

FIGHTING FANTASY BOOKS

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Bring Karam Gruul to justice!

The war between the kingdoms is over, but there is still much to be done. The evil generals who went to ground in the Badlands beyond Gallantaria have been tracked down by bounty hunters. The feared Inquisitor General, Karam Gruul, has eluded capture for so long, however, that many believe him dead.

You alone know different. Gruul is very much alive, and plotting to rekindle the flames of war once more. YOU must use your skills as a bounty hunter to track him down and bring him, finally, to justice.

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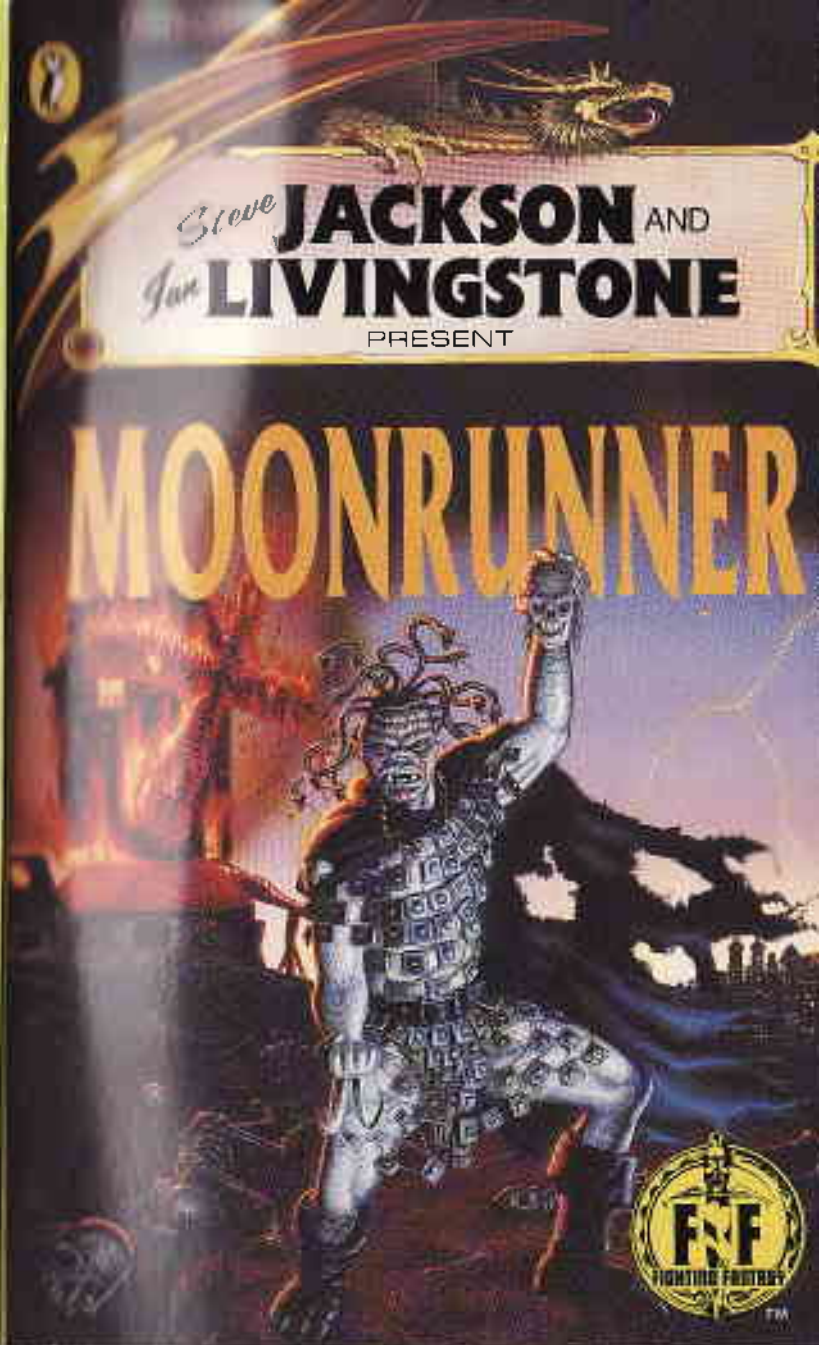


STEVE JACKSON
AND IAN LIVINGSTONE

Moonrunner

48

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Steve JACKSON AND
Ian LIVINGSTONE
PRESENT

MOONRUNNER



Puffin Books

MOONRUNNER

In the Old World, the War of the Four Kingdoms is over, but there is still much to be done. Some of the evil generals and their minions escaped and have gone to ground in the wilderness beyond Gallantaria, the area known as the Badlands. One above all has eluded all efforts to track him down and bring him to justice. Karam Gruul, the terrifying Inquisitor General, was thought dead. However, this was merely a ruse to allow him to escape.

Now Gruul has reappeared and is hiding out somewhere in the lawless city of Blackhaven. Someone is needed to find his whereabouts and bring him to justice ... someone adept at more than just swordplay, someone with an inquisitive mind and a nose for danger. In short, a Bounty Hunter – a Bounty Hunter like YOU.

The perils which await you are many and deadly; this time, even your skills may not overcome them. Gruul is evil beyond comprehension, and he will not give up without a fight to the death. Is your war really over – or has it only just begun?

Two dice, a pencil and an eraser are all you need to embark upon your most challenging adventure yet, which comes complete with its own elaborate combat system and a score sheet to record your progress.

Many spine-chilling dangers lie ahead and your success is by no means certain. Horrifying enemies are ranged against you and it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight.

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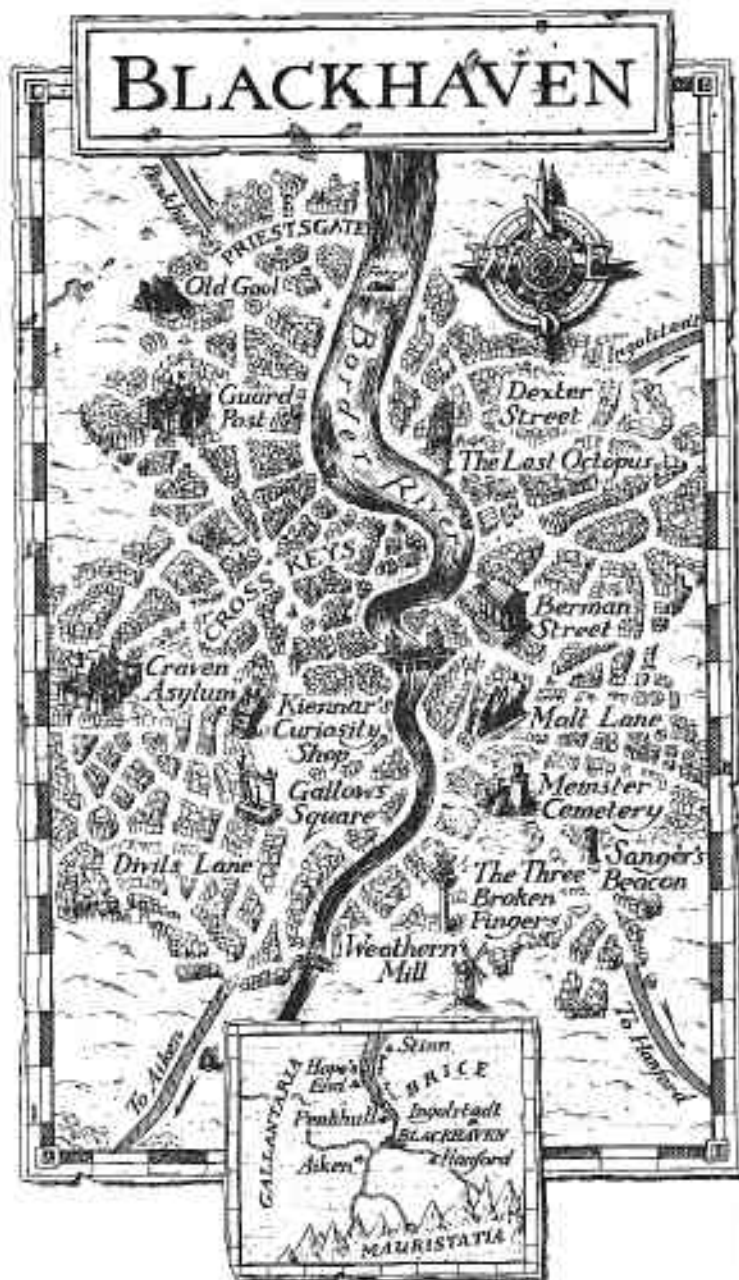
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INTRODUCTION

Exploring the Lacynthian Caves, striking beyond Orchem enemy-lines, rediscovering the Forgotten Temple of Daemos, defying the monstrous Vampire Lords of Vannan – most adventurers would be proud to have achieved but one of these feats, but you have done them all and many more besides. What is more, all these death-defying exploits were accomplished as part of your apprenticeship! For you have joined the few whose very lives are a byword for danger: you have become a Bounty Hunter.

As a Bounty Hunter, you are a grim, experienced and fearless survivor who lives off the rewards offered by the civilized nations of the Old World for the capture of wanted criminals. Unlike most of your sort, who are ruthless, money-grubbing scum, you don't waste your time arresting petty thieves, however. You strive for the return of justice to the Old World: you look to hunt down the handful of arch-villains who you know are behind the many foul wars and cruel mishaps that have recently threatened to bring your native land of Gallantaria to her knees. You will not rest until you have uncovered and arrested each and every one of these evil fiends.

Before embarking on your latest and most hazardous mission, you must work out your own strengths and weaknesses; use the *Adventure Sheet* on pages 18–19

to record your attribute scores, as well as all the other details of your adventure. Since you are unlikely to succeed at the first attempt, it would be sensible to make copies of the *Adventure Sheet* for later forays into this adventure. As well as a copy of the *Adventure Sheet*, you will also need two dice, a pencil and an eraser.

Skill, Stamina and Luck

Roll one die. Add 6 to the number rolled and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box.

Roll one die, add 6 and enter the total in the LUCK box.

These are the *Initial* scores for your three main attributes. For reasons that will be explained below, all these scores will change during the adventure. You must keep an accurate record of them, and for this reason you are advised 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 and LUCK points, their totals may never exceed their *Initial* scores, except on some very rare occasions when the text specifically tells you so.

Your SKILL score reflects your expertise in combat, your dexterity and your agility. Your STAMINA score reflects how healthy and physically fit you are. Your

LUCK score indicates how lucky you are. In all these cases, the higher your score, the better!

Battles

During your adventure you will often encounter hostile creatures which will attack you; on other occasions, you yourself may choose to draw your sword against an enemy you chance across. In some situations you may be given a special option allowing you to deal with the encounter in an unusual manner; but in most cases you will have to resolve battles as described below.

You will be told your opponent's SKILL and STAMINA scores in the paragraph where you first meet him, her or it; enter these details in the first vacant Encounter Box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions which are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows: start a new Attack Round from Step 1, above.

4. You have wounded your opponent: subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage to it (see below). Now proceed to step 6.
5. Your opponent has wounded you: subtract 2 points from your STAMINA score. You may use LUCK here to minimize the amount of STAMINA lost (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your quest has ended and you must start the adventure all over again by rolling the dice to create a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one enemy. Sometimes you will treat them as a single opponent; at other times you will be able to fight each in turn; and sometimes you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight several creatures one at a time, the combat is again resolved normally — except that, once you defeat one opponent, the next steps forward to fight you!

When you find yourself under attack from more than one adversary at the same time, each will make a

separate attack on you in the course of each Attack Round, but you can choose which one to fight (unless you have the *Combat Special Skill* — see *Special Skills*, below). Attack your chosen target as in a normal battle. Against any additional opponents you roll for the Attack Strength of yourself and each opponent in the normal way. If your Attack Strength is greater than your adversary's, however, in this instance you will not inflict a wound: you can regard it as having parried an incoming blow. If your Attack Strength is lower than your enemy's, you will be wounded in the normal way.

Luck

At various times during your adventure, either in battle or when you find yourself in another situation when you could be either Lucky or Unlucky (such eventualities are detailed in the paragraphs themselves), you may use LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure, called *Testing your Luck*, works in the following way: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will be in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1

point from your current LUCK score. Thus you will soon come to realize that, the more you rely on your LUCK, the more risky this procedure will become.

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck*, and you will then find out the consequences of being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK, either to inflict greater damage on an opponent you have just wounded or to minimize the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound; deduct 2 extra points from your opponent's STAMINA score. If you are Unlucky, however, your blow merely scratches your opponent; deduct only 1 point from your opponent's STAMINA (i.e., instead of inflicting the normal 2 points of damage, you may now score only 1).

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow only grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 extra STAMINA point (i.e., deduct a total of 3 points from your own STAMINA).

Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*, whether you are successful or not.

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary. If you ever have to fight a battle with your bare hands (that is to say, you do not have a weapon to fight with), you must temporarily subtract 1 from your SKILL score for the duration of the combat.

At various times during your adventure you will be told to *Test your Skill*. The procedure for this is exactly the same as that for *Testing your Luck*. Roll two dice: if the number rolled is equal to or less than your current SKILL score, you have succeeded in your test and the result will go in your favour; if the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you are told to *Test your Skill*.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat, or by falling foul of traps and pitfalls, and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and must start again. Brave

adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals, known as Provisions. You start the game with Provisions equivalent to 5 meals, and you will be given the opportunity to obtain more during your adventure. You must keep track of how many meals' worth of Provisions you have left by filling in the details in the Provisions box of your *Adventure Sheet*. Each time you eat a meal you may restore up to 4 points of STAMINA, but you must remember to deduct 1 meal from your Provisions box. You may stop and eat Provisions at any time except when you are engaged in a battle.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or created your own luck by some action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value — unless you are specifically told that it can.

Special Skills

Over the years, you have acquired a number of Special Skills which have served you time and again on your many bounty hunting ventures. Choose *four* from the following list and mark them in the Special Skills box on your *Adventure Sheet*. The Special Skills are:

Acrobatics

You have a remarkable sense of balance, coupled with the ability to attempt a variety of physical feats which most people would find impossible.

Climb

You are able to climb with ease up almost any surface, even those which offer you only the slightest of hand-holds.

Combat

You are a master in the art of man-to-man combat. If ever you are told to fight more than one opponent at the same time, you may strike back at each one of them, wounding all opponents whose Attack Strength is lower than yours.

Con

This skill calls for fast thinking, a modicum of acting ability, and the gift of being able to keep a straight face while telling the most outrageous lies. If it is possible for you to get what you want out of a situation through words alone, you'll manage it.

Disguise

You have the talent to alter your appearance so radically that you may seek to pass almost anywhere unnoticed. Obviously, the longer you spend on preparing your disguise and the more materials you have to hand, the more effective your disguise will be; you should remember, however, that disguises mask only your appearance.

Lock Picking

There's hardly a lock made that can keep you out – and all you need to open one is the small hooked piece of metal which you carry, concealed on your person, at all times.

Sleight of Hand

Your nimble fingers are adept in the art of trickery, and your joints can be popped at the mere flexing of a tendon. You can make small objects seem to appear and disappear before a person's very eyes; you can plant items on that person or simply pick that person's pockets. Another invaluable aspect of this skill lies in using it to extricate yourself from bonds or to slip through the thinnest of gaps.

Sneak

If you so choose, you can hide from others or use your incredibly light tread to get past them, unheard and unseen. Though happiest when there are plenty of hiding places around or during the hours of darkness, you can always make the best use of whatever cover is available when trying to evade detection.

Tracking

Equally as good in the city as in the wilds, you are able to follow humanoid or beast anywhere – provided your prey has left a trail for you to follow. How well you are able to pick up the trail depends on where

the trail is, what it is, and how old it is. All the same, you have often used this skill to spectacular effect.

At various times in your adventure, you will be asked whether or not you possess a certain Special Skill (including *Combat*). If you do, you will be given the option to use it, and you should then follow the appropriate instructions. Sometimes you may find that a paragraph lists more than one Special Skill; even if you have all the skills listed, you may use only one of them.

Equipment

Used to travelling light, you set out on your mission with a minimum of equipment – though you will almost certainly find other useful items during the quest. You carry a sword of finest steel and wear simple, but durable, clothing; not for you the cumbersome leather armour so beloved of amateurs! Your concealed purse holds some Gold Pieces – to find out how many, roll two dice and add 12 to the total rolled. Finally, you have a backpack which you can use to carry any items you come across and may want to keep (enter them, along with your sword, in the Equipment box of your *Adventure Sheet*). Any Gold Pieces you acquire are kept in your purse and should be entered in the Gold Pieces box of your *Adventure Sheet*.

ADVENTURE SHEET

ENCOUNTER BOXES

SKILL

Initial
Skill=

STAMINA

Initial
Stamina=

LUCK

Initial
Luck=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

SPECIAL
SKILLS

Acrobatics

Climb

Combat

Con

Disguise

Lock-Picking

Sleight of Hand

Smak

Tracking

PROVISIONS

GOLD PIECES

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

EQUIPMENT

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

NOTES

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

WELCOME TO THE BADLANDS

In response to an urgent message, it has taken you just three days to reach the delta where the lands of Gallantaria, Brice and Mauristatia meet – three days to reach that lawless and unruly part of Gallantaria commonly known as the Badlands. At the heart of this notorious region, standing on the Border River, is the sprawling city of Blackhaven, a place so dangerous that the City Guards have to go around in groups of ten. Yet it is to this city's solitary, beleaguered guard post that you have been summoned.

It is the dead of night, and no one sees you as you slip in through a secret door in a side wall of the small stone keep. Inside, you are met by Guard Marshal Bennet, who quietly leads you up a spiral staircase and into his candle-lit room. There, the aged Marshal wastes no time in explaining why you have been summoned: 'The War of the Four Kingdoms – Gallantaria, Femphrey, Brice and the Northlands – almost tore the Old World apart, but the four sides turned away from the abyss and made a fragile peace which has lasted up to the present day. Yet this peace is constantly being eroded by the many agents of Chaos who seek to aggravate old rivalries. The Old World can never know true peace until its barbaric past is finally laid to rest.' He pauses to sit down at his desk, then adds, 'High in the Brician ranks was Karam Gruul – the Inquisitor General.'

You cannot help but shudder in fear and loathing at the mere mention of this name.

'Gruul,' Bennet continues, 'was swift in urging Brice to war, and his was the guiding intellect and the dark magics which lay behind many of Brice's military successes. It was he who prepared the murderous fire-traps along Brice's borders; he who had thousands of war prisoners dragged, screaming, into his Tower of Inquisition, where horrific deeds were perpetrated; he who tortured and killed peaceful Bricians with his "traitor-hunts"; he who assassinated his fellow generals when they spoke out against him; and, finally, it was he who remained unseen and unknown while his men died on foreign soil. Not for nothing was Gruul nicknamed "the Hand of Death".

'When peace finally came, a condition of the armistice was that Gruul should be made to stand trial for his crimes against humanity. But the warmongering Brician king claimed that Gruul had died in the Last Battle and that his body was but one of thousands ploughed under the earth. Moreover, the king denied any knowledge of Gruul's atrocities and he ordered that all mention of Gruul be erased from his country's histories and monuments. Most believed that Gruul – whose face was known to so very few – had not died; and so began the Great Manhunt. But no sign of Gruul was found; it was as if he had never existed. His damned Tower of Inquisition was razed to the ground, but the villain himself escaped us. Since then, a constant vigil has been maintained for signs of Gruul's inevitable return. And now, at the cost of many gallant lives, we

have at last obtained news as to his whereabouts!

Gruul is in Blackhaven, and his presence here can only mean that he is planning something terrible, some plot important enough to make him risk exposure after years of hiding. However, we don't know exactly where he is, or in what guise; only that he *is* here. We dare not use the City Guards or any other band of men to fetch him; Gruul would soon learn of their coming and would go into hiding once more. But if someone worked alone – someone with stealth, cunning and resourcefulness the equal of Gruul's, someone who could move efficiently and quietly through the deadly streets of Blackhaven – then we just might catch him. You are that someone. Find Gruul for us and take him to face justice at the High Court in Royal Lendle, capital of Gallantaria. If you do, the reward ...'

You have been listening to Bennet's words with rising passion, and now you feel compelled to interrupt: 'Save your gold! For years I have been looking for seven arch-fiends in the service of Chaos; six are now behind bars; but Gruul, the seventh and most evil, has always eluded me. No, seeing Gruul made to account for his wrongdoings will be reward enough. *And* ... I have a personal debt to settle!'

Turn to paragraph 1.



I

Bennet sighs with relief and thanks you before continuing: 'There are rumours that Blackhaven is in the grip of a secret society called the Cabal of the Werewolf. All we know about this organization is that its members are said to bear "the Werewolf's Mark", and that it is supposed to have connections with a powerful clique of Brician nobles who are hell-bent on starting a second War of the Four Kingdoms. If this is true, then Karam Gruul must have dealings with the Cabal. Word has reached me that an inmate of Craven Asylum, Matra Ouspenskaya, is claiming that she was a member – but is now a victim – of the Cabal. This could be the break we seek; you must go and question her to find out if there is any truth in her wild ravings. Next, it is said that Cabal members meet in a docklands tavern, the Last Octopus, which you should also investigate. Finally, it might be worth your while to visit Silas Entador, a useful wretch who is one of our paid informers and who lives in Malt Lane. If Gruul *has* made contact with this Cabal – or, indeed, with any part of Blackhaven's underworld – then Entador will know about it.'

The Marshal stands up behind his desk. 'Though mystic shields hide our walls from scrying eyes, I fear that one of my own men may be a traitor, so only I and the Ruling Council in Royal Lendle, to whom Gruul must be taken, know of your mission. In my drawer I have some gold to cover your expenses, and a Letter of Introduction to Craven Asy—'

A stifled cry escapes the old man's lips as he falls

forward on to the desk, a dagger protruding from his back! The knife can only have been thrown through the tall, open window behind Bennet's chair, a window which is twelve metres above the ground. Will you try to help Bennet (turn to 12), go round the desk to his drawer so that you may take the gold and the letter (turn to 33), or rush over to the window (turn to 80)?

2

The addle-brained beggar snatches the coin from your hand (cross the Gold Piece off your *Adventure Sheet*), and babbles in gratitude: 'Yeah, I seen 'em, I did. A boat wiv lots o' people. Orcs and pointy-ears, unloadin' fings. A tall, fin bloke in a cloff mask told 'em what to do. Said somefink about the river bein' 'is 'ighway, and about 'ow the Bents 'ave 'ired a Bounty 'unter. 'E laughs. Says the 'unter's been taken care of. Then 'e drops a bottle an' gets upset. They searched, but no use 'cause it fell near me an' I took it. Ignored me, they did. Fink I'm stupid, but I got their bottle, didn't I? You can 'ave it fer five shinies.'

If you wish to buy the bottle, cross 5 Gold Pieces off your *Adventure Sheet* and turn to 205. If you can't or won't pay the beggar, turn to 44.

3

Do you have the *Disguise* Special Skill? If you do, turn to 291; but if you do not, turn to 339.

4

Your tense vigil is a brief one; the moment Conrad's head rises above the floor of the loft, you thrust your weapon towards his face. But he reaches out with amazing swiftness, seizes the pole in one hand and snaps it like a twig! His other hand holds the machete.

CONRAD,

The Maniac Guard

SKILL 10

STAMINA 12

If you win, turn to 293.



5

Pushing yourself to the limit, you soon come to within an arm's length of the fleeing figure – but what is he up to? If you have the *Combat* Special Skill, turn to 255; if not, turn to 236.

6

You watch as the water rises, centimetre by centimetre. Suddenly, something taps you on the back. You turn and see that it is one of the bodies, floating in the water! You yourself are now chest deep in the murky stuff, yet the flood shows no sign of abating. Will you continue to wait (turn to 170), climb up the rungs (turn to 140) or reach for the beam (turn to 391)?

7

Scared by the fight, the other inmates huddle together at the far end of the vault – all, that is, except for one man who steps forward and gives you a locket. The locket contains two miniature portraits: one of the man, looking handsome and splendid, and the other of a beautiful woman. The man speaks with surprising clarity: 'Please, find my lady and give her this locket. She must know.'

You promise to do as the man asks, then hurry out of the room (add the Inmate's Locket to your *Adventure Sheet*). It occurs to you that you could free the inmates by leaving this door open. If you wish to do so, note that you have freed the inmates on your *Adventure Sheet*, then return to the hall and pick a door you haven't already tried. Will you enter Nosh (turn to 275), Big Trubbull (turn to 287), Fat Maggots (turn to 117) or Wipefeet (turn to 58)?

8

You were advised to carry out your investigations stealthily, but you have chosen to disregard that advice

and in doing so have incurred the full wrath of your omnipotent foe. When you reach the Last Octopus, you find the Jai-Hulud, Karam Gruul's sorcerer-assassins, waiting for you. They easily overpower you, and soon there is no sign of either them or you on the wharf.

9

There are only a few more steps to go before you reach the top floor. If you have the *Sneak Special Skill*, turn to 398. If you do not, *Test your Luck*. If you are Lucky, turn to 398; if you are Unlucky, turn to 46.

10

The Cross Keys area of Blackhaven is also known as the 'square of delights', for it is richly populated with dubious places of 'entertainment'. None of these dens of vice is more disreputable than Gustav Hollmann's Chamber of Horrors, an ever-popular waxworks devoted to the macabre. According to Van Heldenghast, most of Hollmann's exhibits are simple models; but one, the Angevin Shroud, is the Ward you seek. At present, the entrance to the Chamber of Horrors is jammed with eager sightseers, all fighting to get in through the double doors at the same time. If you wish to use this confusion to try and sneak into the waxworks without paying, turn to 341. If you would rather wait your turn in the queue, cross 3 Gold Pieces off your *Adventure Sheet* and turn to 130. But if you have gone off the idea of entering this ghoulish place, add 1 Hour and return to 200.

11

Steadman's ale is the most disgusting drink you have ever tasted, but you gulp it down – and fall unconscious! When you wake up on the tavern floor some time later, you can see no sign of the two of them. Nor do you see any sign of your belongings – the rogues have taken the lot! The other drunkards in the tavern laugh at your plight and throw you out on to the street. If you have the *Tracking Special Skill*, turn to 85; if you do not, cross *everything* off your *Adventure Sheet*, add 1 Hour, and return to 200.

12

Bennet is already beyond help: not only is the knife-wound deep, it is also dripping with poison! The distinctive knife itself, however, offers you a valuable clue in that it can only have come from the forge of Alcham Lugosh – a local armourer renowned for the craftsmanship he brings to vile and unusual weaponry. Sadly, this profession has made Lugosh a rich man. If, in future, you are given a chance to call on Lugosh at his forge in Priestsgate, you may do so by turning to 64 (make a note of this paragraph number on your *Adventure Sheet*). Now, will you examine Bennet's drawer (turn to 149), or go over to the window (turn to 80)?

13

'The Shocker?' Eviron grunts. 'What's there to say? Nobody knows who or what it is, but it's claimed eight people within just two weeks. The most recent was a few hours ago – frozen with fear like the rest of 'em. Worst thing is, it's affecting my trade.' Her trade!

Is that all she cares about? If you wish to continue your conversation, return to 387 and choose another topic. But if you have had enough of this selfish money-grubber, you may join in the gambling game, if you haven't tried your luck already (turn to 70), or go and stand by yourself (turn to 361).

14

You call across to the brutish Provosts: 'Come, my friends, take your hands off that wretched unfortunate, and let us do business.' The Man-Orcs are not amused, but the beggar nods in gratitude and nips off down an alley.

'Wotcha want, gimp?' snarls one of the hooded rogues. You choose not to mince words and offer the Provosts gold if they will turn a blind eye to the gallows for just a moment. Make a note of the total number of Gold Pieces you wish to pay the Man-Orcs, then turn to 37.

15

Realizing that you are hopelessly outclassed, you turn your back on the gleaming killer. But the Obisian Predator is too fast and lashes out with its jagged wrist blades. Roll one die and deduct the number rolled from your STAMINA. Despite the pain of your wounds, you carry on running, only to see the creature drop to the ground in front of you – it has jumped over your head! Confident of making its kill, the hunter reaches out for you. *Test your Luck*. If you are Lucky, turn to 138; if you are Unlucky, turn to 182.



16

Thunder rumbles ominously as Conrad pitches over the edge of the loft and falls to his death on the mill workings, below. Then one, two, three bolts of lightning crash through the roof of the mill and strike Zaar's body, causing it to glow and then . . . to rise! In complete silence, Conrad climbs to his feet, dons an armoured face-plate, then reaches for a machete. Then, just as silently, he comes climbing up the ladder to the loft after you! His slow, precise movements indicate terrific strength. No longer is he simply Conrad Zaar; now, he is Conrad, the Maniac Guard! You try to push the ladder away from the loft, but it is fixed firmly in place. Will you:

Stand and fight?

