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Lord Mortis has risen!

Clawing his way back from the grave, the foul Lich-Lord has once again set his sights on the Arrowhead Islands. Allying himself with the Chaos-pirates of Blood Island, he threatens to bring the Varadian Alliance under the cruel domination of his undead armies. They have already taken Bloodrise Keep, a key point in the defence of the islands, and soon nothing will stand between Mortis and victory.

A cunning and fearless warrior is needed for a vital mission to enter Bloodrise Keep and overthrow Lord Mortis – a warrior like YOU!

Part story, part game, this is a book in which YOU become the hero! Two dice, a pencil and an eraser are all you need. YOU decide which routes to take, which dangers to risk and which foes to fight.

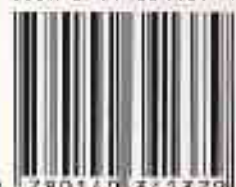
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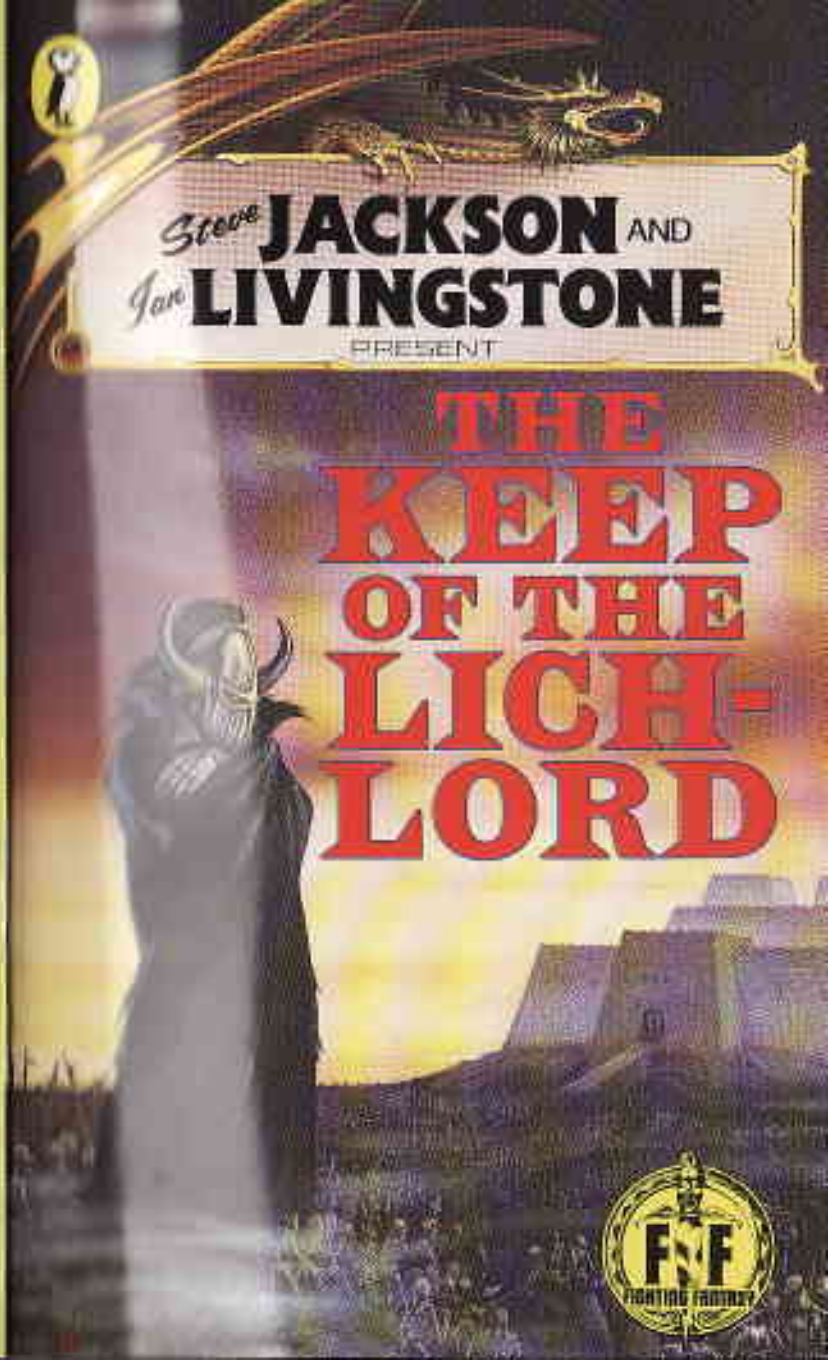
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STEVE JACKSON AND
IAN LIVINGSTONE

The Keep of the Lich-Lord

43

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Steve JACKSON AND
Ian LIVINGSTONE
PRESENT

THE KEEP OF THE LICH- LORD



PUFFIN BOOKS

THE KEEP OF THE LICH-LORD

Bloodrise Keep has fallen to a deadly foe. The safety of the Arrowhead Islands is threatened once more by the forces of Evil! After two centuries of peace the dark necromancer, Lord Mortis of Balthor, has returned from the grave to rekindle the flames of war. In league with the Chaos pirates of Blood Island, and commanding legions of foul undead warriors, he threatens to sweep the Varadian Alliance into the sea.

YOU are a mercenary, battle hardened and cunning, a man with a mission. You will need all your skills if you are to penetrate Bloodrise Keep and destroy the threat to the Alliance.

All you need is two dice, a pencil and an eraser to embark on this thoroughly engrossing adventure, which is complete with its own elaborate combat system and a score sheet to record your progress.

Many dangers lie ahead and your success is by no means certain. Powerful adversaries 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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present:

THE
KEEP
OF THE
LICH-
LORD



by Dave Morris
and Jamie Thomson

Illustrated by David Gallagher

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INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must work out your initial **LUCK**, **SKILL** and **STAMINA** scores. You may use the *Adventure Sheet* on pages 14–15 to record all the details of an adventure. Here you will find boxes for recording your **SKILL**, **STAMINA** and **LUCK** scores (as well as your **RESOLVE** score – see below). If you can make a photocopy of these pages, do so. Otherwise record all details in pencil.

Skill, Stamina and Luck

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

Roll both dice. Add 12 to the total rolled and enter this number in the **STAMINA** box.

Roll one die. Add 6 to this number and enter the total in the **LUCK** box.

