Turn to 123 |
| Leave the village altogether? | Turn to 304 |

101

You clamber up into the branches of a tree, and the howling wolf pack soon appears from the distant forest and snuffles around at its foot. Wolves aren't good tree-climbers, however, and you are safe here. If you have a horse with you, though, the wolves attack and eat it. The wolves do not leave until daybreak; you lose 1 Blood Point for the delay and, because you can't rest or sleep, you must eat a meal and still lose 2 STAMINA

points from fatigue. When the wolves have departed, you can return to the main trail. Turn to **148**.

102

A terrible yelping scream, like some horror from the Abyss, howls all round you – and you soon see why: a horror from the Abyss has indeed been summoned to deal with you! A huge hound, as long from snout to barbed tail as you are tall, stands before you, breathing fire and acid. Its paws are the size of a horse's hoof, and its teeth are as long as daggers. Its snarl freezes the very blood in your veins! You have just a little time to run after the monstrosity has materialized in mid-air in front of you. You can get to the first door along the passage and open it safely, slamming it behind you to keep the horror out. If you choose to do this, turn to **222**. If you want to make a dash for the door at the far end of the passage, you'll have to run like a hare with a gale blowing behind it if you're going to make it. If you want to try, turn to **266**. If you decide to stand and fight, turn to **322**.

103

The corridor leads into a maze of catacombs and passageways. The skeletons of long-dead monks gaze at you from alcoves in the walls, and bones, dust and cobwebs are everywhere. You hardly know where to begin exploring down here. This is going to take you quite some time. Roll one dice and divide the number by 2, rounding fractions up; this is the number of Blood Points you lose during your extended search. Eventually you see a silver tube gleaming in an alcove, and

cautiously you take it down. Inside are some carefully copied notes, made by Sewarth himself. You sit down to read by the light of your lantern, your heart beating fast.

'Heydrich knows of our letters. I believe he has even corrupted this place with his influence. But is it Endrell, Marcus or Sandar he has tainted? All of them avoid me now, yet none is a vampire himself – I am sure of that. Heydrich must have corrupted his victim with the lure of power, or hypnotized him into his service. I must send word to Henrik regarding the Soul Gem the Vampire now has; until it is found, he will be invulnerable, it will be absolutely impossible to slay him. I know who crafted it, and what magic was used – I have recorded these facts in my Codex, which I have hidden carefully. And I know where Heydrich has made his home in these lands.'

Alas, the map that was sketched below these notes is illegible – it is smeared and smudged. However, you are sure that, wherever the monster may be, he lies to the north-east from here, but you cannot tell exactly where. But at least you have learned of some secret of his, a magically crafted gem, so gain 2 Blood Points. Of the precious Codex, which could tell you so much, there is no sign. Turn to **2**.

104

You must fight the animated Skeleton Horde as if it were one opponent.

SKELETON HORDE

SKILL 8

STAMINA 13

If you win, you can take the left-hand turning (turn to **164**) or walk straight ahead (turn to **202**).

105

Halfway down the stairs you bump into the landlord and he sees blood on your sleeve! His eyes widen and he pushes past you into the old man's room. You run out of the tavern as he starts bellowing, calling out the town militia. As you run towards the edge of the village, a couple of burly warriors from the guard yell at you to halt. If you decide to stop and tell them the truth about what happened, turn to **160**. If you prefer to keep on running, turn to **1**.

106

As the mist-cloud drifts into the archway, you notice a sudden flare of silvery light round the edges of the left-hand archway opposite. This makes you suspicious! Will you now enter the darkness of the right-hand archway (turn to **217**) or the left-hand archway (turn to **284**), or will you perform some other action (turn to **192**)?

107

You push open the door of an unused guest room. If you wish to do so, you can make a brief search; *Test your Luck*. If you are Lucky, you find 3 Gold Pieces in a pouch carelessly left behind. If you are Unlucky, you find nothing. If you don't want to *Test your Luck*, you don't have to do so. Now you must search the east wing further (turn to **265**) or make for the west wing (turn to **197**).

108

As you approach the stables, the dark coach with its horseman bolts from inside. The horses gallop away like the wind. You race for your own horse, but two burly stablemen stand in your way. 'Ere, we fed and watered 'im,' one of them says. 'Ate almost his own weight, he did, greedy devil.' You stare, dismayed, at a very smug, fat-bellied and probably slow horse. 'Cost yer a gold, that will.' If you have a Gold Piece and are prepared to pay to get your horse back, turn to **17**. If you haven't any gold left or if you won't pay, you could fight the stablemen; turn to **59** if you choose to do this. If you choose not to take your horse, do you have a Codex with you? If you have, you know how many pages it has; turn to the paragraph with the same number. Otherwise, turn to **279**.

109

This door contains a vicious trap, for one of the Count's best-guarded secrets lies behind it. Whirring metal blades fly from the door frame and cut deep into your arms and legs; lose 4 STAMINA points, and you must now *Test your Luck*. If you are Lucky, you suffer no worse consequences. If you are Unlucky, you must lose 1 point from your SKILL because of the damage to your weapon arm. Turn to **184**.





110

You follow a long and winding passage with miners' marks scratched on the walls, but as you do not know their secret signs you cannot decode them. As the passage widens, holes in the walls wide enough to stick an arm into begin to appear. Some have rotted timbers still stuck inside them, but others are hollow. As you use your lantern to peer into the gloom ahead, the mottled head of a Rock Eel strikes with amazing speed out of one of the holes and tries to sink its jaws into you. The thing has four very sharp front teeth, and if it bites you it will hang on like a limpet! As you strike at the Eel, other heads and jaws shoot out through the holes and attack you! Fight the Eel pack as if it were one opponent. If you are struck twice, enough Eels have got their teeth into you to slow you down and make it hard for you to move, so you must subtract 1 from your Attack Strength for the remainder of this fight.

ROCK EEL PACK

SKILL 8

STAMINA 10

If you win, you see many more of the Rock Eels ahead and your lantern throws a beam wide enough to show that you have blundered into a dead end. All you can do is retrace your steps and take the other bridge across the chasm behind you. Turn to 307.

111

The witch completes her spell, and you feel yourself weaken. Roll two dice. If the total rolled is equal to or greater than your FAITH score, you must subtract 2 from your Attack Strength until you vanquish her. If

the total is less than your FAITH score, you must subtract 1 point from your Attack Strength until you defeat her. Turn to 153.

112

You remember to push the bedroom door shut before you jump into the wardrobe, and you are fortunate. Endrell enters, noticing nothing amiss; he yawns, lies down and is soon asleep. You tip-toe out of the room and he doesn't wake up. Regain 1 LUCK point. Now, will you:

Return to your room and go back to sleep?

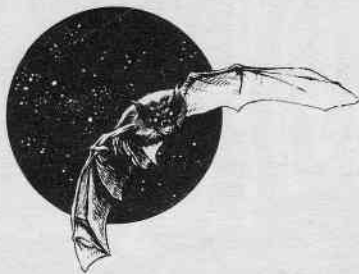
Turn to 326

Look for Marcus to talk with him, if you haven't done so already?

Turn to 356

Explore elsewhere in the monastery?

Turn to 232



113

This tomb room contains a single stone sarcophagus and, still lying on the tomb, a fine scabbard set with jewels. The scabbard is magical, and you can draw your sword from it with astonishing speed! In the first – and only the first! – Attack Round of any combat, when you attack

with a sword, you may add 2 to your Attack Strength. Now you must leave. The knight's ghost ushers you out of the tomb, and you make for the door half-way along the passage beyond the tombs and open it. Turn to 393.

114

Doors lead to the east and the west from this room. If you want to open the door to the east, turn to 193. If you want to head west, turn to 238.

115

One of the witches seems to be intrigued by you, while the others look at you with hate-filled eyes. Turn to 43.



116

The claws of the horror are encrusted with filth and rotting flesh, and as it strikes you it poisons your blood. You now have Bloodbane (make a note of this on your *Adventure Sheet*). This will weaken you slowly over time, so you will have to find help and healing within a few days. Turn to 172.

117

'You must first find the soul gem the witches of Crab Peak crafted for Reiner,' the ghost tells you. 'Until you have that, you cannot destroy Reiner.' Siegfried gives you instructions for finding Crab Peak, far to the west. You have no time to waste. Siegfried dismisses you with a wave of the hand and you are returned to your own world and find yourself outside Mortus Mansion. Turn to 57.



118

Your horse (if you had one) has bolted! From now on, you have to go on foot. This loses you time; lose 1 Blood Point. Also, if you have Bloodbane, you must subtract 1 from each of your Current and *Initial* STAMINA scores. Turn to 162.

119

The saddler turns to the unseen person outside the room and mutters, 'Tell the Count the work will soon be done.' The footsteps retreat into the distance. Gain 1 LUCK point for avoiding a very unpleasant encounter! Now you may take the lantern (turn to 286) or decide to leave the coach-house and make for the main mansion house (turn to 46).

120

The letters contain a couple of diagrams of mystical wards which Sewarth and Harquar had experimented on. One of these looks very like the pattern you can see glowing faintly in the archway. You follow the instructions in the letter for removing the barrier and, to your delight, it winks out of existence! Gain 1 LUCK point. Turn to 76.

121

The fiery horror can burn for only a very short time, then it will be destroyed. For two Attack Rounds, however, it is able to fight you. If you have the higher Attack Strength, when it tries to strike you it misses. If it has the higher Attack Strength, it will damage you with a dreadful mixture of acid, fire and superheated metal; if the monster strikes you, you must lose 4 STAMINA points. If you are still alive when the monster dies, turn to 294.



122

You find a young chambermaid taking fresh linen and bedding out of a cupboard; you ask her if there are any rooms she has been told not to enter. She giggles a little and says that the gentleman in room number five doesn't want to be disturbed on account of the young lady with him, who isn't *really* his wife. You interrupt to say that this doesn't interest you. Looking thoughtful, she says that she isn't to go into – and then she stops dead and her eyes glaze over. It is as if she has a mental block and cannot speak about something. Intrigued, you don't press the point but walk away. However, you hang around in the corridors and observe that she puts clean bedding outside all the rooms bar two: the fifth room and one at the far end of the corridor. You wait for the young girl to leave, and now you have a simple choice. You can enter that farthest room (turn to 26) or go back to your own room and get some rest (turn to 379).



123

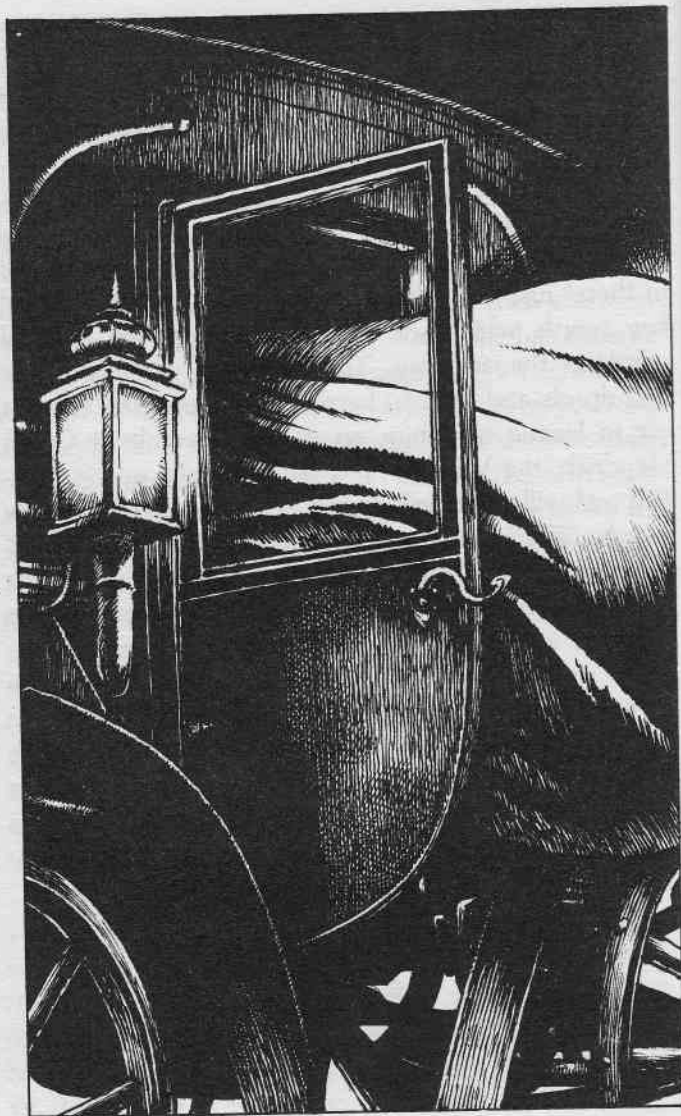
The Golden Goose is a flashy place frequented by the well-to-do, and the guard standing at the door to keep riff-raff out looks like a half-Troll. Certainly he doesn't care much for the look of you. You will have to bribe him with 1 Gold Piece to get in. If you pay up, turn to 52. If you can't or won't pay, will you:

Buy some supplies or equipment?	Turn to 283
Leave Farleigh and set off north-eastwards after Heydrich?	Turn to 198
Leave Farleigh for some other area?	Turn to 304

124

'All my gold, yes, and my magic too! I've got a lovely pair of gauntlets for you, dearie, that I have. All in there! Just don't kill me!' She tells you the magical key words which she says will bypass the magical ward on the archway. The cowardly witch slobbers and drools and cries to herself. You know the witches are in league with him, so you ask her about Count Heydrich, the Vampire you seek. But she grows terrified and will not speak of him beyond muttering a few words. 'The heart,' you hear her whisper. 'The heart!' You force the truth out of her: her sister has the crystal heart of Count Heydrich. The three witches together enchanted the thing to restore him to life – or to undeath, to be more accurate – and in return Heydrich has offered them the rulership of southern Analand, 'after he has brought back –' and then she will say no more. You can now kill her (turn to 64) or tie her up and leave her here while you explore this place. If you do the latter, *Test your Spot Skill*. If you are successful, turn to 168. If you fail, turn to 386.





125

As you leave the kitchen, a chilly draught tells you that the front doors to the monastery are open. There is no sign of any monk, but the southern door in the west wing is open and the corpse of a monk has been dragged to the doorway; blood has seeped along almost the whole passageway. You gape at the terrible sight, then you hear the sound of horses whinnying outside. You rush to the door in time to see a black coach with its driver pulling on the reins of four black stallions, as a caped figure disappears into the coach! If you want to attack the occupant of the coach, turn to **214**. If discretion makes you decide not to do this, turn to **371**.

126

You knock on the door. There is no reply from inside the room and nothing happens for a few seconds. Then, extraordinarily, the figure of a tiny Imp emerges from the wooden surface of the door, as if it were surfacing from a pond. It has a pin in its right hand which it pokes into your face! Lose **1 STAMINA** point. Then the Imp vanishes. You can now explore elsewhere (turn to **7**) or force the door open (turn to **313**).

127

If your **FAITH** score is 8 or higher, when the monster approaches it shrinks back in fear of you. You can now go on to the house (turn to **166**) or return to the trail of the Vampire (turn to **89**). If your **FAITH** score is 7 or below, you must fight.

MORTVANIAN ZOMBIE SKILL 7 STAMINA 7

If you win, you find a single Gold Piece in the hay. Now you can go up to the house (turn to 166) or think better of it and head off north-eastwards after the Count (turn to 89).

128

Shaking and startled, you finally overcome your evil opponent. Gain 2 Blood Points for slaying one of the Count's servitors! The young man stirs and groans: you bind his wound and help him to a sitting position. He mumbles, 'She was so beautiful,' but he seems to be rambling so that you can't get any sense out of him. You help him into Stunkaster and take him to the small tavern where, by good fortune, it turns out that he is the son of the landlord. Gain 1 LUCK point. You are given free board and lodgings for the night. Turn to 226, but ignore the instruction about payment in that paragraph.

129

You should know better than to enter the kitchens, where four of the Count's Zombie servants are busy chopping up food with heavy meat cleavers. They turn and look at you with vacant expressions on their slowly disintegrating faces. Roll one dice and add 4. If the total is less than your FAITH score, the Zombies back away from you as you approach, allowing you to explore the kitchens; turn to 324. If the total is equal to or greater than your FAITH score, the Zombies attack you at once. They are slow, however, and you

may flee this combat if you want to. If you decide to run, turn to 399. If you decide to stand and fight, fight the Zombies as if each pair was a single opponent.

	SKILL	STAMINA
First ZOMBIE PAIR	7	8
Second ZOMBIE PAIR	8	8

If you win, turn to 324.

130

The Revenant is destroyed by the magic you employ. Before you lies the entrance to the crypts of Mortus Mansion. If you are carrying some letters and wish to consult them now, you know how many pages they comprise. Multiply that number by ten, then turn to the paragraph with the same number. If you do not have these letters, you have a simple choice: you can either enter the crypts now (turn to 187) or search elsewhere in the mansion (turn to 7); but make a note on your *Adventure Sheet* that you can return to the entrance to the crypts later on by turning to 187.

131

This door is locked. If you want to open it, you can either smash it down (if you do this, turn to 194, or try to pick the lock. If you want to pick the lock, you must *Test your Skill*, adding 2 to the dice roll, because this is not a simple task. If you have a flask of oil to lubricate the lock mechanism, though, you do not have to add 2 to the total rolled. If you are successful, turn to 235. If you fail, turn to 194.

132

You leave your bedroom and make your way, along the passages, to where you were taken when you first arrived. You knock at the door of the study room, but there is no answer. You try the door, and find it open. Peering inside, you see that the bed here has not been slept in. There is no sight of Endrell. Will you:

Go back to your room and go back to sleep?

Turn to 326

Search this room?

Turn to 186

Try to find Marcus and talk to him, if you haven't done so already?

Turn to 356

Explore the monastery further?

Turn to 232



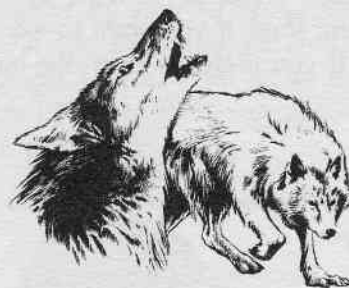
133

Holding the Basilisk's head as your prize, you take it to the waiting Shevala. She cackles with glee, dumps the horrible relic in a cauldron, and sets about an enchantment. You remind her that she agreed to help you kill Carollar and take her treasure; but the vile witch simply spits in your face and tells you to do

your worst! If you want to attack Shevala, turn to 201. If you decide to go and deal with Carollar herself, turn to 277. If you want to retreat from the area but keep a watch on it, turn to 245.

134

A long, winding path leads down to the old lead mines. Stepping carefully over the debris of rock and leaves blown in from outside, you descend into the entrance cave. Rotted pit-props and the drip of water from above warn you that the place is hardly safe to walk in, but you must press onwards. Ahead of you, to your left, is a domed chamber with many rocks on the floor and a chink of daylight beaming down; the glint of metal is visible in the middle of the rock clutter. If you want to explore the domed chamber, turn to 167. If you want to go straight on past it, turn to 275.



135

The door here is locked. You don't want to rouse the entire monastery by smashing it down, so you try to pick the lock with your knife. *Test your Skill*. If you are

successful, you open the door; turn to **93**. If you fail, you can explore elsewhere in the east wing (turn to **265**) or make for the west wing instead (turn to **197**).

136

Your feet crunch on the gravel in the courtyard, betraying your presence. Howls rend the air not far ahead of you, and the forms of great wolves lope into sight through the mist. Their breath frosts in the cold air, and their eyes glow red with malice and hunger! If you have a werewolf amulet, you know how many gems are set into it; turn to the paragraph with the same number. If you do not have this artefact, you will have to fight the wolves. Fight the wolf pack as if it were one opponent.

WOLF PACK

SKILL 8

STAMINA 11

If you win, you find yourself at the back door of the mansion house. Beside it is what appears to be a wood-chopping shed. If you want to explore the shed, turn to **188**. If you prefer to open the back door, turn to **207**.

137

You must now explore somewhere you haven't been before. Will you:

Open the door at the end of the
corridor?

Turn to **208**

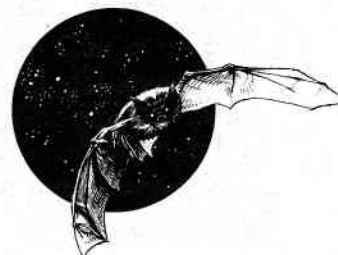
Explore the eastern side of the
house?