Turn to 350

Flee Conrad's clutches?

Turn to 165

Try to think of another way
to defeat him?

Turn to 308

17

The moment you touch the door handle, the squeaking noise stops. But, undeterred, you open the door and step into a small dark room. Something crunches under your foot; you look down and discover that the floor is littered with the skeletons of rats! Suddenly the squeaking begins again. You strain to see where it is coming from, but your ears tell you that it is coming from above your head. *Test your Luck.* If you are Lucky, turn to 45. If you are Unlucky, turn to 368.

18

You drag the Troll into the alley and change into his stinking outsize uniform, stuffing your own clothes into your backpack. This done, you approach the door of the asylum and are admitted by another Troll. 'Getta move on, scum!' he growls. 'Yoo're late!' Saying nothing, you pass through into the grim dungeon corridors. Soon you come to a hall off which lead five doors. On each of these doors is a crude sign painted by an Orcish hand. Which door will you open:

Big Laffs?
Nosh?
Big Trubbull?
Fat Maggots?
Wipefeet?

Turn to 220
Turn to 275
Turn to 287
Turn to 117
Turn to 58



19

It comes as no surprise to learn that Gruul is at Hope's End, for it is there that the few broken walls, all that remains of his Tower of Inquisition, stand – the villain has returned to the scene of his greatest infamies! Why he should do so, however, is another matter; Hope's End is little more than a rocky desert scarred with pools of steaming brown sludge, and Gallantarian soldiers patrol there regularly

Dawn breaks, and you are less than a kilometre away from the ruin when you hear the rumbling sound of at least a hundred horses skirting a hill behind you. Will you dive for cover in one of the sludge pits (turn to 164), run up the hillside and hide behind some rocks (turn to 215), or wait by the roadside (turn to 280)?

20

Determined to halt the flight of your prey, you step into the mist . . . and scream! The luminescent gas is an alchemical corrosive which even now is melting the flesh from your bones. There is nothing you can do but hope that the end comes soon.



21

Fogwalkers pour into the square and shamble towards you. Quickly you grab a flaming log and wave it at the mindless creatures, but their plague-ravaged skin is not bothered by the fire! You must make a dash for safety before you are completely surrounded. Roll one die to see how many Fogwalkers stand in your way. As the creatures are straggling along your route, you must fight them one at a time. Each Fogwalker has the following attributes:

FOGWALKER

SKILL 7

STAMINA 8

After you defeat a Fogwalker, roll one die. If you roll a 6, you catch the plague and die horribly. If you survive all your opponents, you may make for either the bell-tower (turn to 397), the door with the red cross (turn to 48), the door with the rose-shaped handle (turn to 158), or the door beneath the wooden sign (turn to 286).

22

Unsure as to the wisdom of your action, you tug on the chain, and then you marvel as it simply falls away from the Demothrax's body. Unfettered, Argolis rises from her seat of torment and bellows: 'Free! Now all Blackhaven shall know my wrath . . . beginning with YOU!' The Demothrax plainly intends to crush the life out of you. If you have the *Acrobatics* Special Skill, turn to 322. If you do not, you may either stand and fight (turn to 66), try to use the chain to bind Argolis once more (turn to 254) or turn and flee (turn to 81).

23

The Last Octopus stands in the heart of Blackhaven's docklands, a sprawl of wharfs and warehouses infested with merchants, sailors, travellers, beggars, sots and thieves! Boats of all kinds are moored up on the Border River, which itself is impressive to the eye, yet repellent to the nose! You have heard that the docks are currently being terrorized by an unknown fiend, nicknamed the Shocker, who frightens victims to death before escaping into the night. And now you are alone . . . in the fiend's domain . . . at night. It comes as no surprise then, when you feel someone tap you on the shoulder, that you should react a little hastily. But your 'fiend' is only a pathetic beggar. 'Give us a shiny,' she drawls, 'an' I'll tell yer wot I seen last night.' If you give the beggar a Gold Piece, turn to 2. If you refuse, turn to 44.

24

Undead once more, the Vampire reaches out towards you with his taloned hands — his is a centuries-old thirst which he *must* slake! But you are too quick for him; you quickly take out your Silver Cross and use it



to repel him. Milescu recoils with a feral snarl. 'Your puny symbol may prevent my powers of bewitchment, but I am no petty vampire to be thwarted at the sight of a sweetheart's jewellery!' Then he attacks, driven by his need for fresh blood, which is stronger than any fear of the Cross.

BARON MILESCU SKILL 9 STAMINA 15

If you win and have a stake, turn to 352; if you win but do not have a stake, turn to 312.

25

Just as the sword sphere is about to glow once more, you smash it to smithereens. Then, if you haven't already done so, you do the same to the lock crystal. The door to the disused temple swings open — there is no evil here any more. Restore 1 LUCK point. If you wish to search the temple, now that it is safe, turn to 125. If not, you had better return to the Last Octopus: if the word 'Cainam' is written on your *Adventure Sheet*, turn to 251; otherwise, turn to 277.



26

The Provosts are not impressed. In a matter of fact manner they unhook the cudgels from their belts and stand ready to crack your skull open. You must fight them both at the same time.

	SKILL	STAMINA
First PROVOST	8	7
Second PROVOST	7	6

If you win, turn to 110.

27

Huge chunks of masonry crash down on your head and knock you senseless. You do not get up again.

28

Not wishing to give Hogg the wrong impression, you tell him, slowly and distinctly, that you wouldn't trust him as far as you can spit! He'll get the money *after* the job is done, and not a penny before. 'I'm gravely hurt by yer lack of faith in Mister Kilmarney,' Hogg replies, 'but a deal's a deal. We'll go do the necessary, then meet you outside the graveyard in half an hour.' You agree, then hurry out of the Three Broken Fingers, surprised to find yourself still in good health.

You reach the tall gates of Meinster Cemetery with minutes to spare. If you wish, and *only* if you have the proper costume and Special Skill, you may use the time to disguise yourself as a Vampire; turn to 364. Otherwise, turn to 38.



29

When you finally reach Hope's End, you can see no sign of the Cabal, but you do see something else, which shocks you to the core: Zombie slaves are everywhere, hard at work in their task of rebuilding the Tower of Inquisition! And some of the Zombies wear Gallantarian uniforms . . .

To reach the loathsome edifice, you will have to cross half a kilometre of desert which is swarming not only with Zombies but also with Orcish overseers, wielding their whips with relish. That said, the plain is broken by lines of trenches and by work posts which may offer you some shelter. If you wish, and *only* if you have the proper costume and Special Skill, you may disguise yourself as an Orc rogue (turn to 349). Otherwise, if you have the *Disguise* Special Skill, turn to 298; if you have the *Sneak* Special Skill, turn to 59; if you have neither, turn to 153.

30

Exhausted, Gruul tries to kill you with the Ethereal Projector, but you push him aside and turn the device on the Cabal. Most of your enemies perish beneath the deadly rays, but some flee, leaving the way clear for you to drag Gruul out to a small courtyard. There, you tie him over the back of a horse, then ride at full speed across the desert. Zombie slaves and Cabal members are everywhere, but they are in disarray and can do nothing to prevent your escape.

As you ride, you tell Gruul just who you are: 'I first

came here as a prisoner-of-war. Because I was an officer in the Gallantarian army, you turned me into some kind of nocturnal creature with strange powers. But I had no will of my own and you forced me to betray my comrades. I found a cure for my body soon after the war ended, but I still haven't found a cure for my nightmares.'

'So. A Moonrunner, eh?' Gruul purrs. He closes his eyes and you start to feel a little dizzy. If the word 'Rennur' is written on your *Adventure Sheet*, turn to 147. If it is not, roll two dice and add the numbers rolled together. If the total is less than or equal to your current STAMINA score, turn to 169. If the total is higher than your current STAMINA score, turn to 147.

31

The moment you take hold of the mask, it changes into an exact copy of your own face! Its eyes open and fix you to the spot, while its mouth utters a solemn pronouncement: 'Belthegor's Gift is the second life; Belthegor's Curse is the second death.' Then everything turns black.

Feeling weak and weary (deduct 2 points from your STAMINA), you wake up near Newham Market, where your roving gaze is met by the sunken eyes of a pale, skeletal wretch who looks more dead than alive. Then you realize that you are actually looking at a reflection of *yourself* in a window! This is Belthegor's Curse. Not only do you look like death, you are also compelled to seek it. Whenever you meet the option to fight, you

must *Test your Luck*. If you are Lucky, you may choose your action as normal. If you are Unlucky, you *must* fight. Now add 3 Hours and return to 200.

32

The Corpse Master brandishes his notched blade in sickly triumph. 'Whom serve, prying eye?' he grates, the evil in his voice matched only by the chaos of the music. You will need your wits about you if you are to survive this terrifying encounter. Will you reply:

The City Guard?	Turn to 225
The Cabal of the Werewolf?	Turn to 133
No one?	Turn to 271

33

To reach the desk drawer, you must first move Bennet's slumped body out of the way. But this unpleasant task is the least of your problems, as the drawer is a locked Kharian puzzle-drawer which will open only when pressure is applied to a precise point on its plain wooden surface. Do you have the *Lock Picking Special Skill*? If you do, turn to 189; otherwise, turn to 55.

34

You shrug wearily and admit that, yes, you are tired of futilely struggling against superior odds, and that you would do anything for such a generous sum as that now being offered. While you are speaking the man remains motionless, his hand still extended; when

you finish, he replies, 'Good. Now let us seal your allegiance with a fraternal handshake.' Will you take the masked man's hand (turn to 185) or politely decline (turn to 250)?

35

A sudden mystic fog sends you into a deep sleep. When you wake up, you find yourself lying in a coffin-like cage. Two removable panels, one above your knees and the other below your neck, divide the cage into three sections. 'Ah, awake at last. You have been brought here by my Magus, Radu.' You look up into the face of Karam Gruul! He nods to a hooded figure at his side then continues, 'Connected to the foot of the cage is a box holding six starving rats. When I open the cage, the rats will rush in, eager to devour your flesh. If I remove the two panels inside the cage, the rats will feed on your stomach, and then your face. Now talk!'

Will you surrender to Gruul's evil devices (turn to 234), or tell him that you'd rather die (turn to 118)?

36

Crabb rings a bell and waits in beatific silence for a human warden who brings in two servings of thick stew. You tuck into the stew ... until you notice that Crabb isn't eating. 'Yes,' he confirms, 'I've poisoned you.' A twisted grin stretches across his thin lips. 'I'm only following orders, you understand - *Doktor's* orders! Hee, Hee, hee!!!!' Crabb's insane gibbering taunts you to your doom.

37

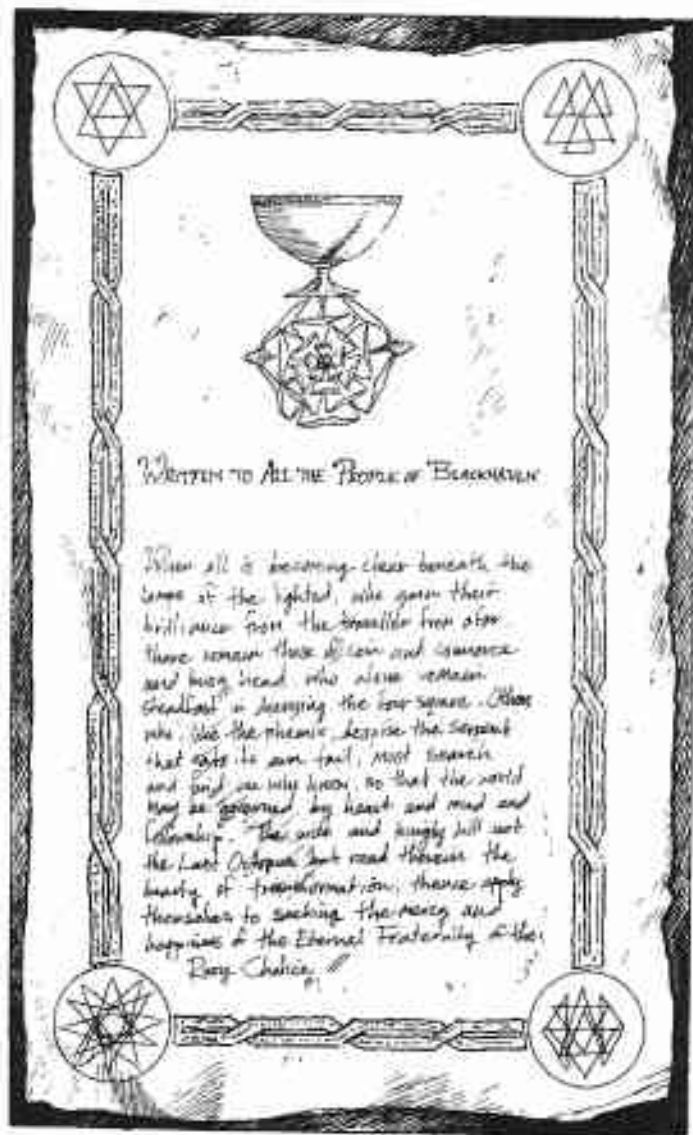
You show the greedy ruffians the colour of your money, but have you offered them enough? If there are fourteen or more Gold Pieces in your hand, turn to 329; anything less, turn to 26.



38

The bodysnatchers prove to be true to their word: they appear, some time later, bearing spades. Hogg greets you, then leads you through the gloomy cemetery to an unmarked grave: 'Yer skull is hidden in a tomb, built, so legend has it, by an ancient warrior who returns every hundred years. The door to the tomb lies beneath this mound - but I warn yer, we'll not go down there with yer. We've heard some fearful noises comin' from that place.'

They set to work and soon dig quite a good-sized hole. 'Gah!' pants Hogg. 'I can't go any further. Me sinews are bulgin' with exertion. We need rest, but there'll be no delay if yer help us out.' If you pick up a spade, turn to 98; but if you are content to wait until they get their strength back, turn to 202.



39

Besides the mill workings, the hay and the farming tools (including an axe, which you may take if you do not already have a weapon), you find a meal of Provisions and a curious printed leaflet, both of which you take. You may study the leaflet now, or at any time in the future, by looking at the picture opposite this paragraph. Everyone in Blackhaven has seen similarly cryptic leaflets, issued by the Eternal Fraternity of the Rosy Chalice, posted all over the city; but no one has ever encountered the Fraternity itself, leading some to believe that the whole affair is a hoax. What concerns you, though, is the leaflet's mention of the Last Octopus. Could this Fraternity be linked in some way to the Cabal of the Werewolf? The portcullis still bars the exit, so will you go down into the cellar (turn to 389) or up to the loft (turn to 201)?

40

It seems that every time the sword glows orange, you have to suffer the agonies of a magical attack, so you decide to put the thing out of action once and for all. But when you hit the sword, the shield crystal glows brighter and your attack bounces off the polished orb to no avail. In response, the sword glows orange — lose 2 STAMINA points. Which orb will you hit out at next: the lock (turn to 306) or the shield (turn to 366)?

41

Your prey is clearly skilled in the art of evasion, but you are more so, and soon you have the cunning devil

under constant surveillance. Will you call out to the assassin, to stop him from going any further (turn to 236), rush forward and attack him (turn to 5) or keep your distance, in the hope of following him to his ultimate destination (turn to 195)?



42

The sharp talons are but centimetres from your face when they turn sharply away. You heave a sigh of relief and wipe the sweat off your brow. However, your ordeal is not over yet. Baphet uses its claws to rake its own chest. The foul flesh erupts in lines of weeping wounds which drip a fetid liquid. The Imperator steps forward, a golden chalice cupped in her hands. She uses the receptacle to collect some of the gurgling ichor, then offers it to you. 'Drink!' Will you do as she commands (turn to 63), or follow the dictate of your senses and refuse (turn to 333)?

43

The ruthless manhunter gives no quarter. It knocks you on to your back and swings its twin blades at your throat. Death seems but a moment away when a bolt of lightning shoots down from the heavens and blasts the Obisian Predator into fiery oblivion. So high above the ground, the metal-skinned beast makes the perfect lightning-conductor! The gods are smiling on you this day – gain 1 Luck point for this good fortune. Now, if you haven't been there already, you may go to the Shrine of Belthegor (turn to 248); otherwise, add 3 Hours and return to 200.



44

'Gertcha!' the woman snarls, her mood taking a sudden turn for the worse. 'Tink I'm scum, do yer?' she spits, then staggers drunkenly away. You make for the Last Octopus, which you realize must be somewhere near by. Indeed it is, but at this ungodly hour it is also closed. If you are given the chance, you *may* return to the tavern later, even though you may not normally revisit a location you have already been to.

Suddenly a chilling scream shatters the stillness of the night. The beggarwoman! You run back along the wharf, to find that she has become the latest victim of the Shocker! Her hair is grey and her body is frozen in a grip of terror. You turn and catch sight of something fleeing down an alleyway ahead of you. If you wish to give chase, turn to 357. If you are daunted by the prospect of tackling the Shocker alone, you had best leave and continue your manhunt at either Craven Asylum (turn to 393), Malt Lane (turn to 207) or, if you have reason to go there, at Priestsgate or Weather Mill.

45

A large bat is hovering over you! It screeches, then spits out a trickle of steaming blood, which drips down towards your face. You manage to dodge the blood but you see that the bat itself is flying towards the open door. Will you attack the bat before it goes free (turn to 347) or let it be (turn to 255)?

46

The top step creaks beneath your tread, activating a most heinous device. A needle on the end of a coiled metal tube shoots up through a hole in the step, jabs you in the neck and injects you with a mind-numbing fluid. You pull the needle out, but the liquid is already coursing like ice through your veins. The fluid is the result of some dire alchemy, and it erases part of your mind. Cross one Special Skill of your choice off your *Adventure Sheet* – you may no longer use it. As the

pain subsides, you stagger up the stairs, lurch over to Entador's room and stumble in through the door; turn to 87.

47

Minutes later, a couple of Troll wardens are strolling along the corridor when one of them trips over your body. It is only when they both stop laughing that they pick you up and carry you off to the asylum's laboratory, where . . . No, it is best if we simply say that your quest ends here.



48

Traditionally, a red cross is painted on doors to warn folk against entering houses infected with the plague. You go into the hut, and soon you find yourself gasping for air. Your skin erupts in boils and your eyes roll as you drift into the painful delirium of death.



49

Your fight over, you take a moment to ... wait, what's that hissing sound? You look at your feet and are horrified to see shards of glass scattered about on the ground. The glass phial holding Baron Mălescu's blood has accidentally been broken during the battle. Worse, the blood of you and your opponent has mixed with the Baron's powdery remains, imbuing them with life! Mist folds upon mist as the vapours swiftly merge and solidify into the form of Baron Mălescu, Vampire Lord of Vannan! If you have a Silver Cross, turn to 24; if you do not, turn to 136.

50

Curse the skull! You leave the wretched thing in your pack and clamber up on the base of the guillotine. However, no sooner do your feet leave the ground than the skull cries out: 'The shroud! The shroud!' Hearing this, the doorman hurries over to see what is going on. Will you try to rejoin the party, so that you may offer to buy the shroud from Hollmann (turn to 78), or flee the place before the doorman catches sight of you? If you wish to leave at once, and the word 'Cainam' is written on your *Adventure Sheet*, turn to 295; if it is not, add 1 Hour and return to 200.

51

The phantom prowls back and forth across the stage, considering your words. 'Gruul warmbody also. Lies dawn vanity inside, Gruul must run red by full moon. Corpse Master gravetongue.'

You cannot believe your luck: the Corpse Master has sworn an oath to destroy Karam Gruul! Restore 1 LUCK point for your masterful deceit, and write down the word 'Esproc' on your *Adventure Sheet*. You look back to the phantom, but he is gone, and in his place is a great fire! You hurry out of the hall, past an office in which you observe a wooden strongbox. Disregarding the raging fire, will you stop to take a look at the strongbox (turn to 84), or keep on running for the exit (turn to 383)?

52

Conrad lies beaten – but for how long? Fearing the worst, you bind him with some heavy chains which you find in the fallen hut, then push him over into the Border River. The Maniac Guard hits the water with a loud splash, then sinks down to the murky depths below. No bubbles rise to the surface. Could Conrad Zaar finally be at rest?

You resume your watch over the Last Octopus, and night descends. A distant bell tolls eleven, but you still haven't seen ... 'Murder! Murder! Help! The Shocker! Murder!' The shouts come from some men who must be in one of the nearby streets. If you wish to go and see what has happened, turn to 86. If you would rather continue your watch on the tavern, turn to 253.

53

Just when you begin to think that you are wasting your time, the quivering door swings open of its own accord. You step warily forward ... and find yourself

standing in Dexter Street, some two kilometres away! Mawn Pretoragus has denied you entry to his sanctum. Add 3 Hours and return to 200.

54

The sorcerer assassin crashes to the ground with a piercing scream. Desperate for clues, you search through his robes and find a small Trephen Jewel and a map. You may use the magic jewel any number of times by *Testing your Luck*. If you are Lucky, you may restore 2 points to your STAMINA; if you are Unlucky, the jewel disappears and you must cross it off your *Adventure Sheet*. You may use the Trephen Jewel at any time except during a battle.

The map is of the Blackhaven area. You see that the Mark of the Werewolf has been drawn over the village of Penkhull, along with the words: 'The Secret Chiefs'. It is to Penkhull, then, that you shall go. Turn to 369.

55

Push and prod as you may, the drawer simply will not open. If you wish to use your sword to try and break it open, turn to 319. If you would rather let the troublesome thing be, you may either go and help Bennet (turn to 12) or make for the open window (turn to 80).

56

The door opens into a small room, full of decomposing bodies: skeletons, that look as if they've been down

here for hundreds of years. Fortunately, you are spared the stench from them by an air-shaft which runs up from the ceiling. Suddenly, the door slams shut behind you. You try to open it, but it is locked. Satisfied that you have seen enough of this dreadful place, you pick the lock a second time and leave. If you haven't done so already, will you now try the east door (turn to 141) or the west door (turn to 17)?

57

By the time you reach Blackhaven's docklands, the sun is rising over the eastern horizon, and the place is alive with merchants, sailors and ne'er-do-wells going about their business. Yet at night these same wharfs and warehouses are shunned, for fear of meeting the infamous Shocker – an unknown fiend who frightens victims to death before vanishing into the darkness. It's been a long night for you, but maybe you'll get some well-earned rest in the Last Octopus. If any of the words 'Darnoc', 'Kehsil', 'Retsam' or 'Rotkod' are written on your *Adventure Sheet*, count the number of words noted and if you have:

None of the words?

Turn to 399

One or two of the words?

Turn to 343

Three or four of the words?

Turn to 8

58

You pass through the door marked 'Wipefeet' and enter a long corridor which ends in two separate doors. No one is about, so you walk up to the first door on which the legend 'Deputy Director' is written

in gilt paint. You open the door and step into a luxurious office! A foppish man, sitting behind a desk, looks up at you. If you are disguised as a warden, turn to 318; if you are not, turn to 348.

59

Despite the available cover, reaching the tower unnoticed will be a challenge even for you; the sun is high and Zombie slaves are all over the place. Still, you must try. *Test your Luck*. If you are Lucky, turn to 103; if you are Unlucky, turn to 153.



60

Queer mist or no queer mist, you are not about to let the blackguard escape you! Sword drawn, you hurry forward into the fumes. *Test your Luck*. If you are Lucky, turn to 143; if you are Unlucky, turn to 20.



61

Anyone entering the Three Broken Fingers had better watch his or her back but, thanks to Van Heldenghast, enter you must: 'The most powerful Ward is the Skull of Mora Tao. I know very little about the skull, only that it is buried somewhere in Meinster Cemetery. Go to the Three Broken Fingers and seek out Kilmarney and Hogg. These two body-snatchers are the most untrustworthy people you are ever likely to meet, but only they know how to find the skull.'

Once inside the rancid hovel, you approach a roly-poly little man standing by the bar, and you ask him if he can point out the grave-robbers. 'Well, mercy me!' he gasps, 'if I'm not that very Mister Hogg yer be after! An' this,' he nods to a veritable scarecrow at his side, 'is my business partner, Mister Kilmarney.' You tell Hogg why you wish to hire them both. When you finish, he replies, 'It's most kind of yer to t'ink of employin' two lowly vagrants, but as yer undertakin' is a most perilous one, we'll have to beg the outrageous fee of three shinies per head. Just to show yer it's not'in' personal, yer can have me pint of Steadman's Dark Horse.' He thrusts a flagon of scummy ale under your nose. Will you drink the brew (turn to 11) or politely decline (turn to 390)?

62

You take the sphere out of your pack and hurl it at the Obisian Predator's metal chest. The glass shatters and releases its deadly vapours — yet still the creature comes! Bubbling, hissing, evaporating, the manhunter

tries to grab hold of you, to pull you into the acidic mist; but it tries in vain, and soon its death roar is heard echoing over Sanger's Beacon. Restore 1 LUCK point for your narrow escape. If you haven't been there already, you may now go to the Shrine of Belthegor (turn to 248); otherwise, add 3 Hours and return to 200.

63

Baphet's ichor smells truly stomach-turning, but you raise the chalice to your lips and swallow. A few tormented seconds pass before you realize that the chalice is empty! Baphet vanishes and the Imperator removes the chalice from your hands. Your courage in the face of illusion is proof of the strength and wisdom needed to become an Adept of the Outer Order of the Rosy Chalice. Later, you will be given robes and a Fraternal name. But now, I ask you, do you wish to penetrate the veil of the Inner Order of the Rosy Chalice? Dare you present yourself to the Secret Chiefs whose will is reality?

The assembly reacts to the mention of the Secret Chiefs with undisguised fear, and a devious glint is in the Imperator's eye. If you tell her that you dare join the Inner Order, turn to 142. But if you excuse yourself, saying that you still have much to learn about the Outer Order, turn to 276.

64

Alcham Lugosh, deviser of a thousand vile deaths, lives behind a magically protected door, at the end of

a nondescript alley in the Priestsgate part of the city. You knock on this door — and fall through a trapdoor! You land, some eight metres down, on the cold stone floor of a cylindrical pit; deduct 3 points from your STAMINA. A set of rusty iron rungs runs up the wall, passing a wooden beam which spans the pit about a metre above your head. Scattered around on the floor of the pit are the remains of twelve bodies, each has three fingers missing from their right hand! Suddenly, the trapdoor closes above you and a duct opens at your feet, to admit tidal waters from the nearby Border River. The icy wash floods around your ankles. Whoever has trapped you down here intends you to drown! And drown you must unless you find some means of escape. Will you reach for the wooden beam (turn to 391), climb up the rungs (turn to 140), or ignore them both and wait (turn to 6)?

65

The lock clicks and the door swings open. If you opened the door using a Red Key *and* the word



'Rednel' is written on your *Adventure Sheet*, turn to 272. Otherwise, *Test your Luck*. If you are Lucky, turn to 272; if you are Unlucky, turn to 101.

66

Before you know it, Argolis crashes into you. But it is not only your death she is interested in; she is also tempted by the freedom of the open cell door. If you lose two successive Attack Rounds, she will escape. Also, as Argolis is so powerful, you must deduct 4 points from your STAMINA each time you lose an Attack Round. Now fight!

ARGOLIS

SKILL 8

STAMINA 13

If you win, turn to 222; but if Argolis escapes, turn to 81.

67

Gruul's eyes . . . they're piercing the depths of your very soul. You waver on your feet as strange words filter insidiously into your mind. Deduct 5 points from Gruul's *Notura*. If you do not have the Hand of Glory, make a note of the word 'Rennur' on your *Adventure Sheet*. If you do have the hand, but the word 'Q'yann' is *not* written on your *Adventure Sheet*, turn to 217. If you have both the Hand of Glory and the word 'Q'yann' on your *Adventure Sheet*, you are protected from Gruul's magic. Whatever the outcome, your mind suddenly becomes clear again. If the word 'Esproc' is written on your *Adventure Sheet*, turn to 188; otherwise, return to 300.

68

Still running, you raise your head and bark, 'Stop the carriage at once!' But no one is more surprised than you when the vehicle comes to a halt straight away. The driver has done nothing whatsoever to slow the carriage and now he sits perfectly still, facing forward, while his horses paw impatiently with their hoofs. Will you attack the driver (turn to 115), open the carriage door (turn to 137), or walk away from this unnatural scene and go back in pursuit of the Man-Orc (turn to 41)?

69

Gazing dumbly into space, you turn away from the Orc. 'Hey!' he barks. 'Zombies do everyfin' I tell 'em.' Then he turns and orders a band of Zombies to seize you. But you are too quick for the dull-witted creatures. You make a break for the tower – only to find more Zombies ahead of you. To your right, however, is a fenced-off area where supplies are kept. A gate at the far side of this enclosure opens near the foot of the tower. There are no Zombies inside the enclosure, but four of them guard the gate leading into it. If you have the Hexalpha, turn to 90. If you do not, you must fight all the Zombies at the same time.