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

Your **SKILL** score reflects your swordsmanship and general fighting expertise; the higher the better. Your **STAMINA** score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your **STAMINA** score, the longer you will be able to survive. Your **LUCK** score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Resolve

The Undead are creatures which were once living people but whose life-force has been replaced by necromantic sorcery. They are neither alive nor dead, and they hold a special dread for mortals. The Undead raised by Mortis's magic are particularly fearsome, requiring an extra dice-roll to decide if you will be rooted to the spot in panic when you have to confront them. This roll is checked against a new characteristic: your **RESOLVE**.

Roll one die and add 5. The total is your *Initial RESOLVE* score. At various points in your adventure (when you have to face the Undead) you will be told to *Test your Resolve*. The procedure for carrying this out is exactly the same as for *Testing your Luck* (see below), except that you have to deduct 1 from your **RESOLVE** only when you fail to make the roll. If you check your **RESOLVE** successfully, then you add 1 to your score. Your **RESOLVE** can go above its *Initial* score – but it cannot drop below 2 or exceed 12.

The effects of either succeeding or failing in your **RESOLVE** will depend on the current encounter. In general, the more Undead you are facing at a particular time, the worse it will be for you if you *Test your Resolve* and fail. This is because it is sometimes possible to control your fear when you have to deal with only one or two undead creatures, whereas a whole host of them can infect even the bravest with a terrible dread that only very few can withstand.

Battles

You will often come across situations in the book where you are instructed to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as set out below.

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

1. Roll both dice once for the creature. Add its **SKILL** score. The total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current **SKILL** score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4.

If the creature'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 each other's blows – start the next Attack Round from step 1, above.

4. You have wounded the creature, so subtract 2 points from its **STAMINA** score. You may use your **LUCK** here to inflict additional damage (see below). Now proceed to step 6.

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

6. Make the appropriate adjustments to the **STAMINA** score of either the creature or yourself (and to your **LUCK** score if you used **LUCK** – see below).

7. Begin the next Attack Round by repeating steps 1 to 6.

This sequence continues until the **STAMINA** score of either the creature you are fighting or yourself has been reduced to zero (death). If you die, you must begin the adventure again from the start.

Fighting More Than One Opponent

Sometimes you will have to fight more than a single opponent. If you are told to take them on one at a time, proceed by fighting them individually in the order in which they are listed. If you are instructed

to fight them all together, at the start of each Attack Round you must decide which one you are attacking. Next, roll both dice for each of your opponents to determine their individual Attack Strengths. Resolve your personal combat against your chosen adversary in the usual way for that Attack Round. Then compare your Attack Strength for that round with the Attack Strengths of *all your other opponents*. Any creature with a *higher* Attack Strength than yours has scored a hit against you, and you must subtract the usual 2 points from your STAMINA.

Luck

At various times during your adventure, either in battles or when you find yourself in a situation in which you could be either Lucky or Unlucky (details are given on the relevant pages), you may call on your 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 for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, then you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon

realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be informed as to the consequences of your being Lucky or Unlucky. However, in battles you always have the *option* of using your LUCK, either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound the creature has just inflicted on you.

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

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have received a more serious blow. Subtract 1 *extra* STAMINA point (i.e. instead of doing 2 points of damage it has done 3).

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Alarm Value

If you manage to get into Bloodrise Keep, you will need to avoid Mortis's undead patrols. Your ability to escape detection is represented by an *Alarm Value*: this denotes the amount of noise and disturbance you are making which could attract the attention of the undead sentries to you. You must keep track of your *Alarm Value* on your *Adventure Sheet*. When you first enter the keep, your *Alarm Value* stands at 0; from that moment, the text will tell you when to make additions to it or subtractions from it.

Restoring Skill, Stamina and Luck

Skill

Your **SKILL** score will not change much during your adventure. Occasionally a paragraph may give you instructions to increase or decrease your **SKILL** score. Your **SKILL** score can never exceed its *Initial* value unless you are specifically instructed to the contrary.

Stamina and Provisions

Your **STAMINA** score will change a lot during your adventure as you battle enemies and undertake arduous tasks. As you near your goal, your **STAMINA** level may drop dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten

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

Luck

Additions to your **LUCK** score are awarded during the adventure after you have been particularly lucky; details are given in the appropriate paragraphs of the book. Remember that, as with **SKILL** and **STAMINA**, your **LUCK** score may never exceed its *Initial* value, unless you are specifically instructed otherwise in a paragraph.

Equipment

You will start your adventure with a bare minimum of equipment, but you may acquire other items during your travels. (You begin this adventure with a map of part of the area you will be exploring, and also a rather special ring, details of which are given you in the Background to the adventure.) You are armed with a sword and are dressed in leather armour. You have a backpack to hold Provisions and any treasures you may come across.

Adventure Sheet

SKILL <i>Initial</i> <i>Skill =</i>	STAMINA <i>Initial</i> <i>Stamina =</i>	LUCK <i>Initial</i> <i>Luck =</i>
TREASURE	PROVISIONS REMAINING	
EQUIPMENT LIST	NOTES	

ENCOUNTER BOXES

<i>Skill</i> <i>Stamina=</i>	<i>Skill</i> <i>Stamina=</i>	<i>Skill</i> <i>Stamina=</i>
<i>Skill</i> <i>Stamina=</i>	<i>Skill</i> <i>Stamina=</i>	<i>Skill</i> <i>Stamina=</i>
<i>Skill</i> <i>Stamina=</i>	<i>Skill</i> <i>Stamina=</i>	<i>Skill</i> <i>Stamina=</i>
<i>Skill</i> <i>Stamina=</i>	<i>Skill</i> <i>Stamina=</i>	<i>Skill</i> <i>Stamina=</i>

BACKGROUND

You have voyaged east of Khul to the Arrowhead Islands. Here you signed on for a short time as a mercenary in the famous White Tiger Regiment, but now your term of service is up. Just as you are packing your belongings before leaving Port Vernale, word reaches you that you have been summoned by the Triumvirs – the Council of Three who rule the Varadian Alliance. You arrive at the council chamber to find old General Chaideshu awaiting your arrival.

He explains the situation as together you wait for your audience with the Triumvirs. 'Even though you're a foreigner, you've learnt a bit about our country while you've been here,' he says. 'You know that the various city-states of the Varadian Alliance are the outer bulwark of civilization against the reavers of Blood Island. Our fleets hold those chaos-pirates in check, and have done for centuries. Now, all that could be changing. Our main fortification to the east is Bloodrise Keep, on Stayng Island. However, we've lost contact with the keep and the outlying villages.'