Turn to **193**

Leave and go on your way?

Turn to **300****138**

As you ready yourself to attack the Count, a network of magical force winds itself tightly round him. Clearly he is drawing energy from the pictures of the Vampire Elders round the chamber. They must be magical, channelling the essence of the Elders into him. Of course! Now it make sense to you. Heydrich is not summoning an army of Vampires, as you were told. Rather, he is drawing into himself all the undead energies of the sleeping Vampires here, to turn him into a super-Vampire, utterly indestructible and impossible to resist. The Vampire is already staring at you through blood-red eyes. You must possess the red crystal heart from the witches if you are to destroy him. If you do not have this, you cannot overcome the vampire, and your adventure ends here. If you have this artefact, you know how many facets it has. Subtract ten from the number of its facets, then multiply this lower number by four to arrive at a final total. (For example, if the heart has 40 facets, you would turn to paragraph 120: $40 - 20$ is 30; multiplying 30 by 4 gives 120.) Turn to the paragraph with the same number as this final total.





139

The room on the other side of the door is in darkness, and you fumble to light your lantern in order to see beyond the thick satin drapes hanging behind the door. A sweet, rich perfume wafts from inside the room. You light your lantern and are just pushing through the curtains when they are drawn aside by eager female hands. You are greeted by two deathly pale young women, clad in ornate black gowns, their fingernails long and red-painted and their ruby-red lips parted to show long, canine teeth! Fresh blood drips from their lips: they have eaten recently – but they want your blood, too. You have blundered into the room containing the Count's enslaved Vampyres! You can fight them one at a time in the doorway.

	SKILL	STAMINA
First VAMPYRE	9	10
Second VAMPYRE	9	9

If either Vampyre has an Attack Strength of 21 at any time, make a note of this paragraph number, then turn at once to 95. If you win, turn to 353.

140

As you approach the stables, a dark horse bolts from inside with a cloaked figure riding it; the horse gallops away like the wind. You race for your own horse, but two burly stablemen stand in your way. 'Ere, we fed and watered 'im,' one of them says. 'Ate almost his own weight, he did, greedy devil.' You gaze in dismay at a very smug, flat-bellied and probably slow horse. 'Cost yer a gold, that will.' If you have a Gold Piece

and are prepared to pay to get your horse back, turn to 17. If you haven't any gold left or if you won't pay, you could attack the stablemen; turn to 59 if you choose to do this. If you prefer not to take your horse, turn to 203.

141.

You rummage through the papers lying about in Harquar's study, looking for anything that may be of help. To your amazement, you find a letter in Henrik's handwriting and, tied up with it, some notes. You don't have any time to read them now, so you stuff them inside your shirt to read later. You have taken 15 sheets of paper, so make a note of this number. You could also snaffle 8 Gold Pieces from a desk drawer if you want to. If you do this, you must *Test your Luck*. If you are Lucky, turn to 157. If you are Unlucky, turn to 212. If you don't want to take the gold, turn to 157.



142

You open a door to a servant's empty room. It smells of stale clothing and sweat and is dirty and unpleasant. You don't bother wasting your time exploring here, so

you return to the passage outside. Find somewhere you have not investigated yet. Will you?

Open the southern door?	Turn to 131
Explore elsewhere in the east wing?	Turn to 399
Explore the west wing?	Turn to 144



143

You swig the potion down. You feel as if you have just drunk a mixture of liquid pepper and chillies, and your inside is on fire! You feel gas rising into your mouth and an enormous gout of flame bursts forth. The Megaghoul is enveloped in flame – but even the magic of your potion doesn't kill it outright. It lumbers towards you, an undead fireball, its superheated iron claws reaching out for you! Turn to 121.

144

You push open the door on the west side of the main entrance hall of Mortus Mansion. This part of the house is well guarded, as you are about to discover.

The large and almost bare chamber you enter has a door opposite you in the west wall, and standing in front of it is a raggle-taggle pack of Ghouls. Roll one dice and add 3 to the number rolled. If the total is less than or equal to your FAITH score, some of these Ghouls will edge away as you approach and will flee the combat to come; you can deduct 1 from the SKILL and 3 from the STAMINA of the Ghoul pack you must fight. If the total is greater than your FAITH, you must fight the whole pack of Ghouls as a single opponent.

GHOUL PACK

SKILL 8

STAMINA 12

If you are struck three times by Ghouls, turn at once to 84. If you win, you open the western door and go through it. Turn to 175.



145

Have you slain the second witch, Carollar? If you haven't, you must go to her cave and find her; turn to 277. If you have overcome her, but you have not been to Count Heydrich's mansion house to the north-east, then you must go there now; turn to 219. If you have done both these things, then you know the name of the place you must find next. Change the letters of that name to numbers using the code A = 1, B = 2

and so on, then add the numbers together and add five to the new total. Turn to the paragraph with the same number. If you don't know the name of that place, you cannot pursue the Vampire further and your adventure ends here.

146

You rode swiftly indeed. You see a black coach being pushed into the stables outside the coaching inn. He must be here! Gain 1 Blood Point. Turn to 189.

147

You grunt and heave with all your might until the gates seem to be on the point of giving – then they suddenly fly open, and a gravel path lies in front of you. However, the stone Gargoyles on top of the gateposts are swooping down to attack you! You must fight them together.

	SKILL	STAMINA
First GARGOYLE	8	7
Second GARGOYLE	7	7

If you win, turn to 299.

148

Exhausted, you reach the village of Farleigh at last. You are desperate for sleep and food. If you have a merchant with you, he will pay for a room at the Goblin Hunter, the best inn in the place. If you have arrived alone, you will have to pay 1 Gold Piece to stay here. If you don't have any money, or if you

won't pay, you can sleep rough, but you *must* eat a meal. If you arrived on horseback, by now your mount is getting fatigued and restless and is in no fit shape for further travel; you can sell him here for 5 Gold Pieces. After resting, will you:

Talk to the merchant whose life you saved?

Turn to **216**

Buy some supplies or equipment?

Turn to **283**

Try to find out if there is a sage or scholar here who may be helpful to you?

Turn to **373**

Continue on your way north-eastwards?

Turn to **198**

Make for another area, away from Farleigh?

Turn to **304**

149

Pushing past the fallen Ghouls, you notice a door, opposite the stairs you arrived by, and force it open. Again, you find yourself striding along a passage with wall-alcoves on either side. These are bigger than any you have seen before, and a wooden door is set flush into the back of each. Examining them more closely, you see that each door has a hardened crystal viewing lens set into it, and you soon discover that beyond each door is a room with a single coffin in it, shrouded in black. A magical red glow suffuses the rooms. The coffins are open, and each contains a sleeping figure. You scarcely need to be told that these are Vampires – Vampire Elders, in fact, sleeping the sleep of ages here, banished to eternal slumber by the Knights of the

Thorn. However, even as you gaze at them, the figures grow restless. They look like dreamers lost in a disturbing reverie, and their bodies toss and turn. A low groan escapes the lips of one of the monsters. Clearly something is happening to them: perhaps they are being awoken even as you watch! You look around frantically for a way forward. At the end of the passageway you find another door, much heavier and thicker than the rest. It is locked, and you will have to smash it down! Turn to **161**.

150

The letters include a sketch map of the crypts! This shows that there is a passage which descends westwards and then turns north. At the point where it turns north, there is a secret door on the west side. Further on, the passage winds to the west and ends at a door. There's also a side-turning to the north along this western passage, ending at another door – and the symbol of a skull and crossbones tells you that it is not wise to enter here! Beyond the western door the map is marked only in large letters: 'LAIR!' You decide to enter the crypts and follow the passage to the point where the secret door should be. If your FAITH score is 8 or higher, turn to **48**. If it is 7 or below, turn to **75**.





151

It is getting dark as you approach the brooding granite mass of Crab Peak. An extraordinary, isolated outcrop of rock with almost sheer sides, the peak of the crag is broken into two distinct and claw-like formations which do indeed resemble the pincers of a crab. It strikes you that the land here is very barren, unlike Analand's normal fertile uplands; grass and vegetation are stunted and rank. Fragmented boulders, some of great size, are scattered around on the peak; it looks as if the wizards' duel shattered them and scattered them all over this desolate upland. By great good fortune, as you approach from the cover of these scattered rocks you spot two crones in tattered black cloaks, standing arguing and screaming at each other in the distance. Between them is the stone statue of a third hag, and the two gesture at it and keep on screaming at each other. You think you can see the entrance to a cave in the craggy outcrop behind them. They are speaking in a strange tongue that you don't understand. Will you:

Attack the crones?

Turn to **267**

Go up and speak with the crones?

Turn to **344**

Wait behind cover and wait to see what happens?

Turn to **245**

152

You open the door to the tomb-chamber of Count Reiner Heydrich! The stone lid of the tomb itself opens with a grinding sound as you enter, and the Count clutches at the edge of the tomb with long-fingered nails, sitting upright even as you rush to

attack. With one bound, the black-cloaked figure leaps out to face you. If you have a red crystal heart, you know how many facets it has. Double that number and add 20 to reach a final total. Turn to the paragraph with that total. Otherwise, roll two dice and add 2. If the total is higher than your FAITH score, turn to **209**. If the total is lower than or equal to your FAITH score, turn to **258**.

153

The witch makes a grab for the poisoned dagger in her cloak, but it goes skittering away from her across the floor! Gain 1 LUCK point. However, she does have a long skewering knife to attack you with. If you do not have a magic sword, you cannot harm her, and you will die here. If you have a magic sword, fight on!

CAROLLAR

SKILL 10

STAMINA 10

If you win, gain 1 FAITH point! Exploring the cavern, you find a rock which can be rolled away to reveal an alcove beyond. Turn to **220**.

154

You climb into the wardrobe and hold your breath – then you curse yourself: you have forgotten to close Endrell's bedroom door! As he comes in, he is clearly suspicious. You are just wondering whether to step out of your hiding place and apologize when he raises a wooden staff circled with ten metal bands, which he is carrying, spins around, and points directly at you – he can see where you are! From the tip of the staff, glowing greenish-yellow darts of magical power streak

through the wardrobe door, splintering and smashing the wood, and hammer into your chest. You feel as if some animal with razor-sharp claws had gored you and you cry out in pain. Deduct 4 points from your STAMINA. Now you will have to fight the furious monk.

ENDRELL

SKILL 9

STAMINA 11

If you win, you know you will have to explore the monastery quickly. Something must be wrong here: this was no peaceable scholar – he fought like a crazy man. Will you now try to find Marcus, the other Elder monk (turn to **356**), or explore elsewhere in the monastery (turn to **232**)?

155

The Codex gives you more information about Count Reiner Heydrich than you had dared hope for. It tells you that he bought a mansion house in the plains to the east, and that he is using it as his lair for the time being. The Soul Gem was crafted by three witches living in the shadows of the Great Wall itself, and at the moment they possess it. Sewarth did not learn why they crafted this terrible thing, nor the nature of their deal with the Vampire. However, specific mention is made of a place called Crab Peak, and the witches live near by. The last few pages of the book are desperately ominous. Sewarth's notes refer to an unknown place where Heydrich hopes to raise a veritable army of Vampires to serve him. You shudder at the thought; such a force would be impossible to resist – the whole land would be overwhelmed. Sewarth's

maps in the Codex pinpoint the mansion house and show roughly where the witches are to be found. If you want to set off for the mansion house, turn to **279**. If you prefer to make for the witches, turn to **57**.

156

You force the door at last, the frame giving way as the wood splinters and cracks. The room behind the door is shrouded in black and red silk clothes, and a familiar sight greets you in the middle of the otherwise bare room: one of the Count's coffins! Unfortunately, one of the Count's Vampyre maidens is also here, protecting the resting-place of her master. Roll two dice. If the total rolled is less than your **FAITH** score, turn to **229**. If the total is equal to or greater than your **FAITH**, turn to **251**.

157

The Watch arrives to find you apparently standing guard over the place. They take your statement — which they find hard to believe, but at least there is a large puddle of slime as evidence. Clearly they regard you as an outsider who has brought trouble to the village, and they want you out. You have to set off to the north-east (turn to **198**) or perhaps make for some other area (turn to **304**).

158

As soon as you enter, the figure turns towards you and you are not surprised when only a skull with glowing red eye-sockets presents itself to you as the cowl of its cloak turns towards you. The Glassblower

is a lethal enemy, one of Heydrich's feared Skeletal Stranglers. You have got yourself into desperate trouble here.

THE GLASSBLOWER**SKILL 9****STAMINA 10**

In each of the first three Attack Rounds, the undead thing will snatch up a filled glass vessel from the table and try to smash it against your body. If it has the higher Attack Strength, it is successful and you will have to lose 4 **STAMINA** points through being doused in corrosive acid. If you have the higher Attack Strength, you manage to deflect the improvised weapon before it can damage you. After three Attack Rounds, the creature will grab your throat and begin to strangle you and you must lose 1 **STAMINA** point automatically, each and every Attack Round, until you manage to slay the thing. You must still work out Attack Strengths as normal. If you have the higher Attack Strength, you can strike and damage the monster. If it has the higher Attack Strength, your blow is parried. If you win, turn to **296**.

159

You are about to sink into sleep when you hear the floorboards creak outside your room. You grab your sword and manage to pull on your leather armour just before the door is smashed open by a pair of burly, dark-haired men, armed with clubs. You back up into a corner of the room to fight them one at a time.

	SKILL	STAMINA
First RUFFIAN	7	7
Second RUFFIAN	7	7

After you have slain your first enemy, if you reduce the second ruffian's STAMINA to 3 points or less without killing him outright, turn to **240**. If you kill him, turn to **333**.

160

The militia arrest you for the murder of old Henrik – after all, you have his gold in your pocket, and everyone saw you talking to him last night: obviously you planned to kill him for his gold and sneak off at dawn! Your adventure ends here.

161

Time is very precious and you are very close to the Count now! To knock down the door, you must *Test your Skill*, adding 2 to the total rolled. If you succeed, turn to **237**. If you fail, lose 1 Blood Point, then try again. You have to go on trying until you succeed, losing 1 Blood Point for every failure.



162

There must be still quite some way to go to Heydrich's mansion house, if Henrik's sketch map is anything like accurate. After a long day's journeying, you must now eat another meal. You decide to put in another hour or so of travel before the last day of the daylight fades – and you notice that the road ahead of you is growing

very misty and foggy. Strangely enough, the woodland to either side of the road does not appear to be covered by the thick mist at all. You don't like the look of this. Will you:

Continue ahead through the mist? Turn to **223**

Go to your right through the woods? Turn to **272**

Go to your left through the woods? Turn to **308**



163

You destroy the Count's most treasured and important resting-place! You gain 10 Blood Points, but now you must also *Test your Skill*. If you are successful, you suffer no ill-effects. If you fail, you are splashed by some of the Vampire essences infusing the coffin. This will weaken you subtly when you have to fight a Vampyre or Vampire. If such a monster attempts to hypnotize you, you must add 2 to any total you are told to roll on the dice, so make a note of this now on your *Adventure Sheet*! You leave the chamber and head along the passage towards the two doors, one half-way down on your left, and the other at the far end on your right. If you want to open the first of these doors, turn to **393**. If you want to open the other one, turn to **11**.



164

The side-passage ends at a black wooden door with silver banding, but between you and the door are several wall-alcoves housing Ghoul-like figures. You cannot see them distinctly because they are shrouded in opaque cocoons, like grisly undead insects, waiting to spring out and strike you down should you enter this passage. If you have found a lantern with coloured lenses, you know it shows images just like these. If you light it here, it will keep the undead in abeyance. If you have the lantern, you know what colour light it casts. Convert that colour to a number by changing the letters of the colour to numbers using the code A = 1, B = 2, C = 3 and so on. Add the numbers together to get a total then turn to the paragraph with the same number. Otherwise, all you can do is prepare to attack these creatures (turn to **20**) or think better of it and go back to the main passage, heading further into the Ghoulcrypts (turn to **202**).

165

The mist-cloud has entered the darkness of the right-hand archway. Will you follow it (turn to **217**) or enter the left-hand archway (turn to **284**) or perform some other action (turn to **192**)?

166

You knock loudly on the front door, and soon a grey-haired, tall man in a rich brown-and-yellow robe opens the door to you. He hardly needs to ask why you are here, but ushers you into his study. There is nothing particularly unusual about the place; the furniture is

comfortable, though. When he pours two glasses of wine, you take the glass nearer him, just in case! He does not tell you his name but waits to hear your story. If you have Bloodbane, turn to **98**. If you want to ask about his magical or healing skills generally, turn to **268**.



167

A quick search reveals that the metal is only the rusted iron of miners' picks and spades, useless to you. You were unwise to stand under this unstable sinkhole and a rockfall tumbles down on you! *Test your Skill*. If you are successful, you manage to get your shield above your head in time to avoid all but glancing blows. Deduct 1 point from your STAMINA but gain 1 LUCK point. If you fail, heavy rocks and stones crash down on top of you and you must lose 4 STAMINA points. Turn to **275**.

168

As you are looking for some rope to tie her up with, you see Shevala's hand suddenly disappear inside her stinking robe, then draw out a vial. You grab her hand just in time and snatch the Potion of Stamina away as she is about to drink it! Gain 1 LUCK point. You can drink this potion at any time (except during combat) and it will restore STAMINA points equal to half your *Initial* total, rounding fractions up. You tie up the witch and gag her for good measure. You also take some keys from her; you guess that these must unlock the door you passed in the passage. If you want to go and open that door now, turn to **239**. If you want to go through the archway, despite the magical barrier on it, turn to **264**. If you want to return to the surface, turn to **145**. If you want to explore the passage outside this cavern to its very end, not having done so before, turn to **206**.



169

You know where to go: to the Ghoulcrypts. But do you know where they are? If you do, then you also know how many Knights of the Thorn are buried there. Multiply that number by four, then subtract one, to get a final total. Turn to the paragraph with the same number. If you don't know where the Ghoulcrypts are, turn to **387**.

170

The red gems set in the Strangler's eye-sockets rise from the collapsing pile of bones and whirr angrily in mid-air. You have time to perform one swift action here: you cannot eat a meal, but you may drink liqueur or a Potion of STAMINA, if you have these. Then the gems fly at you and try to burrow their superheated substance into your flesh! *Test your Skill* twice. Each time you fail, one of the gems strikes you and you must lose 4 STAMINA points from the burning inflicted on you! If you are still alive, you can now take the lantern (turn to 286) or head for the mansion house (turn to 46).



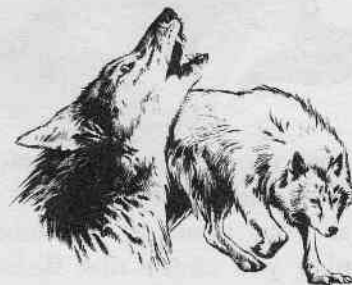
171

You need a skeleton key to open the complex lock on this door. If you have one, you will know how many notches are marked on it. Multiply this number by seven, then turn to the paragraph with the same number. If you don't have this key, you can make another choice. Will you open the tomb room of:

The first Knight?	Turn to 113
The third Knight?	Turn to 224
The fourth Knight?	Turn to 292
The fifth Knight?	Turn to 314

172

You stand, shaking, over the body of the ghastly fiend you have just destroyed. Passing through the remaining rooms, you find one young monk who hasn't fled or been killed; he is almost paralysed with shock, his face pale and sweating. He manages to gesture to the north but can say nothing. He must mean that the beast came from that direction, so you rush back into the main corridor. There are two northern doors there, one to your left and the other to your right. Will you now open the left-hand one (turn to 236) or the right-hand one (turn to 225)?



173

The Doktor's bedroom is a filthy and disorganized shambles. Plates of half-eaten food and piles of dirty clothes lie around everywhere. However, you do find some bread and cheese which doesn't seem to have been gnawed (add 2 to your Provisions), 3 Gold Pieces, a pair of brass flasks and a silver one. The silver flask is labelled 'Blackfire' and has the number 130 etched on it (make a note of this). One brass flask is

labelled, 'Doktor Verruckte's Most Excellent Patent Skill Restorative' and the other simply 'Essence'. Neither is tightly sealed, and if you want to use them, you must drink them now. If you want to drink the Skill Restorative, turn to **241**. If you prefer to drink the contents of the other flask, turn to **395**. If you would rather not drink either, you return to the passage outside this room to search elsewhere; turn to **7**.