	SKILL	STAMINA
First ZOMBIE SLAVE	6	6
Second ZOMBIE SLAVE	5	7
Third ZOMBIE SLAVE	6	5
Fourth ZOMBIE SLAVE	7	8

If you defeat them all, turn to 90.

70

A small crowd is gathered round a table at which sits a scruffy old thimblerrigger. 'It's easy-peasy,' he laughs, 'I, Jubar DeMonto, put this Gold Piece under one of me three thimbles, move 'em round a bit, then you guess which one the shiny's under. But I won't waste your time playing for just one poxy piece. No, lazies and grunts, you pay two shinies to play and then, if you win, you get your two back *plus* another ten. Why, I'm almost throwing me money away!'

If you wish to prove that your eye is faster than Jubar's hand, make a note of the stakes you bet on your *Adventure Sheet* and turn to 330. Otherwise, you had better head back to the bar and either stand alone (turn to 361), or try to engage Eviron in conversation (turn to 387)



71

You can tell at a glance that the drainpipe will be too weak to support your weight, so you climb up to the window using tiny cracks in the wall as fingerholds.

Your ascent done, you scramble through the window into a room which is a confusion of theatrical props. Paper moons and waxen hogs hold no interest for you, but you do take a Stage Knife. You never know when such a trick, with its retractable blade and concealed phial of fake blood, may come in handy.

You are still toying with the prop when you hear a scream and the discordant boom of a pipe organ coming from somewhere within the theatre. Will you follow the music to its source (turn to 260) or climb back out of the window and leave the Rohmer while you still can (turn to 383)?

72

You accept the tankard but do not drink from it. Instead, you sneakily swap it for Kilmarney's. The unsuspecting rogue takes a sip, and falls flat on his face! Just as you thought, the ale was drugged – regain 1 Luck point. 'Erm, beggin' yer pardon,' stammers Hogg as you grab him by the scruff of his neck, 'it was Kilmarney's doin'. He likes a bit of jiggery-pokery. I had not'in' to do with it, honest. Look, I'll drop the fee to two gold each, as settlement.'

You accept his apology but warn Hogg that if they try anything like that again, they'll regret it. 'T'ank yer very much,' he grovels. 'But now we've arrangements to make, bribes to pay, an' the like. So, pay us the fee, an' we'll meet at the cemetery in half an hour.' If you pay Hogg, cross 4 Gold Pieces off your *Adventure Sheet* and turn to 374. But if you cannot or will not pay him just yet, turn to 28.



73

Carter Street, Fisherman's Wharf, Dog Lane, Wayland Court – you search high and low through these places but find nothing. 'I've had enough,' moans an inkeeper. 'It's been nearly an hour. Let's face it, the Shocker's vanished.' The others mumble similar admissions of defeat, then move off on their separate ways; the hunt for the Shocker is over. A balding fellow shakes your hand and bids you goodnight. Your eyes fix on his ring: it is engraved with the Mark of the Werewolf! The man coughs nervously, then walks away. Will you follow him and try to question him about the Cabal (turn to 131) or return to the Last Octopus to resume your watch (turn to 362)?

74

You enter the derelict temple and find the sinister figure waiting for you. Only now the hood has fallen back to reveal the face of something not quite human. 'You have troubled the Cabal for too long!' snaps the creature. 'But now I, Radu, Magus of the Master, have lured you to your doom!'

As Radu speaks, he rotates three crystal balls in the palm of his hand. The orbs circle in and out of one another, and continue to do so as they rise up into the air and float towards you! One of the spheres glows bright orange and a strange fire burns you – deduct 2 points from your STAMINA. Radu laughs, then vanishes in a puff of smoke. Will you search the temple (turn to 178), study the crystal spheres (turn to 231) or flee (turn to 95)?

75

It is eleven at night when you return to Harbour Row. Professor Van Heldenghast greets you warmly and serves you a splendid supper; restore up to 4 STAMINA points. As you eat, she says, 'At midnight tonight, the Eternal Fraternity of the Rosy Chalice – a mystical secret society – is meeting at the Last Octopus. The Fraternity is a front for the Cabal. You must watch the tavern and see what you can do. I myself am leaving Blackhaven, as I have now done all I can to help you. Maybe we will meet again.'

You thank Van Heldenghast for all her help, then you leave for the tavern; but as you arrive ... 'Murder! Help! The Shocker! Murder!' The cries are coming from some men in a street near by. Will you go and see what has happened (turn to 86) or stay and keep an eye on the tavern (turn to 253)?

76

You lift the drapes aside just in time to see Radu pull a lever in the wall. A door opens before him, and the roof of the chamber caves in! You watch as Gruul is crushed beneath a block of stone. But his blood ... it's green! This is because it is not Karam Gruul who lies there on the floor, it is a plant-like *replica*, a Mandrake! For choosing to follow the Magus, add 1 point to your LUCK. The Magus! You turn back to the door, only to see that he has gone. Quickly you run after him, to observe him escaping along the Border River in a boat rowed by Zombie slaves! Radu is bound for the place 'Gruul' mentioned earlier: Hope's End – a desolate spot six kilometres away. Turn to 19.

77

You carefully unlock and open the door. Something rolls out and comes to a stop against your foot. You look down and see that it is a vial of Restorative Fluid. You may drink the fluid at any time, except during a battle; just cross the fluid off your *Adventure Sheet*, and add 1 point to both your current and your *Initial* SKILL scores.

You enter the room and close the door behind you, lest anyone detect your intrusion. Once inside, however, you see that the room is pitch black. Worse, you can hear someone – or something – shuffling through the darkness towards you! Turn to 172.

78

The tour drags on and on: more monsters, more legends, more 'genuine' artefacts – accompanied all the while by the boasting of the tourist who's seen it all, done it all, killed it all! Finally, however, the show comes to an end, and Hollmann bows and makes a dramatic exit, bustling off to lead the next group around his waxworks. You rush after him and tell him that you wish to buy the Angevin Shroud. He stops dead in his tracks. 'What, you mean, you actually want to *buy* that worthless piece of tat? Well, my friend, it's practically yours!'

To find out how many Gold Pieces Hollmann wants for the shroud, roll one die and add 1 to the number rolled. If you are willing to meet his price, deduct the Gold Pieces from your *Adventure Sheet* and turn to 198. But if you cannot or will not pay, then there is

nothing else to do here but leave. If the word 'Cainam' is written down on your *Adventure Sheet*, turn to 295; otherwise, add 1 Hour and return to 200.

79

Skull in hand, the ancient warrior slips past you and hurries out of the room. 'You fool,' he calls out over his shoulder, 'you spineless fool!' You rush after him, but when you reach the corridor you discover that he has vanished! Just then, cracks start to appear in the ceiling and the walls of the corridor begin to quake. The tomb is collapsing! You hurry back up the stairs and run clear of the underground crypt. When you are safe, you look back and see that what was once the ground above the tomb is now a sunken pit. If you have noted the word 'Daednu' on your *Adventure Sheet*, turn to 315; otherwise, add 3 Hours and return to 200.

80

Hooked to the sill of the window is a thin cord which trails down to the street below. And at the end of this cord is a Man-Orc assassin! Clad entirely in black, the assassin drops safely to the ground and scampers away. You are about to follow him when the cord disintegrates before your very eyes! If you want to keep the creature in sight, you will have to jump down after him. If you wish to do this and you have the *Acrobatics Special Skill*, turn to 377; otherwise, *Test your Skill*. If you succeed, turn to 377, but if you fail, turn to 252. Then again, if the idea of a twelve-metre drop doesn't appeal to you, turn to 149.

81

'He who touches the chain while it binds another must release and then destroy the other, or be bound in place himself' — this is the chain's unwritten law, and it has been broken. With incredible speed, the chain wraps itself round your body then drags you, screaming, back on to the prison chair. Argolis howls in darkest ecstasy: 'Free! Free! Now know the horror of the pit!' You struggle in vain as the chair sinks down into the earth — unlike Argolis, you will not survive being buried alive.

82

The thimblerrigger is good, but not that good. You make your choice the moment the thimbles are stationary. 'Are you sure?' asks Jubar, no longer smiling. In reply, you turn the thimble over. Beneath it is the Gold Piece. 'Jumping Kakhabad!' he shouts, 'I don't believe it!' But whether he believes it or not is irrelevant. A great cheer goes up among the onlookers, and the old man is made to count out your winnings. Then he grumpily declares the game over and storms out of the tavern in a huff. Add the gold you have won to your *Adventure Sheet*. Now, will you try to



have words with Eviron (turn to 387) or go and stand on your own by the bar (turn to 361)?

83

As Radu outlines his programmes for world domination, you make your way across to two ornate columns which support the balcony, some thirty metres above the ground. 'Look!' cries a woman. 'The Bounty Hunter!' It is Eviron from the Last Octopus, and she has seen through your disguise. Shouts of hatred fill the hall and four hundred weapons are drawn in anger. If you have the *Lock Picking* Special Skill, turn to 208; if you have the *Climb* Special Skill, turn to 249; but if you have neither of these skills, turn to 122.

84

Undeterred by the rising inferno, you hurry over to the strongbox and are astonished to find it unlocked. You open it and feast your eyes on a thousand Gold Pieces! Unfortunately, you won't be able to spend a single one of them, for when you hurry back out into the corridor, dragging the box behind you, you find that you have been trapped by the flames. The Gold Pieces lie untarnished while you shrivel and blacken!

85

It takes every bit of know-how you possess to pick up the trail of the body-snatchers, but you track them to a slum on Queen Street and kick down the door. 'Bejammers!' shouts Hogg in astonishment. 'We've been rumbled!' Too right they have. You take back *everything* they've stolen from you, plus 5 Gold Pieces of their

own. Hogg snivels, 'Don't hurt us, it was just a bit o' fun. We can still help yer get the skull. We just need time to make some arrangements.' You advise Hogg that if he isn't at the cemetery in half an hour, his life won't be worth living.

You yourself reach the tall gates of Meinster Cemetery with time to spare. If you wish – and *only* if you have the proper costume and Special Skill – you may disguise yourself as a Vampire. If you do this, turn to 364; if not, turn to 38.

86

You race along until you come to Hook Lane, where you find a crowd gathering; traders, fishermen and other folk have all come to witness the Shocker's latest outrage. A cooper named Channing quickly takes charge of the situation. 'I've sent for the City Guard but we must all look for the Shocker *now*, before it vanishes. We'll split up into groups and comb the entire docklands. We've lived in fear of that fiend for too long!' The people shout in agreement, and Channing sets about organizing them into search-parties. You kneel down beside the Shocker's latest victim: a young man whose body is contorted in terror and who wears a ring engraved with the Mark of the Werewolf. 'Leave the body for the guards!' snaps Channing. Then he sends the search-parties on their way. Will you offer to help in the hunt (turn to 345), wait until Channing is busy and then search the body (turn to 173), or do you prefer to head back to the Octopus to continue your watch (turn to 253)?



87

Your enemies are one step ahead of you yet again – the body of Silas Entador lies on the bare floorboards of his airless attic room! You hurry over to examine the body and discover two small punctures, wet with some kind of venom or poison, in his neck. You also see that his left hand is closed tightly round a scrap of paper. As for the room itself: what few items of furniture Silas possessed have been smashed or torn apart – in the rubble lie 4 Gold Pieces which you may take – and on his mantelpiece sits a sickly-scented envelope addressed to you! Will you look at the paper in Entador's hand (turn to 167) or the sealed envelope (turn to 379), or leave them both and make your way back downstairs (turn to 268)?

88

You turn on Gruul and ... he is transforming into something green and repulsive! Roots sprout from his hands, veins spread across his face in a pulsating web, and his cries mutate into the ululations of a Mandrake! These plant-like creatures can take on the likeness of any human. They also have an intense fear of fire, their only weakness. Wielding the torch, you leap in to attack.

MANDRAKE

SKILL 7

STAMINA 8

If you win, you set off in pursuit of Radu, whom you see escaping along the Border River in a boat rowed by Zombie slaves! He is going to the place 'Gruul' spoke of earlier: Hope's End – a desolate spot six kilometres away. Turn to 19.

89

As the water pours inside the carriage, you hammer on the windows with your fists and kick out at both the doors, but all your efforts are in vain. You can only watch in horror as the water rises higher and higher . . .

90

Pushing yet another Zombie out of the way, you hurry into the enclosure and slam the gate behind you. But the overseers are not done yet. They whip the undead hordes into line, then send them after you. If you have the *Lock Picking* Special Skill, turn to 325; if you do not, turn to 153.

91

You slip past your foe and, using the eroded handholds, skilfully ascend the obelisk. You hope that the predator will not follow you, but it springs up after you and rejoins the attack. Its metal skin is almost indestructible, so any Attack Rounds you win serve only to save you from injury (because of this, the creature is not given a STAMINA score). On the other hand, if you lose a round of combat, you must deduct 3 points from your STAMINA because of the awful damage done by the predator's wrist blades. If you have the *Combat* Special Skill, you can turn the narrow arena of the obelisk to your advantage: add 2 points to your SKILL for the duration of the battle. Now fight!

OBISIAN PREDATOR

SKILL 11

After two rounds of combat, turn to 43.

92

Outside, an eccentrically dressed woman steps forward and grabs your sleeve. She peers at you through a monocle. 'Do you realize what you've done by going in there?' she grumbles. 'We're both in danger now. Still, together we'll have a greater chance of escaping Gruul's lackeys. Now come on!' She points her walking stick in the direction of Harbour Row. If you wish to go with the strange woman, turn to 200. If, fearing she may be yet another of Gruul's agents, you prefer to attack her, turn to 392.

93

In time, you arrive at Weathern Mill, an impressive tower which stands alone on a low hill, above a shanty town on the southern edge of the city. Save for the vanes creaking in the night-time breeze, the mill seems quite dead. You step up to the front door and try the handle; the door opens, so you let yourself in.

Inside, the tower is a single open room, cluttered with bales of hay, farming tools and mill machinery. A ladder runs all the way up one wall, to a loft near the roof of the mill, and near by is a closed hatch which



leads down into the cellar. The place is dimly lit by a lantern up in the loft, but you can see no sign of Conrad Zaar. **CLANGGG!!!** You spin on your heels and see that a portcullis has descended across the doorway – you are trapped! Nevertheless you are determined to find out if Zaar is a traitor and, if so, for whom. So will you begin your search here, on the ground floor (turn to 39), up in the loft (turn to 201) or down in the cellar (turn to 389)?

94

Hoping to shed some light on Bennet's death, you go through the assassin's filthy robes. Your search turns up 3 Gold Pieces and an Alchemical Sphere: once thrown, this small glass ball will shatter, to release a deadly cloud of corrosive mist which you yourself may be unable to avoid, should you break the sphere in a confined space. You may take both the gold and the Alchemical Sphere (don't forget to add them to your *Adventure Sheet*). If you would like to search the rest of the theatre, turn to 3. If you would rather leave at once, turn to 383.

95

When you entered the temple, the door opened quite freely; now, however, it remains firmly shut – even though there is no sign of any lock. You try to kick the door down, but the rotten wood is unyielding. It would seem that you are trapped. You are wondering what to do next when a strange fire blazes through you – lose 2 STAMINA points. If you want to search the temple, turn to 178. If you would rather study the floating orbs, turn to 231.

96

You nip across to the tavern and gently open the door – the place is empty! Suddenly, out of the corner of your eye you notice a secret panel sliding shut in one of the walls and a lantern bracket next to the panel jerks upwards with a loud click. You go over to the bracket and pull it down. In response, the panel slides open again, revealing a long, dark corridor. You wait a second, then creep forward. The panel closes behind you. If you have the *Sneak* Special Skill, turn to 230. If you do not, *Test your Luck*: if you are Lucky, turn to 230; if you are Unlucky, turn to 35.

97

Glad to be alive, you climb out of the vile pit and kick Lugosh's door down. Unfortunately, it would seem that the bird has flown: Lugosh's abode is completely empty – it has all been a trap. Thus thwarted, you must now continue the hunt elsewhere. If you haven't been there already, will you go to Craven Asylum (turn to 393), to the Last Octopus (turn to 57), or to Malt Lane (turn to 207)?

98

You take your eyes off the rogues for just a second and – **SPANG!!!** – Hogg hits you across the back of your head with his spade. You fall over into the grave. Roll one die and deduct the number rolled from your STAMINA. Then roll three dice. If the total rolled is equal to or less than your current STAMINA score, turn to 123; otherwise, turn to 338.



99

Three days pass – three days of constant travel, three days of Gruul's enmity, three days of hunger and tiredness – but finally you come to the East Gate of Royal Lendle, capital of Gallantaria. The City Guard there rush out to welcome you; you fall into their arms, exhausted.

Over the next month, Karam Gruul has to stand trial before the Ruling Council and the leaders of Femphrey, Brice and the Northlands. The list of Gruul's crimes is almost without end, and the verdict is unanimous: guilty! Gruul is sentenced to imprisonment for the rest of his unnatural life. People must never be allowed to think that such evil acts will go unpunished, no matter how long ago they occurred. As Gruul is led from the Council Chamber, he glowers at you a final time. You shrug. You cannot make good the wrongs he forced you to commit as a Moonrunner, but you *have* stopped him from ruining the lives of thousands of others. The King of Gallantaria turns to you and asks you whether you will be willing to lead an army back to Hope's End. You refuse: the Cabal is already beaten, the tower is but an empty dungeon, and you have seen enough bloodshed of late to last you a lifetime. That night, you leave the city to rejoin your family in Narbury. For you, the war is finally over.

100

You hurry back out into the corridor to see the bat flying at full speed towards the north door. At first it looks as if the creature must surely brain itself, but no:

the door swings open and the bat flies straight through. You follow . . . and find yourself in a room packed with human skeletons! The door closes behind you, and the bat escapes through an air shaft cut into the ceiling. You try to open the strong door, but it is locked. You have fallen into a simple trap, sprung by the Devil Bat and compounded by your own curiosity! Suddenly you hear footsteps outside in the corridor. Someone is opening the east door! If you have the *Lock Picking* Special Skill, you may open the locked door and give chase (turn to 238). If you have the *Climb* Special Skill, turn to 226. If you have neither, you are doomed to the slow death of starvation; your adventure ends here.

101

Without warning, the floor beneath your feet opens and you pitch forward into a vat of alchemical reactant. The trapdoor closes above your head, sealing you in total darkness. But the reactant! What is it doing to you? Your fingers, your hands, they're bulging, expanding. And your head! Unbelievably, you grow and grow, until your body explodes!

102

Round and round the thimbles go. You are trying in vain to follow Jubar's dizzy hands when they come to a sudden halt. The thimbligger sits back and prompts, 'Come on then. Which one is it?'

You tap one of the thimbles. He turns it over, to reveal . . . nothing. Cross any gold you lost off your

Adventure Sheet. 'Never mind,' grins Jubar encouragingly. 'Give it another go. You might get lucky.' If you wish to act on his dubious advice, return to 330 and follow the instructions as before. Otherwise, you had best head back to the bar and either keep to yourself (turn to 361) or try to talk to Eviron (turn to 387).

103

The trenches and piles of rock offer you plenty of shelter as you sneak forward, but eventually they give out and you must brave the open plains. To your right, however, is a fenced-off area where tools are stored. A gate at the far side of this enclosure opens by the foot of the tower. There are no Zombies inside the enclosure, but there is one standing right in front of you! If you have the *Hexalpha*, turn to 90. If you do not, defend yourself.

ZOMBIE SLAVE

SKILL 6

STAMINA 6

If you defeat your foe in three or fewer rounds of combat, turn to 90; but if you do not manage to defeat it within this time, turn to 153.

104

Wielding his dagger of bone, the Corpse Master urges his rodent servants to swarm all over the two of you as you fight, and soon you are weighed down beneath countless warm bodies. Because of this horrid distraction, you must subtract 1 point from your SKILL score for the duration of the battle. Moreover, the rats take every opportunity to bite at you with their slaver jaws; at the start of each Attack Round, deduct 1 point

from your STAMINA. Finally, the gaze of the Corpse Master conveys a curse; each time you choose to *Test your Luck* during the battle, you must add 1 to the number rolled. Now fight!

CORPSE MASTER SKILL 9 STAMINA 15

If you beat your diabolical foe, turn to 175

105

When you reach the far wall, you observe that the balcony stands some thirty metres above the ground on two ornate columns. How can you hope to reach the Magus before the furious Cabal reaches you? If you have the *Lock Picking* Special Skill, turn to 208; if you have the *Climb* Special Skill, turn to 249; but if you have neither of these skills, turn to 122

106

Suddenly an unearthly voice echoes inside your head 'Neeeeeed foood . . . neeeeed foood.' The Skull of Mora Tao is hungry again! To satisfy the accursed artefact, you will have to take it out of your pack and let it suck some of your spirit. If you do not accede to the skull's demands, turn to 50. If you carry out the vile operation upon your own life-blood, deduct 3 points from your STAMINA. Then, if you have the *Climb* Special Skill, turn to 198. Otherwise, *Test your Skill*, adding 2 to your roll. If you succeed, turn to 198; if you fail, turn to 314

107

You raise a supplicatory hand and beg Furneaux to listen to your tale. But the guards continue advancing

towards you. So far as they can see, events are only too obvious. Worse, Bennet's words return to haunt you; not one of the guards knows who you are or why you are here. To them, you can only be an intruder. If you have the *Con* Special Skill, turn to 360; if you do not, turn to 223



108

Oblivious to the noises of the busy wharf, you drift off into a deep sleep; restore up to 4 STAMINA points. You wake up early in the afternoon – just in time to observe a sinister figure leaving the Last Octopus and walking hurriedly away. The stranger wears a grey-hooded cloak, the back of which is embroidered with the Mark of the Werewolf! If you wish to follow the hooded figure, turn to 139. If not, is the word 'Cainam' written on your *Adventure Sheet*? If it is, turn to 251; otherwise, turn to 277

109

Kiennar is adamant: 'Either pay, or get out.' If you have the *Sleight of Hand* Special Skill and the Skull of Mora Tao, turn to 288; if you have *Sleight of Hand* but do not have the skull, turn to 235. If you do not have this Special Skill at all, you may either try to take the blood by force (turn to 367), or simply leave the shop. If you leave, add 1 Hour and return to 200.



110

You quickly set about your unwholesome business and have no trouble finding the wooden hand; it is strapped securely to the wrist of one of the dead men. You untie the leather straps and tuck the hand away in your backpack. According to Van Heldenghast, you must now take it to Mawn Pretoragus for some kind of magical treatment. But time is short; perhaps the hand itself will suffice to fend off Gruul's magic. If you want to go to the Necromancer's abode, turn to 344. If you would rather get on with collecting the other Wards, add 1 Hour and return to 200.

111

Groaning with the exertion, you push one of the heavy bundles of tightly packed hay over the top of the ladder. The bale falls and hits Conrad squarely on the head and shoulders but he doesn't even falter in his menacing ascent. You must act before your growing panic overwhelms you. Will you:

- | | |
|--|-------------|
| Throw a lantern down on to his head? | Turn to 214 |
| Strike at him with a pitchfork? | Turn to 4 |
| Stand your ground and fight when he reaches you? | Turn to 350 |
| Try to escape? | Turn to 165 |

112

You rush in to the attack, but the Obisian Predator leaps aside and reaches out for you with its strong hands. *Test your Luck*. If you are Lucky, turn to 138. If you are Unlucky, turn to 182.

113

Mister Hogg lifts his spade in a menacing fashion, shakes his head and murmurs, 'Now I do not t'ink yer wanted to say that.' He steps forward, while Mister Kilmarney picks up his spade and runs round behind you. You must fight them both at the same time.

	SKILL	STAMINA
MISTER HOGG	6	9
MISTER KILMARNEY	7	10

After two rounds of combat, turn to 285.



114

The gate opens into a vast hall, where you discover Radu addressing the entire Cabal! The Magus is speaking from a high balcony at the far end of the chamber, so no one notices you listening to his words at the back of the hall. 'You are here to witness the fruition of the Grand Design. Using the mystic art of *Notura*, our master has created the Ethereal Projector.' He indicates a bizarre contraption by his side. 'With this, we can rain death on any area we choose. And we will start straight away by killing every living being in Royal Lendle.' The Cabal roars its approval. You must find some way to stop Radu before he can activate the Ethereal Projector! If you are disguised as either an Orc rogue or a Zombie, turn to 83; if you have an Alchemical Sphere, turn to 304; but if none of these situations apply to you, turn to 237.

115

Drawing your sword, you hurry round to the front of the carriage and strike out! The driver offers no resistance, and it is only when his 'body' falls to the ground that you begin to understand. For there, beneath the black hat and cape, is the unmoving form of a mannequin, a straw and sack-cloth dummy in the shape of a man! You are still reeling with shock when the carriage sets off once more. Will you take the driver's seat and grab the reins (turn to 211), quickly climb inside (turn to 137), or leave the mysterious carriage alone and head back in pursuit of the assassin (turn to 328)?

116

Defiantly you cry out, 'You'll never take me alive!' Then you plunge the Stage Knife into your chest and fall to the floor in a torrent of fake blood.

Your deception succeeds! The Emperor has two men carry you back up to the tavern. As they go, one of the men whispers, 'The Emperor will speak of this farce to the Secret Chiefs.'

'Let her!' hisses the other. 'You wouldn't catch me going to Penkhull, not with what's happening there. They say, all you have to do is ring the bell. Well, let them ring it! I'll stay in Blackhaven, thanks.'

Confident that no one is about, the men haul you out of the tavern and dump your body in an alley. You wait until they are gone, then get up. Thanks to the loose-lipped Rosichalcians, you now know that you must go to the village of Penkhull; turn to 369.

117

Beyond the door is an open, grassy plot where most of the inmates end their days: the asylum graveyard. Like everything else you have seen here, the graveyard is in a dreadful state. Worse still, hovering over one of the graves is a ghost! Sensing that the ghost means you no harm, you stand fast and listen as it moans in a voice which chills you to the marrow: 'Avennnge the deaaad... freee the insaaane.' Then it is gone, vanished. Regain 1 point of LUCK for this fateful encounter.

If you already know where the inmates are, you may go back and free them without further ado (make a note that you have freed them on your *Adventure Sheet*). Then, whether you free them or not, you must return to the hall and choose a door you have not opened before. Will you go through Big Laffs (turn to 220), Nosh (turn to 275), Big Trubbull (turn to 287), or Wipefeet (turn to 58)?

118

'Your wish is my command,' Gruul chuckles. Then he removes the first of the two panels. You scream as the rats scamper up on to your chest. Deduct 3 points from your STAMINA. Gruul turns to his aide. 'Radu, note the fool's stubborn refusal to accept reality.' Then he turns to you once more, his eyes aglow with cruel satisfaction. 'Will you show Radu that I have erred in my observations (turn to 234), or must I remove the final panel (turn to 129)?'

119

You are almost upon the figure when it explodes in a fury of sparks. The silken gown and mask burn away, to reveal a metal dummy beneath! If you used the *Combat Special Skill*, your instincts warn you to drop short of the dummy entirely. If you used the *Acrobatics Special Skill*, you realize the nature of the trap too late, and now you can only hope to twist out of the figure's destructive reach; roll one die and deduct that many points from your STAMINA. If you were Lucky, you crash into the effigy, then fall back on to the ground; roll two dice and deduct that many points

from your **STAMINA**. Karam Gruul's evil voice screeches out through the dummy's unmoving lips: 'Die, fool, Dieeee!' Shaken by this astonishing attempt on your life, you hurry back out of the alley; turn to 399.



120

Once they see that you have no intention of moving, the thugs close in on you: then they rough you up (deduct 2 points from your **STAMINA**), steal your gold (cross any gold you have off your *Adventure Sheet*), and sling you out of the alehouse.

An oddly dressed woman hurries up to you and helps you to your feet. She examines you through a monode. 'Hmmm, no harm done. Well, come on, fool. More of the Cabal will already be on their way. We'll have to escape together.' She points her walking stick in the direction of Harbour Row. Will you go with her (turn to 200) or attack her, before she can lead you into any possible trap (turn to 392)?

121

As you turn tail and run, the Corpse Master cries, 'Fly, children! Swarm red-run fleshcarrier!' The rats sweep down from the stage and come, gnashing, at your heels. Roll one die to find out how many rats succeed in biting you before you reach safety outside the theatre; for every rat bite you sustain, deduct 2 points from your **STAMINA**. Also, note down the word 'Retsam' on your *Adventure Sheet*. Once outside the Rohmer, you run and keep on running, vowing never to return to the evil phantom's lair.