Before General Chaideshu can tell you any more, you are called into the council chamber. The Triumvirs are studying a glimmering image that floats in the centre of the chamber: a V-shaped line of

verdant islands set in an azure sea. You realize that it is a strategic map of the Arrowhead archipelago, fashioned by means of mirage-spells. One of the Triumvirs points to a bright red dot on the shore of the easternmost island. 'This shows the location of Bloodrise Keep,' he says. 'We have here the last report filed by Castellan Braxis, and it sheds a rather sinister light on recent developments there.' You take the report and quickly scan it.

Bloodrise Keep will shortly fall. The troops I sent to investigate the strange lights in the sky above the village of Menela have now returned. They have marched back to within sight of the walls but refuse to answer signals. A runner sent out came back shivering with dread. He got close enough to see that the men have grey, mask-like faces and that their eyes are the staring eyes of Zombies! In place of their old battle-standards they now carry ragged black pennants – the symbol of plague. Even as I write, it is close to dusk and the camp is active. Troops are massing and people from the villages are also milling about the camp as though hypnotized. I can see a man in tarnished silver armour who appears to be in command. Now he has given the order for his troops to advance. There are too many, and the small garrison I have left cannot hope to hold them off for more than a few hours. I will send this report by messenger pigeon and hope it will not be shot down by the enemy's archers. Now it only remains for me to take up my weapon and go out on to the battlements for the last stand. I regret having failed in your service, my lords. I am your dutiful vassal, Braxis, Castellan of Bloodrise Keep.

'A brave man . . .' you say grimly as you return the report to the Triumvirs. 'Do you have any information as to who the silver-armoured warlord might be, and how he took control of Braxis's troops?'

'It is all too clear,' says one of the Triumvirs. 'Black plague-standards and tarnished silver armour are the trademarks of Lord Mortis of Balthor; he was formerly tyrant of Stayng Island and tried to conquer the eastern provinces of our nation. It took the combined strength of all the Varadian armies to defeat him, for he was a mighty necromancer as well as a warlord, and it is said that he recruited his army from the bodies of fallen foes.'

Baffled, you turn to General Chaideshu. 'How is it I've never heard of this Mortis?' you ask. 'I didn't know there'd been any wars within the archipelago for centuries.'

'There haven't,' he says. 'This all happened two hundred years ago. Mortis died in battle and was buried in a black granite tomb near the village of Menela. Now it seems that he has returned from the grave to take his revenge.'

The Triumvirs nod in agreement. 'He is even now turning the people of Stayng into undead,' says one. 'His evil will eat into our good empire like a cancerous wound unless it is excised. For this we have need of a sharp knife. You.'

Your interview over, General Chaideshu takes you without delay to the harbour, where a ship has already been prepared for you. Although he is hardly a young man, even you have difficulty keeping up with the general's brisk stride. On the way he explains that most of the military strength of the Varadian Alliance is currently engaged in fighting the reavers of Blood Island. 'That means you're on your own,' he warns. 'In any case, since assassinating Mortis would immediately neutralize his entire army of Zombies, the Triumvirs feel that it makes more sense to send one capable individual than a large body of troops.'

On arriving at the ship, Chaideshu introduces you to its captain and then accompanies you to your cabin for a final briefing. He gives you a map of Stayng Island and a Ring of Communing. 'The ring will allow you to communicate with us telepathically for information or advice – but over such a large distance it will function only a limited number of times, so use it sparingly.' (Note on your *Adventure Sheet* that the Ring of Communing has three charges.)

A whistle from on deck signals that the ship is ready to cast off. Chaideshu turns in the doorway of the cabin for a last word. 'Don't forget,' he says grimly, 'it's vital that you stop Mortis before his undead army can join forces with the reavers. The lives of all of us are in your hands.'

'Rest assured, General,' you reply as you slip the Ring of Communing on to your finger. 'I'll return Lord Mortis to his grave.'

It is only after he has saluted you and left that you find an inner voice adding: 'Live or die in the attempt.'

Now turn to 1.



1

The small boat arrives at Siltport a week or so later. The journey is uneventful and by the end of it you are almost looking forward to your coming challenge. Siltport is a dilapidated old town which was once prosperous but which has now fallen on the hardest of times. The harbour is shallow and heavily silted, making the docking of any large ship impossible – hence its name and its lack of prosperity. However, the captain of your small skiff has no trouble getting you ashore and, with a curt farewell, he sails away, obviously keen to get home. The people – what few there are – eye you suspiciously but, looking around, it seems that Siltport has suffered more from lack of trade than from the ravages of Mortis's undead hordes. Perhaps the town is far enough away from Bloodrise Keep to remain untouched as yet. You notice few shops and fewer taverns; the place is almost a ghost town. If you want to go to one of the taverns to try and pick up some local rumours, turn to 41. If you prefer to leave Siltport straight away, turn to 21.



2

It is mid-afternoon when you reach the keep. You had anticipated problems with crossing the moat, but now you see that a dam of skulls has been built across the rivermouth, further up the hillside. This has reduced the stream feeding the moat to a sluggish trickle, and as a result the keep is now surrounded by a ditch of muddy swamp. Clouds of gnats hang in the humid heat of the afternoon sun, and the reek of stagnant water makes you gag. If you think now would be a good time to make a report to General Chaideshu, and if your Ring of Communing still has any magical energy, turn to 126. Otherwise, you begin to make your way towards the gatehouse – turn to 228.



3

The hills rise up to your left this time as you follow the dusty trail back to Siltport. The guards at the gate are surprised to see you. One of them appears to be cursing, and you see money changing hands. You move on, following the road leading south. Turn to 61.

4

You receive the inscription, but the ring fades from your finger without any effect. You fancy you catch the faintest whisper of a voice on the evening breeze: *'Not against this foe, mortal. Even we fear to face one such as he!'* You curse the fickle Fays for their cowardice as Mortis's first thunderous blow slams into your side. You feel ribs snap under the impact and have to struggle against a feeling of nausea and weakness. Deduct 4 points from your STAMINA and, if you are still alive, turn back to 250 to defend yourself.