174

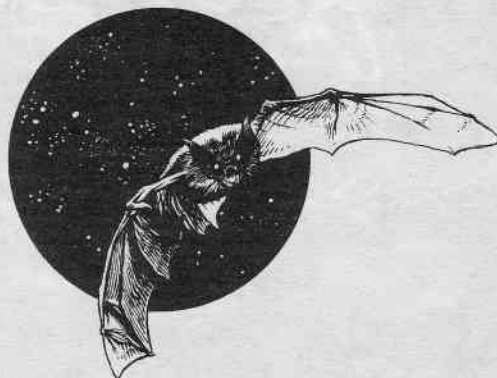
The door to your room is smashed down and two burly, dark-haired thugs rush into the room! You manage to grab your sword at the same time as a heavy club strikes you in the ribs; deduct 2 points from your **STAMINA**. Because you do not have your armour on, you must subtract 1 from your **Attack Strength** when fighting both these villains together.

	SKILL	STAMINA
First RUFFIAN	7	7
Second RUFFIAN	7	7

After you have slain one enemy, if you reduce the other ruffian to 3 **STAMINA** points or less without killing him outright, turn to **240**. If you kill him, turn to **333**.

175

You are standing in a short section of the passage, which soon turns to the south. There is a door on the north side of this passage before the turning. If you want to open the door to the north, turn to **274**. If you want to make for the south passage, turn to **7**. If you want to return to the entrance hall, turn to **271**.



176

You drink the potion and at once your head feels as if it is on fire – and so does your stomach! You gasp for air then suddenly belch up a huge gout of flame which races across the chasm. This is not at all what Heydrich was expecting. He is caught by the edge of the fiery cloud, for your attack was not perfectly aimed, but he loses 4 **STAMINA** points (make a note to adjust this when you get to him). He is dazed and slow, and you race across the rock bridge to attack him with your sword! Turn to **138**.



177

The Basilisk is upon you! The lizard's length is twice your height, and it has powerful clawed forefeet and vicious fangs. If you have a Silver Mirror, you can look away from the Basilisk and fight looking at its reflection. You must subtract 2 from your Attack Strength, but in every Attack Round you may roll one dice. If you roll 1 or 6, the Basilisk stares into the mirror and is turned to stone! If you do not have a Silver Mirror, you must fight looking away from the Basilisk to avoid its deadly, petrifying gaze, and hack wildly and hope; subtract 2 from your Attack Strength. The only good point is that, while this creature is much larger and tougher than most of its kind, it does not breathe poison as so many do.

HUGE BASILISK

SKILL 8

SKILL 10

If you win, gain 1 LUCK point – few people fight such monsters and survive! You cut off the head of the brute and ascend once more to the surface. Turn to 133.

178

Your vial of acid destroys half the Skeletons, though you will have to fight the rest. Turn to 104, and subtract 5 from the STAMINA of the Skeleton Horde in that paragraph.

179

The corpse suddenly begins to strain and heaves on the table, then it expels a cloud of stinking gas all over you as you finish checking the contents of the tray. Roll four dice and add 2 to the total rolled. If the new

total exceeds your current STAMINA score, you now have Lung Rot from breathing the toxic gas. This disease will severely weaken you if you have to enter wet, misty or foggy areas, and you should try to find a cure for it as quickly as possible! Now, you should explore somewhere you haven't been before. Will you:

- | | |
|---|-------------|
| Open the door at the end of the corridor? | Turn to 208 |
| Explore the eastern side of the house? | Turn to 193 |
| Leave and be on your way? | Turn to 300 |

180

The stone is cold, smooth and massive. What are you going to do with it? If you want to pour some Oil of Disenchantment on it, you know the number inscribed on the vial; turn to the paragraph with that number. If you want to try breaking a heart-shaped gem on it, you know how many facets the gem has. Halve that number, then turn to the paragraph with the same number. Otherwise, all you can try to do is to strike the stone with a magic sword, if you have one. If you want to try this, turn to 342. If you don't have a magic sword, you guess that you cannot affect this stone, and if you have neither a heart-shaped gem nor the magical oil, you cannot achieve anything here; you will have to backtrack to the left-hand passage (turn to 363) or return to the surface (turn to 145).

181

You find yourself in a room containing many ledgers, scrolls and documents, scattered all over the place.

After a swift examination, you find some ledgers of books bought and borrowed from the library of the monastery. Looking at some recent entries, you find that both Sewarth and Endrell have been borrowing books on Mortvania and the undead, a fact which intrigues you. You also turn up 2 Gold Pieces in a pouch tucked into a desk drawer. Regain 1 LUCK point. You guess that the library is probably next door, so it should be the northern door; if you want to go there, turn to 375. If you want to search elsewhere in the east wing, turn to 265. If you prefer to head for the west wing of the monastery, turn to 197.

182

You are standing at the end of the east passage, looking south. There is a door on your left and another one, facing you, at the end of the south passage. You should explore somewhere you haven't been before. Will you:

- | | |
|--|-------------|
| Open the door to your left? | Turn to 368 |
| Open the door facing you? | Turn to 131 |
| Explore somewhere else in the east wing? | Turn to 399 |
| Leave and explore the west wing? | Turn to 144 |

183

The bites of the Werewolf have inflicted Lycanthropy on you and in due course you will become a Werewolf yourself! You must get a cure for this. You remember dimly that belladonna can cure this affliction. You could search in the forest for this plant if you want to

(turn to 295) or you could head back to the main trail and hope to find help in the next village you come to (turn to 148). However, before you do either, you notice that the Werewolf has a golden amulet round its neck. Inspecting it, you see that it is set with 30 small bloodstones. If you want to take this, make a note of the number of gems.



184

Behind the locked door is a room containing fragile glass jars that have been crafted in a very elegant but disturbing manner. Each jar has a thick glass bulb at its base, resting on a claw-shaped metal support; tapering above it is a long, curved, fluted neck. Each jar is stoppered with a cork, bound by a metal clasp and a red wax seal. There must be several dozen of these large vessels standing around against the wall of the otherwise bare room. Most are empty, but a few contain traces of grey ash or dust inside the bulb. Five of them contain a blue-grey mist in addition to the fine layer of dust, and sparks like tiny balls of lightning flicker in the mist. A palpable sense of evil lingers in this room and the hairs on the nape of your neck rise in alarm. You can leave here and explore elsewhere (turn to 7) or you can smash one of the containers to see what happens (turn to 247).

185

The walls are high and are topped by spear points. *Test your Skill*; if you do not have any rope with you, you must add 2 to the number rolled. If you are successful, you manage to clamber over the wall; turn to 299. If you fail, you get most of the way up the wall then you fall back off it; lose 2 STAMINA points. You can continue *Testing your Skill* in this way until you succeed, but if you get bored with this approach you can try to force the main gates (turn to 147) or look for another way in (turn to 213).



186

There isn't much here for you to look through, but underneath Endrell's bed you find a locked wooden chest. If you want to pry it open with your knife, turn to 290. Otherwise, you leave this room. Will you now:

Return to your room and go back to sleep?

Turn to 326

Look for Marcus, if you haven't spoken to him yet?

Turn to 356

Explore the monastery further?

Turn to 232

187

You descend some steps leading westwards into the crypts. The passage turns north and, as you step along it, you are ambushed from behind! A secret door behind you has opened, and a pair of Ghouls leap out. Claws rake your back; deduct 2 points from your STAMINA. You have to fight the Ghouls together.

	SKILL	STAMINA
First GHOUL	8	7
Second GHOUL	8	7

If you are struck four times by the Ghouls, turn at once to 84. If you win, turn to 215.

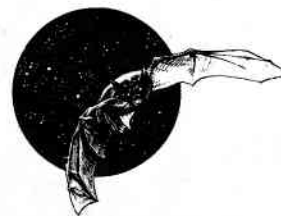
188

You find a stake and a mallet in the woodshed, which you can take if you don't already have some. Among the clutter, you also find some rope and a rather disgusting-looking meat pie; you can scrape the mould off the pie and eat it if you are desperate for food. It counts as one meal, but when you eat you must roll four dice. If your roll is less than your Current STAMINA, you regain STAMINA points as normal for eating a meal (and you will also regain 1 LUCK point for not getting food poisoning!). If the total is equal to or greater than your Current STAMINA, you will suffer food poisoning and must deduct 2 points from your STAMINA instead. Now you make for the back door. Turn to 207.

189

You unsaddle your horse and request that he be fed and watered, then you enter the coaching inn. You ask the landlord if a man wearing a black coat has just arrived and taken rooms. He looks at you quizzically then says in a dull voice, 'Ain't no one come yer this morning'. When you ask again, he repeats the same line. *Test your Spot Skill.* If you are successful, turn to 230. If you fail, will you now:

Book into the inn?	Turn to 289
Look for somewhere else to stay and sleep?	Turn to 323
Leave, but keep watch over the inn from a distance?	Turn to 394



190

The Corpse Golem is a very dangerous opponent indeed. If it has an Attack Strength of 20 or more, it will strike you even if you have the higher Attack Strength (in such a case you both strike each other). If it ever has an Attack Strength of 22, it hits you a massive blow and you must lose 4 points from your STAMINA!

CORPSE GOLEM	SKILL 10	STAMINA 14
--------------	----------	------------

If you win, turn to 262.



191

As you haul yourself through the window of Harquar's bedroom, the first thing you see is the fat man lying, motionless, on his bed. The tendrilled, jelly-like thing has spread its slimy tentacles over his face and they are suffocating him. Harquar initially had 9 STAMINA points, but he will have lost one every time you failed when Testing your Skill during your climb. You must destroy the Vampiric Jelly before it destroys Harquar.

VAMPIRIC JELLY

SKILL 7

STAMINA 8

Work out Attack Strengths for yourself and the monster as usual. Whenever it wins an Attack Round, it does not harm you, but you fail to get in an effective blow with your sword. Every Attack Round, whether you have the higher Attack Strength or not, Harquar loses 1 STAMINA point. If you defeat the thing before Harquar's STAMINA is reduced to zero, turn to 254. If you do not, turn to 392.

192

You can perform as many actions as you like before entering one of the archways. Eating a meal (you can force down only one now) takes two actions, but anything else (drinking a potion or some herbal liqueur or using a magical item, say) takes one action each. Make a note of the number of actions you take. Now you have to enter one archway or the other. Will it be the right-hand archway (turn to 217) or the left-hand one (turn to 284)?

193

You rummage through a small bedroom and then wander on into the kitchen. You can take food from here (add 4 to your Provisions) and you must *Test your Luck*. If you are Lucky, you find a pouch with 5 Gold Pieces in a desk drawer, but if you are Unlucky you find nothing. You can now explore the west side of the house if you haven't already done so (turn to 238) or you can leave the house (turn to 300).

194

Unfortunately, your exertions do not go unobserved. Behind you, one of the Count's lurking undead guards comes racing to attack you. The grey flesh and rotting stench of the thing, let alone the gnawed bone it was feasting on, tells you that it is a Ghoul – but no ordinary one. This brute is far stronger and more dangerous than most of its kind.

HUGE GHOUL SKILL 8 STAMINA 11

If the Ghoul manages to strike you three times, turn at once to 84. If you win, turn to 235.

195

The younger of the hags whispers conspiratorially to you: 'Shevala thinks I caused her sister to be turned to stone. It isn't true, but she's going to kill me. Help me slay her now, and you can have all the treasure she has in her cave!' If you agree to this, turn to 291. If you refuse, then you can go back to Shevala and agree to her plan (turn to 4) or try some other strategy (turn to 72).

196

Your boots are really designed for hill climbing, but they do provide some extra grip here. You fasten the rope round the biggest rock you can find, then lower yourself down the abyss, keeping as far away from the weight of the water as you can. Your boots crunch on the wet rock, and you are almost at the end of your rope when you find yourself standing on a rock ledge. Turn to 317.

197

As you head west past your own bedroom, the doors to the dining hall are to your right and the main doors to your left. Beyond them, there is another door to your left; gently opening it, you find a silent, empty bedroom. Further along there are three doors, two to the north and one to the south. Will you open the first door to the north (turn to 225), the second door to the north (turn to 236) or the door to the south (turn to 381)?

198

More wearying days of travel lie ahead of you. You can cadge food along the way, but you must supplement the hospitality of local people with your own food. You must eat four meals, but you can also buy food to replenish your backpack (1 Gold Piece buys enough for 2 meals here). Finally you arrive at the outskirts of the village of Fendringham. Mortus Mansion is only an hour's walk from here, but it is now late afternoon. If you want to stay at a tavern overnight, this will cost you 1 Gold Piece: if you have

money and are prepared to pay, turn to 67. If you want to press on towards the mansion turn to 49.

199

It takes you two Attack Rounds to get near him, and the old man is a lot swifter and nimbler than he looks. Two metal spheres project from the side of the lectern at which he is perched and they fire a stream of barbed bronze bolts at you. Roll two dice; the total is the number of STAMINA points you must lose through being speared by this endless volley of bolts. You wonder now whether your strategy was a good one. You can run away if you wish. If you do, you will be hit by more bolts (roll one dice and lose that many STAMINA points). If you survive, turn to 7 to explore elsewhere. If you want to continue fighting him, turn to 278.

200

The Count stares at you in fear and rushes past you, through the open door and away to the north. His passage is so swift that you can hardly keep up with him. He reaches the glowing archway and races straight into it. The surface of the blue magical barrier ripples, as if someone had dropped a stone into a pond, after he has passed through it. Sparks of magical fire roar round the edges of the barrier. You have a split second to decide; if you want to follow him, jump through NOW! Turn to 359. Otherwise, you back away. You can open the other door to the south, if you haven't done so already (turn to 97), or you can leave the crypts and return to the entrance hall of

Mortus Mansion to get your bearings and find somewhere else to search (turn to 271).

201

You strike at the older crone with your sword. If you do not have a magic sword, you cannot harm her and she will destroy you. Otherwise, fight on!

SHEVALA

SKILL 9

STAMINA 11

In the first two Attack Rounds, Shevala will attack by using spells: she fires small bolts of lightning into your body. If she has the higher Attack Strength, you must lose 4 STAMINA points from her attack. If you have the higher Attack Strength, you will strike her and her spell will be ruined. From the third Attack Round onwards, she fights with a poisoned dagger. If she strikes you, roll one dice. If you roll 4 or higher, you must lose 3 STAMINA points because of the venom on her blade. If you win, you can take 3 Gold Pieces from the witch's body. You decide to confront the other witch; turn to 277.

202

A few paces in front of you is a plain wooden door, where the passage bends round to the right. You peer further along the passage and can see two more doors, one to your left, half-way down the passage, and one to your right at the very end. The first of these doors is also plain, while the third one – at the end of the passage – has a shield design on it showing a broken thorn dripping blood against a white background. Which door will you open?

- The door in front of you? Turn to **28**
 The door half-way down the
 passage? Turn to **393**
 The door with the shield design at
 the end of the passage? Turn to **11**

203

You follow the road leading eastwards away from the lakeside settlement. You spend a long time walking; you must eat two meals and you lose 2 Blood Points. If you have Bloodbane, you must deduct 1 point from both your *Initial* and Current STAMINA scores. You stop at a coaching inn and ask after the black coach. People talk to you with strange, glazed expressions and they deny they have seen anything of the sort. Something in their manner makes you suspicious, and when they deny with particular vehemence that the coach continued eastwards you are sure you are on the right track after all! Turn to **279**.

204

The Cave Wisp is a very difficult opponent. It attacks you by firing sprays of sparks and, while you only need two strikes to destroy it, it is extremely hard to hit!

CAVE WISP

SKILL 11

STAMINA 4

If you win, you press ahead and come to the waterfall at the end of the cavern. Water tumbles down from a stream or lake far above and pours down over rock ledges and down a jagged chasm which clearly descends some way. As far as you can see, this is the

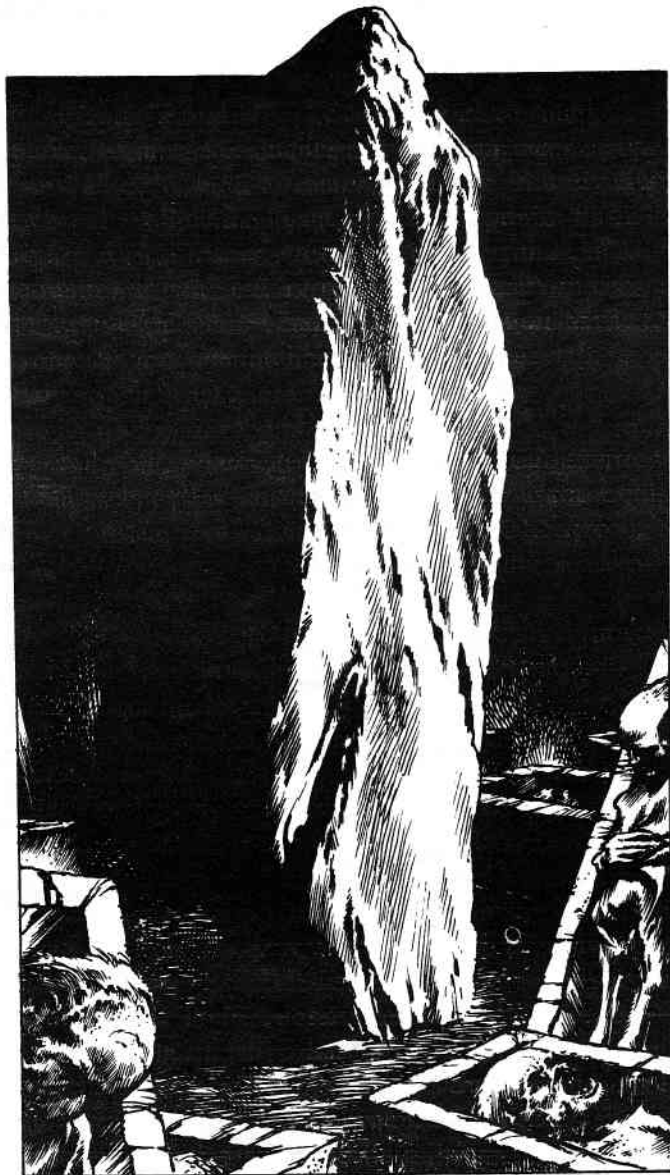
only route down to the realms below the mines, so you must descend here. The rocks are very slippery and ordinary climbing will be very difficult. If you have some climbing boots and rope, turn to **196**. If you have a mystery potion, it may help you here – it might even make you fly (and drift down safely). If you want to use it here, you know how many scratches there are on the glass vial. Multiply that number by seven and turn to the paragraph with the same number. If you decide just to dive in and hope for the best, turn to **263**.

205

'I feel I should give them to Sewarth in person,' you say. 'They must be important if the man carrying them was killed because of them.'

Endrell raises his eyebrows but makes no objection. 'Very well, then, you must wait until Sewarth returns,' he says grudgingly. 'We can offer you such hospitality as we possess.' You are shown to a plain bedroom with a hard pallet bed and a couple of blankets which seem to have been woven from the roughest wool in all Titan. After some bread, a bowl of thin soup and a mug of water, you pull the blankets over you and settle down to sleep. Turn to **74**.





206

Though the creature you pursued into these depths is a witch, the cavern you now enter looks more like the domain of a necromancer. The bodies of twenty, perhaps more, small and stunted, Dwarf-like creatures are entombed here in various stages of decay. Some are little more than piles of bones, but others still have rotting flesh clinging to their skeletons. They are all standing or lying in stone coffins, which are strewn round the chamber as if thrown haphazardly by the hand of some unimaginably large giant; but in the very middle of the cavern stands a mottled brown monolith, a smooth stone with veins of yellow and rust. Your hair stands on end; the stone is giving off a sensation of evil, decay and wrongness that you can feel.

What will you do? If you do not want to enter here, you can backtrack to the left-hand branch, if you haven't explored it before (turn to 363), or make for the surface (turn to 145). If you decide to enter, will you examine the tombs (turn to 42) or the stone (turn to 180)?

207

You push open the back door and find yourself in a long, narrow hallway. You have entered from the north, and there are doors to the east, the west and the south. The southern door must be the front door, so there is little point in opening that. Will you open the east door (turn to 349) or the west door (turn to 144)?

208

The Count clearly doesn't spend all his time sleeping in coffins, you discover, as you force the lock on a bedroom door. The sumptuous silks and cottons of his bedcovers are valuable but far too heavy to carry. However, you can take the gold tassels on the four-poster bed and sell them for 5 Gold Pieces in a market! Also there is a flask of the Count's favourite herbal brandy here. This is a fine restorative – you can drink it at any time (except during a combat) and it will restore 4 lost STAMINA points. Gain 1 LUCK point. However, there are no clues to the Vampire's whereabouts, and the bed certainly does not seem to have been slept in for some time. You should now explore somewhere you haven't been before. Will you:

Open the door in the corridor leading westwards?