Now you must begin your manhunt. So where will you go first: to Craven Asylum (turn to 393), to the Last Octopus (turn to 57), to Malt Lane (turn to 207), or, if you have reason to go there, to Priestsgate or Weathern Mill?

122

Too late! Your enemies are upon you! The Cabal members pick you up and carry you to the balcony, where you are granted the dubious privilege of becoming the first victim of the Ethereal Projector.

123

The body-snatchers realize that you're still ready to put up a fight, so they make a run for it. You consider giving chase but stop when you notice a stone hatch at the bottom of the grave – the rogues had finished the job! The hatch opens on to a descending stairway, and a reek of decay wafts up from the tomb to meet you; however, you ignore it and follow the steps down to a short corridor. Light from the open grave reveals that the corridor ends at three doors. A draught blows under the north door, while a quiet squeaking sound comes from behind the west door. Which door will you open:

- The north door?
- The east door?
- The west door?

Turn to 386

Turn to 141

Turn to 17



124

Having regrettably dispatched Fumaux and his men, you hurry back down the spiral staircase and out of the tower. Now, with the City Guard seeking to arrest you, you are truly on your own. Outside the tower, you see no sign of any assassin, so you decide to begin your manhunt immediately. It being so late, the cobblestoned streets of the city are deathly still. Where will you go first: to Craven Asylum (turn to 393), to the Last Octopus (turn to 23) or to Malt Lane (turn to 207), or, if you have reason to go there, to Priestsgate or Weathermill?

125

There is nothing to be found in the temple itself, but you do discover a secret door near where Radu vanished in his puff of smoke – so much for the power of the Magus! The door opens on to a muddy path at the rear of the temple. Footprints in the mud lead you along the path to the cobblestones of nearby Berman Street, where the prints become much harder to see. If you have the *Tracking* Special Skill and wish to follow the trail, turn to 35. If you do not have this Special Skill, you can do nothing but return to the Last Octopus: if the word 'Cainam' is written on your *Adventure Sheet*, turn to 251; otherwise, turn to 277.

126

Breaking off from the cut and thrust of combat, the woman raises an imploring hand. 'Don't be a fool!' she barks. 'I quite understand your fears, but I assure you

that I have nothing whatsoever to do with the Cabal. Indeed, they fear me more than they fear you. Now let's put an end to this stuff and nonsense before it gets out of hand!

If you wish to do as she says and go with her in the direction of Harbour Row, turn to 200. If you would rather press home your attack, turn to 282.

127

Wary of the hungry maggots that are writhing all over Argolis, you drag her decayed bulk to the edge of the hellish pit, then push her over. Almost immediately, clouds of smoke billow up into the room and the entire floor quakes as the pit grinds shut. The Demothrax is no more!

Add the Chain of Argolis to your *Adventure Sheet*. At the start of any battle, you may use the chain to bind any one opponent other than Gruul; just cross the chain off your *Adventure Sheet* and continue as if you had won the battle. Now, add 2 Hours and return to 200.



128

You stammer nervously, 'I, er, was wondering if you wanted anything doing, sir.'

Crabb jumps to his feet and shouts, 'Guards!' Before you can do anything, four Troll wardens rush in and seize you. They drag you away and lock you inside a pitch-black room. At first you think you are alone, but then you hear the sound of ungainly footsteps dragging towards you; turn to 172.

129

Gritting your teeth, you snarl, 'You fiend! I'm surprised you're not in here, feeding alongside your kin.'

Gruul stiffens noticeably. 'Radul!' he barks. 'The Bounty Hunter seeks death. Show the fool where to find it! The Secret Chiefs are expected in the village.' The Magus removes the final panel, then both he and his master leave the room. The next thing you see is the slaver's jaws of a rat, scurrying towards your face. If you have the *Sleight of Hand* Special Skill, turn to 181. Otherwise, there is no escape from Gruul's evil death-trap. Your adventure ends here.





130

Inside, you join a guided tour of the exhibits, conducted by Gustav Hollmann himself. Sadly, the proprietor proves to be something of a disappointment: his patter isn't up to much. His exhibits, though liberally daubed with red paint, have all seen better days, too. Still, everyone else seems happy. One tourist in particular is keen to impress his lady: 'See that vampire? Nothing! Me, I'd just shove a pair of corks on his fangs.'

Then you come to the Angevin Shroud. This white cloth hangs down from the top of a guillotine some six metres tall. Even Hollmann seems unimpressed with this exhibit, as he gives a brief history: 'A once-normal shroud – used to wrap the beheaded body of a Necrophage, at the fallen city of Angevin – now possessed of miraculous powers. Let us move on.' Will you follow Hollmann and attempt to buy the shroud from him, once the tour is completed (turn to 78), or hang back and try to steal the shroud (turn to 154)?

131

You follow the man into a deserted street, then you catch up with him, slam him against a wall, and demand that he tell you everything he knows about the Cabal. 'Don't hurt me,' he snivels. 'The leader is going to attend a meeting at the Last Octopus, three hours from now. Go any sooner and they'll know. They'll call it off, and the leader won't show. The ...' He looks over your shoulder. Two City Guards are strolling along the street towards you. The man calls out, 'A fine evening, gentlemen!' Then he slips out of

your grasp and rushes to join them. Curses! You can only look on as the Cabal member is escorted to safety. It is clear now that you must return to the Last Octopus, but will you go at once (turn to 362), or in three hours' time (turn to 8)?

132

You cannot help but notice the mass of fresh hoofprints which lead up to and through the left-hand gate; this is the way the Cabal must have gone. If you wish to follow them, turn to 114. If you would rather enter the gate on the right, turn to 199.

133

A daring plan springs into your mind. Experience has taught you that it is often wiser to turn an enemy's evil against himself, so you declare that you have been sent by the Cabal to watch over the Corpse Master. You also tell him that Guard Marshal Bennet still lives, and that both you and the dead Man-Orc worked for Karam Gruul alone. You continue: 'Gruul has come to fear you so much that he has his men tell you lies while he desperately seeks a way to destroy you.'

'Dust Corpse Master?' growls the fiend. Like all servants of Chaos, he is only too willing to believe in the backstab of betrayal; yet he is also no fool. If you have the *Con* Special Skill, turn to 51; if not, turn to 225.

134

Is it because you distrust Mawn Pretoragus that you follow him through the Door Beyond? If so, then your

trust is misplaced, for his warning was well-meant. He sought to protect your mortal mind from the unimaginable horrors of that other-wordly dimension which is reached through the portal and where he must perform his dark rites. The moment you enter the Necrotic Wilderness of Q'yann, your mind snaps and you become irrevocably insane.

135

Someone taps you on the shoulder. You turn and see that it is a Dark Elf – will the wonders of this city never cease? These creatures are usually to be found in remote underground cities. They hate all surface dwellers; yet one of them stands here before you, in a common alehouse. The gaunt figure, with his long hair and skin like midnight, is clad in armour engraved with Elvish runes and a long dagger hangs by his side. Uncaring who should hear him, he says, 'Let me buy you a drink. We must talk about Karam Gruul.' Will you:

Talk to him?

Turn to 157

Ask to be left alone?

Turn to 192

Attack him?

Turn to 212

136

The omnipotent Vampire Lord is hungry for blood and has no time to waste on foolish combat. He fixes you with his wolf-like eyes and seeks to enthrall you with a simple bewitchment. *Test your Luck*. If you are Lucky, turn to 187. If you are Unlucky, turn to 209.

137

No sooner are you inside the dark and empty cabin than the door slams shut behind you, and a disembodied voice speaks gloatingly. 'I hope you are enjoying the short excursion I have arranged for you. I had expected more of Bennet's choice. It is a pity that the game must end so soon. Farewell, brave fool.'

Your bumpy, frantic journey comes to a sudden end with a splashing of water: the carriage has ploughed straight into a deep river! You rush from one door to the other, but neither will open, and the dark windows



are indestructible. One of the windows can be lowered a short way – but that only admits torrents of dirty water. Unless you can find a way out of the cabin, you will surely drown! If you have the *Sleight of Hand* Special Skill, turn to 180; if not, turn to 89.

138

You half dodge and half fall out of the Obisian Predator's grasp; as the creature has now practically fallen over you, you have no choice now but to fight it off. If your opponent's wrist blades catch you, they will cause devastating injury, so each time you lose an Attack Round you must deduct 3 points from your STAMINA. Now defend yourself:

OBISIAN PREDATOR SKILL 11 STAMINA 10

If you win one Attack Round, turn to 299.

139

The hooded figure leads you through the maddening crowds of Muddslamp Fishmarket, to a disused temple within sight of Angmellyn Bridge. The windows of the small temple are all bricked up, but the sole entrance – a rickety wooden door – seems to be open. The cloaked stranger pushes the door aside and enters. You are about to follow suit when you feel a prickling sensation on the back of your neck. If you still wish to enter the temple, turn to 74. Otherwise you must return to the Last Octopus: if the word 'Cainam' is written on your *Adventure Sheet*, turn to 251; if it is not, turn to 277.

140

No sooner do you touch the rungs than they pull loose from the wall and fall with a splash into the water. You check the other rungs, and you discover that all the lower ones have been rigged to do the same. Those above the wooden beam, however, look quite safe. If you have the *Climb* Special Skill, turn to 236. If you do not, you may either pull yourself up on to the beam, so that you can reach the higher rungs (turn to 391), or do nothing and wait while the water continues to pour in (turn to 170).



141

You enter a large vault to find the Skull of Mora Tao, resting on a black marble pedestal. You shiver. The horned skull has teeth like the edge of a saw, its bottom jaw is missing and its eye-sockets are the very vision of death. You dread to think what manner of creature the skull must once have been part of! Roll four dice and add the numbers rolled together. If the total is equal to or less than your current STAMINA score, turn to 171. If the total is higher than your current STAMINA score, turn to 196.

142

The assembly is shocked by your audacity, but the Emperor merely smiles. 'Know then, brave Adept, that the Secret Chiefs are to be found at the village of Penkhull. Toll the bell and take this token to Kriswell the Moneylender.' She hands you a small figurine: an amethyst icon of Baphet-as-Werewolf! (Add the icon to your *Adventure Sheet*.) 'Now go,' she says. 'The Secret Chiefs await you.'

You thank the Emperor, then hurry back up to the tavern. For deceiving the Rosichalcians, add 1 point to your LUCK. The moon lights your way as you head north out of the city; turn to 369.

143

Heeding your uncanny instincts, you stop short of the creeping mist and watch in horror as it melts the road in front of your feet! You step backwards, away from the outward-spreading fumes which are dissolving everything in their path. Only the twisted genius of Karam Gruul could have fashioned such an evil device!

When the mist finally clears, the assassin is gone. If you have the *Tracking* Special Skill, turn to 301. If not, you must give up the chase and, despite the lateness of the hour, begin your manhunt. Will you begin your investigations at Craven Asylum (turn to 393), the Last Octopus (turn to 23), Malt Lane (turn to 207), or, if you have reason to go there, at Priestsgate or Weathern Mill?



144

With only a handful of followers remaining, you stifle an urge to panic and set off along the right-hand side of the tunnel. You shudder – the unnatural fear is growing stronger by the second. 'Look!' cries a woman. She raises her flickering torch and you see the Shocker haunting the very darkness about you. The creature is a thing beyond comprehension, perceivable only as a sentient nightmare. But that eye! *That eye!*

Roll one die and add 1. The total rolled equals the number of shocks to assail your party. Each shock frightens one of your companions to death. If any shocks remain, they cause you to lose 1 point of LUCK and 3 points of STAMINA per shock. If you are still alive, you must fight. Add 1 point to your SKILL score for each surviving companion, for the duration of the battle.

THE SHOCKER

SKILL 9

STAMINA 13

If you win, turn to 156.

145

You try to word your reply most carefully, but when you finish the landlady snarls, 'I know what your game is. You and your snooping – get out of here!' You hear the scraping of chairs and turn to see that all the other patrons have got to their feet, their weapons held ready. Will you stay right where you are and press Eviron further (turn to 120), or do as she says and beat a hasty retreat out of the tavern (turn to 92)?

146

Just when you least expect it, the Xen-Viper retracts her fangs and pleads with you in a sibilant, reptilian voice, 'Mercccy, warm-blooded one. Ssspare me and I can sssave your life.' You try to force her to explain what she means, but she is resolute: 'Only if you promissse me my freedom.' Will you promise not to harm the Xen-Viper, in return for her information (turn to 297), or finish her off while her guard is lowered (turn to 239)?

147

'Thank you,' smiles Gruul. 'Now that I know you are a Moonrunner, I can trigger a hypnotic implant stored deep inside your mind. It will restore you to your bestial form.' No! This cannot be! This... your will is not your will, your thoughts are not your thoughts, and only when it is too late do you realize that this is enchantment. You revert to the horrible form of a Moonrunner and escort Karam Gruul back to the Tower of Inquisition. Obeying his commands, it is *you* who turns the Ethereal Projector on Royal Lendle. Gruul laughs – your failure is complete.

148

You stroll over to the two Man-Orcs and distract their attention from the poor beggar – who wastes no time in slipping off down an alley. 'Oil! 'oo d'yer fink yoo flamin' are?' barks one of the Provosts. Both of them have been angered by you putting an end to their cruel sport, so your story had better be a good one. If you have the *Con* Special Skill, turn to 359; if you do not, turn to 26.

149

Before you have time to do anything else, three City Guards burst into the room, their swords drawn. 'Zaar's warning has come too late,' shouts Guard Captain Furneaux. 'The assassin is here before us!'

Warning? Assassin? Here? It is with a sinking feeling that you realize you have been framed! The guards advance towards you, blocking off the doorway, but the open window is just over your shoulder. Will you:

Attack the guards?

Turn to 223

Try to tell Furneaux what really happened here?

Turn to 107

Escape through the window?

Turn to 278



150

You reach out for one of the turning vanes – and find yourself clutching at thin air! You bounce once, twice off the sails, before crashing, with bone-breaking force, to the ground. Roll one die, add 6 to the number rolled, and deduct that many points from your STAMINA. If you are still alive, regain 1 LUCK point for your narrow escape. Also, make a note of the word 'Cainam' on your *Adventure Sheet*. Holding your ribs, you stagger away from the mill, mere seconds before it collapses. You leave the blazing ruin, to continue your hunt for Karam Gruul. If you haven't done so already, will you now go to Craven Asylum (turn to 393), to the Last Octopus (turn to 57) or to Malt Lane (turn to 207)?

151

Though you give a good account of yourself, you are hopelessly outnumbered and are soon overpowered. Four men grab your arms while a fifth tears your tunic open. A sixth man walks forward, holding a stake! You protest your innocence, but it's to no avail. Mister Hogg watches over the proceedings. 'Yer'd better look away, Mister Kilmarney. This isn't goin' to be a pretty sight. No, not very pleasant at all. Ooooo, I felt that.'

152

You curtly inform Crabb that you would prefer to see Ouspenskaya right away. 'But of course,' he replies obsequiously. However, before you see her, you must understand that she is quite insane. Her head is filled with all sorts of paranoid delusions and fantasies.

Unfortunately I am too busy to accompany you, but if you follow the "Nosh" signs you should find her without any problem.'

Relieved at being able to see Ouspenskaya alone, you thank the deputy, then leave his office. You walk into a hall, off which lead five doors. On each of these doors is a crude sign painted by an Orcish hand. Which door will you open:

Big Laffs?	Turn to 220
Nosh?	Turn to 275
Big Trubbull?	Turn to 287
Fat Maggots?	Turn to 117
Wipefeet (you have just come through here)?	Turn to 58

153

Before you can take another step, a number of Zombies grab you and hold you while their overseer knocks you unconscious. You awaken to find yourself dangling at the end of a rope, over a spike-filled pit! Rope has also been used to tie your hands and feet together. Wait a minute . . . what's that smell? Smoke! You look up – and see that the rope from which you are dangling over the pit is on fire! Unless you have the *Sleight of Hand* Special Skill, *Test your Luck* twice. If you are Unlucky in either test, the rope snaps and you drop and die upon the spikes. But if you are Lucky in both tests, or if you have the *Sleight of Hand* Special Skill, you miraculously untie your bonds and leave the torture chamber through a large gate. Turn to 114.

154

Hollmann leads the sightseers on to the next gory tableau, while you remain surreptitiously in the shadows. As the party shuffles out of sight, you begin to contemplate a rather difficult climb up the guillotine. If you have the Skull of Mora Tao, turn to 106. If you do not, but you do have the *Climb* Special Skill, turn to 198. If you do not have this Special Skill, *Test your Skill*, adding 2 to your roll. If you succeed, turn to 198; if you fail, turn to 314.

155

The assassin is about to reach into his tunic, doubtless for some diabolical weapon, when you dive forward and knock him to the ground. You must press the attack while your formidable foe is empty-handed.

MAN-ORC ASSASSIN SKILL 9 STAMINA 7

If you defeat this veteran killer, turn to 281.

156

Dazed, you stagger away from the dissolving horror of the Shocker and try to recover some of your shattered wits. But your fascination with the monstrous eye is undeniable; you peer into its watery depths and behold a series of fleeting images: memories! Memories of an abominable spawning, of Karam Gruul's *Notura* ritual gone wrong; memories of an escape to Blackhaven; memories of a hellish reign within the sewers; and, more than all this, memories of Gruul's headquarters! The Hand of Death is to be found at that place called Hope's End!

This is the break you have been hoping for. Confused and terrified, you clamber up out of the sewers and begin your fleet-footed journey north; restore 1 LUCK point and turn to 19.

157

Suddenly the Dark Elf steps behind you and loops a rope round your neck. He is trying to strangle you! You quickly shove your hand inside the cord to stop it from throttling you. Though you save your life in this way, the rope cuts into your hand; deduct 2 points from your STAMINA. Your first concern in this deadly combat is to escape the tightening cord. *Test your Skill*. If you succeed, turn to 274; if you fail, turn to 177.





158

Just when you thought you had given the Fogwalkers the slip, one of them steps out of the shadows to confront you.

FOGWALKER

SKILL 7

STAMINA 8

If you win, roll one die. If you roll a 6, you are infected with the plague and your quest ends here. If you survive, you find that the door is locked. If you have a Red Key or the *Lock Picking* Special Skill, turn to 65. If you do not, will you run to the bonfire (turn to 21), to the bell-tower (turn to 397), to the door with the red cross (turn to 48), or to the door beneath the wooden sign (turn to 286)?

159

Satisfied that you are alone, you follow Professor Van Heldenghast's advice and set to, studying the slab that bears the Mask of Belthegor. (Take a look at the illustration opposite this paragraph.) The runes on the stone are a complete mystery – yet one which you must solve if you are to claim Belthegor's Gift. If you can decipher the ancient runes, you will know where to turn to next. But if you, like so many others before you, are not up to the task, you may either try to remove the mask by force (turn to 31), go to meet your unknown contact at Sanger's Beacon (turn to 380) or simply abandon this part of your quest by adding 2 Hours and returning to 200.

r60

Spurned, the devious skull becomes silent in your

mind ... but not in your ears. It emits a shriek so deafening that the tranquillity of the square is shattered into hundreds of tiny pieces! But the shrieking lasts only as long as is necessary to draw the Provosts' attention to you. This is not very long at all. 'Oi! Get over 'ere, yer noisy slob!' You no longer stand any chance of being able to reach the gallows unnoticed. Will you attack the Provosts now (turn to 26), try to bribe them (turn to 14), or seek to fool them (turn to 148)?

161

'Gah!' Hogg cries, dragging Kilmarney to his feet. 'Our employer is possessed of the devil!' You tell the panic-stricken rogues to take you to the skull, and they lead you to an unmarked grave which they then proceed to dig up. At the bottom of the grave is a stone hatch! You lift the hatch and see a stairway descending into the darkness. While you are distracted, the body-snatchers turn tail and flee – make a note of the word 'Daednu' on your *Adventure Sheet*.

You remove your vampire costume and step down into the musty atmosphere of the underground tomb. Light from the open grave enables you to follow a short corridor which ends at three doors. A draught blows under the north door, while a faint squeaking noise comes from behind the one to the west. Which door will you go through:

The north door?

Turn to 386

The east door?

Turn to 141

The west door?

Turn to 17

162

A poison-tipped needle springs out of the door-handle and stabs your thumb. Do you have a bottle of Poison Antidote? If you do, turn to 193; if you don't, turn to 47.



163

The driver neither moves nor speaks as the carriage rolls into Blackhaven's infamous docklands – he certainly doesn't notice you crouched behind him. Soon the Border River is in sight. Indeed, if the vehicle's terrific speed is anything to go by, the Border River may well be your destination! Will you continue to wait (turn to 346), attack the driver (turn to 266), climb down and into the carriage (turn to 137), or drop off the vehicle and head back to the Guard Post, in the vague hope of finding the assassin (turn to 328)?

164

Karam Gruul experiments in the darkest alchemies as part of his delving into the mystic art of *Notura*. One such experiment involves the creation of Ashvaal, a poisonous sludge which blights the desert for kilometres around. You leap into the pool of Ashvaal and are sucked down to a stagnant doom!

165

If any part of the windmill has caught fire, turn to 370; otherwise, turn to 350.



166

You quickly learn that the way to escape the net is not to struggle against it but to move slowly with it as it tightens, using the increasing rigidity of the wire to climb up and out through the open neck. But you don't have much time to congratulate yourself upon your ingenuity before you hear a scream echoing from deep within the building. As the scream dies, the terrifying sound of a pipe organ begins. Will you

follow the evil dirge to its source (turn to 260), or turn and run straight out of the theatre (turn to 383)?



167

You cautiously remove the crumpled note from the dead man's hand. On it are some words, obviously scribbled by Entador in his last moments: he wrote the words with his fingertip, using his own blood as ink! The note reads: 'Rosy Chalice Last Octopus'. You have forged another puzzling link in the chain which may well lead to the sinister Karam Gruul. Now, will

you open the letter addressed to you (turn to 379), or leave it where it is and head downstairs (turn to 268)?

168

You have no trouble convincing the landlady that you are an important Brician noble of ancient stock, and that you have an interest in contacting the Eternal Fraternity of the Rosy Chalice with a view to joining its august and most secret ranks. What you don't tell her is that you suspect the fraternity of being a front for the Cabal of the Werewolf. She places a small brooch in your hand; it depicts a golden chalice resting on a stylized rose of red enamel. 'Bring this token as proof,' she whispers. 'Here. Tonight. Midnight. Now you'd better leave.' Add the Rosy Chalice brooch to your *Adventure Sheet*. Pleased at the success of your deception, you nod your thanks and leave; turn to 92.

169

Gruul is trying to hypnotize you! But your will is too strong. You strike him and warn him not to try it again. Perhaps he won't have to – his extra weight is slowing you down, and the remnants of the Cabal have rallied and are coming after you. But wait! Just over the next rise you encounter a Gallantarian patrol. Their captain rides forward to greet you. 'We came to escort you back to Royal Lendle, but we had better make a stand against the Cabal here and now. There's around thirty of them and only ten of us. Will you stay and help?'

'Yes,' mocks Gruul, 'will you waste time here, playing soldiers with your friends (turn to 388), or will you desert them, so as to get me to Royal Lendle that little bit sooner (turn to 99)?'

170

As the water rises, you relax and lie back, allowing yourself to be buoyed upwards and occasionally raising your head to snatch a mouthful of air. All goes well until two of the bodies snare your legs and drag you down. You must free yourself from the corpses' unfeeling grasp before your lungs fill with water. Roll four dice and add all the numbers rolled together. If their total is higher than your current STAMINA score, you become the thirteenth body in the pit! If the total is less than or equal to your current STAMINA score, you manage to free yourself without harm and float up to the top of the pit. The trapdoor is unlocked, so you push it open and ease yourself through; turn to 97.

171

You step forward and pick up the skull, but just as you turn and are about to leave the vault you find your way barred by an ageing warrior! 'Give me the skull,' he wheezes hysterically. 'I must have it. I built this tomb to protect it, and I have returned every hundred years to feed it, in return for life. If I am to stay alive, I must have the skull now!'

If you give the skull to the ancient warrior, turn to 79; but if you refuse, turn to 216.



172

The dragging feet come ever closer – when suddenly there is light. A man carrying a lantern has entered from an adjacent room. 'Welcome to my laboratory,' he proclaims. 'I hope you have wiped your feet.' You can now see that you are indeed inside a vast laboratory. 'I am the director of Craven Asylum, and this ...' he lifts the lantern to illuminate the figure you heard in the darkness, 'is my mother!' His 'mother' is a bizarre hulk of a creature, a hotch-potch composed of various beings. The fanatical director looks on with pride: 'My mother, Doktor Kauderwelsch, created life, and they destroyed her for it. I removed her brain and came here. Her gold I used to buy the institute, and her notes to build her a new body made from bits and pieces of the inmates. Though people know me by the name of Doktor Welsch, I am Son of Kauderwelsch! And now I shall move my mother's brain into your fine body.' The monster shambles step by sluggish step towards you. If you have freed the inmates of the asylum, turn to 183; if you haven't, turn to 302.

173

The cooper is no fool, so you move away from the body in response to his command. But there seems to be some confusion among two of the search-parties; each group thinks that *it* is meant to cover the Harbour Row area. An innkeeper calls Channing over to sort things out, thus providing you with the ideal opportunity to make a quick search of the body unnoticed. If you have the *Sleight of Hand* Special Skill, turn to 307. If you do not, *Test your Luck*. If you are Lucky, turn to 307; but if you are Unlucky, turn to 331.

174

Though you try your best not to offend the grave robbers, Hogg takes your refusal to drink as an insult. 'Suit yourself,' he snaps, 'but I can see that this is not goin' to be a particularly harmonious partnership. Therefore, I'm obliged to charge yer another two shinies, fer wear and tear on Mister Kilmarney's sensibilities. Now, we have some arrangements to make, palms to grease an' the like. So, if yer'll just give us our money, we'll meet yer at the cemetery in half an hour.'

If you pay the fee, cross 8 Gold Pieces off your *Adventure Sheet* and turn to 374. But if you cannot or will not pay Hogg just yet, turn to 28.



175

The Corpse Master has no defence against the blow which ends his evil reign. His black robes fall to the ground as his body collapses into dust. The pipe organ no longer plays its dirge, and the rats are already scampering back to their sewer domain. For defeating the Corpse Master, gain 1 point of LUCK. Now, will you inspect the body of the Man-Orc (turn to 94), look through the other rooms of the Rohmer (turn to 3), or leave the theatre immediately (turn to 383)?



176

Fearful of the possible consequences, you turn the gruesomely styled handle and . . . nothing. The door is locked. If you have the *Lock Picking* Special Skill and wish to use it, turn to 284. If you do not have this Special Skill but would like to try to prise the door open, *Test your Skill*. If you succeed, turn to 284; but if you fail, turn to 53. Then again, if you'd rather just leave this strange house in Divil's Lane alone, add 2 Hours and return to 200.

177

The Dark Elf tightens the rope round your neck yet again. Deduct 2 points from your STAMINA and *Test your Skill*. Keep on *Testing your Skill* until you either succeed (turn to 274) or die most horribly.



178

Maybe there is another way out of the temple, or perhaps the place is not quite as empty as it seems to be. Whatever the reason, you start to search the room. But you don't get very far before a blazing pain burns through your body – deduct 2 points from your STAMINA. The pain makes it impossible for you to continue your search, so will you now hurry out of the temple (turn to 95) or risk taking a closer look at the strange crystals (turn to 231)?

179

Only the finest of fighters could hope to defeat such odds. If you do not have the *Combat Special Skill*, you fall beneath the long knives and your adventure is over. If you do have the *Combat Special Skill*, you run this way and that, to prevent yourself from being hemmed in and overwhelmed by sheer numbers. In time, only five Rosichalcians are left guarding the way out of the temple. You charge forward and fight them all at the same time.

	SKILL	STAMINA
First ROSICHALCIAN	7	7
Second ROSICHALCIAN	6	8
Third ROSICHALCIAN	8	4
Fourth ROSICHALCIAN	7	9
Fifth ROSICHALCIAN	5	11

After two rounds of combat, turn to 35.

180

Suppressing the urge to panic, you press against the intrushing water and force your shoulders into the narrow gap at the top of the window, until you are jammed solid. Then you use your unique training to snake forward through the gap. You are struggling on painfully when your body is seized by the current of the river and you are pulled out through the window like a cork out of a bottle. *Test your Luck*. If you are Lucky, turn to 363. If you are Unlucky, turn to 309.

181

The rats continue to bite as you reach through to the simple bolt that fastens the cage – deduct 3 more points from your STAMINA. Popping your elbow back

into place, you rise to your feet and stagger out of the stone hut in which you have been held prisoner. Outside, you see that it is night. A familiar village, Penkhull, lies in the near distance. There is no sign of Gruul or his Magus, but you remember Gruul saying, 'The Secret Chiefs are expected in the village.' He must mean Penkhull; turn to 369.