5

You open the door and step into a snug, well-lit and cosy room. Delicious smells of good cooking and fine ales waft into your nostrils – but the strongest smell is that of garlic, for the doors and windows are framed with wreaths of garlic buds. There are about ten people in the room; each and every one looks up in horror as you enter, but when they see you are not undead they appear to calm down. Nevertheless it is clear that a few swords have been loosened in their scabbards. The innkeeper, a large, burly and red-faced man with a mighty beer-gut, waddles up to you, a manic grin fixed on his florid features. 'Welcome, stranger, welcome,' he babbles, 'to the Dead Men Inn – or . . . ah . . . the Traveller's Respite, as I prefer to call it these days. Well, anyway, take a seat and I'll bring you ale and some stew. The beer's free – I'm trying to get rid of it as I'll be making a run for it myself any day now. One Gold Piece buys you the meal and a room.' And with that, he bustles off.

You look around. In a corner a soldier, his uniform covered by an old jerkin, stares into a mug of ale. He has a dark, troubled look about him. Three farmers stare sullenly at you from another table. In a darkened corner sits a cowed figure, clad in black robes. You cannot see the face or hands, but intuition tells you that this figure has a sinister aura about it. Finally, nearest to you sits a middle-aged merchant flanked by two hired bodyguards, northern barbarians by the look of them. The merchant – tall and

surprisingly thin for one of his venal profession – beckons you over to join him.

The innkeeper returns with a mug of ale for you, and goes back to work behind the bar. Will you go and talk to the merchant (turn to 64) or to the farmers (turn to 135), or will you try to pump the innkeeper for some useful information (turn to 34)?



6

'So, one more for my trusty axe,' growls the Ogre, an ugly hulking beast, all muscle and fur, and with a dog-like head. It swings its huge two-handed axe. The Orc chuckles horribly and hefts its saw-toothed cutlass. You must fight them both at the same time.

	SKILL	STAMINA
CHAOS PIRATE OGRE	7	10
CHAOS PIRATE ORC	7	7

If you win, turn to 62.

7

You are not observed as you steal silently on to the poop deck of the pirate vessel. Near by, you spot the ship's wheel and a gangway leading down, presumably to the captain's cabin. On the main deck you see a stairway leading down into the hold. Will you now look for the captain (turn to 119) or try to get into the hold and free the prisoners (turn to 314)?



8

These visions have no power to harm you, and you cut at them boldly with your sword. With an eerie wail, they fade away. You step up to the altar. Turn to 303.

9

You creep through the shadowy darkness under the wall towards the stables which appear to be in use: several horses are visible. As you draw near, you notice someone kneeling on the cobbled stones of the courtyard by the stable door; the person is scrubbing feverishly at the floor, apparently trying to clean blood off the stonework there. A raven caws in the afternoon sky, a lonely and desolate sound. The figure looks like a stableboy. Will you walk straight up to him (turn to 24) or creep up on him through the shadows (turn to 122)?

10

The Skull Beast scuttles past without noticing you. Now you have the chance to leap out and attack it from the rear (turn to 342) or stay hidden until it has gone (turn to 217).



11

You see that the bodies are those of two of the village militiamen, one killed by an arrow, the other slain in combat. A half-starved dog yaps savagely at you as you enter the village. The acrid odour of smoke fills your nostrils, mingled with the heavy, sickly-sweet smell of death. The place seems deserted, but for a few corpses scattered about. Most are villagers, while others appear to be outlandishly dressed outlaws, mostly human. One or two are Orcs or Hobgoblins. On closer inspection it would appear the bodies are dead pirates; in the service of Chaos, to judge by their insignia. Keladon has been sacked in a raid and most of the people have fled or

been carried off. From another street you hear the sound of voices – the pirates have left a few of their number here! Will you leave the village and investigate the cove (turn to 383); or will you take this opportunity to search some of the larger houses in the village (turn to 51), the village hall (turn to 131) or temple (turn to 171), these being the only buildings of interest in the village?

12

'Yes, we know where it is. It lies up in the hills, through a tortuous and dangerous ravine,' says Belar. 'You would certainly need a guide to get there.'

'Give me one, then,' you ask him.

'No one would travel in the hills at this time,' he replies. 'All are terrified – not even for half a thousand Gold Pieces would one of our guides take you there, believe me.'

Sighing resignedly, you decide to ask about the beast. Turn to 361.





13

As you draw nearer you see that what you thought was a rider is in fact a Centaur, a creature half-man, half-horse. It has the legs and trunk of a horse, but from the animal's shoulders sprout the upper torso, arms and head of a man. It holds a short spear in one hand and a small shield in the other and you notice several more javelins attached to a saddlebag. However, the poor creature looks close to collapsing from exhaustion. Three wolves are pursuing it relentlessly, snapping and biting at the Centaur's legs. Will you throw some food to the wolves – you must have at least 3 packs of Provisions to throw – (turn to 102) or fight the wolves (turn to 263)?

14

You kick the door open, but in doing so you set off a trap. A small keg of gunpowder goes off at your feet – deduct 4 points from your STAMINA. If you survive, you find yourself in a cluttered cabin. The desk is littered with papers and nautical instruments; chests of booty and captured treasures lie scattered around. Captain Jarmesh is a small, rat-like man in gaudy clothes, his eyes beady and cunning. At the sight of you he gives an oath and shouts, 'You are not one of my men!' Drawing his sword, he comes at you. Turn to 294.





15

With a blood-curdling war-cry you charge among the pirates. A brave but foolish move, for there are just too many of them. You cut down several pirates, but then the Chaos Knights join in and it is not long before you succumb to the blows of a score of enemies. Your adventure ends here.

16

As you step down from the ladder you hear a faint swishing sound, and some kind of dust hits you in the face. Coughing and sneezing, you wipe at your eyes – but then you begin to feel awfully tired. Try as you may, you cannot resist the urge to close your eyes, and you sink into a deep slumber.

Later you awaken, to find yourself, quite alone, in an underground chamber lit by a torch on the wall. A desk and chair are the only furniture, and lots of alchemical apparatus is scattered about. At the far end of the room, three tunnels lead off into darkness. Daylight pours down through the open trap-door above your head. Will you climb out and leave Benari (turn to 116) or take the torch and enter the left-hand tunnel (turn to 162), the middle tunnel (turn to 323) or the right-hand tunnel (turn to 287)?

17

Lighting a torch, you clamber in through the black, yawning fissure. Inside, your torchlight reveals that you have entered an ancient building which must have stood here, buried, for centuries and now uncovered by a chance rock-fall! You realize that you are standing at a huge doorway. Inset in the floor in letters of red stone are the words: 'The Temple of Lhyss, Goddess of Luck and Fortune'. At the far end of this huge vaulted chamber you can just make out some sort of altar. Five fluted columns line the walls to either side of you, forming small cloisters. Ahead, a wide marble corridor leads to the altar. Something glints on the altar in the flickering torchlight. Will you walk up the central passageway (turn to 103), take the left colonnade (turn to 74), or the right colonnade (turn to 138), or turn your back on the Temple of Lhyss and continue on your way (turn to 94)?