Turn to 35

Explore the eastern side of the house?

Turn to 193

Leave and head on your way?

Turn to 300



209

The Count's bloodshot eyes glow with infernal power! His hypnotic powers are affecting your mind. You are slowed, weakened; you must subtract 1 from your Attack Strength when fighting him. Turn to 258.



210

You open the door to a smelly servant's room. Unfortunately the smelly – and powerfully built – servant is in it. His leather armour is well padded and his sword looks extremely sharp. Igor growls angrily at your intrusion and attacks at once!

IGOR

SKILL 9

STAMINA 14

If Igor has an Attack Strength of 20 or better when he wins an Attack Round, you must lose 3 STAMINA points as a result of his blow – he is extremely strong. If you win, turn to 78.

211

Roll two dice and add the numbers rolled. If the total is less than or equal to your FAITH score, turn to 312. If the total is greater than your FAITH score, turn to 156.

212

When they arrive, you are searched by the Watch, who discover the gold. They aren't interested in the papers, but they throw you in jail for a week – and they take every last Gold Piece you have as a fine for burglary! Lose 10 Blood Points. If you have Bloodbane, you will die during this imprisonment from the effects of the disease and your adventure ends here. If you are still alive, you are ridden out of town along the north-eastern road. Turn to 198.

213

On the east side of the building, you come upon a hole in the wall. It is ragged and uneven, and through the hole you can see the grey stone of the mansion house itself. You squat down and wriggle through the hole. Unfortunately it is a trap, deliberately placed here to snare the unwary. When you are almost through, a guillotine-like blade drops from the far side of the wall above the hole.

Your adventure ends here!

214

Bravely – but foolishly – you race to the coach and strike out at the figure through the door of the coach as he closes in. You strike him, but without a magical weapon you cannot harm him. He grabs hold of the blade in his hands without even cutting himself, and brings it down, pommel first, in a mighty blow on your skull. Deduct 3 points from your STAMINA. You are too stunned and concussed even to get a good look at him, but you remember his mocking laughter

as he slams the coach door. Lose 1 LUCK point, but gain 1 FAITH point for your bravery! Turn to 371.

215

The chamber of the Ghouls is devoid of anything of interest or value. You continue northwards along the passage until it turns to the west again. In the distance it ends at a door, and there is a northern side-turning to another door. If you want to open the door to the north, turn to 288. If you want to open the door to the west, turn to 347.



216

What is the merchant's name? If you know it, convert the letters of his name into numbers using the code A = 1, B = 2, C = 3 ... Z = 26. Add together the numbers corresponding to the letters in his name, then double the total. Turn to the paragraph with this number. If you don't know his name, return to 148 and make another choice.

217

Alas! The cunning Count only appeared to enter the darkness here. He was actually teleported elsewhere – and you have walked into an utterly destructive magical trap in the darkness. Your body is turned to a pile of fine ash. You were so close to glory, but your adventure has to end here!

218

Though several telescopes have been mounted here, the dome itself has been fashioned as an observatory, for as you stare through the glass you can see the stars of the night sky clearly magnified. Marvelling at this, you notice a dark, distinctly bat-like shape glide down from the east and swoop close to the ground by the west wing of the monastery. As it descends into darkness, you cannot make out exactly where it went. If you want to go to the west wing of the monastery in order to follow its progress, turn to **197**. If you want to search the library, not having done so before, turn to **281**. If you want to search elsewhere in the east wing, turn to **265**.

219

If you have Latent Vampirism or Lycanthropy, turn to **259**. If you have neither of these afflictions, turn to **198**.

220

You have entered the witch's bedchamber. Lice-infested and rotting hay is spread around in what looks more like a nest than a bed. But you also find treasure:

jewellery and trinkets worth 15 Gold Pieces. And you find a black wooden casket, inscribed with runes and symbols and clasped with fastenings of gold. Half afraid, you open it. Inside, nestling in a bed of fine red silk, is a heart-shaped gem within which a baleful fire seems to burn and pulse like the rhythm of a heartbeat. The crystal is very intricate; it has 90 facets (make a note of this). If you want to destroy this wretched thing, you soon find out that nothing seems to harm it; trying to smash it is useless. You will have to find out how to destroy it somehow. But, for now, you know that this thing is associated with the Vampire you seek. Gain 5 Blood Points! You also know that you must leave swiftly. If you want to make for the mansion house, not having been there before, turn to **198**. If there is any other place you would like to visit, you know the name of that place. Change the letters of its name into numbers, using the code A = 1, B = 2 and so on. Add together the numbers corresponding to the letters to arrive at a total, add five to that new number, and turn to the paragraph with the same number. If you do not know the name of this place, and you have already been to the mansion, then you are lost! You will not be able to find Heydrich before his terrible plan comes to fruition. Your adventure ends in failure.





221

A skeletal hand reaches round the doorway with amazing speed and unerring accuracy and grips your throat with steely-hard claws. As you struggle to free yourself, the glow in the eyes of this black-cloaked skeleton grows brighter and brighter! This horror with glowing red eye-sockets is unlike anything you have met before. Every Attack Round it strangles you and you must lose 2 STAMINA points automatically. However, you must work out Attack Strengths as normal. If you have the higher Attack Strength, you can damage the Skeletal Strangler. If you have the lower Attack Strength, your blow is ineffective.

SKELETAL STRANGLER SKILL 8 STAMINA 7

If you win, turn at once to 170.

222

The howls of the Demon Hound are still echoing in your ears as you slam the door shut behind you, your heart thumping wildly in your chest. Then the monster stops and all is quiet for a brief moment, until you hear the sound of rapid footsteps coming along the passage. The sound of a great weight, or of a bolt being rammed home, can be heard, as can the laughter of one of the Count's servants. Trying to force the door open, you cannot. You are sealed in the Ghoul-crypts now, and you do not have the mighty sword which would have given you a chance of victory against Heydrich. If you do not have a magic sword, your quest is hopeless, for now you cannot find one, and without one the Count cannot be harmed – your

adventure ends here. Even with a magic sword your chances are slim indeed – but there is no turning back! Turn to 71.

223

As you inch forward, the mist grows thicker and yellower. The air is clammy and almost stifling. If you have Lung Rot, you lose 4 STAMINA points through breathing this polluted air. If your FAITH score is 7 or higher, turn to 39. If your FAITH score is 6 or less, turn to 148.

224

This tomb room is empty, save for the fine stone tomb of the long-dead knight within it. You gain nothing by your choice. The knight's ghost ushers you out of the tomb, and you make for the door half-way along the passage beyond the tombs, and open it. Turn to 393.

225

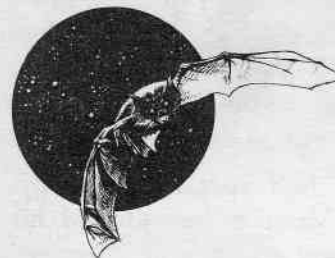
You force your way through the door and find yourself in the kitchens. There is an open trapdoor in the floor here, and the stench of decay drifts upwards from below. You light your lantern and set off down the stone steps towards the corridor you can see below you. If you have slain a monk in the monastery, turn to 103. If you have not done so, turn to 293.

226

You must pay 1 Gold Piece for food and board. If you can't (or won't) pay, you must sleep rough. You *must*

eat a meal, and if you have Lung Rot you will lose 2 STAMINA points for staying out on such a wet, foggy night.

In the morning, you ask about the location of Crab Peak. The local people, looking very unhappy, tell you that the place is cursed and evil. Long ago in the past, two mighty wizards fought a duel to the death there; the curses uttered with their dying breaths as they slew each other turned the place into one of magic, evil and treachery. No one goes there now, not even the patrols which normally guard the southern border of the Great Wall to protect the local people from Lendleland prowlers. However, they tell you that it is a day's hard walk to the north-east. Before you set off, you can if you like buy some Provisions; 1 Gold Piece will buy you enough for 3 meals. Turn to 151.



227

What are you going to say? Will you ask about:

Getting help for your afflictions, if
you have any?

The Count and his whereabouts?

The man's experiments?

Turn to 332

Turn to 38

Turn to 24

228

You are cured of Bloodbane. You may restore your *Initial* (but not your *Current*!) STAMINA to its original value. Regain 1 LUCK point, and turn to 268.

229

The Vampyre retreats away from you fearfully! She must be one of the Count's more cowardly servants. You now have a choice: you can simply retreat from here if you do not wish to fight her, closing the door and heading back to the main passage; turn to 202. If you choose to attack her – and you cannot reach the coffin without doing so – you can get in an early strike so that she loses 2 STAMINA points. Then you will have to fight; turn to 251.



230

The landlord isn't speaking normally. You wonder whether the Vampire has affected his mind – they have the power to hypnotize people, after all! Will you now:

Book into the inn?

Turn to 289

Look for somewhere else to stay
and sleep?

Turn to 323

Leave but keep watch over the inn
from a distance?

Turn to 394

231

The Count has prepared a protection against Blackfire; he knows its magical secrets and has used magic to conjure a protective barrier against your attack. The flames flicker harmlessly round him. His perfectly white teeth are bared, first in a feral snarl, then in a grin of triumph. He hurls a volley of magical darts at you; they streak across the chasm and burn their way into your flesh. Deduct 3 points from your STAMINA. The pain jolts you into action and you rush at him; turn to 273.

232

You gaze up and down the passages briefly to get your bearings. From outside your bedroom door, passages lead east and west. Eastwards are the rooms of the Elder monks and some other chambers you don't know about. To the west, the doors to the dining hall face the main doors, and further along there are more doors – again, you do not know where these may lead to. If you want to explore to the east, turn to 265. If you want to head westwards, turn to 197.





233

Alas for you! The Count has brought his terrible Mortvianian Demon Steed with him from his native land, and this evil black brute breathes fiery, choking smoke over you as it materializes behind you when you set foot in the stables. You have to fight for your life. If you have Lung Rot, you must lose 3 STAMINA points from the creature's reeking breath. Whether you have that affliction or not, you have to subtract 2 from your Attack Strength because of the obscuring, weakening effect of the red-eyed monster's breath.

DEMON STEED

SKILL 8

STAMINA 10

If you win, you reel back into the main coach-house. You should now investigate where you haven't been before. Will you:

Explore the coach?

Turn to 364

Open the single door?

Turn to 22

Leave and make for the main
mansion house?

Turn to 46

234

At the far end of a rocky cave with a fissure running across the middle of its floor Carollar is standing, stirring a steaming cauldron and screaming an incantation. As soon as she sees you, she raises her hands and the contents of the cauldron crackle and spark. Flares of fiery smoke leap up from it, and to your horror you can see the claws of some kind of monster beginning to drag themselves out of the boiling fluids! If you have a longbow, you can fire arrows at the witch; turn

to **305**. If you have some acid and want to throw it at her, turn to **398**. Alternatively, you can leap the fissure and attack her with your sword (turn to **31**).

235

You step through the open doorway into a spacious, sumptuously decorated room. Wooden stairs on the eastern wall lead up, and heavy black velvet drapes line the walls. What catches your attention, though, is the young man, gagged and trussed, writhing in a chair at the foot of the stairs. His simple grey robes have the rune of Good inscribed over his heart. He groans as you enter and wriggles furiously. Obviously he is trying to tell you something. Is this a trap, you wonder. You can't reach the stairs without passing close by him. Will you go and help him (turn to **256**), back out and explore elsewhere in the east wing (turn to **399**), or make for the west wing (turn to **144**)?



236

You are in a chapel, with prayer mats and small idols of the gods of Titan, lit by flickering candles. If you want to stay here awhile, to pray for guidance or look for help or clues, turn to **252**. Otherwise, you can leave and try the south door if you haven't already done so (turn to **381**) or the north door further to the east (turn to **225**).

237

At last you have found Count Reiner Heydrich himself! But getting close to him will be another matter since he is standing far away from you, in a huge chamber with a central fissure running across it. A narrow rock bridge crosses it, but this route is guarded by a monstrous, green-skinned, Ghoul-like thing wearing an iron mask, which hides all its face, and steel gauntlets that drip poison and hissing acid. The Count himself is wearing his red-lined, black silk cloak, and his hands are clutching an amulet round his neck. Thin waving lines – some form of magic or power – are flowing into his body; they originate in a set of portraits round the walls, pictures of the Vampire Elders in the tombs you have just passed. Behind the Count are two archways, but for all that you can see, they contain only inky blackness. The Count lifts his hands in triumph, but he gestures for his Ghoul-guardian to attack rather than attacking you himself. You wonder why that may be . . . You have choices to make here. If you want to attack the Count's bizarre, Ghoul-like thing, turn to **330**. If you want to try to jump across the chasm (you cannot get to the bridge without killing the Ghoul), turn to **280**.

238

Passing through a bare, stinking chamber where the Zombies came from, you open a door into a corridor. There are doors too on the western side of this passage and at the far end. *Test your Spot Skill*. If you are successful, turn to **287**. If you are unsuccessful, will you open the western door (turn to **35**) or the door at the end of the corridor (turn to **208**)?



239

You find the witch's treasure trove. The avaricious crone must have slain many travellers on the borders of her lands, and she has hidden her ill-gotten gains here. You find trinkets, coins and knick-knacks worth a total of 20 Gold Pieces. There are also two excellent sealed and preserved cheeses which you can take for food (add 3 to your Provisions). However, you find no magic, which is disappointing. You guess that any magic the crone had must be hidden behind that magical barrier in her lair. If you want to return there and risk going through the archway, turn to **264**. Alternatively, you can explore the cave at the very end of the passage, if you haven't done so before (turn to **206**), or you can leave and head for the surface (turn to **145**).

240

'Don't kill me!' the miserable cowardly thug snivels. He sinks to his knees and clutches you round the legs, sobbing. If you decide to spare him, turn to **282**. If you want to kill him, you can do so easily, since he has dropped his weapon; turn to **333**.



241

If you have lost any **SKILL** points during this adventure, for whatever reason, they are all fully restored! Unfortunately, there is a side-effect to drinking this potion: it was concocted using the essences of Wraiths and Spectres, and if you meet an undead of either type, you must subtract 1 from your Attack Strength when fighting them (make a note of this on your *Adventure Sheet*). Now you can drink the Essence, if you haven't already done so and you wish to try it (turn to **395**), or you can leave and search elsewhere in the passage outside the Doktor's laboratory (turn to **7**).

242

The Werewolf has a golden amulet round its neck set with 30 small bloodstones. If you want to take this, make a note of the number of gems it has. Now, you continue through the woods and return to the main trail. Turn to 148.

243

For the first three Attack Rounds of your coming fight against the Count, you must roll two dice and add the numbers together. If this total is ever lower than your FAITH score, the Vampire hypnotizes you and you must submit to his will, so ending your adventure! Now turn to 365.



244

You take Igor's sword; this is a magic sword, and you may add 1 to your Attack Strength when using it, so gain 1 LUCK point as well. Igor has a gold ring set with seven small moonstones. This is worth 10 Gold Pieces, and you should also make a note of the number of gems in the ring. You make a hurried

search of the room and find a locked trunk under the bed; it contains 6 Gold Pieces and a book. The book is entitled, simply, 'Sewarth's Codex', and it has 155 pages (make a note of this number). You decide to look at this later, because first you have to worry about a coffin with a Vampire in it. The man lying there is pale-faced, with long, dark hair tapering to a widow's peak above his dark eyebrows. Though he does not move, his bloodshot eyes are open and a cruel smile is fixed on his darkly handsome face. His hands are clasped over his chest, his long fingernails immaculately manicured.

Grasping your sword, you drive it into his chest. A little blood seeps from the wound, but as you withdraw the blade the stains disappear! The grin of the Vampire seems even wider now. You pull back the curtains to let the early morning sunlight into the room, but even as the light reaches his body he smiles again. Finally, in desperation, you cut off his head with your sword – and, by its own volition, the grinning head moves slowly back to the body and attaches itself once more! The Vampire is truly invulnerable. However, you can at least destroy his coffin here, and you have the Codex; gain 4 Blood Points! So what will you do now? Will you:

- | | |
|---|-------------|
| Try to rouse people in the inn to do something about the Vampire? | Turn to 261 |
| Go back to your room and read the Codex? | Turn to 306 |
| Go back to your room and sleep? | Turn to 379 |

245

The old women continue their furious arguing for some time, then walk away from one another. The older and uglier of the two walks up to a large rock and lays her hands on it. The boulder simply rolls to one side, revealing a passage which leads down into the subterranean gloom. She enters, and the rock rolls back above the entry point. The younger one hobbles to Crab Peak itself and goes into a tiny cave entrance in the side of the great rock. If you want to follow the older crone, turn to 329. If you want to follow the younger one, turn to 277.



246

You leave the Golden Goose and hang about outside; minutes later, the fat sage emerges and waddles off towards Orthead Square. He unlocks his front door and, if you were thinking of forcing an entry, you change your mind when you see the size of the enormous bodyguard lurking in the hallway. Reason tells you you should go back to an inn to get some rest and food but, for no good reason you can think of, you stay here for a few minutes longer. Outside an upstairs window of the house, where a light inside shows that someone has just lit a lamp, a misty haze

begins to form. As you peer at it, the mist takes the shape of a bizarre, tendrilled creature which strikes the window with a disgusting 'plop'. The horror simply dissolves the glass away and flaps into the room beyond. Will you:

- | | |
|--|-------------|
| Climb up the wall to get to the upstairs room? | Turn to 341 |
| Hammer on the front door of the house? | Turn to 37 |
| Leave, and come back tomorrow to see what has happened? | Turn to 369 |
| Decide you don't like this at all and leave Farleigh, heading north-eastwards? | Turn to 198 |
| Leave Farleigh for another area altogether? | Turn to 304 |

247

Which type of jar will you smash? Will you break:

- | | |
|-------------------------------------|-------------|
| An empty jar? | Turn to 269 |
| One containing dust or ash only? | Turn to 301 |
| One with mist and sparks inside it? | Turn to 96 |





248

Using your shield to try to protect your head against the rain of blows, out of the corner of your eye you see something bizarre happening on the dining table. One of the tureens has tipped over and a shapeless pile of rotting innards is emptying itself on to the table! This disgusting remnant is jerking about with the same rhythm as that of the knives, plates and servers that are assaulting you! As you look at it, the 'creature' is beginning to take a Zombie-like shape. You attack it with your sword.

PROTO-ZOMBIE

SKILL 7

STAMINA 5

Each Attack Round you have to fight this thing, you must lose 1 STAMINA point automatically through being assailed. Furthermore, the mass of flesh goes on growing until you destroy it. The Proto-Zombie gains 1 STAMINA point each Attack Round until you reduce its STAMINA to zero or below. It does not attack you itself; if you lose an Attack Round to it, you fail to strike it. If you manage to defeat this peculiar opponent, you can either open the door to the east and enter the kitchens (turn to 129) or return to the main passage outside (turn to 399).

249

You have no time to lose. With a wave of his hand, Siegfried gives you the blessings of the gods and returns you to your own world. You are standing outside Mortus Mansion, and your final goal lies to the north-west. Turn to 169.

250

You don't really have much in the way of grounds for suspicion, but you say you are surprised not to have been told where Sewarth is, or exactly how long he will be away. Marcus scratches his brow with worry. 'He left without telling anyone why,' he says. Questioning him, you learn that it was Endrell who told Marcus about the departure of the other Elders; they didn't tell him themselves. Marcus is clearly worried. You decide that you don't want to confront Endrell with this, so you pump Marcus for more information. All he has himself are misgivings, but he does say that he has noticed that Endrell is often not in his bedroom at nights. You have your own suspicions about Endrell now, so you decide to do some exploring in the monastery. Turn to 232.

251

The Vampyre attacks with her long fangs and razor-sharp nails!

VAMPYRE

SKILL 9

STAMINA 10

If the Vampyre has an Attack Strength of 21 in any Attack Round, make a note of this paragraph number then turn to 95. If you win, turn to 338.

252

Neither searching nor beseeching the gods of Titan gets you anywhere. You just waste time; lose 1 Blood Point. As you leave, if you have slain a monk here, turn to 331. If your hands are clean, turn to 381.

253

Opening the back door of the mansion house, you see a gravel courtyard outside. There is a wooden hut of some kind near by, but you also think you can hear low growls and a mournful howl coming out of the mists that surround you. If you want to go out and explore, turn to 136. If you think better of it, you can open the eastern door in the hallway (turn to 349) or the western door (turn to 144).