182

The manhunter seizes you and, with a single hand, lifts you high above its head in triumph. It pauses to savour your feeble struggles before casually tossing you into the path of a lightning bolt! Your scorched body will be a priceless addition to the Obisian Predator's trophy collection.

183

You are engaged in a life-or-death struggle for your cranial capacity when the door behind you is knocked off its hinges. Dozens of inmates storm into the laboratory. They pull the monster away from you, and proceed to undo the mad Doktor's handiwork! Welsch snatches an assortment of stray pieces, crying out, 'Mother! I love you!' You have seen enough. You hurry through the devastated asylum and do not stop until you are out in the open air once more. Write down the word 'Rotkod' on your *Adventure Sheet*. If you are disguised as a warden, you change back into your own clothes. Now, if you have not done so already, will you make for the Last Octopus (turn to 57) or Malt Lane (turn to 207), or, if you have reason to do so, Priestsgate or Weathermill?

184

That was no old lady you just passed. Your skill enables you to see that beneath the dress and shawl of an old pauper is the deliberately bent form of a Xen-Viper! This breed of snake people is rare among the evil lizard races, in that it can survive the colder northern regions of Titan. Because of this, Xen-Vipers are sent in small cadres to infiltrate the cities of those regions, to become an enemy within. If you attack the Xen-Viper, turn to 353. If you hurry on up to Entador's lodgings, turn to 9.





185

The instant you touch the figure, it explodes in a fury of sparks! The silken gown and mask burn away, to reveal a bizarre mannequin made of metal! And now you too start to burn, your body held fast to the dummy by a powerful force. Karam Gruul speaks through the unmoving lips of his effigy a final time: 'Enjoy your gold - *fool's* gold!' Your muscles are locked in place by the mannequin's power, but your mind escapes into merciful oblivion.

186

Meinster Cemetery is a big place, and one rich in hiding places. You quickly lose the mob among the shadowy sprawl of crooked headstones and family burial chambers, then circle back in a wide arc. The fearless vampire-hunters are still rooting in the further parts of the graveyard when you tiptoe out through the cemetery gates. Add 3 Hours and return to 200.

187

At first you feel as if you are about to succumb to the Baron's influence, but then you start to draw upon reserves of strength you didn't even know you possessed. You stagger back, momentarily dazed but free from Milescu's power. He snarls angrily and rushes forward to rend you with his bare hands.

BARON MILESCU

SKILL 9

STAMINA 15

If you win and you have a stake, turn to 352. If you do not have a stake, turn to 312.

188

'Slice and dice, little red-bag!' That voice! It can only be . . . The Corpse Master materializes out of thin air and plunges his bony dagger into Gruul's back. Believing Gruul to have betrayed him, the skeletal fiend has come to fulfil his oath of revenge. But Gruul is not done yet. He draws on his magic to heal the wound, then embraces his old lieutenant in mortal combat. What follows can only be described as the clash of the century; but soon only one of the duellists is left standing – the Corpse Master dissolves into dust. Rather than bask in triumph, however, Gruul seems afraid and he no longer casts his spells. He must have used all his energy to defeat the Corpse Master! Cross Gruul's remaining *Notura* off your *Adventure Sheet* and turn to 30.



189

Inside the tricky drawer you find 25 Gold Pieces and a letter of introduction, addressed to Doktor Welsch, director of Craven Asylum (add both the letter and the Gold Pieces to your *Adventure Sheet*). The letter says that you are a relative of Ouspenskaya and that you must be permitted to see her. You put the . . . hello, what's this? Also lying in the drawer is a page torn from Bennet's diary. It reads:

Now I know how the rogues of Blackhaven elude us. Entador says that one of my men, Conrad Zaar of Weathern Mill, is a spy for the Cabal. But I must have proof before making any accusations.

If, in future, you are given a chance to visit Conrad Zaar at Weathern Mill, you may do so by turning to 93 (make a note of this paragraph number on your *Adventure Sheet*). Now, will you attend to Bennet (turn to 149) or go straight to the window (turn to 80)?

190

Every part of your subconscious self begs you not to enter the Door Beyond, so you hold back and spend one of the most fearful hours of your life, waiting in that haunted chamber of darkness. You are beginning to fear for your sanity when Mawn Pretoragus returns. Looking aged and weary, he says, 'Take the settlement and begone.' The front door opens – you are only too glad to make use of it.

You hurry out of Devil's Lane, hoping you will never have cause to go there again. Make a note of the word 'Q'yanu' and add the Hand of Glory to your

Adventure Sheet. As well as being useful against Gruul, this Ward emits a constant aura of sleep. If you fight a battle while carrying the hand (you may get rid of it at any time by crossing it off your *Adventure Sheet*), you must deduct 1 point from your opponent's SKILL score for the duration of the battle, but you also have to deduct 1 point from your own STAMINA at the start of the battle. If fighting more than one opponent, you need deduct only the 1 STAMINA point. Now add 3 Hours and return to 200.



191

There is a brief lull before the skull cries out, 'Sneak on the stairs! Stealer in the night! Listener at the door! Sneak! Sneak! Sneak!' The voice is no longer in your mind; it echoes loudly back and forth between the stone walls of the underground corridor. Turn to 35.

192

Before you know it, the Dark Elf has a thin rope round your neck. He is trying to strangle you! You wriggle your hand inside the noose, to stop it throttling you. Instead, the cord cuts into your hand; deduct 2 points from your STAMINA. Your first concern now must be to escape. *Test your Skill.* If you succeed, turn to 274; but if you fail, turn to 177.

193

Fingers trembling, you uncork the bottle of Poison Antidote and pour the life-saving fluid down your throat; cross the antidote off your *Adventure Sheet*. The door itself is locked. If you later find a Brass Key, you *may*, contrary to normal instructions, come here again. Now you must return to the hall and choose a door you haven't tried already. Will you enter Big Laffs (turn to 220), Nosh (turn to 275), Fat Maggots (turn to 117) or Wipefeet (turn to 58)?

194

Fortunately your wits are equal to this difficult situation. You face Channing and say, 'I was looking for clues. There may be something on the body which'll help us find the Shocker.'

Channing considers your explanation for a moment, then tells his men to release you. 'The guards'll do that,' he says. 'You just leave the body be.' Will you now offer to join the hunt for the Shocker (turn to 345), stay here and await developments (turn to 290), or make your way back to the Last Octopus (turn to 253)?

195

Following this master of the clandestine arts undetected will be no easy task. Make but a single sound and the game will be up. If you have the *Sneak* Special Skill, turn to 301. If you do not, turn to 236.



196

A grating voice echoes inside your mind: 'Neeeed . . . foood,' and you stumble forward in a daze. When you reach the skull, you roll up your sleeve. The skull's teeth touch your arm and although the skin is not broken, you feel it suck out your spirit – deduct 2 points from your STAMINA. Suddenly, your mind clears and the full, revolting impact of what you have done hits you; turn to 171.

197

The meeting of the Fraternity isn't due to take place until midnight, but as you don't have any other strong leads to follow up you decide to spend the day keeping a quiet eye on the Last Octopus. To this end you nestle down inside an old rowing boat which sits, facing the tavern, across

the wharf. When you lie down, however, you realize just how tired you are. As it is still very early in the day, you could risk taking a nap now. If you do, turn to 108. If you would rather save sleeping for later, turn to 384.

198

The Angevin Shroud is yours! And now that you have the grimy burial-cloth in your hands, you feel that it is vibrant to the touch. This is because the shroud has absorbed some of the death-consuming power of the Necrophage who was once buried in it. That said, the shroud has only one more wave of power remaining; use it, and the shroud will become completely useless. You may drape the shroud over yourself at any time, except during a battle: simply cross the shroud off your *Adventure Sheet* and restore your STAMINA to its *Initial* score.

Pleased with your gain, you make for the exit of the waxworks. If the word 'Cainam' is noted on your *Adventure Sheet*, turn to 295; if it is not, add 1 Hour and return to 200.

199

The gate swings open and you pass through it into a small courtyard. There seems to be no way out of the courtyard, which has a magic circle engraved on the flagstone floor. Suddenly, something picks you up and hurls you into the centre of the circle – lose 2 STAMINA points. If you have a Hexalpha, turn to 400. If you do not, you are crushed by a powerful and invisible foe you cannot hope to defeat.



200

The woman takes you to the safety of her lodgings in Harbour Row, where she insists that you get some much-needed rest. Placing your trust in her, you fall fast asleep (restore 4 STAMINA points). When you wake up, she gives you Provisions worth 2 meals, 30 Gold Pieces and, if you need one, a sword. Then she answers your questions.

'I, Professor Van Heldenghast, have also spent years trying to find Karam Gruul – a being of indeterminate origin whose foul Life-force has been sustained for over three hundred years by a mystic art of his own devising: *Notura*. If Gruul learns to master this perverse mixture of magic, alchemy and physiology, he will conquer the world. Yet *Notura* may well be his undoing. After the war, many artefacts were found in the ruins of Gruul's Tower of Inquisition. Six of these – the unique Wards of *Notura* – I have been able to trace to Blackhaven. Obtain these six, and you will have some protection against Gruul's dark powers.' Van Heldenghast then tells you exactly where the Wards are, but she also says that you have only nine hours in which to find them. 'There are other urgent matters we must attend to tonight.'

When you leave one of the Ward locations, you will be told how many hours you have spent there. Make a note of these hours; as soon as they total nine or more, turn to 75. Whenever you leave a location, you will be returned here so that you may choose another location from the list below. You may not visit the same location twice.

Time is short, so you thank the Professor, promise to return to Harbour Row at the appointed hour, then set off once more on to the streets of Blackhaven. Which of the six Ward locations will you visit:

Kiennar's Curiosity Shop?	Turn to 340
The Three Broken Fingers Tavern?	Turn to 61
The Shrine of Belthegor?	Turn to 334
Gustav Hollman's Chamber of Horrors?	Turn to 10
The Olde Gaol?	Turn to 385
Gallows Square?	Turn to 245

201

You climb up and up the ladder until you reach the loft. Much of the cramped attic is taken up by mill machinery; the rest is occupied by Zaar's meagre effects. You see a possible escape route: a small door tucked away beneath the heavy, rotating mill-shaft. You open the door and step out on to a tiny balcony, past which the sails of the windmill swish, and look down to the ground, some twenty metres below. Also on the balcony is Conrad Zaar! The treacherous guard is a tall, imposing character whose brutish features suggest Orcish lineage. 'I knew you'd be here sooner or later,' he sneers, sword in hand. 'Now die!' Dodging Zaar's surprise attack, you fall back into the loft. Zaar charges in after you.

CONRAD ZAAR SKILL 7 STAMINA 6

If you win, turn to 16.

202

Hogg frowns, 'Now, look! Seein' as yer refusin' to lend a friendly hand to the venture, I feel I should remind yer that we only agreed to help yer *find* the skull. We didn't enter into any agreement specifyin' that we should fetch it fer yer as well. Therefore, I t'ink it only fair, given Mister Kilmarney's delicate constitution, that I should charge yer two extra shinies fer labour costs. Indeed, we won't go any further unless yer pay us right now!'

Will you agree to settle your account with the grave robbers (turn to 98), or simply tell Hogg to get back to work (turn to 113)?



203

The inmates see the grey of your uniform and retreat in fear. One man, however, rushes forward and presses a locket into your hand. You open the locket, to discover that it contains two miniature portraits: one of the man,

looking handsome and splendid, and the other of a beautiful woman. 'Stranger,' says the man with startling lucidity, 'find my lady and give her the locket. She must know.' You promise the man that you will do as he asks, then you head back out of the room (add the Inmate's Locket to your *Adventure Sheet*). It occurs to you that you could free the inmates by leaving this door open; if you wish to do so, note that you have freed the inmates on your *Adventure Sheet*, then return to the hall and choose a door you haven't tried before. Will you enter Nosh (turn to 275), Big Trubbull (turn to 287), Fat Maggots (turn to 117) or Wipefeet (turn to 58)?

204

Keeping one eye fixed on the Provosts and the other on the gallows, you step forward. 'Oi!' You sigh in frustration. The Man-Orcs have seen you and are now wondering what in Slangg's name you are up to, tiptoeing across the cobblestones like that. Will you attack the Provosts (turn to 26), try to bribe them (turn to 14) or seek to fool them (turn to 148)?

205

The beggar secretes the gold in some inner region of her clothing, then hands you a small bottle: 'Masky said it was poison antydote, or sumfink. Said it was the only cure fer 'is deadly serum. I drank some, but it didn't do anyfin' fer me cockles.'

A label on the bottle does indeed read 'Antidote'. It's a pity then that the beggar has left enough of the stuff for only one use. She carries on talking while you put

the bottle away. 'Masky went on an' on about 'ow the Octypus is 'is cover fer these parts. Ever likely 'e goes droppin' 'is antydotes if 'e spends all 'is time in a tavern.' You cannot help but laugh with the old woman; turn to 44.

206

Another couple of steps and you'll be able to make out what's being said. You listen more closely and hear, 'Neeeee foood ... neeee foood.' Only this voice is inside your head! It is the Skull of Mora Tao, and it wants to feed on your spirit. To feed the foul thing, you will have to take it out of your pack and allow it to feed on your arm. If you refuse to do this, turn to 191; but if you are willing to satisfy the skull's appetite, deduct 4 points from your STAMINA and turn to 296.

207

Silas Entador lives in poverty-stricken Malt Lane, where whole families and complete strangers are crammed into over-priced tenements. Crime and disease are no strangers in these godforsaken conditions, so it is with great caution that you approach the hovel Entador calls 'home'. A man, reeking of Lendale, lies sprawled in the open doorway. You step carefully over the snoring drunkard and make for the staircase just inside the building's squalid hallway. Entador's chamber is on the top floor; you are almost there when an old lady brushes past you on her way downstairs. If you have the *Disguise* Special Skill, turn to 184; if not, turn to 9.

208

Panic threatens to overwhelm you, but you stay calm long enough to see that the plain wall between the two columns is actually a secret door! You push against the door and it swivels open, to reveal a spiral staircase which leads up to the balcony. Unfortunately, there is no way of locking this door – it swivels round and round as the Cabal members come rushing up the stairs behind you. You must retain a sure foot if you are to escape their clutches. *Test your Skill*. If you succeed, turn to 300; if you fail, turn to 122.

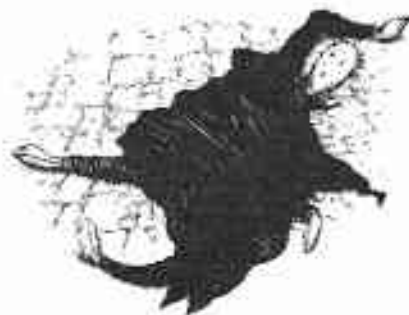
209

You fall deeper and deeper into the Baron's crimson gaze until you are left with no will of your own. That done, you are cursed with an all too vivid awareness as the Vampire feeds on your blood! When Milescu is sated, he changes into a huge bat and flies up into the sky, free to roam the Old World after years of non-existence. This is a sorry day for all of Titan! Released from the Vampire's spell, you fall, dazed, to the ground. Roll two dice and deduct the total rolled from your STAMINA. If you are still alive, return to the paragraph you came from and continue your adventure.



210

To the untrained eye, the Wayside Shrine of Belthegor is little more than a pile of overgrown bricks with a few 'funny' carvings on them; to you, however, the Shrine is a window into a distant past when savage mutant beings gave sacrifice to the god of second life. Just as Van Heldenghast had described it, the Mask of Belthegor is set in a huge slab of worked stone and is easy to find. If you have the *Tracking Special Skill*, turn to 358; if you do not, turn to 159.



211

Careful not to fall from the moving vehicle, you sit down in the vacated seat, take hold of the reins and ... 'Aaghhh!' The leather straps are coated with an evil slime which burns your skin; deduct 2 points from your STAMINA. You are still hugging your blistered hands when the horses set off at a breakneck pace. The powerful beasts froth and neigh as they pull the

carriage faster and faster into the city's infamous docklands. There, they thunder along the banks of the Border River, before swerving off towards the river itself! Will you try to slow the horses (turn to 346), climb inside the carriage (turn to 137), or leap off the vehicle and hurry back to the Guard Post, in the slender hope of finding the Man-Orc (turn to 328)?

212

Your rash decision has just saved your life, for the Dark Elf is an assassin sent to kill you. Had you lowered your guard for but an instant, he would have attacked you with a deadly garrotte! The other drinkers stand well back to watch the mortal combat.

DARK ELF ASSASSIN **SKILL 8** **STAMINA 7**

If you win, turn to 243.

213

Having scouted all around the Rohmer, you can find only one other means of entry: an unbarred second-floor window at the rear of the building. It might just be possible to reach this window by climbing up an old drainpipe which runs near it. If you want to try this and you have the *Climb* Special Skill, turn to 71; if you wish to attempt the climb without the Special Skill, turn to 247. If you would rather not try for the window at all, you may either return to the side door (turn to 394), or leave the Rohmer and continue your investigations elsewhere (turn to 383).

214

The lantern shatters and spills most of its burning oil all over Conrad's bald, scarred head. However, he just ignores the enveloping flames and continues upwards in silence. The lantern falls to the ground and sets fire to several bales of hay. In moments, the entire mill is ablaze. (Make a note on your *Adventure Sheet* that the mill has caught fire.) But what about Conrad? Will you stand and fight him (turn to 350), or seek to escape the cut of his gleaming machete (turn to 165)?

215

You barely have time to reach the cover of the rocks when the rumble becomes a roar and four hundred riders thunder into view! Orcs, Trolls, Werebeasts, Brician nobles – a veritable rogues' gallery of war criminals passes in front of you, and their ranks are thick with banners and armbands bearing the emblem of the Cabal of the Werewolf! The entire organization is here, going to meet its leader at Hope's End. You wait for the dust to settle, then set off in pursuit. Turn to 29.





216

Clutching his face, the warrior drops to his knees: 'Please . . . the skull!' But you keep a firm grip on the artefact and merely step out of the man's way. When he next looks up at you, his skin is taut, his eyes are rheumy, and his jaw is trembling uncontrollably. He falls forward and his flesh withers away, until all that remains is dust. The skull is yours. Somehow, you know the cursed Ward will give you eternal life in return for feeding on your spirit. If, in future, you are told that the skull wants your spirit, follow the instructions; but note that you may not eat any Provisions until *after* you have fed the skull. You may throw the skull away at any time by simply crossing it off your *Adventure Sheet*. Now, you must make your way back up to the graveyard. If the word 'Daednu' is written on your *Adventure Sheet*, turn to 315; otherwise, add 3 Hours and return to 200.

217

You should have followed Professor Van Helden-ghast's instructions to the letter, for, without the Necromancer's operations, all you have in your pack is a wooden hand! The useless prosthesis does nothing to stop Gruul's magic – make a note of the word 'Rennur' on your *Adventure Sheet*. Suddenly, you come out of your stupor. If the word 'Esproc' is written on your *Adventure Sheet*, turn to 188; if it is not, return to 300.

218

Only now in the cold light of day does the desperate nature of your situation dawn on you – your investiga-

tions so far have drawn a complete blank! Yet at the same time, you feel so close to breaking the wall of secrecy which Gruul has built so effectively round himself. Part of the answer must lie in the Last Octopus, so you decide to spend the day keeping a watch over the place. To this end, you nestle down inside an old rowing boat which is ideally placed just across the wharf. Once you lie down, however, you realize just how tired you are; you have been hunting Gruul all night. It is still early in the day, so if you wish to risk taking a nap now, turn to 108. If you would rather sleep later, turn to 384.

219

With a shock, you realize that it is *this* woman whose portrait is inside the locket given to you by the man at Craven Asylum! You remember the inmate's words: 'Find my lady and give her the locket. She must know.' Despite the risks, you rush over to the woman and present her with the locket. You tell her exactly where and how you found it. As you speak, the woman's haughty demeanour gives way to sadness. 'Karl said the Cabal was being misled, but I didn't believe him,' she murmurs. 'Now I know he spoke the truth. They told me he was dead. We have all been betrayed. If you want Gruul, go to Hope's End. You'll find him skulking in the ruins of his Tower of Inquisition. Now I must go to free my husband.'

You thank the lady for her priceless information, then begin your long trek northwards. Restore 1 point of LUCK and turn to 19.

220

The door opens into a vestibule, across which is a second, barred door. You unbar this door and step into the cavernous vault which is home to the asylum's two hundred inmates. No attempt has been made to care for these lost and forgotten souls, some of whom babble in maddened fury at the sound of your intrusion. Are you disguised as a warden? If so, turn to 203; if not, turn to 264.

221

Ignoring the insistent relic, you ask Kiennar to tell you about a few of the other curios in the shop. The portly man warms to his task and soon forgets all about the phial of vampire blood, which he leaves, carelessly unattended, on the counter. You are about to palm the glass tube when the haunted skull wails, 'Thief! Thief! Trying to steal the blood! Thief!' Kiennar sees through your ruse at once; he snatches up the phial and cries out for help. Knowing that the City Guard cannot be far away, you hurry out of the shop *without* the blood. Happy now, the skull grows silent once more. Add 1 hour and return to 200.

222

Your fight with the Demothrax will remain with you for ever — never have you encountered such ferocity! And your battle may not be over yet, for your blows seem only to have stunned the creature. Already she seeks to rise to her feet. So, quickly now, what will you do: flee (turn to 81), use the chain to bind Argolis once more (turn to 294), or grab her and throw her back down into the pit (turn to 127)?

223

Without warning, the guards try to take you by surprise. You must fight all three at once.

	SKILL	STAMINA
FURNEAUX	7	8
First GUARD	6	6
Second GUARD	7	5

If you defeat them all, turn to 124



224

'I dunno,' mutters the Orc doubtfully. He pulls a pickled rat out of his pocket and chews on it to help

him concentrate. Then he offers you a bite of this Orcish delicacy. Though the tangy rodent tastes truly revolting, it is quite nutritious; restore 2 points of STAMINA. At length, the Orc says, 'Ah, get on with yer!' You thank him then hurry across to the tower which, even in its unfinished state, is already the size of a small mountain. There are many ways into the tower, but two gates seem the most promising. If you have the *Tracking* Special Skill, turn to 132. If you do not, will you enter the gate on the left (turn to 114), or the one on the right (turn to 199)?

225

Mastering your nerves in the face of such malignity, you calmly give your reply. But the Corpse Master spits with disdain, 'Your speak sunlighten darkbond. Infect not my bones. Gallantarian dawn through you.' Slowly, he raises his repulsive knife and leers, 'Slice and dice, little red-bag!' Turn to 104.

226

Breaching the heavy door is out of the question, so you pull yourself up into the chimney and begin a slow climb upwards. Tired and aching, you emerge in a broken sarcophagus, some ten metres from the entrance to the crypt. You step out of the stone casket and run clear, as the underground tomb – and all the earth above it – starts to sink! You cannot even begin to guess why or how this is happening, but you do know that the Skull of Mora Tao is now beyond reach. If the word 'Daednu' is written on your *Adventure Sheet*, turn to 315. If it is not, add 3 hours and return to 200.

227

Standing well back, you take the sphere out of your pack and hurl it at the figure. However, it is no ordinary man who is caught in the deadly corrosive mist: the silken robes fizzle away, to reveal that 'he' is actually a metal dummy! A snarl escapes the effigy's frozen lips. 'You may have won this round, Bounty Hunter, but, from this moment on, you shall walk for ever under the shadow of Karam Gruul. And when I finally have you in my talons, you will be begging for death. *Begging!*'

In seconds, the bizarre effigy and the fool's gold at its feet are reduced to a puddle of molten metal. For winning this round in your war of nerves, restore 1 point of LUCK. Now you had better leave the alley, lest the acidic tendrils turn on you; turn to 399.

228

Even though the room is pitch black, the Door Beyond gleams like a psychic beacon in your mind's eye. You ignore the creeping shadows and hurry forward. *Test your Luck.* If you are Lucky, turn to 190. If you are Unlucky, turn to 134.

229

Though chunks of stonework land all around you, somehow you manage to survive the blast without injury. The cellar, however, is now on fire – it won't be long before the entire mill is ablaze! (Make a note on your *Adventure Sheet* that the windmill has caught fire; also, if the word 'Darnoc' is written on your

Adventure Sheet, cross it off.) You hurry out of the cellar, only to find the portcullis still in place. But where is Zaar? You may look for him on the ground floor, if you haven't done so already (turn to 39), or up in the loft (turn to 201).

230

You creep along the dusty corridor as far as a staircase, which descends to an open doorway and well-lit room of some kind. From the top of the stairs you can just make out the sound of voices. Slowly, you take the first few steps; the voices grow louder. If you have the Skull of Mora Tao, turn to 206. If you do not, turn to 296.

231

The three crystal balls spin in and out of one another in eccentric orbits, while swiftly rotating on their own axes at about shoulder height. Each sphere is about ten centimetres in diameter, and each contains a tiny picture. Inside one is the image of a lock, inside the second is the image of a shield, and inside the third is the image of a sword. Both the lock and the shield emit a faint blue glow, but the sword is quite dull... at least at first, for the sword suddenly glows bright orange and a magical fire courses through your veins; lose 2 STAMINA points. You must destroy the crystals if you wish to escape from this place alive. Which crystal will you strike first:

The lock?
The shield?
The sword?

Turn to 306
Turn to 366
Turn to 40



232

You are met at the door by one of the grey-uniformed wardens – a Troll! ‘Wot d’yer want?’ he snaps. You present the creature with Bennet’s Letter of Introduction, which he pretends to read before sniffing, ‘S’pose yer’d better cum in.’

You step into the gloomy hallway and look on ruefully as the Troll locks the door behind you. Then he takes you to the study of Maxillon Crabb, the asylum’s deputy director. Smiling, Crabb offers you a plush armchair, while he studies your letter. Finally he says, ‘My superior, Doktor Welsch, would have greeted you himself, but he is busy at present. He has come all the way from Cumbleside. Seems to have been some trouble there of late.’ You reply that this is all very well, but you really would like to see your ‘sister’. Crabb nods understandingly, ‘Indeed, but perhaps you’d care for some refreshments first?’ If you accept Crabb’s hospitality, turn to 36; otherwise, turn to 152.

233

‘The Hand of Death?’ shouts the landlady. ‘What in Slangg’s name has he got to do with my tavern? Look, folk round here are sick to death of interfering busybodies coming from Royal Lendle and stirring up the past. Now, if you don’t mind, I’ve work to be getting on with.’ You try to explain, but Eviron doesn’t listen. She nods to someone over your shoulder, then walks away. You turn and find yourself face to face with a Dark Elf! The presence of such an evil creature in a Gallantarian alehouse is unusual, to say the least. Clad

in armour covered with Elvish runes, the gaunt midnight creature murmurs, 'We must talk about your Karam Gruul over a drink.' Will you:

Talk to him?

Turn to 157

Ask to be left alone?

Turn to 192

Attack him?

Turn to 212

234

'I'll talk!' you wail. Then you tell Gruul everything, about your mission, your adventures in Blackhaven, your knowledge of the Cabal, everything! When you finish, Gruul turns to leave the room. 'Radu,' he says flatly, 'remove the final panel. The Secret Chiefs are expected in the village.' The Magus eagerly obeys, then follows his master out of the room. For giving in to Gruul, deduct 1 point from your LUCK. Soon, you feel the matted fur of the rats brushing against your lips. Deduct 3 points from your STAMINA. If you have the *Sleight of Hand* Special Skill, turn to 181; if you do not, your adventure ends here.

235

Artfully changing the subject, you ask Kiennar about some of the other curios in his store, and in no time at all the portly shopkeeper has forgotten all about the phial of blood. Indeed, he casually leaves it lying on the counter while he explains to you the workings of an Elven orrery. He is none the wiser, then, when you deftly slip the phial into your pack and casually take your leave. You walk out of the curiosity shop with a quiet smile on your face. Add the Blood of Baron

Milescu to your *Adventure Sheet*. Also, note that from now on you must *Test your Luck* after each battle you win. If you are Lucky, read on as normal; but if you are Unlucky, make a note of the paragraph you have come from, then turn to paragraph 49. Do not deduct the normal 1 point from your LUCK when making these special checks. Now add 1 Hour and return to 200.

236

The moment he hears you, the assassin turns and lobs a small glass sphere in your path. The sphere shatters, releasing a cloud of green luminescent mist which rises like a curtain between you and the Man-Orc, who keeps on running. If you wish to run through the strange mist in pursuit of the assassin, turn to 60. If you would rather hold back and let him escape, turn to 143.