18

You say and do nothing as Kandogor slays his victim without mercy. This turns out to be a woman, an Elf, in fact. 'Odd,' murmurs Kandogor, 'but I have heard of certain Elves who have turned to the service of evil.'

'Well, what's done is done,' you say philosophically.

Some hours later, you are woken by the touch of a cold blade at your throat. You open your eyes just in time to see Kandogor standing over you with a sneer on his face. It is the last thing you ever see.

19

To reach Whistlestone Tor you will have to pass through the western edges of Shamdabag Wood, an area over which the Wood Elves hold no sway. You set off purposefully but soon you lose your direction amid the heavy oaks. This costs you time, and night begins to fall. Soon the wood is in deep darkness and you are forced to make camp for the night. Building a small fire, you cook some of your rations and, having eaten, lie down on a bed of leaves to sleep . . .

You wake up with a start. A sound has disturbed your slumber. It is still the dead of night. You listen, ears straining to filter the sounds of the forest. A faint, ghostly wail comes to you through the blackness and grows louder and more insistent, until you recognize the baying of wolves. But this is not quite the same sound a normal wolf-pack would make. If possible, it is more bestial, more feral. You realize with a thrill of horror that the sound is growing much closer and its timbre is changing. Whatever they are, the creatures have picked up your scent and are closing in on you. Will you make a run for it, hoping to get out of the forest before they reach you (turn to 55) or quickly build up the fire and make a stand here (turn to 95)?



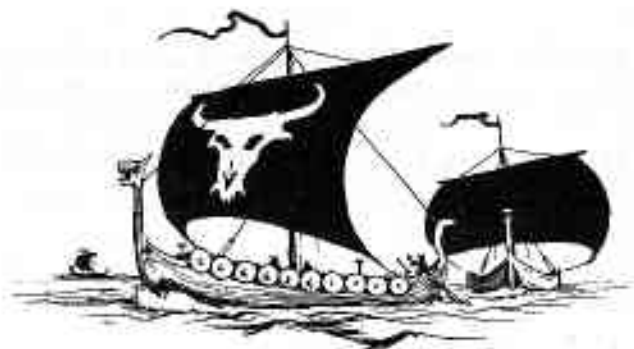
20

You search the southwest area of the graveyard, once again to no avail. Time trickles on to the late afternoon. Now Elindora is becoming visibly agitated. 'We must find them today - they will be alerted tonight and will seek us out. We cannot afford to wait another day!' Will you search the northeast corner (turn to 60) or the northwest (turn to 170)?



21

You arrive at the main gate of Siltport. Worried guards gaze out at the surrounding countryside as if they expected a thousand Zombie warriors to appear and assault the place at any moment. Perhaps they will, you think grimly to yourself. You step out on to the main road outside the town. 'Hah, we'll never see that one again, I'll wager,' you overhear one of them mutter to another. Will you head north on the road to Menela (turn to 181), south through the hills (turn to 61) or use your ring to communicate with General Chaideshu (turn to 101)?



22

After a long journey you reach Bloodrise Keep unharmed. However, the place is completely deserted. You have taken too long to achieve your destination, and the Chaos fleet has been and gone. Even now Mortis's undead legions are attacking the Delphic Alliance. Defeat is certain; although you still live, you have failed in your quest. Your adventure ends here.

23

'Excellent! Tomorrow we must search the cemetery for the crypt of Lady Lotmora and attempt to destroy the Vampires during the hours of daylight - if we attack at night they may well prove too powerful. I will meet you downstairs at daybreak.'

You meet Elindora outside the inn just as the sun rises over the horizon the next morning, rays of rosy

light spread like fingers across the sky. She bids you good day and adds, 'If you allow me, I will use my magic to strengthen your power to resist the powers of the Undead.' If you allow Elindora to cast a spell upon you, turn to 108. If you refuse, turn to 129.

24

You stride forward out of the shadows towards the boy. He turns in shocked surprise at the sight and sound of you. Without hesitating he leaps to his feet, his face a picture of total terror, and shrieks an inarticulate cry of fear. A split second later, he has fled out of sight before you have a chance to reassure him. Exploring inside the stable, you find it is in use, full of many healthy and well-fed horses. They seem skittish. There is nothing else here of interest, so will you now follow the shadows across the courtyard to the barracks on the other side (turn to 42) or make for the inner gate to the keep (turn to 379)?





25

'Aha!' says the voice. 'You are not undead – thank the gods!' A torch flares up and in the light you can see where you are – in an underground chamber. A desk and chair are the only furniture, and lots of alchemical apparatus is scattered about. At the far end of the room, three tunnels lead off into the darkness. A man dressed in a dark-blue robe covered in strange symbols is seated at the desk. He is an old greybeard, and looks rather frightened. 'My name is Hlassamon and I was the village alchemist here at Benari. When Mortis sent his Undead to destroy us, I fled to my cellar retreat; indeed the very sight of the living dead filled me with dread. Now I have brewed a Potion of Resolve so that I could get up the courage to try and escape. But I realize that the Undead must all have left, for how else could one such as you get here?'

You tell him that this is indeed the case and that he should be fairly safe now – so long as he heads straight for Siltport and takes a boat to get him off the island . . . if any remain to be had.

'Thank you for that good advice, my noble friend.' Then a look of pure greed crosses his features for a moment. 'Now that I no longer need it, perhaps *you* would be interested in purchasing this potion,' he says, reaching into his robe and drawing out a vial full of a bright blue liquid. 'I will accept 35 Gold Pieces and not a piece less. Or some special item, if you have one that would interest me.' Will you pay him the gold for the potion, if you have that much

(turn to 225), show him the items you have collected (turn to 173), attack him and try to take the potion (turn to 200) or decline his offer and leave Benari (turn to 116)?

26

You manage to slip over the side without being seen and swim back to shore, further up the beach. No one notices you. Turn to 186.