254

You summon Harquar's dim-witted bodyguard and send him to fetch a healer; after swallowing some herbal preparations, Harquar feels much better. 'You have saved my life,' he says rather uncertainly. He's obviously still in shock. You decide to come right out and tell him your whole story: that you are pursuing a Vampire, your meeting with Henrik, and all that has happened to you.

Harquar looks first astounded, then grim. 'So Henrik has been murdered, and the Halls of the Stars destroyed,' he muses. 'I may be the only one left. Henrik had followed Heydrich from Allansia to the Old World, you know. He knew Sewarth from many years ago and begged his help in tracking down Heydrich's one weakness. In his turn, Sewarth asked me to keep a watch on the mansion house Heydrich had bought here. It's a bad place. The local people have always kept well away. Many years ago, a nobleman went mad there and slew his whole family so the place is full of ghosts, vengeful things. Everyone was very

surprised when an unknown count from another land bought it. But it would make an excellent cover for such an evil man: anything untoward happening in the area would be put down to the old ghosts, not to him. I found it difficult to recruit any reliable scouts and spies in the area, frankly, and I've not been able to keep track of the Count's movements.' You are disappointed by this news. Turn to 315.

255

The man flicks through the pages of the Codex, nodding his head now and again and muttering, 'Hmm.' At last he tells you that the Codex records in a complex code the location in the Ghoulcrypts of a powerful magical sword which you should try to find. 'The sword of the fifth Knight of the Thorn,' he says. 'They were a body of dedicated warriors who sought, many long years ago, to root out the undead in the Crypts. They slew many but failed in their final goal. However, they did seal the Crypts – but Heydrich has found entry, and you will have to follow him. The sword is vital to you; you can hardly hope to overcome him without it.'

The man gets up slowly and walks over to a cupboard, from which he extracts a silver flask. He tells you that this contains a special preparation: an antidote to the paralysing effect of Ghoul's claws. You can drink this at any time, except during combat, and if you would normally be paralysed (and killed) by a Ghoul in either of your two following combats with any type of Ghoul, you can ignore the paralysis; it does not affect

you. You thank him for his gift and listen carefully to his instructions on how to reach the Bluestone mines. 'One final thing,' he says. 'You might consider talking to old Grundy. He was the foreman in the mines for many years, before they were abandoned and the undead began to stalk the lower depths once more. He knows the many hazards of the mines.' If you want to find the old miner and talk to him, turn to 32. If you prefer to set off for the mines immediately, turn to 134.

256

Test your Spot Skill. If you are successful, turn to 336. If you fail, turn to 389.

257

'Most interesting,' Endrell murmurs, scanning the papers briefly, then studying some of them more carefully. 'I think you should wait for Sewarth to return. He will want to talk to you about this man Henrik, I am sure. Not that any of this means much to me, I'm afraid.'

'May I look at those?' the younger man asks. Endrell shakes his head and hands the papers back to you, telling you to hold on to them until Sewarth returns. *Test your Spot Skill.* If you are successful, turn to 302. If you fail, turn to 33.

258

The Count strikes at you with powerful fists, and he will also try to bite you on the throat! If you do not

have a magic sword, you cannot harm him, and you will die here; your adventure is over. If he strikes you with an Attack Strength of 23, he kills you outright! Finally, you can adjust his STAMINA score as follows: divide your Blood Points score by five (rounding fractions up) to get a number. Subtract that number from his STAMINA given below.

REINER HEYDRICH SKILL 11 STAMINA 15

If you reduce the Count's STAMINA to 4 points or below, turn to **200**.



259

Your malady is getting worse! Lose 2 Blood Points, and you must subtract 1 point from your SKILL and 1 point from both your *Initial* and Current STAMINA. You desperately need to find help quickly. If you want to make for Mortus Mansion and look for help either there or on the way, turn to **198**. If you want to search for a healer in these remote parts of Analand, turn to **3**.

260

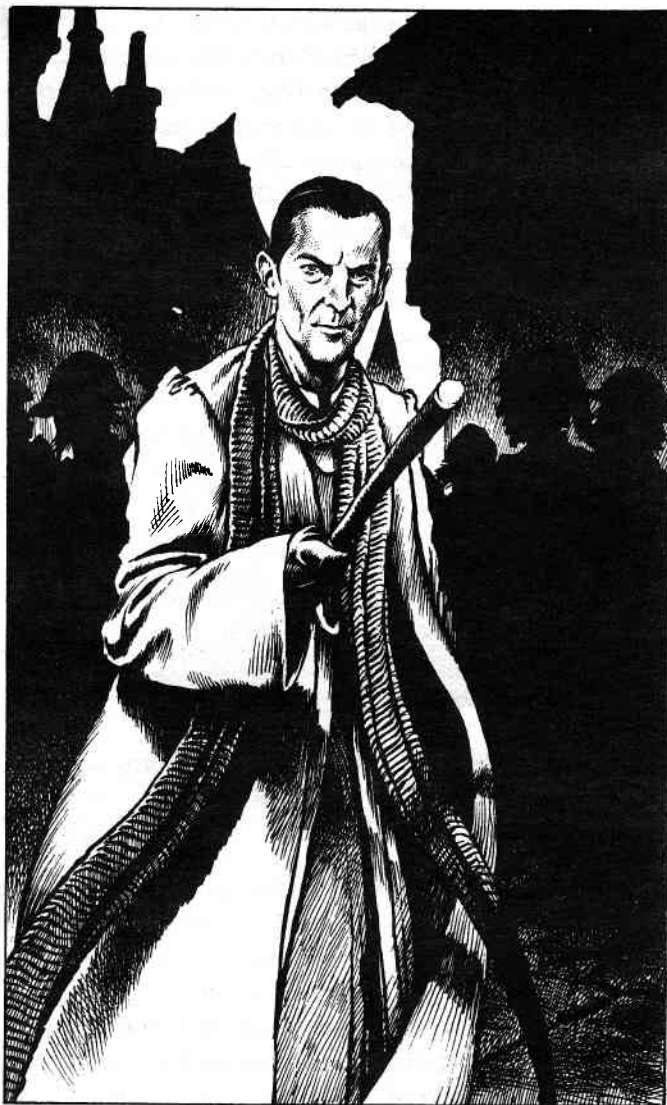
Cracks appear along the length of the stone and it seems to be splitting from top to bottom even while

you look at it. A dreadful shriek of dismay and rage fills the cavern, and the stone explodes. *Test your Skill*. If you are successful, you manage to duck away from the worst of the hail of stone and rock fragments; lose 3 STAMINA points but gain 1 LUCK point. If you fail, you get hammered by an avalanche of exploding stone and rock. Lose 8 STAMINA points. If you are still alive, you pick yourself up dazed, and look around. The bodies have crumbled to dust. The ancient magical blight holding the souls imprisoned here has been destroyed, and above you the cursed and barren ground will regain its natural fertility. Gain 1 FAITH point! Now you should explore the left-hand passage behind you, if you have not already done so (turn to **363**), or return to the surface (turn to **145**).



261

Your frantic appeals for help and your warnings are simply ignored by everyone. They look at you as if you were mad and go out of their way to avoid you. Clearly Heydrich has affected everyone's mind here. Frustrated and angry, you can either settle down to read the book you have found (turn to **306**) or get some rest (turn to **379**).



262

You stand over the remains of the gruesome monster in the middle of a growing throng of excited villagers. Pushing through them is a man with a hard-lined face, short black hair, steely grey eyes and plain brown robes. He waves people out of his way with a hawthorn stick, and they part to let him through. He takes you by the arm and stares you in the eyes with an unflinching gaze. 'Come and eat,' he says simply. 'You were fortunate to survive such a hunter. Fortunate, and brave.'

You go with the long-striding man to an austere house where a silent servant brings bowls of hot soup, cheese, fruit and fresh-baked bread. 'You are pursuing the Count,' the man says in a matter-of-fact way. 'I have sensed his flight here. It will not be long before he brings his plans to fruition.' Then he coughs horribly, and covers his mouth with a handkerchief. You realize that, despite initial appearances, he is very ill. When he has recovered, he stares at you again in his disturbing way; there is something very sinister about him, of that there can be no doubt. If you want to trust him and go on talking with him, turn to 357. If you don't care for his company, you can leave and begin your search for the Ghoulcrypts alone; turn to 319.

263

Test your Skill. If you are successful, you touch a rock ledge on your way down and grab on to it. However, your arms are severely strained by the weight of

foam-flecked water roaring down on top of your body; deduct 2 points from your STAMINA and turn to 317. If you fail, your body is dashed to pieces on jagged rocks far, far below. Your adventure ends here.



264

If you want to utter any magical words the crone told you, turn to 325. If you want to read through any papers or books you have for some clues, this will take time; turn to 352 if you decide to do this. If you prefer just to step straight through the magical barrier, turn to 18.

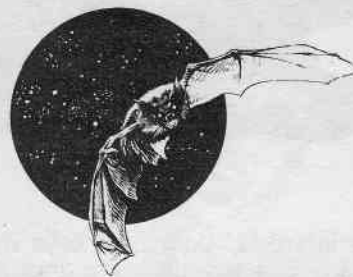
265

In the east wing of the monastery there are several doors. There is one to the north, which must lead into a sizeable room, judging by distances. To the south, there are two pairs of doors facing each other, to the east and west. You know the first door to the west is Endrell's room, and you guess that the one facing it must be Marcus's room. The others you do not know about. Finally, there is a door to the south. You should explore somewhere you have not visited before. Will you open:

- | | |
|--|-------------|
| The door to the north? | Turn to 375 |
| The door to Marcus's room, if you haven't spoken with him already? | Turn to 356 |
| The second door to the west? | Turn to 107 |
| The second door to the east? | Turn to 181 |
| The door to the south? | Turn to 135 |

266

You have almost reached the far door when the fast-striding hound finally catches up with you. With a great leap, the thing hurls itself at your back and its great paws hammer against your spine; deduct 2 points from your STAMINA. *Test your Skill*, adding 2 to the total rolled. If you are successful, you manage to throw the ghastly thing aside and dive through the door, slamming it shut behind you; turn to 11. If you fail, you are forced to fight; turn to 322.



267

You have a mighty battle on your hands. If you do not have a magic sword, you cannot harm the witches and your adventure ends here. If you do have a magic sword, you must fight the witches together. In the

first two Attack Rounds, Shevala will attack you with a poisoned dagger while Carrolar casts spells at you, firing small bolts of lightning into your body. You must lose 4 STAMINA points from each of these spell attacks. Thereafter, both will fight with their daggers. If you are struck by a dagger, roll one dice. If you roll 4 or higher, you must lose 3 STAMINA points from the strike because of the poison.

	SKILL	STAMINA
SHEVALA (First Witch)	9	11
CAROLLAR (Second Witch)	10	10

If you win, turn to 297.



268

'I have many interests,' your host says warily. 'Especially philosophy and the life of the soul after death. This in particular intrigues me,' he adds as if giving a lecture. Then he lunges forward towards you, almost rising out of his chair, making you shrink back in surprise. 'I am especially interested in the transmigration of souls,' he shrieks, 'and in spirit possession!'

Then you see it: the glow of something round his neck, an amulet perhaps, hidden beneath his robes. The madman leaps to his feet and draws a sinuous dagger from the folds of his robes. Poison drips from the blade. You cannot escape, and you will have to fight him.

SANDAR

SKILL 8

STAMINA 13

If Sandar strikes you, you will lose 3 STAMINA points rather than the usual two, because of the poison on his dagger. You may fight him normally, or you can try to snatch the amulet from round his neck. If you do, you must deduct 2 points from your Attack Strength. If you have the higher Attack Strength, you tug the amulet away; turn to 348. Otherwise, if three Attack Rounds pass and you have still not taken the amulet away from him, you must turn at once to 23.



269

You smash the container, but nothing happens. You can now smash one with dust inside if you like (turn to 301) or one with mist and sparks (turn to 96) or you can leave and search elsewhere (turn to 7).

270

The Megaghoull has not been appointed the Count's final guardian for nothing. When it has the higher Attack Strength, you must roll one dice and consult the table below to see how much damage its blow has done you. If it strikes you four times or more, turn at once to 84.

MEGAGHOUL

SKILL 10

STAMINA 13

Dice Roll

Damage

1	Lose 2 points from your STAMINA
2-4	Lose 2 points from your STAMINA + 1 point for acid damage
5-6	Lose 2 points from your STAMINA + 1 point for acid damage + 1 point for poison damage

If you win, turn to 294.



271

Returning to the main entrance hall, you can now enter the east wing, if you have not done so before (turn to 349), or the west wing, if you haven't done so before (turn to 144), or leave the mansion house altogether (turn to 40).

272

The woods are very dark. Even the light from your lantern seems to penetrate the gloom of the densely packed trees scarcely at all. You can hear a very faint howling sound, which is getting louder and nearer even as you try to press onwards. Will you:

Try to get back to the road?

Turn to 339

Climb a tree and try to stay out of trouble?

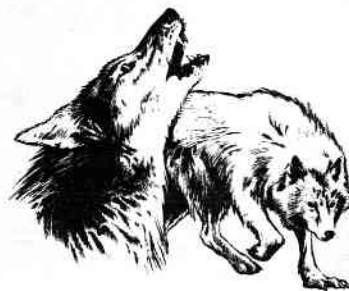
Turn to 101

Wait and draw your sword?

Turn to 66

273

The Vampire is already channelling power into his hands in order to cast another spell at you. You must get across the rock bridge without delay! *Test your Skill*, adding 2 to the number rolled. If you are successful, you reach Count Heydrich quickly enough to begin fighting hand-to-hand. If you fail, he casts his spell, and a cone of frozen ice-shards slams into you as you approach him; deduct 2 points from your STAMINA, and you must subtract 2 from your Attack Strength for the first three Attack Rounds because of the chill and numbing effect of the spell. Turn to 138.





274

An intense sensation of evil hits you like a blast of cold air as you open the door. This cold stone chamber is wholly bare, and to the west, chiselled stone steps lead downwards. A single figure stands here. In the gloom, you might well take it for a Zombie or a Ghoul, but it is the Grand Revenant which bars the way to Heydrich's subterranean lair and is a terrible enemy. Magic has infused its bones with immense strength and ferocity, and there is no escaping it now. You must fight for your life.

GRAND REVENANT SKILL 10 STAMINA 14

If you win, turn to 372.

275

You hurry on downwards, through a cavern with bright red-orange stripes in the grey limestone, somewhat resembling a side of bacon, if rather more colourful! Ahead of you is a yawning chasm and two rock platforms cross it to more caverns beyond; both of them look strong and safe to cross. If you want to take the right-hand platform, turn to 110. If you want to take the left-hand platform, turn to 307.

276

By great good fortune you come across a simple farmer leading a horse back to his farmstead. 'Darned thing escaped again. He loves running away, the wretch. Must have been all the noise of folks getting up at nights that roused him,' the old farmer grumbles. The horse looks distinctly perky and frisky, not the usual

farm workhorse at all. If you want to, you can buy the horse, but it's going to cost you every Gold Piece you have, no matter how much that is. If you're ready to pay up, turn to 87. If you won't hand over all your gold, turn to 203.



277

You approach the cave entrance but can make out only darkness. Lighting your lantern, you edge your way into a space and then you see a passage leading further into the rock crag opposite, so you head towards it. As you do, there is a dull 'pop' above you and you look up to see some large fungi on the ceiling which have just released a cloud of choking spores over you! *Test your Skill.* If you are successful, you manage to get out of their way before the spores reach the level of your head; turn to 370. If you fail, you must lose 2 STAMINA points through coughing and choking (if you have Lung Rot, you must lose 4 STAMINA points; turn to 343.

278

With a wave of your hand the old man conjures up a pair of Imps. You have to fight them together before you can get at him.

	SKILL	STAMINA
First IMP	7	5
Second IMP	7	6

If you manage to overcome the Imps, the old man now fights with a long, shatterproof glass rod, dripping acid. You will be fortunate to survive this combat!

DOKTOR VERRUCKTE SKILL 8 STAMINA 9

If you win, you search the laboratory but find nothing you can use. The script on the book the man was reading has disappeared, leaving only blank pages. You can either climb the stairs and search further (turn to 173) or leave and explore elsewhere (turn to 7).

279

Not far from the coaching inn the road leads north-eastwards and you have a long journey ahead of you. You ask everyone you meet about the coach, and from time to time someone tells you he has seen the infernal carriage. You can only hope that you are still on the right track. If you have a horse, you need to eat two meals during your travels. If you are on foot, you must eat five meals. If you have Bloodbane, you must deduct 2 more points from your *Initial* and *Current* STAMINA scores. Eventually you find yourself in a small hamlet, where you may buy supplies if you have any money to pay for them. You can buy Provisions; 1 Gold Piece will buy enough for 3 meals. If you want to sell your horse (if you have one!), a farmer will give you 4 Gold Pieces for him. It's daylight robbery, but you have little choice. No one here will sell you a

horse, though: they're in short supply, except for clapped-out nags that no one in their right mind would want to own. If you want to ask about healing or scholars or any magician who may be living in the area, turn to **334**. If you want to press on, turn to **89**.

280

You are brave – and very foolhardy. The chasm is both wide and deep. *Test your Skill*, adding 3 to the total rolled. If you succeed, turn to **361**. If you fail, your body is smashed to pieces on the jagged rocks far below and your adventure ends here.

281

On a sudden whim, you start looking for anything on Mortvania or Vampires. You find a small section of books on the undead, and – interestingly – a number of books are definitely missing from this section, given the gap in the shelves. Several books must have been borrowed. There isn't any kind of ledger of borrowings here, however. Will you now:

- | | |
|--------------------------------|--------------------|
| Go up to the dome? | Turn to 218 |
| Explore the east wing further? | Turn to 265 |
| Explore the west wing? | Turn to 197 |

282

You demand to know who sent the thugs to attack you. The grovelling wretch says that a huge brute of a man, someone the villagers had never seen before, came to Fendringham the night before last and told the thugs to expect you. 'Gave us ten gold each to

deal with yer, 'e did,' the man says. 'E was a rum 'un. Dressed in summat wot looked like a big black sack, and 'e 'ad these 'orrible scars all over 'is face.' The man shudders at the memory. Then his face changes into a mask of devilish cunning, as if he was possessed, and before you can react he whips a knife from behind the calf of one leg and drives the blade into your stomach. The weapon carries a deadly poison; you must lose 2 STAMINA points from the blow. Now roll four dice and add the numbers rolled. If the total is greater than your STAMINA score, you are killed outright and your adventure ends here. If the total is less than your STAMINA score, you must still deduct 4 additional points from your STAMINA because of the agonizing venom. If you are still alive, you strike the man down with your sword. Now, will you:

- | | |
|--|--------------------|
| Barricade yourself in the room and go to sleep? | Turn to 333 |
| Go to the bar and demand to know more about the man who paid to have you killed? | Turn to 384 |
| Leave the inn and make for Mortus Mansion? | Turn to 92 |

283

You can buy many items in Farleigh; this is a market village, after all. Make your purchases from the list below and alter your *Adventure Sheet* accordingly.

- | | |
|---------------------|--------------|
| Food (2 Provisions) | 1 Gold Piece |
| 10 metres of rope | 1 Gold Piece |
| Garlic (one string) | 1 Gold Piece |

Belladonna (Lycanthropy cure)	5 Gold Pieces
Herbal cure for Lung Rot	4 Gold Pieces
Herbal cure for Bloodbane	4 Gold Pieces
Ghoulbane, 1 vial	3 Gold Pieces
Silver stake and mallet	5 Gold Pieces
Climbing boots for hill-climbing	4 Gold Pieces
Potion of Stamina	7 Gold Pieces
Potion of Luck	4 Gold Pieces
Flask of herbal liqueur	2 Gold Pieces
Anti-venom (1 vial)	4 Gold Pieces
Silver mirror	3 Gold Pieces
Magic sword	15 Gold Pieces
Longbow and quiver of arrows	5 Gold Pieces

Belladonna will cure Lycanthropy, if you have it; consuming Belladonna means you will have to lose 2 STAMINA points from the effects of the poison, however. If you have Bloodbane, and you cure it now, you may restore your *Initial* STAMINA score to its full value. Ghoulbane can be smeared on a sword and will allow you to add 2 points to your Attack Strength in a combat against any kind of Ghoul. One vial contains enough for three applications, one application lasts for a single combat. You can smear it on your sword immediately before any fight with a Ghoul of any kind. A Potion of Stamina, when drunk, restores lost STAMINA points equal to half your *Initial* STAMINA score, rounding fractions down. A Potion of LUCK restores 1-3 lost LUCK points (roll one dice and divide the number rolled by 2, rounding fractions up). A flask of liqueur restores 4 STAMINA points when drunk. Anti-venom will protect you from poison for *one*

combat or encounter – the first after you have drunk it. If a paragraph instructs you to lose STAMINA from poison and you have drunk Anti-venom, you lose no STAMINA. All these liquids can be drunk at any time, except during combat. A magic sword adds 1 to your Attack Strength during combat. A longbow will allow you to fire arrows at enemies from a distance; some paragraphs will offer you the option of using it when appropriate. When you have made your purchases, you can ask around to find a sage or scholar, if you haven't already done so (turn to 373), or you can continue on your way north-eastwards (turn to 198). Alternatively, if you want to make for another place whose name you know, turn to 304.