237

The last thing the Cabal would expect is for their arch-enemy to come strolling through their ranks, so this is precisely what you do! However, even you are surprised by how far you get before Radu shouts, 'I don't believe it! The Bounty Hunter!' While everyone is shocked rigid by your audacity, you sprint forward. Roll one die to discover how many Cabal members stand in your way. You must fight them one after another, starting from the top of the following list:

	SKILL	STAMINA
EVIRON THE LANDLADY	7	7
RAT MAN	5	6
BRICIAN WARLORD	6	5
ORC STOAT-STRANGLER	8	6
DARK ELF WARRIOR	7	6
LIZARD MAN	8	8

If you win, turn to 105.

238

You enter a large vault and find the Skull of Mora Tao resting on a black marble pedestal. Although the skull's bottom jaw is missing, its remaining teeth are cruelly sharp and its eye-sockets are like black jewels of death. Pleased as you are to find the skull, it would seem that someone has beaten you to it already! An ageing warrior, whose footsteps you heard earlier, shouts, 'Too late, the skull is mine!' Then he snatches the skull up and presses it to his forearm. 'At last!' he cries. As you watch, the warrior grows younger! 'I return each century,' he gasps, 'to give the skull some

of my human spirit in exchange for immortality. Now that I have it, no one shall take it away from me!' Now in the prime of life, the warrior pushes past you in a frantic effort to reach the door. If you have the *Acrobatics* Special Skill, turn to 270; if you do not, turn to 79.

239

You grant the sly reptile no quarter. Leaving her body on the staircase, you hurry to the top floor. If you have either the *Sneak* Special Skill or Lishek's Warning, turn to 398. Otherwise, *Test your Luck*. If you are Lucky, turn to 398; but if you are Unlucky, turn to 46.

240

You spot Gruul tiptoeing away down the hill! But you run after him and bring him down with a flying tackle. 'You have failed,' he snarls. 'My servants are already at work within the tower.' You ask him what he means by this, but he says no more. Just then, some of the horses start to neigh, and a few of the soldiers break



out in shivers. 'I don't like it,' mutters the captain. 'There's something in the air, I can feel it.' You tell him to get his men moving, but, when he tries, they throw themselves to the ground in blind panic. Will you seize Gruul and ride on (turn to 99), or wait here with the terrified soldiers (turn to 372)?

241

You turn your back on the gargoyle and start to retrace your footsteps upstairs. The harsh voice calls after you, 'I sense your presence. Zaar! Is it you?' You begin to doubt your course of action. Would it be better to try to assure the voice that all is well, or to let it brood in ignorance? Write down the word 'Darnoc' on your *Adventure Sheet*. If you change your mind and wish to 'report', turn to 262. Otherwise, you will have to leave the cellar and search either the ground floor, if you haven't done so already (turn to 39), or the loft (turn to 201).

242

You try to hide from Gruul's magic, but he traps you inside the powerful time-winds of a Skein of Undoing. Deduct 4 points from Gruul's *Natura*. If you do not have the Blood of Baron Mulescu, you forget how to use your Special Skills and must cross them *all* off your *Adventure Sheet*. If you have the Blood of Baron Mulescu but the word 'Ranneik' is written on your *Adventure Sheet*, turn to 321. If you have the blood alone, the Skein of Undoing dissipates without causing harm. If the word 'Esproc' is written on your *Adventure Sheet*, turn to 188; if it is not, return to 300.

243

You spend a moment attending to your wounds, then set about searching the body of the assassin. On his wrist is a silver tattoo depicting a werewolf's head! He also carries 11 Gold Pieces and a flask of Curative Potion. You may drink the potion at any time, except during a battle; when you drink it, cross the potion off your *Adventure Sheet* and restore 3 points to your STAMINA and 1 point to your LUCK. When you finish, you see that all the other tavern folk have gathered round you in a circle, their weapons drawn. 'You've caused enough trouble here, already,' warns Eviron, 'I think you'd better leave.' Will you stand your ground and try to reason with the landlady (turn to 120), or do as she says and leave the Last Octopus (turn to 92)?

244

It has always been Karam Gruul you sought, not any of his lackeys, so you seize him and force him to lead you safely out of the building. Gruul scowls but does as he is told; after all the perils you have faced during your quest, Gruul himself is almost an anticlimax. Outside, the fog has become so thick that you can barely see where you are going, so you drag Gruul across to the funeral pyre and pick up a flaming torch. 'No!' raves Gruul, 'Throw it away!' You look at your foe and see that he is frantic with fear. He struggles with all his might to get away from you and the fire. If you do as Gruul asks and risk the fog without a light to guide your way, turn to 342. If you refuse and tell him to be quiet, turn to 88.



245

The few criminals who are actually brought to justice in Blackhaven meet their fate in Gallows Square where, on market days, crowds gather to watch grisly public hangings. Between one hanging day and the next, the bodies of those last executed are left, suspended from the gibbet, as a warning to all would-be villains. As you reach the square, you recall the Professor's words: 'Go to Gallows Square. One of the thieves hanging there wears a wooden hand in place of one of his own, which he lost the first time he was caught stealing. No one knows that the hand is actually one of the six Wards. At present the Ward lies dormant, but take it to Mawn Pretoragus, the Necromancer, and he will make of it a Hand of Glory.'

Rows of empty seats line the square and three bodies swing from the gallows. However, idling near by are two hooded Man-Orcs. These are Provosts of the City Executioner, and it is their job to keep watch over the corpses. At the moment, though, they seem more interested in teasing a beggar. Will you:

- | | |
|---|-------------|
| Attack the Provosts? | Turn to 26 |
| Seek to bribe them? | Turn to 14 |
| Attempt to fool them into simply giving you the hand? | Turn to 148 |
| Try to steal the hand while the Provosts are otherwise engaged? | Turn to 395 |

246

Tilting your face downwards, you mutter, 'Come ask wot yer want doin', haven't I?'

Crabb regards you with the utmost contempt. 'Well, you waste of oxygen, you can start by cleaning the Doktor's laboratory.' He pauses as if expecting some kind of reaction from you, but you remain impassive. So it is with an air of perplexed disappointment that Crabb hands you a Brass Key. 'Well,' he snaps, 'what are you waiting for?' You grunt and head back to the hall. There, you may open any door you haven't opened before. Will you pick Big Laffs (turn to 220), Nosh (turn to 275), Big Trubbull (turn to 287) or Fat Maggots (turn to 117)?

247

Hand over hand, you climb up the rickety drainpipe, until disaster strikes – the pipe comes away from the wall and breaks! You are still clinging to the hollow tube when it clatters noisily on the street below; deduct 1 point from your STAMINA. Now that your 'ladder' is no longer usable, you will either have to take the side door after all (turn to 394) or leave the theatre and get on with the hunt for Gruul (turn to 383).

248

When you reach the Wayside Shrine of Belthegor, you find that the legendary mask is gone! An indentation in the fallen masonry is all that remains to show you where it used to be. Suddenly you hear a voice coming from behind you: 'While you have been enjoying my little diversion, I have applied my superior intellect to the puzzle of the runes. The Mask of Belthegor is mine!' You turn, but there is no one there.

The voice fades on a mocking laugh – Karam Gruul has beaten you again. Add 3 Hours and return to 200.

249

There is only one thing for it: you swarm up one of the broad stone columns, using the decorative carvings as fingerholds. At first your enemies look on in frustration, but then Radu directs some of them to a concealed staircase that leads up to the balcony. Turn to 300.

250

You assure the man that your word is your bond, but he just stands there, hand extended, waiting. Will you:

Change your mind and shake his hand?

Turn to 185

Leap to the attack?

Turn to 375

Throw an Alchemical Sphere at him, if you have one?

Turn to 227

Withdraw your offer and walk away?

Turn to 399



251

The hours drag by as you maintain your watch on the Last Octopus, but you see nothing of interest. Eventually, the sun sets and, with the onset of evening, the wharf transforms from a place of trade into a backdrop for skulduggery. Suddenly you hear the sound of splintering wood. There it is again, to your left. *Chop! Chop! Chop!* You turn and see a wooden hut collapse as Conrad, the Maniac Guard, breaks out through the walls! His machete has waited a long time for this moment.

CONRAD,

The Maniac Guard

SKILL 10

STAMINA 12

If you win, turn to 52.

252

You fall head over heels and hit the unyielding cobbles of the street with a dull thud. Deduct 5 points from your STAMINA. You get back to your feet and try to find the Man-Orc in the darkness. There! Surprisingly, the assassin is standing quite still beside a carriage. For a few seconds the creature talks to someone through the carriage window, then turns and hurries off down an alley. If you wish to follow the assassin, turn to 41; but if you would rather approach the carriage, turn to 292. Then again, perhaps you would prefer to let them both be, and start your manhunt proper. If so, will you go to Craven Asylum (turn to 393), to the Last Octopus (turn to 23) or to Malt Lane (turn to 207), or, if you have reason to do so, to Priestsgate or Weathern Mill?

253

All roads, it seems, lead to the Last Octopus – and not only for you. From a safe hiding place, you see a number of horse-drawn coaches pull up outside the tavern; they unload a variety of passengers, then drive away. Another carriage arrives, the door opens and a proud-looking woman steps out. If you have the Inmate's Locket, turn to 219; if you don't, turn to 376.

254

You hold the chain ready, but you have to keep your cool in the face of a berserk Demothrax. *Test your Skill.* If you succeed, turn to 294; if you fail, turn to 66.

255

The hellish bat wings its way out of the room, leaving you alone. You expect the creature to make for the staircase and the open sky, but it flies off, making for somewhere else inside the tomb. Will you follow the bat to see where it goes (turn to 100); stay where you are and search the room more thoroughly (turn to 326); or leave both the bat and the room, and try



either the north door (turn to 386) or the east door (turn to 141)?

256

Ever resourceful, you pull all the loosened rungs out of their sockets, then, using the now empty holes as fingerholds, climb up to the secure rungs above. From there you glance back down into the pit, and see that slotted into the top edge of the wooden beam is a long razor. Had you reached up for the beam, you would have lost some of your fingers – if indeed you haven't done so already! Shuddering at the thought of this devious trap, you scramble up the rungs, to the trapdoor. The hatch isn't locked, so you push it open and squirm through; turn to 97.

257

Disdainful of physical combat, Gruul seeks to disable you with a bolt of dazzling energy. Deduct 3 points from Gruul's *Notura*. If you have the Angevin Shroud, the lightning turns away from you; but if you don't, you must deduct 3 points from your STAMINA. Now, is the word 'Esproc' written on your *Adventure Sheet*? If it is, turn to 188; if it is not, return to 300.

258

Kiennar seems both frightened and relieved as he takes your money. 'Before you leave,' he says, 'might I suggest some protection? I can do you a Silver Cross for three Gold, a wooden stake for eight Gold, or the pair for ten. You won't get a better deal than that.' If you wish to buy either or both of these things, add it,

along with the Blood of Baron Milescu, to your *Adventure Sheet*, also crossing off the Gold Pieces you spend. Also, make a note: after each battle you win in future, you must *Test your Luck*. If you are Lucky, read on as normal; but if you are Unlucky, make a note of the paragraph you have come from then turn to paragraph 49. Do not deduct the normal 1 point from your LUCK when making these special checks. Now that you have finished here, add 1 Hour and return to 200.

259

Inside the moneylender's desk are 10 Gold Pieces and a Hexalpha. The Hexalpha is a jagged, six-pointed star, composed of interlaced triangles cast in solid silver. It is about ten centimetres high and is a Rosichalcian artefact of great power. No Zombie will attack you while you carry the Hexalpha; they may obstruct you, they may hold you, but they will not cause you any direct harm. Note, however, that this does not apply to the *Zombie-like* Fogwalkers. Finally, you find 1 meal's worth of Provisions in Kriswell's kitchen. You also find a Fogwalker waiting in ambush!

FOGWALKER

SKILL 7

STAMINA 8

If you win, roll one die. If you roll a 6, you have contracted the plague from your opponent and never leave the moneylender's abode. If you survive, you may run to either the bonfire (turn to 21), the bell-tower (turn to 397), the door with the red cross (turn to 48), or the door with the rose-shaped handle (turn to 158).



260

The fragmented chords lure you into the main hall, where you are confronted by a nightmarish tableau. Swathed in coils of mist, the assassin lies dead on the stage, and over his body stands the phantom – a cloaked skeleton whose eyes, raging with intense evil, stare out from beneath a wide-brimmed hat. The skeleton laughs insanely as it removes its dagger of bone from the assassin's back, accompanied all the while by the cacophony of the pipe organ, which plays all by itself! Hundreds of sewer rats swarm across the stage, forming an undulating black carpet. They scamper about the skeleton's feet and crawl all over the Man-Orc's body. The 'phantom' is, in fact, a lieutenant of evil which has been conjured from a dimension beyond the grave. He is a Corpse Master and the rats are his children in death! Will you:

Flee from this evil place?
 Attack the Corpse Master?
 Hold your ground?

Turn to 121
 Turn to 104
 Turn to 32

261

As the assassin lands on your back, you shift your weight and throw him to the floor. The rope goes flying out of his hand, so he decides to improvise with a serrated dagger. Because you are still reeling from the pain of the throttling, you must deduct 1 point from your SKILL score for the remainder of the battle, unless you have the *Combat Special Skill*. Now fight!

DARK ELF ASSASSIN SKILL 8 STAMINA 7

If you defeat the Dark Elf, turn to 243.

262

Taking a deep breath, you say, 'Zaar reporting, master. The Marshal and the Bounty Hunter are dead. What are your orders?'

At first the voice says nothing, then it chuckles menacingly. 'Yes, fool, the Bounty Hunter *is* dead.' Before you know it, the gargoyle explodes! *Test your Luck*. If you are Lucky, turn to 229; but if you are Unlucky, turn to 27.

263

Before you can even think of making a move, a familiar voice enters your head: 'Neeeee foood... neeeeee foood.' You are beginning to regret ever bothering with the irksome Skull of Mora Tao. But now you must decide whether or not you are going to remove it from your pack and allow it to feed on your spirit. If you refuse to serve the parasite, turn to 160. But if you do as it demands, deduct 2 points from your STAMINA and then, if you have the *Sneak* Special Skill, turn to 371; otherwise, turn to 204.

264

You are considering leaving the vault when four of the inmates suddenly rush at you in a maniacal rage. You must fight all of them at the same time.

	SKILL	STAMINA
First INMATE	6	9
Second INMATE	5	8
Third INMATE	7	5
Fourth INMATE	6	4

If you manage to defeat them all, turn to 7.

265

Maintaining a Zombie-like silence, you lift the rock and struggle with it towards the tower. It is a commonly known fact that Zombies do not feel pain; people *disguised* as Zombies, however, certainly do! Your legs ache, your arms ache, everything aches, and soon you are being driven by sheer willpower alone – deduct 2 points from your STAMINA. When you reach the tower, you drop the stone on a pile of rocks and pause to catch your breath. As your strength returns, you look up at the vast structure. Of all the many ways into the place, two gates look especially promising. If you have the *Tracking* Special Skill, turn to 132. If you do not, will you enter the gate on the left (turn to 114) or the gate on the right (turn to 199)?

266

You creep forward, place your foot in the small of the driver's back and push! The caped figure doesn't even cry out as he goes hurtling down from his perch and, moments later, his spreadeagled form is lost from view. Will you now step into the driver's seat and



take the reins (turn to 211), scramble down the side of the carriage and climb inside (turn to 137), or jump down from the vehicle, while it is still safe to do so, and hurry back in pursuit of the assassin (turn to 328)?

267

You cannot believe that you have come this far, only to fail! Gruul rallies the survivors of the battle and returns to his Tower of Inquisition. You and the soldiers give chase, but you are too late – Gruul activates the Ethereal Projector! His first target was to have been Royal Lendle, but now . . . Words cannot describe the sense of satisfaction he derives from wiping both you and the patrol off the face of the planet.

268

All that you have seen here adds up to yet another display of Karam Gruul's devilry. You swear that he will be made to atone for his many wrongdoings! Now, if you have not done so already, will you go to Craven Asylum (turn to 393) or to the Last Octopus (turn to 57), or, if you have reason to do so, to Priestsgate or Weathern Mill?

269

A dozen or so sightseers rush into the room. Some of them praise your skill, some call for the City Guard, and one, a braggart you saw earlier, says, 'Rubbish! I'd have done it meself with a lump of wood.' A look of surprise suddenly crosses his face and he falls forward with a machete in his back. Conrad lives again! Outraged, the mob turns on Conrad and the killer is soon lost beneath a heap of fighting bodies. You consider

helping the brave folk but you know that Conrad is unstoppable; the only way to defeat him is to avoid him. You run at full speed out of what is now truly a Chamber of Horrors. Add 1 Hour and return to 200.

270

The warrior is almost through the door when you dive forward and pull him to the ground. You are not sure whether you are right or wrong to deny him his 'immortality'; but your quest is paramount, and you need the skull. The warrior responds to your interference with an insane sweep of his double-headed axe! At present, the newly rejuvenated warrior is still fairly weak, but if the skull is fed more of his spirit he will grow stronger. Each time you lose an Attack Round, add 1 point to the warrior's SKILL score.

ANCIENT WARRIOR SKILL 6 STAMINA 9

If you win, turn to 216.

271

Boldly you step forward and announce that you serve no one. In reply, the Corpse Master arches an eye-socket and rasps, 'Red-pact to be present! No thing in void! Flesh to dust, worm to soil, prying eye to . . . ?'

Though you are unfamiliar with the Corpse Master's strange way of talking, his meaning is clear: he doesn't believe you. So will you tell him that you serve the City Guard (turn to 225) or the Cabal of the Werewolf (turn to 133)? Then again, if you feel that the time for talking is over, you may attack the Corpse Master (turn to 104) or flee (turn to 121).



272

Had you crossed the threshold of the featureless room, you would have fallen through a trapdoor placed just inside the doorway! Instead, you hold back and wait for the hatch to close. As the trap rises, a secret panel opens in the far wall. You hurry through this opening and enter a magnificent chamber bedecked with strange symbols. One wall of the chamber is covered by an enormous flag – the flag of the Cabal – while in the centre of the room stands a large table covered with maps and charts. Poring over these papers are Karam Gruul and his Magus, Radu! 'I have only to return to Hope's End,' says Gruul, 'for the grand design to . . .'

Suddenly Radu cries out – he has seen you! You hurry forward, but Radu pushes Gruul in your way, then runs round behind the flag. Will you seize Gruul (turn to 244) or ignore him and go after the Magus (turn to 76)?

273

Just when you think you may be able to lay a hand on Gruul, he closes his eyes and conjures up a Force Wall. Your hands crash into the barrier and start to burn. Deduct 1 point from Gruul's *Notura*. If you have the Mask of Belthegor, you pull your hands away and the burning stops without doing you any harm. But if you do not have the mask, you clutch your hands in agony; deduct 1 point from your *SKILL*. Have you made a note of the word 'Esproc' on your *Adventure Sheet*? If you have, turn to 188; if you haven't, return to 300.

274

You use your free hand to jab your foe in the neck, forcing him to relax his grip, then you duck your head under the rope and stagger forward in a red haze – just as the Dark Elf advances to throttle you again. In your weakened state, you can only hope to twist your body so that he goes hurtling over your shoulder. If you have the *Combat Special Skill*, turn to 261. Otherwise, *Test your Luck*. If you are Lucky, turn to 261; but if you are Unlucky, turn to 177.



275

Beyond the door is a torch-lit, spiral staircase which takes you down to a barred door. You open this door and find yourself looking into a cramped cell. Piled against the far wall are . . . surely it cannot be! At your feet lies the haggard form of Matra Ouspenskaya. She

is still alive, but only just. While trying to ease her pains, you quickly tell Matra who you are. When you finish, she croaks: 'Cabal . . . all war criminals . . . Bricians . . . Gruul leads . . . Fraternity . . . front for Cabal . . . tavern.' Then with a final gasp, Matra Ouspenskaya passes away.

'I knew there was something fishy about you!' You turn and see Maxillon Crabb, deputy director of the asylum, and seven armed wardens standing over you. The Trolls seize you, drag you back upstairs and lock you in a darkened room. What's that sound? You can hear someone – or something – shuffling through the darkness towards you; turn to 172.

276

'And much there is to learn,' smiles the Emperor. 'Now, you must leave. The rest of this meeting is not for the ears of an Adept.' Four Rosichalcians escort you up to the wharf, then go back inside the tavern. You turn to leave – when a Jai-Hulud sorcerer assassin drops to the ground in front of you! The Jai-Hulud's incredible acrobatic prowess is enhanced by his magical abilities. If you have the *Acrobatics Special Skill*, fight your foe as normal; otherwise, roll three dice for your opponent each Attack Round, and use the two highest numbers rolled to find his Attack Strength. The Jai-Hulud laughs aloud, draws his twin swords, then leaps to the attack.

JAI-HULUD

SKILL 9

STAMINA 8

If you win, turn to 54.

277

Night falls over the dockside and still you wait. The Last Octopus is a popular tavern, who knows what might yet happen there? A distant bell tolls eleven. The tavern now is not quite so full and . . . 'Murder! Murder! Help! The Shocker! Murder!' The shouts come from a couple of men who must be somewhere in one of the neighbouring streets. If you want to hurry along to see what has happened, turn to 86. If you would rather stay where you are, turn to 253.

278

No sooner do you turn your back on the guards than you hear Furneaux shout a Word of Wyrding. Almost immediately, a transparent sheen of energy rises to fill the window-frame. Flashes of mystical power clash to form a monstrous face which growls in noiseless wrath. If you wish to continue towards the window, turn to 336. But if you would rather not risk contact with the Wyrding, you must turn back and either attack the guards (turn to 223) or try to talk your way out of the situation (turn to 107).



279

Gleaming in the lightning-crossed sky, the manhunter moves in to kill you. If you have an Alchemical Sphere, turn to 62; if you have the *Climb* Special Skill, turn to 91. If you have neither, you will have to fight. Your foe's metal skin is well nigh indestructible, so, if you win a round of combat, you merely parry the creature's blows (because of this, the creature is not given a STAMINA score). The predator's wrist blades, however, inflict terrible damage; if you lose a round of combat, deduct 3 points from your STAMINA. Finally, at the end of each round, *Test your Luck*. If you are Unlucky, continue the battle. If you are Lucky, turn to 43. Now fight!

OBISIAN PREDATOR

SKILL 11

280

Shielding your eyes from the sun, you stand stock still and watch as four hundred riders come tearing round the hillside. Oh no! They're carrying banners emblazoned with the emblem of the Cabal of the Werewolf! Orcs, Trolls, Werebeasts, Brician nobles – the war criminals veer off the road and race towards you. Unless you have the *Acrobatics* Special Skill, *Test your Luck*. If you are Unlucky, the horses trample you to death. But if you are Lucky, or if you have the *Acrobatics* Special Skill, you leap aside just in time and then can only look on as the Cabal speeds away in the direction of Hope's End. Dusting yourself down, you climb to your feet and give chase. Turn to 29.

281

Though the assassin fought determinedly, it is he who falls dead; restore 1 LUCK point. A quick search of his body turns up 3 Gold Pieces and an Alchemical Sphere; once thrown, this small glass ball will shatter, releasing a deadly cloud of corrosive mist which you yourself may take trouble to avoid, should you break the sphere in a confined area. If you wish to take either of these items, add them to your *Adventure Sheet*. Now, despite the lateness of the hour, it is time to begin your manhunt. Will you make for Craven Asylum (turn to 393), for the Last Octopus (turn to 23) or for Malt Lane (turn to 207), or, if you have reason to do so, for Priestsgate or Weathermill?



282

You lunge at the woman, but she anticipates your move and sidesteps neatly out of danger. Then she raises a hand to her monocle and mutters a few eldritch syllables.

Almost immediately you are overwhelmed by a mystic force, and you fall to your knees, stunned (deduct 2 points from your STAMINA and 1 point from your LUCK). The woman uses your incapacity to slip away.

When you get to your feet, some minutes later, there is no sign of her. Do you have a Rosy Chalice brooch? If you do, turn to 197; if you don't, turn to 218.



283

You smash the crystal into shards of useless glass. The image of the lock disappears and the temple door flies open. However, the sword burns you one more time and you must deduct another 2 points from your STAMINA. Now you may either strike the sword (turn to 25), or head out through the open door and hurry back to the Last Octopus: if the word 'Cainam' is written on your *Adventure Sheet*, turn to 251; if it is not, turn to 277.



284

The rapidly undulating door proves easier to open than you expect, and in mere seconds you find yourself crossing the threshold of the Necromancer's abode ... crossing into total darkness.

'I accept proof of your intent, and admit you to the Sanctum,' intones a ghastly voice. The door closes behind you and a faint glow illuminates the emaciated body of Mawn Pretoragus. You cannot see much of the room about you, but it seems alive with the suggestion of things best left unseen. Pretoragus continues, 'Van Heldenghast has proffered knowledge as account in your stead. Give me the hand and do not follow me through the Door Beyond.' You look into your pack ... but what's this? The Necromancer already has the wooden hand in his grasp! He pays you no heed as he inserts five burning candle-wicks, one by one, into the ends of the wooden fingers. Then he turns and steps through the Door Beyond, leaving you in darkness once more. Will you follow Pretoragus through the Door Beyond (turn to 228) or wait for him in the unyielding blackness of the room (turn to 190)?

285

Slipping a drug into somebody's drink or coshing them from behind is something the graverobbers are used to; a fair fight is something they're definitely not! You only have to put up the slightest resistance before the body-snatchers break off the attack.

'Who would'a t'ought that our amicable partnership would'a fallen to this?' puffs Hogg. 'Yer can't trust nobody these days, nobody. Show some mercy, yer swine! Mister Kilmarney is fit to drop.' Will you let the rogues be (turn to 98) or deal with them once and for all (turn to 123)?

286

When you reach the building with the wooden sign, you see that beneath the picture of the balances is a small nameplate. It reads: 'Kriswell - Moneylender'. And beneath the nameplate stands a Fogwalker!

FOGWALKER SKILL 7 STAMINA 8

If you win, roll one die. If you roll a 6, you have contracted the plague from your opponent and die in torment. If you survive, you enter the moneylender's place of business - and find it a mess: papers and books are scattered everywhere, and a sobbing man is slumped over his desk. Do you have a Baphet-as-Werewolf icon? If you do, turn to 317; if you do not, turn to 327.

287

'Big Trubbull for whom?' you wonder as you turn the handle of the door. If you have either the *Lock Picking* Special Skill or a Brass Key, turn to 77. If you have neither, *Test your Luck*. If you are Lucky, turn to 365; if you are Unlucky, turn to 162.

288

You are still considering the best way to get your hands on the phial when a voice enters your mind:

'Neeeeeed foood . . . neeeeed foood.' It is the accursed Skull of Mora Tao, and it wants feeding now! All you have to do to feed the skull, without Kiennar noticing, is to shove your hand inside your pack; the skull will suck your spirit from your fingers! If you wish to satisfy the skull, deduct 2 points from your STAMINA and turn to 235. But if you refuse to comply with the skull's repulsive demands, turn to 221.

289

Clad in your Brician finery, you do not have to wait long before the landlady comes over to you and whispers in your ear, 'Welcome, friend. 'Tis seldom my humble tavern is attended by such nobility. You may have whatever you like . . . on the house.' You thank the landlady, then step back to avoid her rank breath. But she just leans even closer. 'And would you perchance be interested in matters, er, how shall I put it . . . political and mystical?' It would seem that Eviron's servility has all been leading up to this one crucial, if cryptic, question. Will you answer 'Yes' (turn to 168), or 'No' (turn to 145)?

290

About ten minutes later the City Guard arrive and Guard Captain Thurtell takes charge. Channing informs the Captain that the search for the Shocker has met with no success. 'No success?' beams the gruff-voiced Captain. 'No success? Why, you've only gone and captured the murderer of Guard Marshal Bennet.' Then he orders his men to seize you! As the guards drag you away, you cry out that you are on a secret

mission, but your claim is met with derision. The hunt for Karam Gruul has been brought to a humiliating end.

291

Picking up a lantern from the floor, you head backstage and eventually come to a number of doors. The first leads to a kitchen, where you find 2 packs of Provisions, which you may take. Next, you come to a room full of theatrical costumes. Three of these costumes – those of a Brician noble, or Orc rogue and a Vampire – could make excellent disguises. However, you have room in your pack for only one of them, so choose which of the three you would like, then add it to your *Adventure Sheet*. Moving on, you find an office in which sits a strongbox. You are about to walk over to the box when you catch a whiff of smoke – the corridor ahead of you is ablaze, and the fire is spreading in your direction! If you still wish to examine the strongbox, turn to 84; but if you would rather hurry out of the building, turn to 383.