27

The Centaur canters over to you and says in a haughty voice, 'Thank you, my friend – I owe you my life! Those wolves were out to eat me, hoof and hand! I am Lord Salesh, Elf-friend, and most noble of the creatures of Shamdabag Wood. I serve the gods of Good – as do you, clearly. How may I repay you?' You tell him about your mission, explaining that you must get to Bloodrise Keep. 'Aha! I can help you in your excellent and most laudable quest, my friend. I pledge myself as your steed for ever, in gratitude for your saving my life! With me to carry you, Bloodrise Keep is but moments away and Mortis is as good as dead . . . well, anyway, laid to rest – for, as we all know, he is already dead, ha ha! Come, comrade, climb up on my back.'

You mount up, realizing he will indeed be able to carry you quickly – but can you put up with his endless prattle? Salesh gallops along the road through Shamdabag Wood at a good pace, much faster than you could travel on foot. He begins to tell

you his life-story and of his 'great exploits', which soon begin to sound somewhat exaggerated. Turn to 202.

28

Through the arrow-slits behind him, you see the last rays of daylight drain out of the sky. 'Night has fallen,' Mortis says in a voice filled with triumph. 'You cannot hope to stand against me now.' You must fight him.

LORD MORTIS

SKILL 11 STAMINA 20

If you win, turn to 400.

29

You creep cautiously along the gallery, fearing that at any moment you may step upon a creaky floor-board. *Test your Luck.* If you are Lucky, turn to 44. If you are Unlucky, turn to 204.



30

You step through the shattered gates of Borgos: it seems to be quite a large town with many streets, shops and houses, but it is deathly still. The place is completely deserted and there is no sign of life. It is starting to get dark now and you will have to make camp soon. Suddenly you hear a strange noise that you cannot put a name to, coming from the other end of town. It is a clicking and clacking sound, together with curious rasping. Will you hide out in a nearby house in order to make camp (turn to 242) or go and investigate the noise (turn to 337)?

31

A short distance further on, the corridor opens out into a vestibule, with ragged banners draped along the side walls. Three closed doors of wine-dark mahogany face you. Each has a symbol daubed on it in scarlet: the first (on your left) shows a picture of a poisonous serpent, the middle door has a picture of an upraised sword, and the right-hand door bears a stylized picture of an oak tree.

As you step forward across the hall, you get a sudden shock when you notice for the first time the grotesque figure of a hunchbacked jester sitting, slumped, against the wall. Instead of being dressed in the customary multi-coloured motley, his costume consists of drab patches of black and grey. His clowning stick is lying across his knees: on the end of it is a painted wooden skull with a movable jaw.

This macabre fellow must be Mortis's jester; he seems to be asleep.

If you want to shake him roughly awake with the point of your sword at his throat, turn to 77. If you wake him quietly and ask him for directions from here, turn to 233. If you think it is wiser to leave him sleeping, you can press on through either the left-hand door (turn to 172), the middle door (turn to 376) or the right-hand door (turn to 100).



32

You stare fixedly at the jewelled ring and concentrate on the face of the old general. After a moment or two his craggy face appears in your mind. 'What have you to report?' he enquires. The sound of his voice in your head gives you an eerie feeling. You tell him what has happened. 'Good, good, you have done well. The tomb-robber evidently discovered the body of Mortis with the Spear of Qadarnai still embedded in his chest. Foolishly, he must have removed it, thus enabling the necromancer to

reanimate his body and escape. Mortis slew the robber with ease, no doubt, and must have turned the corpse into a Zombie that the spear kept inactive until you took it from his dead hand. Keep the Spear of Qadarnai, for it will prove most harmful to Mortis. Now, good luck and report back when you have further news!' The link with Chaideshu is broken (remember to subtract 1 from the charges the Ring of Communing possesses on your *Adventure Sheet*). You leave the tomb and make for the road that leads back to Siltport. Turn to 3.



33

Scarcely believing what you are doing, you find you are able to pick the shadow up. It is, in fact, a Shadow Cloak and it will aid you to move quietly. When you are in the keep and are told to increase your *Alarm Value* by a particular number, you may deduct 1 from that number – but you cannot reduce it to zero if the number is only 1 in the first place (i.e., when told to increase your *Alarm Value*, you must always increase it by at least 1). Turn to 350.



34

You turn to the innkeeper behind the bar. He nods nervously at you. Will you ask him why all the entrances to the inn are surrounded with garlic (turn to 360) or why he intends to 'make a run for it' (turn to 390)?

35

You uncork the flask containing the Elixir of Lhyss and swig it down. It tastes pleasant enough, if slightly bitter. Note the number of this paragraph on your *Adventure Sheet* and then roll one die. If you score a 1 or 2, turn to 154. If you score a 3 or 4, turn to 308. If you score a 5 or 6, turn to 275.





36

Running hell for leather, you pursue the boy. Rounding the corner of the house, you come face to face with three ugly figures – Chaos pirates. One is a scarred, bald-headed man, one a hulking great Orc with a snouted, yellow-tusked face, and the last a short but evil-looking Goblin. 'What have we here, my friends?' the Orc growls gleefully. 'More fodder for our cutlasses!' They advance on you. You must fight all three at the same time.

	SKILL	STAMINA
BALDY	6	8
TUSKER	6	9
SHORTSTUFF	9	6

If you win, turn to 351.

37

As you near the village hall you hear sounds of shouting and the hubbub of several voices coming from inside. You poke your head round the door. Inside, about a dozen men, Chaos pirates by the look of them, have formed a circle around two others. The pirates are a strange-looking bunch, thoroughly disreputable and evil-looking: they consist of men, Orcs, Goblins, Hobgoblins, Ogres and the like. They are watching the two men fighting inside the circle and are laying bets on the outcome – which in this case would appear to be a foregone conclusion. One contestant is a huge bear-like man with a long braided ponytail and large ear-rings; he is dressed only in loose baggy trousers and a red-

and-black sash. He is mightily muscled and looks as mean as a walking shark. His opponent must be the village blacksmith – although large and strong, he is obviously no match for the pirate gorilla. The crowd are shouting, 'Baracas, Baracas!' – obviously the name of the pirate wrestler. Within seconds the blacksmith is down, and Baracas is about to break his neck when a man steps into the circle and commands him to stop. 'Don't kill him – he'll make a good galley-slave,' he says.

'Aye, aye, bos'n,' replies Baracas in a sullen voice.

At the back of the hall you can see a pair of double doors. The pirates are getting ready for another bout. Will you sneak round the back of the village hall (turn to 67) or mingle with the pirates, hoping they won't notice you among the general chaos (turn to 97)?