284

You have made the right choice. Shrouded in the darkness beyond the archway is the last coffin of your hated enemy, but you see a slight figure bending over it. She stands up straight and faces you, fear written large on her face. She is very beautiful, though eerily pale, with long, black hair framing her face. 'Thank all the gods of good,' she purrs, 'you have slain the monster!' Will you ask her to tell you her story (turn to 309) or will you attack her (turn to 391)?





285

You were unwise to ignore the warning. As you trudge through the village, a hulking figure comes flailing at you from behind. It is man-like and carries a huge, wooden club, studded with chunks of metal. It wears only black sacking and appears to have been cobbled together from bits of various bodies. The monster stands an arm's length taller than you and is immensely muscular and strong. *Test your Luck*. If you are Lucky, you manage to avoid the monster's first blow. If you are Unlucky, it strikes you with the benefit of surprise and you must deduct 2 points from your STAMINA. Turn to 190.

286

As you move towards the lantern, the workman suddenly becomes agitated. He picks up a heavy iron bar that is hooked and serrated at one end, and he looks at you very threateningly. If you want the lantern, you're going to have to fight this very muscular and powerful-looking man. If you decide to fight him, turn to 335. Alternatively, you can decide to leave the coach-house and make for the main mansion house instead (turn to 46).

287

Clearly the east wall of this corridor is not flush with the entrance hall. Searching carefully, you find a secret door on the east side of the passage. If you want to open it, turn to 318. Alternatively, you can open the western door (turn to 35) or the door at the end of the corridor (turn to 208).

288

You have blundered into a deadly trap! As the door opens, spears fly along the corridor from the south and hammer into your back. You are propelled forward into the deep, spike-filled pit behind the door. Your adventure ends here!

289

You must pay 1 Gold Piece to stay here. If you wish to pay this, turn to 70. If you cannot, or aren't prepared to pay, you must look for somewhere else to stay and rest (turn to 323) or you may leave and keep watch over the inn from a safe distance (turn to 394).

290

Forcing open the chest, you find some brass-bound volumes. One in particular catches your eye: *A History of Mortovania, Vol. 8*. Flicking through its pages, you see that many notes have been made in the margins. Unfortunately, you hear steps coming towards the room! Looking around, you see that you can hide yourself in the wardrobe if you wish to avoid whoever is coming. If you want to do this, you must *Test your Luck*. If you are Lucky, turn to 112. If you are Unlucky, turn to 154. If you are prepared stand your ground and meet the approaching man, turn to 385.

291

You strike at the older crone with your sword. If you do not have a magic sword, you cannot harm her and she will destroy you. Otherwise, fight on!

SHEVALA

SKILL 9

STAMINA 11

In the first two Attack Rounds, Shevala will attack by using spells: she fires small bolts of lightning into your body. If she has the higher Attack Strength, you must lose 4 STAMINA points from her attack. If you have the higher Attack Strength, you will strike her and her spell will be ruined. From the third Attack Round onwards, she fights with a poisoned dagger. If she strikes you, roll one dice. If you roll 4 or higher, you lose 1 additional STAMINA point because of the venom on her blade. If you win, *Test your Spot Skill*. If you are successful, turn to 311. If you fail, turn to 355.

292

This tomb room is empty, save for the fine stone tomb of the long-dead knight within it. You gain nothing by your choice. The knight's ghost ushers you out of the tomb, and you make for the door half-way along the passage beyond the tombs, and open it. Turn to 393.

293

You can hear someone muttering to himself – it is Endrell's voice! 'Must have escaped,' he is cursing. 'He will have killed to eat – it's too late to worry now. I must get everything out of here and go to the Master.' Then the voice stops and you stand deadly still, but you can see a light coming towards you from the corridor below. If you want to stay where you are and challenge Endrell, turn to 316. If you opt to attack him, turn to 69.

294

Having felled the Count's guardian, you are standing on the opposite side of the narrow bridge to the

villainous, saturnine Vampire. He seems to be growing in strength even as you look at him. How will you assail him? If you want to throw Blackfire at him, turn to 231. If you want to drink a mystery potion, you know the number of scratches on the potion vial. Multiply that number by sixteen to arrive at a new total, then turn to the paragraph with the same number. If you want to throw acid at the Count, turn to 83. If you want to fire an arrow from a longbow at the Vampire, turn to 397. If you want to race across the rock bridge and attack him, turn to 273.

295

You are no botanist, and scouring a forest for a plant you probably can't recognize, at night, is not a wise move. Lose 1 Blood Point for the delay, and you must now eat a meal. Now return to the main trail. Turn to 148.

296

The creature used, or attempted to use, most of the filled vessels that were here, and there is little left for you to take. There is one heavy flask labelled 'Oil of Disenchantment', and it has a number inscribed into the wax seal on it; the number is '260', so make a note of this. You can have no way of knowing what the oil does, of course (it may remove enchantments - or it could be a miserable disappointment when you find out what it does do!). You will be offered the chance to use this oil later on. There are also some notes from a 'Dr Verruckte', instructions for preparing 'essence containers', whatever they are, and an order to deliver them to the west wing of the building. If you want to

make for the west wing of the building now, turn to 144. If you want to explore a part of the east wing which you have not seen before, turn to 399.

297

Gain 1 LUCK point and 1 FAITH point for achievement! Exploring the area, you find a cave entrance in the side of Crab Peak. You explore the passage and caves inside, but in one area a cluster of fungi on the roof releases showers of choking spores over you. Lose 2 STAMINA points through coughing and choking (lose 4 STAMINA points if you already have Lung Rot). You find a large cavern with a steaming cauldron hissing and spitting fire: the witches' lair! Exploring this cavern, you find a rock which can be rolled away to reveal a small alcove. Just as you are about to see what lies beyond, a pair of tall, dark-haired men with stout leather armour and well-polished swords come striding into the cavern behind you. 'Just our luck,' one of the bandits grins, 'we'd been watching those witches for weeks, trying to sneak in here when they were out. Now this idiot comes along and kills them for us, and we get to take all their treasure!' They draw their swords and attack you. You can back up against a wall and fight them one at a time.

	SKILL	STAMINA
First BANDIT	7	7
Second BANDIT	7	6

If you win, you can take 3 Gold Pieces and enough food for 2 meals from them. You roll back the rock you were on the point of examining. Turn to 220.



298

You feel bewildered and disorientated. You are standing on a hazy, insubstantial surface, surrounded by barren plains and mists. Before you stands a single glowing figure, tall, fair-haired and grave in appearance. 'He is gone to the Ghoulcrypts,' the spectre declares sadly. 'You will have to follow him there.' You stand still, trying to get your breath back. You have no idea who this figure is until he introduces himself. 'I am Siegfried, Reiner's brother and his nemesis. When he was brought back into existence, the magic also called me back from my own resting-place. We are inseparable: he is the darkness, I am the light. But I am still trapped here and can do nothing to stop him. I do know where he is, however, and I can help you. Pass beyond the northern Great Wall to the margins of the Shamutanti Hills and seek the village of Sharnek. Find the Gatekeeper. He has stood guard for many long years over the secret places, and he will be glad that his long wait is over. When you find the Ghoulcrypts, you must seek the tomb of the fifth and last Knight of the Thorn there. Not only the Vampire Elders are buried in that place; the tombs of their five greatest enemies, those fabled Knights, stand there also. In that fifth tomb you will find a great weapon to aid you against Reiner. This time, you must destroy him utterly.' If you have a red crystal heart, turn to **249**. If you do not have this, turn to **34**.

299

Through the gloom and mist you can make out the shape of the mansion house in front of you. To your

right, however, there is a coach-house and a set of stables. If you want to explore the stables and coach-house, turn to **321**. If you prefer to make straight for the main house, turn to **46**. If you want to prowling around in the grounds and explore generally, turn to **378**.



300

If you overcame Sandar in battle, turn to **89**. If you did not, turn to **367**.

301

You smash the container, and an intense chill emanates from it and freezes you to the bone. Deduct 4 points from your STAMINA. You decide it will not be wise to smash any more flasks, so you leave to search elsewhere. Turn to **7**.



302

You notice that Endrell is showing some anxiety about Marcus seeing the notes; clearly he doesn't want the younger man to see what has been written in them! Turn to **33**.

303

The Blackfire destroys all the skeletons instantly. You step out with a spring in your stride: will you now follow the left-hand passage (turn to **164**) or continue straight ahead (turn to **202**)?



304

Change the letters of the place you want to go to into numbers, using the code A = 1, B = 2, C = 3 and so on, and add together the numbers corresponding to the letters, then turn to the paragraph with the same number. If you do not turn to a paragraph beginning 'An endless plain stretches ahead of you . . .' you have made the wrong choice; return to paragraph **148** and select a place to go to that you have not visited before.

305

Your longbow is of no use, alas, for the witch can be harmed only by magical weapons. Your useless arrow sails across the cavern and lands at her feet. But a shower of burning smoke covers you and you must lose 3 STAMINA points. Now you can either throw acid at her, if you have some (turn to 398), or rush and attack her with your sword (turn to 31).



306

You are eager to read Seward's Codex – which must have been the reason Heydrich went to the monastery: to steal this book away and guard its secrets. But you have hardly read the first page when your fingers slip from the page in utter exhaustion. After all, you have ridden all night, and you are desperately tired. Turn to 379.

307

With a sigh of relief you reach the far end of the rock bridge and see fluted pillars of sculpted stone ahead of you. You approach them carefully and discover that they are massive stalactites. There is plenty of room to pass between them, so you push on ahead and downwards, following the passage as it descends into a huge cave with many more, if less spectacular, stalactites growing down from the ceiling. These have bulbous globes on their tips, yellow-orange centres and a milky surround. There is an unpleasant smell in this chamber, not unlike that of rotten eggs. Far to the north, in the darkness, you can hear rushing water. You can also see a small constellation of sparks gliding lazily towards you through the air. If you want to enter the cavern, turn to 14. If you want to back out, turn to 374.



308

Sounds of yelling and snarling can be heard coming from the woods to your left. You creep silently towards the source of the noise and come upon a man

trying to keep at bay a pair of heavy-muzzled, thick-furred wolves that are circling him and snarling. Beside the man lie the body of a warrior and three wolf corpses too. The man doesn't look much of a warrior and is clearly desperately frightened. He has only a knife for self-defence and the wolves look set to finish him off easily. If you want to go to his aid, turn to **396**. If you decide not to fight the wolves but continue through the woods and return to the trail beyond the mist patch, turn to **15**. If you decide to hang around and see what happens, turn to **86**.

309

The woman, who tells you that her name is Anna, says she is the slave of the hated Count. He hypnotized her and took her away from her home, and he has kept her here for many months. Her voice is soothing and you are inclined to trust her, but you are eager to finish off the Vampire – and she wants to keep on pouring out her tale! At last you push past her and advance on the coffin. Too late! The woman's long fangs are beginning to show, and her nails suddenly reach out and claw at your neck; deduct 2 points from your **STAMINA**. She is in fact Katarina Heydrich, Reiner's Vampyre sister, and now you have to fight her!

KATARINA HEYDRICH SKILL 10 STAMINA 11

If you win, turn to **44**.

310

Crab Peak, you know, lies in the shadow of the Great Wall. By heading north-west from where you are now,

you will surely bump into someone closer to the area, who will be able to tell you where it can be found. Turn to **57**.

311

Carollar is smiling in a very unpleasant manner. You realize that this is not just because you have killed her rival – she's going to attack you! You have time for one brief action. You have no time to eat a meal, but you can drain a flask of herbal liqueur or use a magical item, if you have such things. Then you will have to fight the treacherous crone. Turn to **355**.

312

From behind your back a spectral figure comes flying at you; it is one of the many undead which haunt the crypts. The Wraith has a chill aura about it and, if it strikes you, you will be in serious trouble!

WRAITH

SKILL 8

STAMINA 9

If you win, and if the Wraith struck you at least once, roll one dice. If you roll 1-4, the Wraith drained you of 1 point of **SKILL**! Turn to **156**.





313

The laboratory here is a bizarre clutter. Vessels of bronze, iron and glass seem to have been thrown around randomly, though they are connected by many glass and brass pipes which run all over the place. Oily foul-smelling fluids bubble and simmer in flasks suspended over oil-burning lamps. Strings of rank weeds and grasses, bundled together, hang from iron rails suspended from the ceiling. Vats hold coloured liquids, and there is even one filled with what looks unpleasantly like rendered fat. Steam gushes from odd mechanical contrivances which clank and whirr. Wooden steps lead upwards into darkness at the eastern end of the room. Seated high above this mechanical pandemonium and poring over a huge book is a white-haired old man with an implausibly long nose, on the end of which perch huge eyeglasses. He looks up at you irritably. 'What is it?' he snaps. 'I'm very busy. I've got the Ghoul essences to get ready for next week, and the fat-digesting machines got clogged up this morning. What do you want?'

You hardly know what to make of all this. If you want to attack the man, turn to **199**. If you prefer to talk to him, turn to **227**. If you decide to retreat and search elsewhere, turn to **7**.

314

Surprisingly, the room on other side of this door has no tomb in it, just a stone statue of a huge knight, mightily muscled and strong-faced. You gaze at the beautifully sculpted figure for a moment before you

realize that the sword in the man's right hand is not made of stone at all: it is of metal! Excitedly you prise it away from the stone hand which grips it only loosely. If you have *Latent Vampirism*, turn to 36. If you have *Lycanthropy*, turn to 366. If you have neither affliction, turn to 53.

315

'Together, however, the three of us did manage to piece together one of the Vampire's final secrets. Three witches of Analand constructed a crystal heart: while this infernal object is still in existence, Heydrich cannot be destroyed. We also learned where the crones can be found; it's at a place named Crab Peak, in the shadow of the Great Wall. It lies far to the west of here. There was something else, however.' Harquar ponders for a moment.

'There is a deeper secret Heydrich possesses, for surely he would not allow himself to remain in the witches' power. We came to believe that he has some deeper retreat, some far-away source of power of his own. He has just used the witches to bring himself back to strength before he calls upon this power, whatever it may be. My guess is that you will find out what it may be only by entering Mortus Mansion, as his home is called. Should you make for the witches, however, beware their strength. Together they could destroy you utterly. You should try to vanquish them one at a time, if at all possible. As for me, I think I should seek refuge where the Vampire cannot send any more *things* after me.'

Harquar now gives you some correspondence that passed between himself, Sewarth and Henrik. There are 15 pages of these (make a note of this) and they will give you some clues about Mortus Mansion which may come in useful later. Gain 2 Blood Points. You consider what Harquar has told you. You ought now to make either for the witches (turn to 57) or for Mortus Mansion itself (turn to 198).

316

You startle Endrell as he approaches. You say, lamely, that you were looking for food in the kitchen, you saw the open trapdoor and you were curious. He seems flustered and says that he thought he heard an intruder in the catacombs. He seems only too happy to find some food for you in the kitchens and brews two herbal nightcaps for himself and for you. He escorts you back to your room, then has a young monk virtually stand guard outside it. You decide to do some more snooping tomorrow. Turn to 90.

317

You edge forward along a winding passage with a low ceiling. Flickering blue light glimmers ahead and the passage straightens, the walls grow smoother and the floor easier to walk along. On either side of you are three wall-alcoves, and inside each is a skeletal figure. In the distance you can see that the passage continues and there is a side-turning to your left. You have a pretty good idea that the skeletal figures

will come to life and attack you as you approach them, so what are you going to do? Will you:

- | | |
|--|-------------|
| Throw Blackfire at the skeletons, if you have some? | Turn to 303 |
| Fire an arrow at the nearest one, if you have a longbow? | Turn to 68 |
| Throw some acid at the skeletons, if you have any? | Turn to 178 |
| Grip your sword tightly and attack the first skeleton? | Turn to 104 |
| Just walk straight ahead? | Turn to 327 |

318

The door opens into a pitch-black area. By the light of your lantern, you can see a large wooden table with a coffin on it; the coffin is lined with a coating of earth. Black and red silks are hung on the walls and draped round the coffin itself. You can't see anything or anyone inside the room, but you have a strong sensation of evil, and your skin is clammy with fear. The sense of danger is strong! If you want to enter and destroy the Vampire's coffin, turn to 388. If you think better of it, you can retreat and open the western door in the corridor (turn to 35) or the door at the far end of it (turn to 208).

319

The man is clearly disappointed at your decision to depart. Now you will have to wander around alone, looking for any crypt entrances outside the village. First, you have to find somewhere to stay for the night; this will cost 1 Gold Piece. If you don't have

this, or if you won't pay, then you must eat a meal and you sleep fitfully outdoors; deduct 2 points from your STAMINA.

In the morning, you can buy some Provisions if you wish to; 1 Gold Piece buys enough for 2 meals, and you can buy as much food as you can carry. After endless searching round the outskirts of the village, all you have turned up is the entrance to some long-abandoned mines. If there are any crypts below them, no one is saying so, but the villagers are a furtive lot and have little to say anyway. You must lose 2 Blood Points for this delay in searching. It's time to go down into the depths! Turn to 134.

320

If you have the sword Imperator, turn to 365. If you do not have this sword, you can fight normally (turn to 243) or use a silver mirror to fight with (turn to 345).

321

The doors of the coach-house creak open. Inside, in barely lit gloom, you can see a dark coach which you recognize as one that sped away from the monastery. A large pair of swing doors leads into the stables proper, while a smaller door leads into a separate room. Will you:

- | | |
|-------------------------|-------------|
| Explore the coach? | Turn to 364 |
| Open the pair of doors? | Turn to 233 |
| Open the small door? | Turn to 22 |

322

The Demon Hound spits fire and acid at you, as well as biting and hammering at you with its stone-hard hoofs. If you do not have a magic sword, you cannot harm it and your adventure ends here. Otherwise, you must subtract 1 from your Attack Strength when fighting this horror for the spray of flame and acid it directs at you makes it difficult to see the thing properly – let alone strike at it!

DEMON HOUND · SKILL 10 STAMINA 10

If you win, you can open one of the two doors. The one with the magical trap which summoned the Demon Hound is immovably jammed shut now and you cannot open it. This leaves you with the choice of opening the door half-way along the passage (turn to 399) or opening the door with the shield motif at the end of it (turn to 11).

323

You find a farmstead, a kilometre or so away from the coaching inn, where you can rest in a barn – you're very tired as you've ridden through the night. You must now eat a meal. You can buy some Provisions from the farmer's wife if you have some money – 1 Gold Piece will buy you enough for 3 meals (add 3 to your Provisions) and you may buy as much food as your backpack can carry, if you are able to pay. Alter the Provisions and Treasure boxes on your *Adventure Sheet* accordingly. Then you settle down for some badly needed sleep. Turn to 379.

324

You can take supplies from the kitchens: enough food for 4 meals (add 4 to your Provisions) and a flask of oil, normally used for cooking, which may prove useful to you later on. This oil can't be used to replenish a lantern, however. You now return to the main passage in the east wing; turn to 399.

325

Shevala told you to utter words which in fact enhance the magical trap here. All that remains of you after you step into the magical barrier is a half-melted sword and a pair of steaming boots. Your adventure ends here.

326

You fall asleep eventually and don't wake up until after noon. During the day, you are politely prevented from exploring much of the monastery and your questions are evaded with equal courtesy. You are told that Sewarth and Sandar are still away. Lose 2 Blood Points. If you have already spent at least two nights in the monastery, turn to 61. If you have slept here for only one night, turn to 74.

327

Roll two dice. If the total is equal to or greater than your FAITH score, turn to 104. If it is less than your FAITH score, you escape and take the left-hand turning in the passage (turn to 164) or march straight ahead (turn to 202).