292

You are but a few metres short of the carriage when its wheels start to roll. The person inside is hidden from view, but you can see the driver sitting up in front. Though your footsteps echo loudly in the narrow street, this strange figure in black cape and tall black hat never once looks back at you. Soon you are running alongside the slow-moving vehicle. Only now do you see that the carriage windows are of black opaque glass. Will you shout to the driver to stop

(turn to 68) or stealthily jump up on to the rear of the carriage (turn to 396)?

293

The Maniac Guard goes hurtling down from the loft yet again. And though he utters no cry, his body hits the ground with a sickening thud. Fearing the worst, you look down – only to see Conrad sit up and, machete in hand, reach for the ladder! This is a fight you cannot hope to win. Will you flee (turn to 165) or look for another way to defeat your unearthly foe (turn to 308)?

294

You thrust the chain forward, only to see it pull back and wrap itself round *your* body, as if possessed of a will of its own! You have fallen victim of the chain's unwritten law, that 'he who touches the chain while it binds another must release and then destroy the other, or be bound in place himself'.

As the chain drags you over to the high-back prison chair, Argolis roars with satisfaction: 'Free at last! Now know the unending midnight of the grave!' You try to break free of the chair but can only cry out as it descends into the pit. You are not a Demothrax; you will not survive being buried alive.

295

Something is wrong! Walking through the corridors of the waxworks towards the entrance, you hear a chilling scream; worse, you then catch the revolting smell of

charred flesh! Wondering whether this has anything to do with you and the shroud, you enter the foyer and come upon a charnel house! The place is littered with the bodies of slain tourists, and . . . no . . . it can't be! Standing in the middle of the room, is Conrad, the Maniac Guard! *The windmill, the fire, the smell of burning flesh, the REVENGE!*

CONRAD,

The Maniac Guard

SKILL 10

STAMINA 12

If you win, turn to 269.

296

You daren't go to the very bottom of the staircase for fear of being seen by those in the room below, but you do go far enough to hear what is being said. Some kind of ritual is taking place. Most of the words are mystical gibberish, but the meaning of one speech is quite clear: 'The Fraternity of the Rosy Chalice is in harmony with the Cabal of the Werewolf. I shall go to the Secret Chiefs at Penkhull, to affirm this truth.' Penkhull is a small village, north of the city. You have heard enough; you tiptoe back up the stairs. If you have the *Sneak* Special Skill, turn to 369. If you do not, *Test your Luck*: if you are Lucky, turn to 369; but if you are Unlucky, turn to 35.

297

Tightening your grip on the reptile's necklace, you give her the promise she seeks. She wheezes with laughter, her forked tongue flicking in and out of her mouth: 'You are wissse for a warm blood. The top

ssstep isss a trap. Make noissse and you sssuffer. Entador isss dead. You should leave ass well. Thisss Lishek sssaysss.' Make a note of Lishek's Warning on your *Adventure Sheet*. Now that you have been warned about the trap, will you go back on your word and slay the Xen-Viper (turn to 239), or will you honour your pledge and let her escape (turn to 324)?

298

The best thing you can think of at such short notice is to disguise yourself as a Zombie slave, so you tear your clothing, powder your face with some whitish sand, then shamle on to the plain with your mouth hanging open . . . **CRACK!!!** You feel a stinging whip-lash across your back – deduct 2 points from your STAMINA. 'Yoo lazy moron!' shouts an overseer, standing behind you. 'Yoo're in the wrong place. Now get that rock lifted and take it to the tower.' He points to a huge block of uncut stone which must weigh a ton! Nevertheless, the Orc is waiting. Will you do as he says (turn to 265) or pretend that you don't understand (turn to 69)?

299

Just when you think you finally have the creature, your blow glances off it in a shower of sparks! The Obisian Predator laughs at your pathetic assault, then comes at you again. Can you make some use of the short distance that there now is between you and the creature? If you wish to leap back to the attack, turn to 182. If you would rather try to concoct another course of action, turn to 279.



300

The Cabal are still only half-way up the stairs when you seize Radu and demand that he tell you where you will find his master. 'You wish to face Karam Gruul?' he sneers. Then, to your astonishment, he grows and grows until his body bursts. His skin splits from head to foot, and out of the discarded carapace steps Karam Gruul! 'There was never any such person as Radu the Magus,' he laughs. 'And now I shall destroy you.'

It has come to this: you must suffer the effects of Gruul's magic until he is too tired to use any more. You may not eat any Provisions, or do anything else to restore your attribute scores, until Gruul is done. To find out how many *Notura* points Gruul has, roll one die and add 6 to the number rolled (make a note of this total on your *Adventure Sheet*). Then roll one die to see which spell Gruul casts first. Turn to the appropriate paragraph, following the instructions, then return here and roll again to find out which spell Gruul casts next. Keep doing this until either you are dead or Gruul has no *Notura* points left. If Gruul's last spell costs him more *Notura* points than he has left, the spell still works. Now, if you roll:

1	Turn to 335
2	Turn to 67
3	Turn to 242
4	Turn to 257
5	Turn to 356
6	Turn to 273

If you survive Gruul's mystic onslaught, turn to 30.

301

Unwittingly, the fleeing Man-Orc leads you into the Cross Keys area of the city, an area commonly known as the 'square of delights', for it proliferates with taverns, gambling dens, bawdy theatres and parlours of ill-repute. At this hour, however, the square is deserted, the houses of pleasure but quiet façades. So it is with overconfidence that the assassin sneaks through a side door and into the Rohmer Theatre. You groan! Rumour has it that this place is haunted by a phantom who stalks the boards after midnight, and whose other-worldly dirges on the pipe organ can drive a man insane with fear. Will you follow the assassin in through the side door (turn to 394), search the Rohmer for another entrance (turn to 213), or leave the hall to its legendary phantom and follow up any other leads you may have (turn to 383)?

302

Urged on by her son, the Kauderwelsch monster will not rest until you are lying on the bad Doktor's table. If at any time during the battle you roll a double for the monster's Attack Strength, it uses its great strength to break your weapon. If you have a weapon and this occurs, remember to deduct 1 point from your SKILL.

KAUDERWELSCH

MONSTER

SKILL 11

STAMINA 14

If you reduce the monster's STAMINA score to 4 or less, turn to 183.

303

Pulling the Vampire costume out of your pack, you stride forward, waving it, and say, 'This is your vampire, a simple disguise.' But the people are not at all convinced; they seize you and tie you to the cemetery gates; 'We'll decide if yer a vampire, by special tests,' crows Hogg. 'Fer example, it's said that if yer stick a dagger in a vampire, it'll cry out!'

At the end of the day, however, you are able to prove to everyone's satisfaction that you are no more a vampire than the King of Gallantaria: you eat garlic, you hold a cross, you jump over a puddle, you stroke a horse and so on, until at last the mob sets you free... but not before a disappointed Hogg has pocketed all your money as 'expenses'. Cross any gold you have off your *Adventure Sheet*, add 4 Hours and return to 200.

304

Despite the risks of unleashing the deadly gas in a closed environment, you take the Alchemical Sphere out of your pack and lob it into the middle of the villainous assembly. Chaos erupts immediately; some Cabal members dissolve in the mist, while others flee in all directions. You use the confusion to reach the two ornate pillars which support the balcony, some thirty metres above the ground. Radu sees you and shouts, 'The Bounty Hunter!' A good many of your foe still have enough presence of mind to come after you. If you have the *Lock Picking* Special Skill, turn to 208; if you have the *Climb* Special Skill, turn to 249; if you have neither of these skills, turn to 122.

305

Even your strongest blows fail to penetrate an invisible barrier, formed round the Demothrax by the magic chain. Argolis revels in the futility of your attack: 'Now that you have touched the chain, there is no turning back!' As she speaks, some large maggots fall on to you; deduct 2 points from your STAMINA. If you remove the chain from Argolis, turn to 22; if you would rather flee than risk unleashing such evil, turn to 81.

306

You wait for the lock to spin round before you, then you strike. But even as your arm descends, the shield crystal glows brighter. Your blow glances off the lock, the shield grows dim again and both spheres continue along their uncanny path; the sword, however, blazes orange once more. You cry out in pain – deduct 2 points from your STAMINA. Which crystal will you strike at next: the sword (turn to 40) or the shield (turn to 366)?

307

While the barrel-maker is occupied, you search through the pockets of the dead man's tunic and find a snack (enough for 1 meal), a brooch depicting a golden chalice resting on a stylized rose of red enamel, and a small handwritten note which reads: 'Eternal Fraternity of the Rosy Chalice – midnight – the Last Octopus'. Regain 1 LUCK point and, if you wish to take the meal or the Rosy Chalice brooch or both, add them to your *Adventure Sheet*.

Channing is finished, so you quickly get back to your feet. Will you now offer to help look for the Shocker (turn to 345), stay here and await developments (turn to 290) or return to the Last Octopus (turn to 253)?

308

You reckon that your best bet would be to strike Conrad while he is still on the ladder, so you cast about the loft for a suitable weapon. You may drop a large bale of hay on him (turn to 111), take the oil lantern and throw it down at his head (turn to 214), or snatch up a long pitchfork and use it to impale him when he reaches the top of the ladder (turn to 4).



309

It is only when you regain the riverbank that you realize you may have lost some of your belongings in the water. For each item on your *Adventure Sheet* (treat all your Provisions as one item and your gold likewise) roll one die. If you roll a 5 or 6, you have lost the item and must cross it off your *Adventure Sheet*.

You are still checking to see what you have lost when you remember that this area is said to be the haunt of the Shocker – an unknown fiend which frightens victims to death before vanishing into the night. But it is not the Shocker who slurs, 'Oi! Give us a shiny, an' I'll tell yer wot 'appened 'ere last night.' The voice belongs to an old woman, clad in rags. If you wish to give the beggar a Gold Piece, turn to 2; if not, turn to 44.

310

All but a handful of the Cabal lie dead; the rest have fled. A great cheer is taken up by the soldiers and by their captain; the latter thanks you for your help. You, however, have little to smile about, for when you turn to fetch Gruul, you see that he has escaped! Unnoticed amid the confusion of battle, he managed to untie his bonds and slip away. If you have the *Tracking Special Skill*, turn to 240; if you do not, turn to 267.

311

Jubar brings the thimbles to a halt. You look at all three in feigned worry, then deliberately point to one which does not cover the Gold Piece. DeMonto reveals your choice with a self-satisfied smile. 'Please,' you

beg, 'another go. I need that money. I've no more gold, but if I lose I'll give you all my belongings.'

The old man's eyes widen with greed; they take in even the shirt on your back, 'Sure thing, my friend. And just to keep it fair, if you win, I'll give you your two shinies back plus *twenty* of my own. Deal?'

It sure is! Make a note of the stakes on your *Adventure Sheet*, then turn to 82.

312

You have beaten Baron Milescu in mortal combat, but you lack the means to end his Undead existence. Even as you watch, the Vampire Lord's fallen body turns into mist and floats away. You can do nothing to prevent his escape and are forced to admit that, while you may be safe, you are ultimately responsible for the victims the Baron will surely claim when he makes good his complete recovery elsewhere. Cross the blood off your *Adventure Sheet*, return to the paragraph you came from and continue your adventure.





313

Midnight: time for the meeting of the Fraternity of the Rosy Chalice. You enter the tavern and show your brooch to a man, who leads you – via a secret door and a flight of stairs – to an elaborate temple. There, you see forty cultists, Rosichalcians, wearing robes of purple silk. Their Imperator, the haughty woman you saw earlier, raises her arms and announces, 'The gathering will commence with the initiation of a new Adept.' She points to you, 'Initiate, you must pass the ritual of Baphet or die.' You don't like the sound of this, but what can you do? The woman chants, 'Baphet, Baphet, come to me!' A pool of green slime wells up through the marble floor at your feet. In seconds, the stuff thickens, solidifies, then starts to rise! The Rosichalcians gasp in awe as a monstrous apparition takes shape and reaches out for you with its talons. Will you attack the creature (turn to 333) or do nothing and await the inevitable (turn to 42)?

314

You step up on to the block of the guillotine a little too heavily. The woodwork shakes and the old rope, holding the blade at the top of the guillotine, snaps. The deadly razor's edge comes hurtling down towards you! *Test your Luck*. If you are Lucky, you manage to jump off the block without injury; but if you are Unlucky, the falling blade catches you and you must deduct 4 points from your STAMINA. Rising to your feet, you see that the doorman is heading towards you. If you wish to rejoin the party now, in the hope of buying the shroud from Hollmann, turn to 78. Otherwise, you had

better leave the Chamber of Horrors while you still can. If the word 'Cainam' is written on your *Adventure Sheet*, turn to 295; otherwise, add 1 Hour and return to 200.

315

When you reach the gates of the cemetery, you find Kilmarney and Hogg waiting for you, and they are not alone. They are at the head of a band of two dozen men, carrying torches, crosses and sharp wooden stakes. 'There it be!' shouts Hogg, 'just as I was tellin' yer. A bloomin' great vampire! Tried to drag me business partner into an early grave, it did!'

A roar rises from the menfolk, and they storm into the graveyard. If you have the *Sneak* Special Skill, turn to 186. If you do not, will you fight your way out of the cemetery (turn to 151) or submit to the perilous vagaries of mob justice (turn to 303)?

316

Blindly you fumble your way through corridor after corridor until you hear a horrible scream, followed by a manic dirge played on the theatre's pipe organ! If you wish to follow the sound of the crazed music back to its player, turn to 260. If you would rather hurry back out through the side door and leave the Rohmer while you still can, turn to 383.

317

Kriswell sits up, his face streaked with tears. Before he can say anything, however, you show him the icon and tell him that you have come to join the Rosichalcian Inner Order. A bitter smile crosses his face. 'Well, Adept, you won't get far in the *true* Inner Order if your political interests are as Gallantarian as your accent. Still, the Secret Chiefs are your problem. I no longer care.' He hands you a Red Key. 'Open the door with the rose handle, but count to ten before you enter.' Add the key to your *Adventure Sheet* and also make a note of the word 'Rednel'. You ask Kriswell why he has been crying, but he cannot answer; turn to 327.

318

'Well?' snaps Maxillon Crabb, deputy director of the asylum. 'What do you want, you stained receptacle of Orc's phlegm?' If you have the *Con* Special Skill, turn to 246. Otherwise, *Test your Luck*. If you are Lucky, turn to 246. If you are Unlucky, turn to 128.

319

The drawer is made of strong oak, so prising it open will require finesse rather than brute force. *Test your Skill* but, as this task is a particularly difficult one, add 1 to your roll. If you succeed, turn to 189. If you fail, turn to 149.

320

You reach out with both hands and make a grab for one of the vanes, then you cling on for dear life as it

turns slowly round and down. When the blade comes to its lowest point, some five metres above the ground, you let go and fall, landing on your feet with almost cat-like grace. For escaping death at the hands of the Maniac Guard, regain 1 LUCK point. Also, make a note of the word 'Cainam' on your *Adventure Sheet*.

It is only when you have reached the safety of the shanty town that you pause to watch the collapse of Weathermill; soon the tower is but a smoking ruin. You will have to continue your hunt for Karam Gruul elsewhere. If you haven't done so already, will you go to Craven Asylum (turn to 393), to the Last Octopus (turn to 57) or to Malt Lane (turn to 207)?

321

The shopkeeper, Kiennar, isn't quite the browbeaten coward you took him to be. When you robbed him,



he sneakily managed to exchange the phial of dried blood for one filled with red food-colouring! The useless powder offers you no protection against the Skein of Undoing; cross *all* the Special Skills off your *Adventure Sheet*. Perhaps this will teach you to deal more honestly with good folk in future – that is, if you have a future! If the word 'Esproc' is written on your *Adventure Sheet*, turn to 188; otherwise, return to 300.



322

Part of Van Heldenghast's Rime springs to mind: 'Return to its place'. Following a hunch, you throw one end of the chain over a candelabra which hangs above the centre of the room. Then you grab both ends of the chain, heave yourself up and swing forward. The Demothrax is almost upon you when your feet catch her squarely in the chest and send her flying back into the pit from which she came. Clouds of smoke billow up into the room, and the whole floor quakes as the pit closes for one last time. Argolis is no more.

Add the Chain of Argolis to your *Adventure Sheet*. At the start of any battle you may use the chain to bind any single opponent, except Gruul: just cross the chain off your *Adventure Sheet* and continue as if you had won the battle. Now, add 2 Hours and return to 200.

323

Congratulations! The moment you finish translating the runes, the Mask of Belthegor falls into your hands. You may wear the mask and claim Belthegor's Gift at any time, except during a battle. If you decide to do so, you will gain one *extra* Special Skill of your choice: pick a new Special Skill and tick the appropriate box on your *Adventure Sheet*. However, once you claim Belthegor's Gift, the mask will disappear and you must cross it off your *Adventure Sheet*. Now add 2 Hours and return to 200.

324

Hissing with scorn, Lishek slips out of your grasp and slinks away into the night. The Massster will deal with you. The Massster. Ss ss sssss. You begin to wonder if you have done the right thing in allowing the deceitful reptile to escape. Write down the word 'Kehsil' on your *Adventure Sheet*. Now, you may either continue up the stairs to Entador's lodgings (turn to 398) or, if you are having second thoughts, leave Malt Lane and continue your investigations elsewhere. If you haven't already done so, you may go to either Craven Asylum (turn to 393) or the Last Octopus (turn to 57), or, if you have reason to do so, Priestsgate or Weather Mill.

325

Just as things are starting to look bleak, you notice that there's a keyhole in the gate, enabling you to lock the gate in the face of the undead host. Then, while the Zombies are still mindlessly walking into the locked barrier, you hurry across to the far side of the enclosure and find two gates leading into the tower. If you have the *Tracking* Special Skill, turn to 132. If you do not, will you enter the tower by the gate on the left (turn to 114) or the gate on the right (turn to 199)?



326

Other than the tiny bones your search turns up nothing. Suddenly, you hear footsteps approaching. Someone is creeping along the short corridor outside. Could it be Kilmarney and Hogg, back to plague you with their distinctive brand of treachery? You rush back out of the room and see . . . no one; the corridor is quite empty. Will you look through the north door (turn to 386) or the east door (turn to 238)?



327

The man is suddenly overcome by a coughing fit. 'They said it was important,' he splutters, 'said it had to be me, or the plans of the Cabal would come to nothing. But why me?' He lifts his face ~ it is covered with weeping sores! 'Help me,' he whines, 'Help ... meee!'

What then follows is a deadly game of cat and mouse as Kriswell lurches towards you for help. If the money-lender touches you, you too will catch the plague and die. Unless you have the *Acrobatics Special Skill*, *Test your Luck* twice. If you fail in either test, Kriswell clutches you with his infected hands and drags your adventure to a ghastly finish. But if you are Lucky both times ~ or if you have the *Acrobatics Special Skill* ~ you manage to avoid the moneylender until at last he falls to the floor and dies. If you do not already have one, you find a Red Key lying on the floor ~ add it to your *Adventure Sheet*.

Will you now search Kriswell's home (turn to 259) or leave it and run to the bonfire (turn to 21), to the bell-tower (turn to 397), to the door with the red cross (turn to 48), or to the door with the rose-shaped handle (turn to 158)?

328

By the time you have returned to the vicinity of the Guard Post, the Man-Orc assassin is long gone. If you have the *Tracking Special Skill*, turn to 41. Otherwise, you have no choice but to start your hunt for Karam Gruul, despite the lateness of the hour. Where will you

go first: to Craven Asylum (turn to 393), the Last Octopus (turn to 23) or to Malt Lane (turn to 207), or, if you have reason to go there, to Priestsgate or Weathermill?

329

'Fank yer very kindly, boss,' croaks one of the Provosts as he snatches up the bribe in one of his grubby hands (cross the Gold Pieces off your *Adventure Sheet*). But what happens next takes even you by surprise: the wretch refuses to split the money with his colleague! So whichever way the Provosts look now is no longer the issue – they are far too busy fighting each other over the cash to be bothered with you and your 'stupid' request; turn to 110.



330

Jubar takes your gold with a smile that displays tobacco-stained teeth, places a coin under one of the thimbles, then sets to work. The three thimbles circle in and out of one another with incredible speed and DeMonto seeks to distract you with his patter: 'Ten for two, that's all you have to do. Keep your eyes on the money pot, choose aright and you've won the lot.'

If you have the *Sleight of Hand* Special Skill and wish to win the game, turn to 82; if you have that same Special Skill and want to *lose*, in the hope of fooling DeMonto into playing a second game for higher stakes, turn to 311. But if you do not have the Special Skill, *Test your Luck*. If you are Lucky, turn to 82; if you are Unlucky, turn to 102.

331

'I don't know what you think you're up to, but in my book it's called robbing the dead.' Channing levels his sword at your throat. 'Get up!' It would be foolish to do anything other than what the barrel-maker demands, so you rise slowly to your feet. Two men rush up and pin your arms behind your back. 'The City Guard will be here soon,' says Channing sternly. 'They'll know what to do with you.' The City Guard! You could soon be in big trouble. If you have the *Con* Special Skill, turn to 194; if you do not, turn to 290.

332

It is common knowledge that no one could ever hope to enter or leave Craven Asylum without the consent of its keepers, so you simply walk up to the door and

knock. The door opens and a warden steps out – it is an armed and ugly Troll! 'Clear off!' he barks. 'No rooms, no callers, no nuffink!' Then he stamps back inside and closes the door. You knock again but there is no reply. It is with a heavy heart that you realize you must simply walk away from the plight of Matra Ouspenskaya and from a possible lead in the hunt for Karam Gruul. Now, if you haven't done so already, you may visit either the Last Octopus (turn to 57) or Malt Lane (turn to 207), or, if you have reason to go there, Priestsgate or Weathern Mill.

333

You pull back from the thing that is Baphet and it is gone! The Emperor makes some strange passes with her hands, then says, 'The creature was but an illusion. Nevertheless, you have shown us that you lack the inner fortitude necessary for the mantle of Adept. You may not join the august and most secret Fraternity of the Rosy Chalice. Nor may you divulge its ordered secrets.'

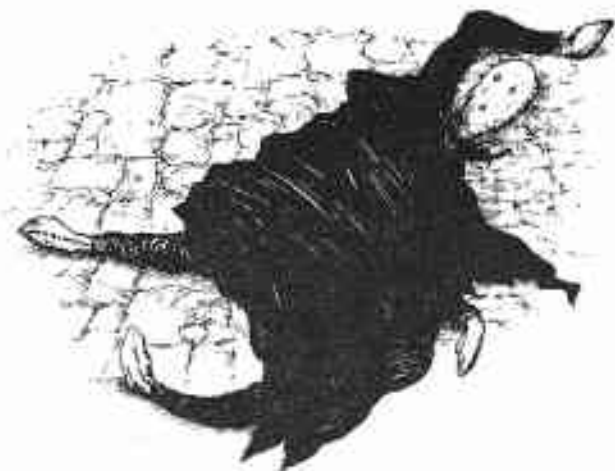
As one, the Rosichalcians pull out long knives from under their robes. Gulp! If you have a Stage Knife, turn to 116. If you do not, will you surrender to the Emperor (turn to 35) or try to fight your way out of the place (turn to 179)?

334

You run through the Professor's words a final time: 'At the Wayside Shrine of Belthegor – an ancient deity associated with the power of second life – you

will find a marble mask set prominently in one of the walls. It is said that he who removes and wears the mask will receive Belthegor's Gift, but therein lies the problem. All attempts to free the mask have ended in disastrous failure. I believe that the answer lies in the odd runes which adorn the Shrine. Understand these forgotten symbols, and the mask will be yours.'

When you reach the crowded Southgate Bridge, you feel someone press a note into your hand; who, it is impossible to tell in the shuffling masses. The note reads: 'Gruul. The Cabal. Sanger's Beacon. Now. Make sure you are not followed.' Will you continue on your way to the Shrine of Belthegor (turn to 210) or go to meet your mysterious contact at Sanger's Beacon (turn to 380)?



335

Gruul has had enough of your tiresome meddling; he conjures up a murderous sac of black gel that comes twitching and wobbling through the air towards you. Deduct 6 points from Gruul's *Notura*. If you do not have the Skull of Mora Tao, the giant amoeboid jerks forward and absorbs you into its amorphous depths – your adventure ends here. But if you do have the skull, the apparition backs off at the last moment and disappears. If the word 'Esproc' is written on your *Adventure Sheet*, turn to 188; if it is not, return to 300.

336

Only when your shoulder slams into the bestial face do you hear the Wyrding's roar. An agonizing pain grips you and flings you back into the room. You have foolishly clashed with a powerful Minor Magic and must now pay the price. Deduct 2 points from your STAMINA and 1 point from both your current and *Initial* LUCK and SKILL scores. The Wyrding ripples and contorts in victory, while the guards gather round your shivering body. Will you now try and tell Furneaux the truth about Bennet's death (turn to 107), or will you attack the Captain and his men (turn to 223)?

337

Wh... what? You catch yourself dozing and jump up out of the rowing boat. Across the way, the tavern door opens and a sinister-looking figure emerges. Clad from head to foot in a grey hooded cloak, the shady character hurries out on to the street and walks briskly

away. Embroidered on the back of the stranger's cloak is the Mark of the Werewolf! If you wish to tail the hooded figure, turn to 139. If not, is the word 'Cainam' written on your *Adventure Sheet*? If it is, turn to 251; otherwise, turn to 277.

338

You are unconscious before you even hit the ground. Hogg tut-tuts in disappointment, 'Yer would'a t'ought the hero would'a been made o' sterner stuff than that, wouldn't yer, Mister Kilmarney? Never mind. A fresh body should fetch us a good market price – enough fer a week's Dark Horse, eh?' Then he drops down into the grave beside you. Kilmarney passes him a rope. Later that day, Mervyn Tillinghast, doctor in experimental anatomy, examines your body. Satisfied that you are quite dead, he pays the body-snatchers the usual price – no questions asked!

339

Picking up a lantern from the floor, you head backstage and along a corridor, which has five other doors leading off it. The first leads to a kitchen, where you find 2 meals' worth of Provisions, which you may take. The second door opens into an office in which sits a wooden strongbox. You are about to enter this room when you catch the smell of smoke. The corridor ahead of you is on fire, and the fire seems to be spreading with unnatural swiftness towards you! If, despite this danger, you wish to take a look at the strongbox, turn to 84. If you would rather hurry out of the building, turn to 383.



340

Kiennar's Curiosity Shop stands in a quiet alley near busy Newham Market. As you step up to the half-hidden doorway, you recall the Professor's words: 'Go to Kiennar and tell him I sent you. He will do the rest.'

A tiny bell tinkles overhead as you enter a forgotten world of arcane antiquity. 'Can I help you?' Kiennar asks from behind his counter. Wasting no time, you tell him why you are here. As you speak, he breaks out in a cold sweat; when you finish, he asks, 'Did Van Heldenghast tell you what it is you're supposed to be buying?' Fingers trembling, he reaches beneath the counter and produces a glass phial filled with an iron-red powder. 'Did she tell you that you were to buy this dried blood? Not just *any* blood, mind you, but the blood of Baron Milescu, Vampire Lord of Vannan!' A shocked gasp escapes your lips. 'Still want to buy?' Kiennar smirks. 'If you do, it'll cost you forty Gold.' If you wish to pay, cross the 40 Gold Pieces off your *Adventure Sheet* and turn to 258. If you want the blood but cannot or will not pay so much money, turn to 109. But if you would rather leave the blood with Kiennar, add 1 Hour and return to 200.

341

You plunge into the middle of the heaving mass of bodies and wait until the flustered doorman is busy with someone else, then you make your move. If you have the *Sneak* Special Skill, you manage to worm your way inside without a hitch (turn to 130). But if you do not have this Special Skill, you find yourself

being collared by the doorman. 'Now, now. That'll be three shinies,' he barks. If you pay the admission fee, cross 3 Gold Pieces off your *Adventure Sheet* and turn to 130. If you refuse, you will have to leave – add 1 Hour and return to 200.



342

Gruul seems to be on the brink of an uncontrollable madness when you drop the torch, and then he calms down. He leads you out of the village – the mist and the Fogwalkers posing no obstacle to him – so that you may both begin the long trek back to Royal Lendle. Gruul is resigned to defeat, so you make good progress. Indeed, you cover ten kilometres before disaster strikes! Bolts of death descend from the sky, and your prisoner gloats, 'Gruul has succeeded! He has conquered the power of *Notura*.' Before your very eyes, the Mandrake replica of Karam Gruul reverts to its natural, plant-like form! The bitter taste of defeat sticks in your craw as a devastating bolt of *Notura* turns your body inside out!

343

As you are walking towards the Last Octopus, you hear someone call out to you from an alleyway. In the half-dark, you can just make out a tall thin man, clad in silken robes and with a veil hiding his face. His left hand is extended in welcome. 'Your continued interference in my plans has proven your worth. Look to my feet' You do so and see that the man is standing on a small mound of Gold Pieces. 'Join my organization, and all this gold, more than the Ruling Council could ever hope to pay you, is yours.' Will you:

Pretend to accept the masked man's offer?