38

The strange sound of atonal chanting wafts from the temple. Its two large oak-bound doors have been blown open by some powerful force, and from inside a blackish smoke that smells absolutely disgusting billows out. Over the doors, the embossed words, 'Church of the White Queen', have been defaced crudely; someone has scrawled above them in charcoal: 'Shrine of the Chaos Gods'. Looking inside, at the far end of the temple you see a robed figure sweeping the contents of the altar to the ground and generally desecrating the temple. He appears to be human and wears dirty-brown robes,

covered in strange-looking sigils and talismans. However, when he turns his face you see that his head resembles nothing human – it is, rather, the head of some strange beast of your nightmares. It has the eyes and horns of a goat and vicious-looking fangs. The creature seems to be reconsecrating the temple to the Chaos Gods. Will you attack this shaman (turn to 118) or, deciding that it is none of your business, turn and leave (turn to 255)?

39

Screaming in terror, you stagger backwards. The apparitions fly straight into your face, and you fall to the ground with a crash. Deduct 2 points from your STAMINA. The ghostly visions fade into nothingness as quickly as they had appeared. Sheepishly you pick yourself up, realizing they had no real power to harm you. You step up to the altar. Turn to 303.

40

'Wait,' you cry and, leaping up, grab his sword-arm before he can thrust home. Kandogor looks at you stonily for a moment and then steps back, muttering angrily under his breath. Hurriedly, the figure pulls back the cowl – it is a female Wood Elf! Her skin is like moonlight, her large eyes like liquid emeralds, and her brown hair is bound in a circlet of white flowers, a picture of beauty. She says in a lilting voice, 'Please, listen to me. My name is Elindora, and I am one of the few Elves who still live in Shamdabag Wood. We are worshippers of the god-

dess Iatro, She who Heals and Succours. The goddess loathes the Undead as abominations, travesties of life, and has commanded us to help the people to defeat Mortis. I have been forced to travel in disguise, for Mortis's spies are everywhere, but when I saw you I knew your mission was as ours – to destroy all the Undead. Tell me, is this true?"

You explain patiently that you are not a worshipper of Iatro and that you have come here only as a mercenary adventurer to slay Mortis – for the money, not for the people.

"Thank goodness some action is being taken at last. But there is good in you – I can feel it," she insists. You shrug resignedly. "I have come to ask your aid," she implores. "The cemetery holds the tomb of Lady Lotmora, once the wife of Mortis. Now that Mortis has returned, he has used his black powers to return her to the world – as a Vampire. Now she terrorizes the area; already she has built up a small coven of Vampires from the local population – or what remains of it. The priestess of Iatro has sent me to destroy her, but I cannot do it alone. Help me, and I will aid you in your quest to kill Mortis."

"Don't trust this witch," says Kandogor reproachfully. "Elves have no souls, and you must have heard of the Dark Elves who serve the cause of Evil. I think she is a spy sent by Mortis to slay us by treachery."

Will you agree to help Elindora (turn to 47); or must you decide that your prime mission is to kill Mortis

himself and say that you cannot help her (turn to 70)?

41

You enter an inn called The Sword of the Samurai. Inside, several ex-sailors and townspeople glance up at you warily. After buying a round or two of drinks, you get into conversation with some of them. One old sailor tells you, "Aye, it's the nighttime that's dangerous in these parts. As long as ye be safe inside – behind locked and barred windows and doors, mark ye – ye kin survive." You ask him to go on, and he tells a frightening tale of foul creatures stalking the streets, of people disappearing, to return to their families and friends as hideous walking corpses – all this since they heard of the sacking of Bloodrise Keep a month or two past. "Anyhow," growls the sailor, "what be a young warrior like y'rself doin' in this forsaken hell-hole?" Will you tell the sailor, and those others who are listening, of your mission on Stayng Island (turn to 121) or say that you are just passing through on your way to some islands to the west of here (turn to 81)?



42

Reaching the barracks door, you pass through it into the cool gloom of a long hall. Even as your eyes are adjusting from the bright afternoon sunlight outside, the very air in front of your face vibrates with a rumbling, growling sound, and the next instant a huge hairy arm crashes into you; at the same time, you are overwhelmed by a disgusting stench that rolls over you from the creature confronting you. Deduct 2 points from your **STAMINA**. This is a Werewight – a beast fashioned by necromantic sorcery, a thing neither living nor undead, but, for all that, a fighting fury.

WEREWIGHT

SKILL 7

STAMINA 12

If you defeat it in seven Attack Rounds or less, turn to **226**. If it takes you between eight and ten Rounds, turn to **284**. If you are still fighting it after ten Rounds, turn to **178**.



43

He tells you that, according to legend, the Charm is a powerful spell used by the priestesses of the White Queen, a goddess of healing whom the Elves propitiate under another name. This Charm works on any dead thing, such as bone or unliving flesh, turning it instantly to dust. 'The White Queen's followers used it in ancient times,' he adds, 'to lay some of Mortis's undead followers to rest. Regrettably, the Charm is but rarely given to mortals, and there were too few priestesses to make any real impression on Mortis's legions. But that is always the way, as the epics demonstrate time and again: it is not men and women of peace who overcome the world's evils, but brave warriors who are not afraid to shed blood and risk lives!'

Looking at Garond, silently you doubt that he has ever shed blood or risked his own life. Rather than press the point, however, you ask whether he knows the Charm.

'No,' he says. 'The only person who might is Lady Iola, the mother of Braxis. She reveres the goddess, and having met her I can attest to her holiness. But since Bloodrise Keep has fallen to Mortis, it is probable that Lady Iola and her son have been slain. Even if they have not, you have no way to reach them,' he adds sadly.

Will you now ask him about the Spear of Qadarnai (turn to 280), or the Finger of Lhyss (turn to 300)? Alternatively, you may think it is time to take your leave of Garond and make your way towards Keladon (turn to 165).