328

Groping your way through the fog, you find a farm girl standing over the body of a youth that has been dumped beside some straggling thorn bushes. 'The bandits! They have killed Frederick,' she says miserably. You look down at the body. The young man still seems to be breathing, so you bend forward to inspect the body more closely. You see a nasty wound on his neck, and you wonder what . . .

Then the woman is attacking you, clawing at you with long nails, trying to sink her fangs into your throat! You must fight for your life here!

VAMPYRE

SKILL 9

STAMINA 11

If the Vampire has an Attack Strength of 21 in any Attack Round, make a note of this paragraph number, then turn to 95. If you win, turn to 128.

329

You prise away the rock and make your way quietly underground. There is a faint phosphorescent glow from wall fungi here, and you don't need your lantern. The passages you enter are oddly sculpted, as if by some long-lost race of subterranean dwellers; they twist at odd angles, and the floor is slightly rippled and irregular. Keeping your eyes peeled, you come to a side door, which you find to be locked and which you cannot open. In front of you is a junction, one passage leading ahead and the other branching away to your left. If you want to go straight on, turn to 377. If you prefer to bear off to the left, turn to 363.



330

You can fight the monster normally with a sword; turn to 270 if you choose to do this. If you want to hurl Blackfire at the monster, you already know the number inscribed on the vial of Blackfire; multiply this number by three to get a new total, then turn to the paragraph with the same number. If you have a mystery potion which you have not identified and you want to try using it here, you know how many scratches are on the flask. Multiply this number by thirteen to get a total, then turn to the paragraph with the same number. If you want to throw acid at the horror, turn to 21.

331

'There he is!' you hear Marcus cry as you leave the chapel. 'He murdered Endrell!' The Elder must have summoned help from the people of the lakeside, for two burly men, armed with swords and wearing stiff leather jerkins and carrying shields, are coming along the corridor towards you. You realize that trying to argue is pointless. You are forced to fight these enemies together.

	SKILL	STAMINA
First MILITIAMAN	7	7
Second MILITIAMAN	7	6

If you win, Marcus has fled and you must now move swiftly! You can try the south door here (turn to 381) or the other door to the north in this west wing (turn to 225).



332

You mumble something about needing help with your problem, and the man look faintly disappointed. 'Is that all?' he mutters. He gets down from his raised desk and rummages through some flasks, pouring liquids together to form a most unappetizing, greenish-brown slime, which he decants into a dusty goblet. 'Drink that,' he says briskly. You manage to force the stomach-turning filth down your throat. It really is disgusting stuff, but you are cured of all the afflictions you have! Gain 1 LUCK point. The man is growing impatient with you and wants you to leave now. You can either leave and search elsewhere (turn to 7) or attack him (turn to 278).



333

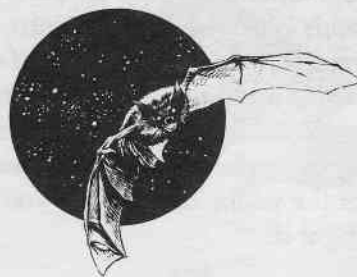
You barricade the door and settle down to an anxious sleep. Fortunately there are no more disturbances. Next morning, you eat a hearty breakfast and set off for Mortus Mansion. Turn to 49.



334

The occupants of this hamlet are mercenary wretches. 'Give us a gold and I'll tell you what you want to know,' is all that any of them will say. If you are willing to pay up, turn to 358. If you can't – or won't – pay, turn to 89. You could also spend a day working here, doing manual labour, in order to earn a Gold

Piece if you want their help. If you do this, you must lose 1 Blood Point for the delay, and you will lose 1 point from both your *Initial* and Current STAMINA scores if you have Bloodbane. Then you should press onwards by turning to 89.



335

The thick-set man fights with extraordinary ferocity, swinging his iron bar at you!

SADDLER

SKILL 8

STAMINA 11

If you win, you make take his lantern. It won't be of any use to light your way, for the lantern has red lenses and the radiance from it is baleful and doesn't illuminate anything clearly. There is a pattern echoed on the glass lenses, showing vaguely human figures shrouded in cocoons; you have no idea what these images mean. You return to the main coach-house. You can now open the double wooden doors if you haven't done so already (turn to 233), explore the coach, if you haven't done so (turn to 364), or make for the mansion house itself (turn to 46).

336

As you are about to remove the gag from the young man's mouth, his eyes turn in the direction of the stairs at the same moment as a huge monster, clad in gleaming metal and yet with a body of rotting flesh, hurls itself down the steps from the darkened room above. This is a Ghoul, but one unlike any other you have seen. Bands of metal are sunk into its arms and legs, and from its hand protrude knife-long metal blades. It looks as if an insane creator had used fused metal into the Ghoul's body to strengthen it – and it is a formidably powerful opponent. Fortunately, given the warning of the young man's gaze, you are balanced and ready to fight it!

STEEL GHOUL

SKILL 9

STAMINA 12

If you win, turn to 25.



337

There are so many books and documents in this library, and you don't really know what you are looking for. *Test your Spot Skill.* If you are successful, turn to 281. If you are unsuccessful, you lose time in a

fruitless search; lose 1 Blood Point. You can now go up to the dome (turn to 218), explore elsewhere in the east wing (turn to 265) or leave and go to the west wing (turn to 197).



338

Having slain the Vampyre, you tip the coffin over and smash the wood. Gain 4 Blood Points! From the depths of the Ghoulcrypts for a moment a great groan of anguish rises up. Perhaps the wretched Count now knows that you are here and that his end is nigh – you hope. Now you return to the main passage and press forward into the depths of the Ghoulcrypts. Turn to 202.

339

With the sound of wolves closing all round you, can you keep calm and retrace your steps? *Test your Skill.* If you are successful, you manage to get back to the trail – but you are in the mist now, so turn to 39. If you fail, you stumble and twist an ankle; deduct 1 point from your STAMINA. The howling creatures are upon you! Turn to 66.

340

You enter a comfortable living room. Padded smoking-jackets hang on pegs on the walls, and the Count's favourite armchair nestles comfortably beside a large table with glasses, bottles and decanters on it. Unfortunately, on the wall directly above the door is a trophy of the Count's Mortvanian hunting days. The head of a huge black bear comes to life the moment you enter, and the wooden plaque on which it is set flies down from the wall! The animated head snarls and growls, and the bear's teeth are quite capable of inflicting serious injury upon you if you do not destroy this magical creation swiftly!

BEAR TROPHY SKILL 8 STAMINA 7

If you win, you can take two flasks of herbal liqueur from the table. Each one can be drunk at any time, except during combat, and will restore 4 lost STAMINA points. Now you can return to the passage outside to explore elsewhere. Turn to 399.

341

You must *Test your Skill*. Unless you have some rope which you can throw up and loop round one of the gargoyles by the windowsill and so haul yourself up, you must add 2 to the total rolled on the dice. Each time you fail, you get part-way up, only to fall; lose 1 STAMINA point. You can keep on trying until you succeed; when you do, turn to 191, but make a note of how many attempts you had to make. If you get bored with continual failure, you decide to hammer on the front door instead (turn to 37).

342

How can you hope to break a huge stone with a sharp weapon such as a sword? *Test your Luck*. If you are Unlucky, your sword simply shatters and you no longer have a magic sword. If you are Lucky, the blades does not break, but you quickly realize the error of your ways. Unfortunately, the stone does not care for being struck in this way. Out of the shadows behind you a pair of Giant Spiders come skittering from their rocky lairs to attack you! You must fight them together.

	SKILL	STAMINA
First GIANT SPIDER	7	8
Second GIANT SPIDER	7	8

When you have killed one of the spiders, the second one will fire silky strands of spider's web at you. *Test your Luck*. If you are Lucky, you will not be caught, but if you are Unlucky, you will be caught up in the web and you must deduct 1 point from your Attack Strength for the rest of this fight. If you win, you decide that you can do nothing further here; you can either backtrack to the left-hand passage (turn to 363) or head for the surface (turn to 145).





343

As you advance along the deeper passage, you hear a crackling noise in the distance. A stone door opens at the end of the passage and a vile, hunched thing comes flying towards you. Gnarled and wrinkled, the creature looks like a small, shrivelled old man, but it has leathery wings and the face of a demon. It holds a small stone wand from which black acid drips on to the floor. Before you can get to the witch, you have her Demonling to deal with!

DEMONLING

SKILL 8

STAMINA 7

If the Demonling hits you, roll one dice. If you roll a 1, you are splashed by the acid and must lose 3 STAMINA points. If you roll a 6, you get a faceful of the vicious, corrosive acid; lose 4 STAMINA points. You are also blinded for a short time; subtract 2 from your Attack Strength for the next two Attack Rounds. If you win, turn to 234.

344

As you approach, the witches break off their argument and gaze at you suspiciously. They both draw daggers dripping with venom from the folds in their cloaks. What are you going to say for yourself? Will you:

Ask about the statue?

Turn to 115

Ask about a magical item of some kind?

Turn to 383

Ask if you can help them in some way?

Turn to 43

Try some other strategy?

Turn to 72

345

You turn your eyes away from the hypnotic gaze of the Vampire and thus save yourself from the dominating effects of his eyes. However, you must subtract 1 from your Attack Strength when fighting him. Now turn to 365.



346

Villagers and other monks are already streaming towards the monastery, attracted by the sound and the sight of the fleeing coach. The bodies of several monks are brought out by men with ashen faces. One monk from a neighbouring monastery mutters something about Ghouls, and people are beginning to look uneasy and afraid. It seems that only one of the young monks from the monastery is left alive. If you want to try to talk to him, roll one dice and add 4. If the total rolled is less than your FAITH score, turn to 47. If it is higher than your FAITH score, it's time to go. If you have at least 8 Gold Pieces, turn to 276. If you have less than this amount, turn to 203.

347

You open the door and gaze, open-mouthed, at the sheer scale of the room in front of you. Seemingly endless, it is filled with stone tombs and mournful statues. In an archway to the north is a glowing azure barrier of light; far to the south there are two more great archways, each with a huge wooden door and bronze plaques and handles. It comes as no surprise when you see what looks like a small army of undead beginning to advance on you from the south. If you can't face fighting the Ghouls, Zombies (and perhaps worse) heading your way, you can slam the door shut and run like mad back to the entrance hall, where you will be able to take your bearings and find somewhere else to search (turn to 271), but you cannot return here afterwards. However, if you decide to stay, you have enough time for four actions before the undead reach you. If you have a longbow, you can fire arrows (firing a single arrow counts as one action). *Test your Skill* each time you fire, and every time you are successful you can subtract 2 points from the STAMINA of the Ghoul Pack. If you have some acid, you can throw this at them; this takes one action. *Test your Skill*. If you are successful, you can subtract 4 points from the STAMINA of the Ghoul Pack. If you have Blackfire, you can throw the vial at the undead. This takes one action, and the magical wall of fire created will destroy the Ghoul Pack utterly (you can then fire arrows or throw acid at the Zombie Pack when you confront them). After performing four actions, you must fight!

GHOUL PACK

SKILL 9

STAMINA 10

If you are struck four times by the Ghoul Pack, turn at once to **84**. If you win, turn to **380**.

348

The man's eyes glaze over as if some enchantment or spell had been lifted from him; however, as you snatch the glowing gold amulet away from his throat, it burns your hand with a fiery, evil magic. Deduct 1 point from your **STAMINA**. What's more, the west door in this room is now opening and a pair of Zombies are shambling in from a nearby guard-room. You must fight the Zombies together, but after 2 Attack Rounds Sandar will have recovered some of his senses and will fight on your side. When that happens, you may add 2 to your Attack Strength because of his assistance.

	SKILL	STAMINA
First ZOMBIE	7	7
Second ZOMBIE	7	7

If you win, turn to **82**.



349

You push open the door to find a long, narrow passageway, richly carpeted as before, leading eastwards. In the distance, it swings away southwards, but before that there are four wooden-panelled doors set off from it, two on either side. Will you:

Open the first door to the north?	Turn to 88
Open the second door to the north?	Turn to 65
Open the first door to the south?	Turn to 139
Open the second door to the south?	Turn to 340
Go to the end of the passage and turn south?	Turn to 182

350

The door here is locked and you have no key to open it with. You can break it down, but this will take time and you will make a lot of noise in the process. If you want to smash the door down anyway, turn to **211**. Otherwise, you must return to the main passageway and explore deeper into the Ghoulcrypts; turn to **202**.



351

Sewarth, you learn, is one of the Elders of the Halls of the Stars and lives in a small building with a splendid

glass dome. Gossip tells you that the monks of this place are rather eccentric, even by monkish standards, and keep themselves to themselves. They have a reputation for very odd and obscure studies, and no one is certain exactly what it is they do most of the time. You approach the monastery and rap the small gargoyle door-knocker on the front door. A weedy young man in grey robes opens the door a fraction, and clearly he doesn't much like the look of you. You manage to stick one foot in the door and wave Henrik's papers in his face, saying that they must be delivered to Sewarth urgently. 'Wait a moment,' the youth says, determinedly forcing the door shut despite the obstacle of your foot.



Inside a minute, two rather older monks are staring at you round the reopened door. You explain yourself, and one of them says, 'Very well, you'd better come in. Sewarth is away at the moment, but perhaps we can help.' They admit you into their hallway and lead you into a spartan room. You explain how you came by the papers you are carrying.

'I am Endrell,' the taller and older of the monks says, 'and this is Marcus. We are two of the four Elders here. Our colleagues, Sewarth and Sandar, are away for a short time, though we expect Sewarth back soon. May I look at the papers you have brought?'

If you are happy to hand over the papers to him, turn to 257. If you don't want to do this, turn to 205.

352

You look through any papers you may have; lose 1 Blood Point for the delay. If you have some letters from Harquar's house, you know how many sheets of paper there are in them. Multiply that number by eight, then turn to the paragraph with the same number. Otherwise, you can only step straight into the portal (turn to 18), speak the words Shevala told you (turn to 325) or decide to leave. If you leave, you can make for either the locked door (turn to 239), the cavern at the very end of the passage, if you haven't been there before (turn to 206), or the surface (turn to 145).





353

You can take trinkets and baubles worth 6 Gold Pieces from the Vampyres. In their over-decorated, rather lurid chamber you find a third woman sleeping on one of the silk-covered beds; there are bite marks on her throat. Now, she may be a Vampyre too, for all you know; they do feed on one another when desperate. But she may be an innocent victim, kidnapped perhaps, and it would be a cowardly and terrible thing to leave her here at the mercy of the Count's evil servants.

What will you do? If you decide to try and wake her, turn to **16**. If you want to leave, you can return to the main passage; turn to **399**.

354

You have just abandoned a group of helpless, innocent young monks to a very unpleasant fate; lose 1 point of FAITH for your cowardice. Now you can explore the westernmost north door, if you haven't done so already (turn to **236**), or the other northern door (turn to **225**).

355

Carollar attacks you with her envenomed dagger. If she hits you, roll one dice. If you roll 4-6, you must lose 1 additional STAMINA point as the poison works its way into your system!

CAROLLAR

SKILL 10

STAMINA 10

If you win, turn to **297**.



356

You don't know for certain where Marcus's rooms are, but luckily you guess correctly: his study room is just across the corridor from Endrell's. You knock gently on the door and hear a bolt being drawn back. The door opens just a fraction and the monk's clearly frightened face peers out at you. Surprised by his look, you say that you very much want to talk to him, for you are worried about Sewarth. He nods and lets you in. If you found a book in Endrell's room and you have fought Endrell, multiply the number of that volume by the number of metal bands on Endrell's staff, then turn to the paragraph with the same number. If you only glimpsed the book, turn to the paragraph with the same number as the volume number of the book. Failing that, turn to 250.

357

'I am known by some people as the Gatekeeper,' the man says cautiously. 'I know the way into the crypts. They are far below the old Bluestone mines to the north of the village. Do you have Sewarth's Codex with you, by any chance?' If you have this book, you

know how many pages it contains. Add 100 to ~~that~~ number to get a total, and turn to the paragraph ~~with~~ the same number. If you don't have this book, ~~or if~~ you don't want to let this man know that you have it, take your leave of him and turn to 319.



358

The villagers tell you that a strange, eccentric fellow is living at the eastern boundary of the hamlet. 'Forget 'is name. Zandar, Sender, somefink like that. Anyway, he mended that lame leg old Snotman had - remember?' The others nod their heads in remembrance. 'He might be able to help yer if yer got some kind of disease or something. Bet yer he meddles in magic, too. Them funny old strangers often do, like.' There are vague whispers about 'furriners' from the group here. At the mention of diseases, some of them look at you a bit askance and you decide it's probably time to go. You can seek out this eccentric old healer if you wish (turn to 5); otherwise you continue north-eastwards in pursuit of your quarry (turn to 89).

359

The Count has used a magical portal to transport himself far away, flying across the planes to his final hideaway. When you strike the barrier, fire flickers round your body as you suffer some of the ill-effects it was designed to inflict on anyone who entered it other than the Vampire; lose 3 STAMINA points. If you are still alive, turn to 298.

360

The dark-haired, pretty, slender, pale-skinned woman in the left-hand portrait is Katarina Heydrich, the Count's sister. The book warns you that she was a dangerous magician, probably a Vampire like her brother; she is believed to have been destroyed – but then so was Reiner himself! The tall, powerful, blond man in the third picture is Siegfried Heydrich, the Count's brother. The history book tells you that, as a ghost, he haunted his brother's wretched castle in Mortvania and sought to bring about his downfall. It seems strange that Reiner should have his portrait here, given that the two were deadly enemies. You ponder this mystery for a moment, but can't figure it out. You decide to explore elsewhere. Turn to 7.



361

The Vampire hesitates for a moment, astounded by your heroic leap! You can attack him before he has the wits to use a magical assault against you. Gain 1 LUCK point, then turn to 138.



362

Your oil dispels the trap, but it is now all used up, so remove it from your Possessions. You push open the door and find yet another of Count Heydrich's coffins. This one is arrayed in silks of red and black; however, it is surrounded by a network of glass and bronze flasks and tubes which pass into and out of the walls of the chamber. Hazy blue gas and drops of pale, yellowish-red fluids trickle out of the tubes into the interior of the coffin, where they settle in a thick mist, obscuring the base of the coffin. If you want to destroy this, you may be taking your life in your hands – but, then, what are you here for in any case? If you want to destroy the coffin, turn to 163. Alternatively, you can back out and head along the passage outside, opening the left-hand door half-way down (turn to 393) or the right-hand door at the end (turn to 11).

363

You can hear the sound of muttering ahead of you, so you edge towards a cave entrance and peer round the

corner. The old witch, Shevala, is talking to herself in her disgusting den. The place is cobwebbed and filthy, and repulsive sights are on display everywhere: sheaves of dried bat's wings, plaited rat-tails, shrunk heads, great bell-jars full of cloudy liquids containing eyes, feet and worse – this lair is everything you feared it would be. On the far side of the room is an ornate archway, and what lies behind it is obscured by a glowing blue haze of magical energy. The witch herself is frantically scrabbling through the pages of a grimoire. 'Must be here . . . *she* won't help me . . . a thousand curses on the basilisk that turned my sister to stone!' At any rate, now you know about the stone statue you saw the witches arguing over. You draw your sword and prepare to confront her.

As you enter, a pair of red, glowing eyes look up balefully at you from just behind the cave entrance: Shevala has a guardian, a hideously deformed Goblin. Unfortunately for you, the vicious little wretch carries a poisoned dagger, like his mistress, and he's wiry and tougher than most Goblins. You will have to fight the Goblin first, then the witch. If you are struck by either, roll one dice. If you roll 4 or less, you must lose 1 additional STAMINA point, thanks to the poison.

	SKILL	STAMINA
GOBLIN	6	6
SHEVALA	9	11

If you reduce Shevala to 2 STAMINA points or less without killing her outright, turn to 6. If you kill her, turn to 64.

364

You open the doors of the ornately decorated black coach. The inside is black and red silk upholstery, and behind the seating in a recess is a coffin containing a thin film of black soil. You climb in, intending to pull out the coffin and smash it; destroying the Vampire's coffin will surely weaken him! As you do, however, the silk sheets, curtains and pillows seem to come alive. They turn into hideous great slabs of rotting flesh, and clawed hands clutch at you from the bizarre Zombie-Coach! You must subtract 1 from your Attack Strength fighting it, for you are trapped in an enclosed space.