Turn to 34

Leap to the attack?

Turn to 375

Throw an Alchemical Sphere at him, if you have one?

Turn to 227

Refuse and simply walk away?

Turn to 399



344

Mawn Pretoragus resides in Devil's Lane, an unfrequented avenue that lurks in unbroken seclusion beneath a permanent veil of mist. You shiver as you step into the mist and make your way along to Pretoragus's abode. There, you are afflicted by a feeling of nausea, for the Necromancer's sanctum is composed of constantly shifting angles! But you suppress your doubts and knock on the queerly undulating door. Once ... twice ... your knocks resound through the fog but are met with no answer. Dare you try the door handle? If so, turn to 176. If you prefer not to, there is no reason to remain here; add 2 Hours and return to 200.



345

You approach Channing and tell him that you would like to lead one of the search-parties. He nods and puts you in charge of a particularly hardy-looking bunch. The folk are eager to be on their way, so you waste no time in setting off down Carter Street. If you have some clue as to where the Shocker might be, turn to the paragraph whose number you know. But if you aren't quite sure where to look for the fiend, turn to 73.

346

What strange madness is at work here? You can only watch in disbelief as the wild horses pull the carriage over into the filthy waters of the deep river. Harnessed to the heavy coach, the animals struggle in vain against the drowning tide; but you suffer no such restraints and are able to swim free of the sinking carriage. *Test your Luck.* If you are Lucky, turn to 363; if you are Unlucky, turn to 309.

347

You leap forward and grab the bat by its leathery wings. As you pull the creature back into the room, it snaps at you with its needle-like fangs.

BLOOD BAT

SKILL 5

STAMINA 6

If you win, you may search the room more thoroughly (turn to 326); or you may leave it and try either the north door (turn to 386) or the east door (turn to 141).

348

Initially it looks as if Deputy Director Crabb is going to explode with rage, but when he sees that it is you he stands up and bows. 'Changed your mind about taking some refreshment?' he asks. If you say 'Yes', turn to 36. Otherwise, you tell Crabb that you have lost your way, apologize for the intrusion, then head back into the hall. There, if you have not done so already, you may enter Big Laffs (turn to 220), Nosh (turn to 275), Big Trubbull (turn to 287) or Fat Maggots (turn to 117).

349

Khaki-coloured greasepaint, false tusks, a coarse wig, a flea-bitten tunic – you make the perfect Orc rogue! All you have to do to complete the illusion is hunch your back and spit every five seconds. You practise this for a moment, then you feel the tip of a dagger pressed up against your throat. One of the overseers has caught you by surprise. 'Who d'yoo fink yoo iz, pal?' he grunts. In reply, you say that you have an urgent message which you will only give to one of the 'bigwigs'. If you have the *Con* Special Skill, turn to 224. If you do not, *Test your Luck*. If you are Lucky, turn to 224; but if you are Unlucky, turn to 153.



350

Before you know it, Conrad is upon you. With his gleaming machete, the Maniac Guard is stalking, relentless death on two legs.

CONRAD,

The Maniac Guard

SKILL 10

STAMINA 12

If you win, turn to 293.

351

Your request intrigues the landlady. She leans forward and regards you with a conspiratorial eye. 'The Fraternity?' she whispers in wafts of vile breath. 'Who wants to know?' If you are disguised as a Brician noble or if you have the *Con* Special Skill, turn to 168; otherwise, turn to 145.

352

Overcome by your desperate defence, the bloodthirsty Baron falls to the ground. Before his mortal wounds have time to heal, you press down on him with your sharpened stake and plunge it deep into his heart. The Baron's gargled cries drift away on a supernal wind, and soon he is dust once more. The dark powder is blown away by the gale, destroying the Baron for all eternity. Cross the Blood of Baron Mulescu and the stake off your *Adventure Sheet*, but restore 1 LUCK point for your great victory. Now return to the paragraph you came from and continue your adventure.





353

The instant you lunge at the glistening serpent, she sheds her disguise and turns to face you. Two long fangs sprout from her gums; luckily for you, it looks as if she has recently discharged all her venom. All the same, the Xen-Viper is a slippery opponent who has escape in mind. At the start of each Attack Round, *Test your Luck*. If you are Lucky, fight the round as normal; but if you are Unlucky, the Xen-Viper escapes. When *Testing your Luck* in this way, do not deduct the usual 1 point from your LUCK.

XEN-VIPER

SKILL 8

STAMINA 7

If the Xen-Viper escapes, turn to 9. But if you reduce her STAMINA to 3 points or less, turn to 146.

354

Hogg gasps in relief. 'Oh, it's you! Yer had us goin' there fer a moment with yer grand fine jest. If it wasn't fer yer touchin' the cross, I'd have t'ought yer were a vampire!' Then he bursts into laughter. Feeling rather stupid, you take off your disguise and help bring Kilmarney out of his swoon. This done, the body-snatchers lead you to an unmarked grave, deep within the eerie cemetery. 'Down here,' Hogg says, 'is the door to a hidden crypt. That's where yer'll find yer skull.'

Then the rogues pick up their spades and start to dig. They are waist deep in the grave when Hogg pants, 'Mercy! I canna dig no more. Me lungs are creakin' with the strain. Yer better help, if yer wannit done

quickly.' If you are willing to start digging, turn to 98, but if you are quite happy to wait while the men have a rest, turn to 202.

355

The moment your foot touches the ground, you are swept up in a net and left dangling in the air. This is no ordinary net, however, for it is made of sharp, thin wire – wire which starts to constrict! You have but minutes to free yourself, before the tightening net slices through you! If you have the *Sleight of Hand* Special Skill, turn to 166. If you do not, *Test your Skill*, adding 2 to the roll to reflect the unique difficulty of your present situation. If you succeed, turn to 166; if you fail, turn to 373.

356

'A curse on your luck, Bounty Hunter,' Gruul spits. Then he waves his fingers before you in a sign of the Evil Eye. Deduct 2 points from Gruul's *Notura*. If you have the Chain of Argolis, Gruul's quaint gesture has no effect; but if you do not have the chain, you must deduct 1 point from your LUCK. Now, if the word 'Esproc' is written on your *Adventure Sheet*, turn to 188; otherwise, return to 300.

357

When you reach the alley, you see that it leads nowhere. Nor do you see any sign of the Shocker; it has lived up to its reputation and vanished. Or so it seems for, upon turning to walk away, you trip over the edge of a raised manhole cover. The creature must

have 'vanished' down into the sewers! Given the fiend's head start, you would never be able to find it down in that malodorous labyrinth now. But if your paths should ever cross again, you may get a chance to use your knowledge. If so, turn to 378 (make a note of this paragraph number on your *Adventure Sheet*), regain 1 LUCK point for your discovery. Now you must leave the docklands and continue your hunt. Will you head for Craven Asylum (turn to 393), Malt Lane (turn to 207) or, if you have reason to do so, for Priestsgate or Weathern Mill?



358

Glancing downwards, you notice five sets of footprints leading up to the mask. Judging by the state of the prints, you would guess that they had been made within the last hour. You also see fresh cracks in the stonework surrounding the mask and ... wait a minute! There are no footprints leading away from the mask. Turn to 159.

359

'I,' you announce, drawing yourself to your full height, 'am the City Physician, and I've come to collect a specimen of vital anatomical interest. One of the hands of the men you have hanging there is riddled with Bone-Rot, a degenerative disease of the . . .'

'All right, all right! Stuff a hose in it, yer stinkin' gas-bag! We don't want yer stinkin' Bone-Rot. Take yer fingerz an' clear off! The Provost won't tell you twice, so turn to 110.

360

Words tumble hurriedly from between your lips, but even now you dare not reveal your secret mission. 'I came here in pursuit of a Vampiric Shapeshifter. It killed the Marshal and is now free inside this tower. We . . . wait a minute. Did you three come here together?'

Your ploy has an immediate effect; each of the guards pauses to consider whether either of his fellows could possibly be the 'Shapeshifter'. You use their distraction to push your way through them and make for the door. You hurry down the spiral staircase and, in no time at all, are back out on the cobblestoned streets of Blackhaven. There is no sign of any assassin so, despite the lateness of the hour, you decide to press on with your manhunt. Will you now go to Craven Asylum (turn to 393), to the Last Octopus (turn to 23) or to Malt Lane (turn to 207), or, if you have reason to do so, to Priestsgate or Weathermill?

361

Making sure that you are in clear view of everyone else in the tavern, you stand alone in a corner at the end of the long, L-shaped bar. Pinned to the wall there is a printed sheet extolling the virtues of something called the Eternal Fraternity of the Rosy Chalice. You may read this sheet now, but *not* in future, by turning to the illustration opposite paragraph 39 – do *not* read the paragraph itself. Once you have read the sheet, return here.

If you are disguised as a Brician noble, turn to 289; otherwise, turn to 135.



362

The Border River is calm tonight, but what of the Last Octopus? You cannot help but wonder what might be going on within that miserable place. A bird flies overhead. No, not a bird . . .

The Jai-Hulud sorcerer assassin rolls through the air then drops to his feet behind you. The Jai-Hulud's incredible acrobatic prowess is enhanced by his magical ability. If you have the *Acrobatics* Special Skill, fight your foe as normal; if you do not, each Attack Round roll three dice for your opponent and use the two highest numbers rolled to find his Attack Strength. The assassin laughs villainously, spreads his twin blades, then springs forward.

JAI-HULUD

SKILL 9

STAMINA 8

If you win, turn to 54.

363

The swim back to the wharf is a short one, and soon you are gasping for air in the shadow of a derelict warehouse. Cold and alone, you suddenly recall that this area is shunned during the hours of darkness, because it is the domain of the Shocker! This unknown fiend is said to frighten its victims to death before disappearing into the night. You are still thinking about this hair-raising topic when a tap on your shoulder nearly makes you jump out of your skin. It is with relief that you turn to face a harmless old beggar. 'Give us a shiny,' she coughs, 'an I'll tell yer wot I seen last night.' If you wish to give the beggar a Gold Piece, turn to 2. If you prefer not to, turn to 44.

364

The cape and fangs are a perfect fit. And once you have applied some black powder to your eyes and some red stuff to your lips, the illusion is complete. A short while later, you see Kilmarney and Hogg heading your way; they are each carrying a spade. Stifling the urge to snigger, you step out and bare your fangs. Both of them fling their tools aside in terror, then Hogg screams and Kilmarney faints.

'Silence!' you shout. 'Now that you are near my graveyard domain, you will do my bidding or suffer the bite of the Undead.'

But Hogg has recovered his wits. He whips a cross out from under his tunic and cries, 'Back, yer unholy varmint!'

Without thinking, you reach forward and knock the cross out of his hand. *Test your Luck.* If you are Lucky, turn to 161; if you are Unlucky, turn to 354.



365

The handle turns, releasing a poison-tipped needle which misses your thumb by a hair's breadth. The door itself is locked; if you later find a Brass Key, you *may* choose to come this way again, even though you may not normally choose a door you have already been through. Now return to the hall and choose a door you haven't already been through. Will you try Big Laffs (turn to 220), Nosh (turn to 275), Fat Maggots (turn to 117) or Wipefeet (turn to 58)?



366

The protective power of the shield crystal works for the other two globes, but not for itself. It explodes into powdery fragments and the image of the shield fades away. Already the atmosphere of the temple seems less oppressive — add 1 point to your LUCK. The sword crystal spins before your eyes, glowing orange. Your body arches in pain yet again; deduct 2 points from your STAMINA. Will you now strike at the sword (turn to 25) or the lock (turn to 283)?

367

Though you feel a little guilty about committing such a blatant act of robbery, you advise Kiennar that it would be better for his health if he simply gave you the blood. 'All right, all right,' he stammers, 'take it and may the gods have mercy on you.' You snatch the phial from his trembling hands and hurry out of the shop. Make a note of the word 'Ranneik' on your *Adventure Sheet*, add 1 Hour and return to 200.



368

You look up and a gobbet of steaming blood trickles into your eyes! Deduct 2 points from your STAMINA. As you stumble round the room in blind agony, you are only marginally aware of the large bat that spat the stuff into your face. But when you wipe the stinging dribbles away, you see that the bat is making for the open door. Will you attack it before it can escape (turn to 347) or let it go free (turn to 255)?



369

Dawn is still a few hours away when you complete the four-kilometre journey to Penkhull. This tiny village is dominated by a lofty bell-tower, standing in the main square – where you also find a man heaping bodies on to a bonfire! The man growls, 'Don't you know there be plague in Penkhull? Fogwalkers bring it with 'em. Look!'

You turn and see that a wall of fog has descended on the outskirts of the village. The man's eyes widen with terror: 'They come!' Out of the fog shuffle dozens of Zombie-like creatures. The man tries to flee, but the Fogwalkers have him. Three buildings are within running distance: the door of one is daubed with a red cross; the doorknob of another is carved in the shape of a rose; over the third door hangs a wooden sign depicting a set of balances. Will you:

- | | |
|---|-------------|
| Make your stand by the bonfire? | Turn to 21 |
| Climb up the bell-tower? | Turn to 397 |
| Enter the door with the red cross? | Turn to 48 |
| Enter the door with the rose doorknob? | Turn to 158 |
| Enter the door beneath the wooden sign? | Turn to 286 |

370

Conrad is about to lumber in to your path for the last, and probably fatal, time when a gust of fiery air roars up from the floor of the mill and shakes him off the ladder. Arms flailing, he falls down into the billowing inferno. You rush over to see if he is truly dead this

time, but his bulky form is lost in the conflagration. Fearing that you too may perish in the fire, you rush out on to the tiny balcony. From there, you can see only one safe way down: you will have to leap out and grab one of the windmill sails on its way down to the ground. If you have the *Acrobatics* Special Skill, turn to 320. If you do not, *Test your Luck*. If you are Lucky, turn to 320; if you are Unlucky, turn to 150.

371

Though the sun is high in the sky and there is not a single distraction to hide your movements, you advance so silently that the Provosts fail to notice you. Their coarse laughter fills the air as they trip the beggar over for the tenth time! Turn to 110.

372

Your first priority should have been to take Gruul on to Royal Lendle. Instead, you remain to watch the soldiers as one by one they die, their hearts bursting in the grip of an unnatural fear. Gruul laughs in triumph. You must kill him before it is too late. Then you feel it — *thump thump* — your heart is beating faster — *thump thump* — you stagger forward — *thump thump* — chest pains — *thump thump* — Gruul laughing — *thump thump* — you must — *thump th* . . .

373

You have learned the hard way that there is no escape from Karam Gruul's infamous wire tunic. Your hunt for the fiend ends in a most grisly fashion.

374

You count the last coin into Hogg's eager fingers, and say that you look forward to meeting him at the graveyard in half an hour. 'Aye, we'll be seein' yer then, Won't we, Mister Kilmarney?' The other man yawns in assent then drags himself out through the tavern door. You are glad to leave the Three Broken Fingers and can only hope that the body-snatchers will conclude their secret arrangements swiftly. Ten minutes later, you reach the gates of Meinster Cemetery, where you wait . . . and wait . . . and wait. The rogues have tricked you! They already have your gold, so why should they turn up for work? If you have the *Tracking* Special Skill, turn to 85; if not, add 2 Hours and return to 200.

375

Hoping to take your enemy by surprise, you spring forward and aim a devastating kick at his chest. If you have either the *Acrobatics* or *Combat* Special Skill, turn to 119. Otherwise, *Test your Luck*. If you are Lucky, turn to 119; if you are Unlucky, turn to 185.

376

Like all those who arrived before her, the woman strides into the tavern and closes the door. Only now the lights of the alehouse are extinguished, plunging the main room into complete darkness. But what of the meeting of the Fraternity? A distant bell tolls midnight. If you have a Rosy Chalice brooch, turn to 313. If you do not, will you try to sneak into the tavern, to see what is going on (turn to 96), or

maintain your watch from the safety of your hiding place on the wharf (turn to 362)?

377

Without hesitation, you vault through the open window and drop down to the hard street below. If you used the *Acrobatics* Special Skill, you land without injury. But if you succeeded in *Testing your Skill*, you collect some bruises and must deduct 2 points from your STAMINA. Getting up, you see that the assassin is standing beside a sinister-looking carriage; he speaks to someone sitting inside the vehicle, then runs down an alleyway. If you wish to pursue the assassin, turn to 41; but if you would rather approach the carriage, turn to 292. Then again, despite the lateness of the hour, you may prefer to start your manhunt proper. If so, where will you go first: to Craven Asylum (turn to 393), the Last Octopus (turn to 23), Malt Lane (turn to 207) or, if you have reason to go there, to Priestsgate or Weathern Mill?

378

Using knowledge gained from your previous encounter with the Shocker, you lead your party down a manhole and into a stinking sewage tunnel which runs from left to right. The way to the right is laced with the essence of fear. 'I ain't goin' down there,' moans an inkeeper, scared out of his wits. 'I don't reckon the Shocker came down here at all.'

A good many people agree with him, clamber up out of the sewers and set off along the street. Roll four

dice and add the numbers together. If the total is higher than your current STAMINA score, you heartily concur with the inkeeper and follow his party (turn to 73). If the total is equal to or less than your current STAMINA score, you master your fear and decide to turn right and follow the tunnel; roll one die to see how many brave townsfolk go with you. Note the number on your *Adventure Sheet* and turn to 144.

379

Intrigued, you open the exotically perfumed envelope, and read the page contained within:

Greetings, Bounty Hunter. I had hoped that we would meet before this necessary termination of your meddling, but you have proved to be too disruptive. For that, I congratulate you. For this letter, coated in deadly contact poison, however, YOU must congratulate ME. In the end, only I, Karam Gruul, could win. Now go to your gods.

You curse your own stupidity at falling into such an obvious trap. If you have a bottle of Poison Antidote, you must drink it now (cross it off your *Adventure Sheet*). Then, if you haven't done so already, you may look at the note in Entador's hand (turn to 167). Otherwise, there is nothing left for you to do but leave (turn to 268). If you do not have the Poison Antidote, you join Silas Entador in death. Your adventure is over.

380

Sanger's Beacon, the highest part of Blackhaven, is a grassy hill, topped by a crude gritstone obelisk. In

times of great danger, a bonfire is lit atop the obelisk, to send out a warning to all Gallantaria. A storm breaks as you mount the hill, and soon you are soaked to the skin. Worse, you are in danger of being hit by lightning, which commences to rage all around you as you make your way up to the obelisk. This stone block is ten metres high and four metres wide, and one side of it is ruttled with weathered handholds. Standing at the foot of the obelisk is an Obisian Predator. These incredibly strong and rare killing machines are encased in a skin of living metal! You have fallen into yet another trap. Will you attack the creature (turn to 112), flee (turn to 15), or try to think of something else to do (turn to 279)?

381

When you reach the platform at the top of the tower, you gaze down upon the village and see that the Fogwalkers are everywhere! Of more interest to you, however, is the reason why the ladder should have been broken in the first place. The only thing anyone can do up here is . . . ring the bell! When the iron bell tolls over Penkhull, the Fogwalkers moan in fear and make their way to the outskirts of the village, where they stop and wait. As long as you do not try to leave the village, you will be safe from the Fogwalkers; if, in future, you are told to face one, ignore the instructions: you face nothing. You still have to find the Secret Chiefs, so, when you climb back down the tower, will you go to the bonfire (turn to 21), to the door with the red cross (turn to 48), to the door with the rose-shaped handle (turn to 158), or to the door beneath the wooden sign (turn to 286)?

382

It occurs to you that it might be a far smarter idea if you could enter the asylum disguised as one of its wardens. So you hurry away from the door and take up a position in a nearby alley.

Ten minutes later one of the grey-suited wardens walks past your hiding place, on his way to the asylum. Overpower him, and the perfect disguise will be yours. You leap out . . . and find yourself staring into the ugly face of a Troll!

TROLL WARDEN

SKILL 9

STAMINA 9

If you win, turn to 18.

383

You are but a stone's throw from the Rohmer when it erupts in flames behind you. Your enemies leave nothing to chance! Soon the whole building is ablaze, and the cry of 'Fire!' is taken up throughout Cross Keys. You had best be on your way before the City Guard arrive. Will you make for Craven Asylum (turn to 393), the Last Octopus (turn to 57), Malt Lane (turn to 207) or, if you have reason to do so, for Priestsgate or Weathermill?

384

You keep a sharp eye on . . . on the Last Octopus . . . on the tavern . . . Where did that cart come from? You didn't see it arrive. You yawn, your eyelids seem as heavy as lead. But you keep a sharp eye on . . . on . . . you yawn! Deduct 2 points from your STAMINA and



Test your Luck. If you are Lucky, turn to 337. If you are Unlucky, and the word 'Cainam' is written on your *Adventure Sheet*, turn to 251; otherwise, turn to 277.

385

As you enter the ruins of the Olde Gaol, you recall the Professor's instructions: 'Three years ago, an invincible Demothrax named Argolis was bound with a magic chain and buried alive beneath the prison. Seven days later, the gaol collapsed in an earthquake. It has been shunned ever since, but Argolis lies there still, buried and forgotten. You must retrieve the Chain of Argolis, even though it is this alone which keeps her entombed. A little-known Rime may help:

*Argolis unchained,
Turn not your face,
Nor bind, nor strike,
Return to its place.'*

You find the chain lying partly buried in the earthen floor of a dank cell. You try to pull it free – and the whole floor erupts with fury! Soil flies in all directions as a high-backed chair bursts up into the room. Bound to the chair by the chain is the rotted Argolis! Waves of barely checked evil flow from her as she struggles against her bonds. 'Release me!' she howls. Will you attack Argolis (turn to 305), flee (turn to 81) or do as she commands (turn to 22)?

386

As you approach the north door, the draught blowing through the gap beneath grows stronger. The door

itself is made from reinforced oak and is locked. If you have the *Lock Picking Special Skill*, turn to 56; otherwise you may, if you haven't already done so, try the east door (turn to 141) or the west door (turn to 17).

387

You sidle up to where Eviron stands behind the bar, then say, 'From what I've heard, this area has quite a reputation.'

The landlady looks up from her constitutional flagon. 'Oh ahh?' she rumbles.

'Yes,' you reply, 'I've heard quite a few interesting tales about this place. Know anything about them?'

Eviron frowns. 'About what, exactly?'

Do you say:

The Shocker?	Turn to 13
The Cabal of the Werewolf?	Turn to 145
The Eternal Fraternity of the Rosy Chalice?	Turn to 351
Karam Gruul?	Turn to 233

388

You tie Gruul to a nearby tree, then you join the men who have dismounted and taken up positions at the crest of the hill. The atmosphere is tense. It is no motley crew that is racing to destroy you; it is a vicious band of seasoned fighters. You steel yourself as the Cabal riders come charging up the hill. During the ensuing skirmish, you must fight three opponents at the same time:

	SKILL	STAMINA
RAVEN LORD	6	8
ORC ASSASSIN	7	6
TROLL TORTURER	8	9

If you win, you look around and see that, despite the odds, your companions have put up a valiant fight and victory is yours. *Test your Luck*. If you are Lucky, turn to 240. If you are Unlucky, turn to 310.

389

You lift the circular hatch and clamber down into the cramped cellar of the mill. The low-ceilinged room is bare, save for the large statue that stands against the opposite wall: it is a stone gargoyle whose fierce, open mouth is sealed by some sort of metal grille – and whose bejewelled eyes flare up like two emerald torches in the gloom. You shield your eyes, as a voice booms out through the statue's unmoving mouth: 'Report!' The gargoyle must be some kind of mystical conveyor of tidings. But what of the guttural voice? Could it be that of Karam Gruul? It barks once more, 'Zaar! Report!' The green eyes of the gargoyle glow even more brightly. If you wish to 'report', turn to 262; but if you would prefer to remain silent, turn to 241.

390

'Now that's not very gentlemanly of yer,' moans Hogg, 'not very sportin' at all. Mister Kilmarney an' my good self will be most upset if yer refuse to seal our buddin' agreement with a cup o' goodwill. Now

come on, there. Sink the flagon and we'll consign this misunderstandin' to the annals of history.'

If you have the *Sleight of Hand* Special Skill, turn to 72. If you do not, will you now drink the ale, in order to keep the body-snatchers happy (turn to 111), or remain steadfast in your refusal (turn to 174)?

391

You reach up, grab the wooden beam – and howl in pain as three of your fingers go splashing into the water! Inserted in the top of the beam is a razor-sharp blade. It was only natural that you should reach for the beam – as did the twelve men who fell into the pit before you. Deduct 2 points from your STAMINA and 1 point from both your current and *Initial* SKILL scores. You clutch your maimed hand as the water continues to rise. If you haven't done so already, you may now climb up the rungs (turn to 140). Otherwise, all that remains for you to do is to offer a silent prayer to your gods (turn to 170).



392

The moment you make as if to strike at the woman, she steps back and unsheathes her swordstick! Despite her age, you will find her a most worthy opponent.

MONOCLED WOMAN SKILL 7 STAMINA 10

After one round of combat, turn to 126.

393

For reasons you cannot fathom, Craven Asylum for the chronically insane is the most popular of Blackhaven's tourist attractions. Decadent folk actually pay to enter what must be the city's most wretched hell-hole! Tales from the asylum speak of countless dark deeds, one rumour being that sane folk can be locked away in there on payment of the right price! Such may well be the case with Matra Ouspenskaya. The asylum itself is a squat, grey stone block, its blank face broken here and there by a few barred windows; so it is with some trepidation that you approach the fortified doorway. If you have a Letter of Introduction, turn to 232. If you do not, but you do have the *Disguise* Special Skill, turn to 382. If you have neither, turn to 332.

394

Exercising the utmost caution, you ease the side door open and slip inside. Within, it is so dark that you can barely see your hand in front of your face. You close the door behind you and step forward. *Test your Luck.* If you are Lucky, turn to 316; if you are Unlucky, turn to 355.

395

The cruel Provosts have their backs turned to you as they force the beggar to eat a dung pie, so you carefully tiptoe across to the gibbet. If you have the *Sneak* Special Skill and the Skull of Mora Tao, turn to 263; if you have the *Sneak* Special Skill only, turn to 371; otherwise, turn to 204.

396

One step ... two ... then you spring forward and grab hold of the rear of the vehicle. As the carriage gains speed, you haul yourself up on to the roof. Although he is holding the reins, the driver is saying and doing nothing. From your position, it would be equally easy to attack him (turn to 266), to climb down inside the carriage (turn to 137) or simply to stay just where you are and wait to see where the carriage is going (turn to 163).



397

The bell-tower is a high wooden scaffold surmounted by a belfry, access to which is gained by means of a long ladder. When you get to the bottom of the tower, however, you see that the ladder has been hacked to pieces! A Fogwalker looms up out of the mist.

FOGWALKER

SKILL 7

STAMINA 8

If you win, roll one die; if you roll a 6, you contract the plague from your opponent and die. If you survive and you have the *Climb* Special Skill, you may clamber up the wooden scaffold (turn to 381). Otherwise, you had better make for either the bonfire (turn to 21), the door with the red cross (turn to 48), the door with the rose-shaped handle (turn to 158), or the door beneath the wooden sign (turn to 286).

398

Taking the utmost care, you skip nimbly up the stairs and follow the landing round to Entador's front door. Without knocking, you open the door and step inside; turn to 87.

399

The Last Octopus has already opened its doors to those in need of early morning refreshment. If you wish, and only if you have the proper costume and Special Skill, you may take the time to disguise yourself as a Brician noble before entering the tavern. Inside, you may buy yourself a heart-warming measure of Koszak; if you do, cross 2 Gold Pieces off your



Adventure Sheet and restore 4 STAMINA points. From the bar, you can see that most of the tables are already taken. A game of some sort seems to be going on at one of them; maybe there's money to be won there. Or perhaps you should try talking to Eviron, the surly landlady; if the Cabal does meet here, she must know about it. Then again, there could be someone among this scurvy lot who would like to talk to *you*; they certainly won't approach you unless you're on your own. So will you:

Talk with the landlady?
Stand alone at the bar?
Go and join in the game?

Turn to 387
Turn to 361
Turn to 70

400

Without thinking, you throw the Hexalpha up into the air. The silver star shoots forward then flies round in a wide circle, encompassing the entire courtyard, before returning to your hand. As the orbit is made, your invisible foe materializes before you. It is an Ectoplasmic Lurker, whose death will release *Notura*, the same mystic energy used to power the Hexalpha. Each time you win a round of combat, add the same number of points to your STAMINA that your foe loses.

ECTOPLASMIC LURKER

SKILL 10

STAMINA 8

If you win, there is nothing for you to do other than to go back out and try the left-hand gate. Turn to 114.

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