ZOMBIE COACH

SKILL 7

STAMINA 10

If you win, the coach falls apart round you. *Test your Luck.* If you are Lucky, you escape in time. If you are Unlucky, the roof panelling collapses on to your head and you must lose 1 STAMINA point. But you drag the coffin out and smash it. Gain 3 Blood Points! Now you should explore an area you haven't visited yet. Will you:

Open the pair of doors?

Turn to 233

Open the single door?

Turn to 22

Leave and make for the mansion
house itself?

Turn to 46





365

The Count has spent some time enhancing his strength, and he is the most powerful enemy you will ever have encountered. He has existed for many years and his strength and powers of recuperation are far beyond those of any mortal. Divide your Blood Points score by five, rounding any fractions up (so, if you have 21 Blood Points, the figure will be 5). You may subtract this figure from the Count's STAMINA score which is given below. If you have the sword *Imperator* and if your FAITH score is 8 or 9, you may subtract 1 point from the Count's SKILL; if your FAITH is 10 or higher, you may subtract 2 from his SKILL. Finally, you may add 1 point to your Current LUCK score for possessing each of the following: the *History of Mortvania*, *Sewartha's Codex* and a sheaf of letters from Harquay (you've picked up some helpful tips on fighting Vampires from your casual reading!). If you have no magic sword, you will automatically lose this fight. Now, pray to the forces of good on Titan, and do the best you can! The Count fights with his fists, which strike you with the force of hammers.

REINER HEYDRICH SKILL 15 STAMINA 30

When the Count's STAMINA is reduced to 10 points or less, he will change his fighting tactics: he will try to attack you with his fangs. You may subtract 2 from his Attack Strength but, if he bites you, roll one dice. If you roll a 5, he will inflict twice the normal damage on you (you must lose 4 STAMINA points). If you roll a 6, he has gashed your throat badly and you will die after four more Attack Rounds, unless you can

overcome him and pause to staunch the bleeding! If you reduce the Count's STAMINA to 4 points or less without killing him outright, turn to 9. If you kill the Count outright, turn to 382.

366

The sword rejects you! Your hands burn from the pain of the sword's magical attack on you; deduct 2 points from your STAMINA. The knight's ghost ushers you out of the tomb, and you make for the door half-way along the passage beyond the tombs, and open it. Turn to 393.

367

As you lead Sandar back to the hamlet, he suddenly remembers something. He recalls hearing the Vampire talking to a servant, and he overheard them referring to a particular place. 'It was a mountain or a hill, I think . . . Crab Peak, that was it! The dark man was very excited about that. He said something like, "In time. We must have it back in time." I suppose he meant something he intends to use for some evil purpose or other.' Sandar rubs his forehead and suddenly looks desperately tired. You practically have to carry him the last few paces to the outskirts of the hamlet. You prevail on the charity of the folk here to look after him, and set off on your way. If you want to continue north-eastwards to Heydrich's mansion house, turn to 89. If you want to go to Crab Peak, do you know where it is? If you do, it's because you have a book that tells you. You should know how many pages that book has; double the number of pages, then

turn to the paragraph with the same number. If you want to go to Crab Peak and don't know where it is, you can do some asking around, but that is likely to take you some time. If you decide to do this anyway, turn to 10.

368

Have you found a ring set with moonstones? If you have, you know how many stones there are in the ring. Multiply that number by 30, then turn to the paragraph with the same number. If you haven't found this ring, turn to 142.

369

In the morning, when you arrive at Harquar's house, you find it surrounded by excited villagers and a detachment of the town guard. The sage has been murdered, and there is no way you are going to get into the house. Wild tales of flying monsters that shattered the bedroom window high above you are rife; but Grundar, the sage's bodyguard, hasn't been able to give any coherent account of what happened to his master. You can now buy some equipment if you want to (turn to 283); alternatively, you can leave by heading north-eastwards (turn to 198) or you can set out for some other area (turn to 304).

370

Making your way as quietly as you can along the next passage, you find a stone door flush with the end of it. You push the door open; turn to 234.

371

The black coach vanishes in the darkness. Somehow you have to pursue it in order to find out where the creature which has brought death and mayhem to the monks has gone. If you want to make one final check inside the monastery before giving chase, turn to **346**. If you prefer to pursue the coach at once, do you have at least 8 Gold Pieces? If you have, turn to **276**. If you do not have this much, turn to **203**.

372

The undead monster collapses to the ground – and, even as you watch, it begins to get back to its knees! It can be destroyed permanently by one of two things only: Oil of Disenchantment or Blackfire. If you have either of these, you know the numbers associated with them. Divide the number etched on the flask of magical oil by two, and turn to the paragraph with that number, *or* turn to the paragraph with the same number as that on the label on the vial of Blackfire. If you have neither of these items, you cannot overcome this monstrous guardian and you are forced to run while the horror is still getting back to its feet (but make a note of the fact that, if you find either of these items, you can return to fight the Grand Revenant again by turning to **274**). You slam the door shut behind you. If you now want to make for the southern passage, turn to **7**. If you want to return to the entrance hall, turn to **271**.

373

You spend quite a bit of time asking around in the taverns of Farleigh, where the merchants and travellers

are more concerned with enjoying themselves than with talking about sages; lose 1 Blood Point. Eventually, however, a young apprentice declares that it must be Harquar whom you are seeking, and that he can be found in the Golden Goose. You make for the tavern; turn to **123**.

374

Discretion was certainly the better part of valour this time! The cave is suddenly filled with sheets of flame as the sparks ignite the gas you could smell. Then all is quiet again, but the spark-creature is still bobbing around in the cave. You decide to move forward and confront it. Turn to **204**.

375

You push open the door to an extensive library which lies below the great dome of the monastery. A spiral staircase leads up to a balcony running round the dome, and there are endless bookshelves and racks of musty, dusty old documents bound up with ribbon and waxed string. If you want to explore the library for any clues you might find, turn to **337**. If you want to climb up to the dome, turn to **218**. If you decide that exploring here will take up too much time, you can leave and explore elsewhere in the east wing (turn to **265**) or make for the west wing of the monastery (turn to **197**).





376

There is no sign of any black coach in the gloomy stables – which is something of a relief. You poke idly around in some half-rotted hay and are about to leave when a sickly stench assails your nostrils. Looking back, you see a rotting corpse shambling towards you. Half of its gangrenous flesh has already peeled away from its bones, but it reaches out with filth-encrusted bony hands to strangle the life out of you! It is not moving swiftly, though, and you can run away from the house and avoid combat if you wish to do so; if you do this, turn to **89**. If you stay and fight the monster, turn to **127**.

377

If your FAITH score is 7 or higher, turn to **73**. If it is 6 or less, turn to **206**.

378

Only rank grass and some straggling shrubs and bushes grow in the grounds of the mansion house. The thick pall of mist hangs everywhere, making it difficult to see even your feet in front of you. If you have Lung Rot, the mist chokes you; lose 2 STAMINA points. There are some iron railings at the back of the mansion house which prevent you entering a gravelled rear courtyard. All you can do is go to the front door (turn to **46**) or try to climb over the railings and explore the courtyard at the back (turn to **62**).

379

By the time you wake up it is almost dark! The Vampire will surely be up and about again soon. You

pick up all your equipment and make for the stables. If you have a ring with gems in it, multiply the number of gems by 20, then turn to the paragraph with that number. If you don't have any such ring, turn to **108**.



380

The Ghouls are destroyed – but now you have to race a horde of swarming Zombies! Though they are not skilful, there are so many of them that they may wear you down by sheer force of numbers!

ZOMBIE PACK SKILL 7 STAMINA 16

If you win, gain 1 LUCK point and 1 FAITH point.
Now, will you:

Go through the azure-lit archway? Turn to **12**

Open the right-hand door to the south? Turn to **97**

Open the left-hand door to the south? Turn to **152**

381

You hear a groaning sound coming from behind the door to the south. Just as you are wondering whether it's a good idea or not to open it and find out what is

happening, the door is flung open and a young monk with wild, staring eyes and his mouth frozen in a scream comes hurtling through the doorway. He flees for the main doors before you can stop him. The door that has just been opened leads into a long passageway with many monks' cells off it, and the doors of some are open. A trail of blood leads into the distance. If you want to follow this, turn to **13**. If you decide not to do so, but to explore elsewhere, turn to **354**.



382

Dreadful wailing and sounds of lamentation come from one of the archways as you strike down the Vampire at last. Racing out of the darkness comes a long-haired, pale woman: Reiner's sister Katarina, a Vampire herself! You may perform one action (for example, drinking a potion or liqueur) before she gets to you, then you have to fight for your life against her rage and fury!

KATARINA HEYDRICH SKILL 9 STAMINA 9

If you win, turn to **400**.

383

The witches attack you at once. Turn to **267**.

384

You drag the protesting landlord from his bed and demand to be told all he knows about the scarred man who came offering money to have you killed. The landlord obviously knew all about it, because he now looks shifty and guilty. He is afraid of you and begins to blurt out the whole story. He says that the man came from the east – which is the direction in which Mortus Mansion lies. When you point that out to him, he shudders and says that everyone is very afraid to stray into the area. 'Visitors come from there only rarely, and then it is generally an eccentric old man, who comes to buy food in the village. 'Very tall, he is, with long grey hair and funny eyeglasses. Calls himself Doktor Verruckte.' The description doesn't sound much like the Count; it may well be interesting to find this man . . . You protest that a guest at the inn ought to be able to sleep in peace. The landlord guiltily offers you food and provisions to make up for the inconvenience. You can fill your backpack without charge, and you also get back the Gold Piece you paid him. Gain 1 LUCK point! Now you are shown to another room and settle to sleep. Turn to 333.

385

You replace the book and push the chest back under the bed, then you hurriedly sit down in the one uncomfortable chair here. When Endrell reaches the open door, he hesitates then advances into the room, looking angrily at you, a thick staff in his hands. You plead that you cannot sleep and beg an extra blanket to stave off the cold. Endrell seems to be placated and gruffly arranges for a

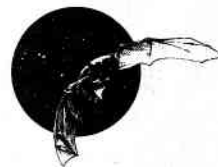
junior monk to find extra bedding. You are escorted back to your room and are given a herbal nightcap to help you sleep. You can tell that Endrell has stationed a monk outside your door to stop any further nocturnal snooping. Eventually you get back to sleep. *Test your Luck.* If you are Lucky, turn to 326. If you are Unlucky, turn to 90.

386

Just too late, you see the crone raise the flask to her lips! Add 6 points to her STAMINA score; she has drunk a Potion of Stamina that she had hidden on her body! She fights with renewed fury, and this time it is a fight to the death. If you win, turn to 64.

387

All you can do is to travel out of your way until you find a scholar who may know. This means a long detour to Arkleton, where you spend days trying to find help. You have to eat a total of 8 meals during this time (but you can buy food here; 1 Gold Piece buys enough for 2 meals). Finally you find a scholar who tells you where you could search: you should make for the village of Sharnek, beyond the northern Great Wall. However, the delay means that you must lose 10 Blood Points! Turn to 19.





388

As you enter, a smoky form begins to materialize above the coffin. The figure is small, no bigger than stunted goblin, which it vaguely resembles. It wields sharp brass knives in its claws and hisses with hatred at you. Small wings unfold on its back and it flies at you and rakes you with the envenomed knives it carries!

DEATH IMP

SKILL 9

STAMINA 6

If you win, but the Death Imp struck you during your fight, roll three dice. If the total is the same as, or higher than, your Current STAMINA score, you must lose more STAMINA because of the effects of the poison. Roll one further dice and add 1 to the number rolled; this is the number of additional STAMINA points you must lose. If you are still alive, you can smash the coffin here. Gain 4 Blood Points! Now you can open the west door in the corridor outside (turn to 35) or the door at the end of the corridor (turn to 208); alternatively, if you think it is time to leave the house, turn to 300.

389

You do not notice the young man's upwards glance until it is too late. A mass of metal and undead flesh slams into you, knocking you off your feet, as the monster hurls itself downstairs at you. The gruesome thing looks as if someone has fused metal into the body of a Ghoul to toughen it – which is exactly what has happened. Deduct 1 point from your STAMINA for being knocked down, and you must subtract 2 from

your Attack Strength in the first Attack Round while you regain your feet and balance. Fortunately, this Ghoul strikes with long, metal claws and does not paralyse, as Ghouls often do. Nevertheless it is very strong and difficult to defeat!

STEEL GHOUL SKILL 9 STAMINA 12

If you win, turn to 25.



390

The horror is engulfed in flame; it screams in a nightmarish, piercing voice which seems to fill the entire cavern. Unfortunately, even the magic of Blackfire doesn't kill it outright. It lumbers towards you, an undead fireball, its superheated iron claws reaching out for you! Turn to 121.

391

A wise choice indeed, for the woman is Katarina, the Count's evil sister, as much a Vampire as he is! She attacks at once with long, clawed nails and fangs.

KATARINA HEYDRICH SKILL 9 STAMINA 9

If you win, turn to 44, but you may subtract 1 from the SKILL and 4 from the STAMINA of the Count given in that paragraph.



392

Harquar is dead. You are left in the room with a decomposing puddle of slimy jelly and the corpse of the fat sage; it's not a pleasant sight. Then the sage's bodyguard comes into the room with his master's tankard of midnight cocoa; he takes one look at you with your drawn sword, and his dead master. The jelly doesn't really register in the servant's mind, not surprisingly when you see his heavy forehead and close-set eyes. He draws a sword and sets about you, despite your protests.

BODYGUARD SKILL 9 STAMINA 13

If you win, you have no time to search the place. No one's going to believe your story about a flying jelly, especially as the thing has now melted into a thick pile of slime, and you have just killed Harquar's bodyguard.

You have to get out of town. You can leave, going north-eastwards (turn to 198) or set off for some other destination (turn to 304).

393

The door here opens readily and a chill draught of air wafts up to you from some depth far below. Your breath frosts on the air, it is so cold. You are wondering whether to go on this way when you are suddenly hammered on the back by what feels like a solid wall – which it is, for the wall opposite the door has suddenly shot forward and thrown you into the darkness! You must lose 1 STAMINA point for the buffeting. The door behind you slams shut and, as you try to force it open, you realize that the wall opposite is now flush with the door, sealing you in. Turn to 71.



394

There isn't much cover for keeping watch on the inn, so you have to hide yourself as best you can in a roadside gully. However, you are desperately tired from riding through the night, and you soon fall asleep. You wake up later, stiff and uncomfortable; deduct 1 point from your STAMINA, and you must now eat a meal. Turn to 379.

395

This powerful potion has an entirely unpredictable effect. Made from the vital energies of living creatures and the essence of certain of the undead, it may have a positive or a negative effect on you. Roll one dice – but, before you do so, you can decide how many LUCK points (if any) you wish to spend. Every LUCK point you sacrifice adds 1 to the number rolled, thus increasing final total; but you cannot spend more than 2 points of LUCK in this way. Make your decision *before* you roll the dice, then consult the table below to see what has happened to you.

Total	Effect
1	Lose 2 SKILL points
2	Lose 1 SKILL point
3-4	You feel mildly sick. Lose 1 STAMINA point
5	You are strengthened. Add 1 point to both Current and Initial STAMINA
6-7	You are strengthened! Add 1 point to your SKILL (but this cannot exceed 12) and add 1 point to both your Current and Initial STAMINA
8	You feel like a new person! Add 2 points to your SKILL, Current and Initial STAMINA scores. SKILL cannot exceed 13 or Initial STAMINA 25 because of these gains

If you want to drink the alleged SKILL restorative, having not already done so, turn to 241. Otherwise, you leave for the passage outside the Doktor's rooms to explore elsewhere. Turn to 7.

396

You must fight the wolves one at a time.

	SKILL	STAMINA
First WOLF	6	7
Second WOLF	6	7

If you win, the man is deeply grateful to you. He tells you that he is a merchant, making for the market village of Farleigh, which lies to the north-east along the road. 'I brought a bodyguard with me,' he says sadly, looking at the dead warrior. 'We left the road when we saw that mist. Didn't like the look of it at all.' Roban, as he introduces himself, asks you if you will help him bury the man and then accompany him to Farleigh. He says he will pay you for your protection when he arrives at the village. If you are prepared to help him bury his friend, this takes time. You will lose 1 Blood Point, but you will gain 1 FAITH point for this action. Then you set off once more, with Roban in tow. Turn to 148.

397

Your attack is useless. Only magical weapons can harm the Vampire. Your arrow drops at his feet; he hurls a volley of magical darts at you and they burn their way into your flesh; deduct 3 points from your STAMINA. The pain jolts you into rushing at him; turn to 273.



398

Work out Attack Strengths for yourself and the witch (she has a SKILL of 10). If you have the higher Attack Strength, you fling the acid at her and she reels back, screaming with pain. She loses 3 STAMINA points (remember to subtract this from her total when you fight her). Your acid is now used up. You can fire your longbow at her, if you have one (turn to 305), or jump the fissure and attack her with your sword (turn to 31).

399

You go to the middle of the east-west corridor in the east wing of Mortus Mansion to take your bearings. You are standing facing east. There is a door in the north wall in front of you and another behind you; there are two doors facing them in the south wall too. At its eastern end, the passage turns south. At its western end, a door returns you to the hallway at the main entrance. You should explore an area you have not entered before. Will you:

Open the north door behind you?	Turn to 88
Open the north door in front of you?	Turn to 65
Open the south door behind you?	turn to 139
Open the south door in front of you?	Turn to 340
Go to the end of the passage and then turn south?	Turn to 182
Go back to the main entrance hall?	Turn to 271

400

You may have killed the Vampire brother and sister, but you still have to destroy them! Glancing at the crystal heart, you see that it will fit into the amulet set round Reiner's neck. You grind the gem into the metal of the amulet and, as you force it against the silver, it cracks into a shower of fragments. For the briefest of seconds, the Vampire's terrible eyes open wide, a frozen scream of fear on his face. A last trickle of blood dribbles from the side of his mouth, and his head lolls to one side like a rag doll's. You gather up the coffins you find in secret chambers hidden behind concealed doors inside the cave and build a funeral pyre for the Vampires, but you dare not set it alight until you have found a narrow set of steep stone stairs behind a secret door in the room behind the left-hand archway. Then you begin your ascent, leaving the blazing corpses behind you.

After an interminable length of time spent staggering up the steps, you emerge into a small cave with a narrow entrance that leads to a valley. As you totter out into the fresh air, a shepherd runs away, screaming, claiming that a terrible Demon has risen from the depths! If you could see yourself – streaked with smoke, bloodied and wounded, wild-eyed – you might not think his words so silly. And if you had not succeeded in your quest at last, he would have been right. You have eliminated one of Titan's most ancient evils, and you are ready to take your place among the ranks of its legendary heroes!

Also in Fighting Fantasy

MAGEHUNTER

Steve Jackson and Ian Livingstone

YOU are a Magehunter, tracking down evil-doers and bringing them to justice. Your trusty flintlock pistol and fine steel broadsword have seen many fights, and you have the knowledge, skill and equipment to capture the craftiest sorcerer. But disaster strikes. Magic drags you far from your familiar world, to a land of treasures, traps and treachery. Here you have only your wits to save you from a painful death – and worse, you must pursue and defeat the wiliest wizard of them all.

Strange tales and bizarre transformations must all be endured if you are to win through, defeat the enemy and return to the land of your birth.

KNIGHTS OF DOOM

Steve Jackson and Ian Livingstone

For years the brave Knights Templar of the Demonkeep have kept the peace in Ruddlestone. But now an ancient evil has reawakened in the land: the sorcerer Belgaroth has returned from the dead and will use his powers to bring chaos and terror to this peaceful kingdom.

To ensure his plans succeed, the evil sorcerer has enlisted the services of the Knights of Doom. One heroic knight – YOU! – must creep through a land plunged into war, penetrate the enemy lines and overcome the deadliest foe of them all!

DEATHMOOR

Steve Jackson and Ian Livingstone

The request, brought by carrier pigeon, is clear. An experienced adventurer is desperately needed in the distant city of Arion for a mission of deadly importance – an adventurer like YOU. When you arrive at the court of King Jonthane, the urgency of the mission becomes clear. Telessa, the beautiful Princess Royal, is missing, believed kidnapped. She must be rescued, and she must be rescued fast.

Unfortunately, in his haste, King Jonthane has already given the quest to another, your deadly rival Fang-zen of Jitar! You know that the only person suitable for this heroic task is you. Can you prove that you are the one to rescue the princess – and more importantly find her, wherever she may be held – before she can be harmed? Hurry, for time is running out!