44

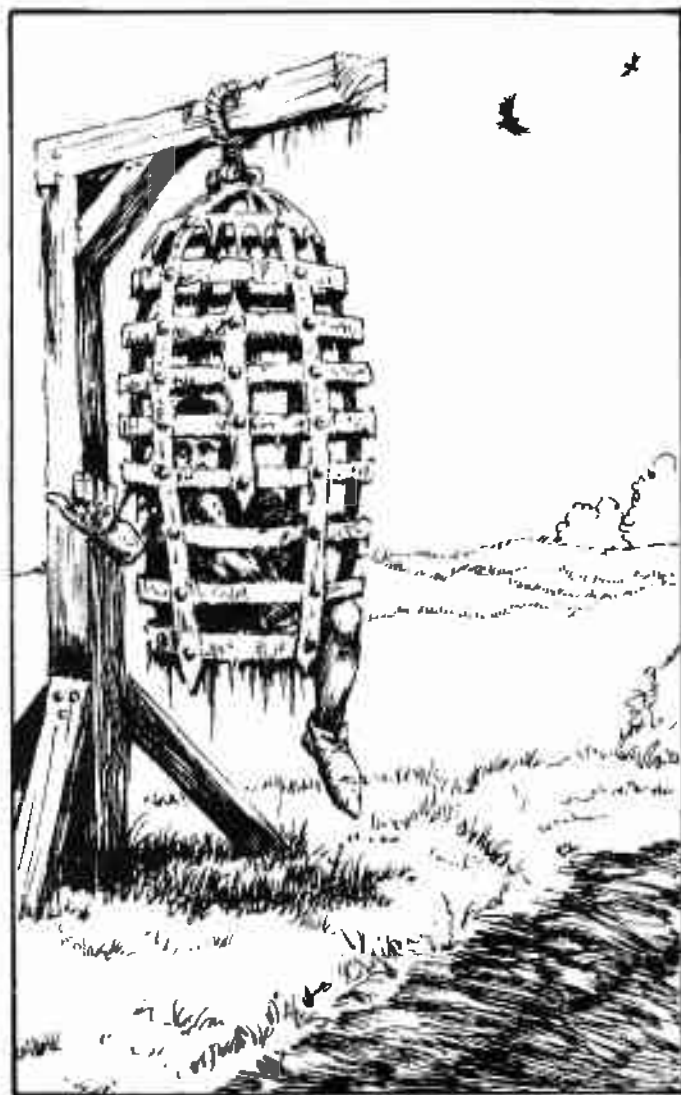
Hardly daring to draw breath, you finally reach the far end of the gallery. Your fingers find the door-latch in the gloom and you slowly edge it open. Turn to 184.



45

Taking a fisherman's oilskins lying near by, you wrap them over your weapons and equipment and stumble down the hill path, to attach yourself as unobtrusively as possible to the end of the column of unfortunate villagers. The pirates bully and shove everyone cruelly, and you are whipped savagely for no reason; deduct 2 points from your STAMINA. As you are led on to the *Merciless*, the two Chaos Knights are watching impassively through their horned helmets. To the left, a door leads, you guess, to the captain's cabin; to the right, a ladder descends below decks. You are led down towards the hold, presumably to be chained to one of the oars. You are nearing the lower decks when you arrive opposite a low door in the corridor. Will you dart through the door, hoping that a guard won't spot you (turn to 174), or wait for a better opportunity (turn to 53)?





46

You travel all the next day along the featureless road to Borgos. After a while you notice many black birds wheeling in the sky ahead of you. Soon you come to a crossroads and a gibbet standing by the side of the road. Hanging from it is a cage in which some poor unfortunate is trapped. You observe the livery of Bloodrise Keep – the victim is an ex-soldier in the service of the castellan. As you draw nearer, he stirs and lifts a bedraggled hand towards you. He looks more than half starved, burnt by the sun, and he is filthy dirty with blood-stained, tattered clothes. The black birds overhead are crows, their cries filling the sky with despair. The road forks here, south towards Benari village and east to Port Borgos. Will you try to get the cage down in order to release the man (turn to 142) or carry on, either towards Borgos (turn to 85) or to the village of Benari (turn to 223)?

47

'Excellent! Tomorrow we must search through the cemetery for the crypt of Lady Lotmora and then attempt to destroy the Vampires during daylight hours – if we attack at night they may prove too powerful for us. I will meet you downstairs at daybreak.'

Kandogor is plainly unimpressed and advises you to watch out for treachery. You tell him that it is your turn to stand watch. Scowling, he goes to bed.

Next morning, you and Kandogor meet Elindora outside the inn just as the sun is rising over the



horizon, rays of rosy light spreading like fingers across the land. She bids you good day and then suggests, 'If you will allow me, I can use my magic to strengthen your power to resist the powers of the Undead.'

'Do not agree to such evil sorcery,' Kandogor protests loudly. 'It is too obviously an attempt to weaken your power – I advise against it strongly, my friend.' He eyes the Elf suspiciously.

Elindora gives a haughty shrug. 'I speak only the truth,' she replies.

If you are willing to allow Elindora to cast a spell upon you, turn to 214. If you refuse, turn to 244.

48

You burst into the apartment – to discover Lord Mortis sitting on an ornate throne awaiting night-fall. He is clad in tarnished silver armour of a style not worn for many centuries, and in his hand he balances a heavy flanged mace. If you have the Ivory Spear of the hero Qadarnai, you can either hurl it at him or use it in *mêlée*. Should you decide to throw it, roll two dice. If the total rolled is less than or equal to your SKILL, your spear missile hits him – turn to 208. If the total rolled is greater than your SKILL, you miss. In this event, or if you do not have the Ivory Spear or choose not to throw it, you must do battle with him hand to hand – turn to 28.



49

'The barracks are crawling with the Undead,' the boy whispers fearfully. 'The entire garrison is now Zombies, and Mortis has also brought strange living dead from an ancient battle-site near here. Dead souls in outlandish armour and wielding bizarre weapons roam the barracks at will and are released at set times in order to patrol the castle. There must be two hundred and fifty or more in the barracks. To go there is certain death.' Turn to 68.

50

You remember the words of Morlak: how normal weapons did not stop this creature from destroying his village. If you have an iron mace, turn to 182. If you do not, then you have no suitable weapon and will have to fight with what you do have. Turn to 115.

51

If you have already searched all the places of interest in Keladon, turn to 91. If you have not yet searched all these places, turn to 211.

52

Belar smiles and utters a sigh of relief; then he passes the word on to the villagers. Their faces are no longer set in fear and despair but begin to show glimmerings of hope. They all give you a resounding cheer. To them you will always be a hero – provided you come back. The blacksmith, a large, burly man, offers to sharpen your sword in exchange for two packs of Provisions. 'Special discount rate,' he claims. If you agree to pay and have your sword sharpened, turn to 392. If you want to get on with your task, turn to 192.



53

You decide to wait. Unfortunately, the prisoners' hold is only just round the next corner and, even now, the villagers are being chained to low benches beside the oars – you have no choice but to act at once, before you find yourself chained up. You throw off your oilskins and ready your weapon, catching the few pirates who are present completely by surprise. You cut them down, but not before one of them has run on deck and given the alarm. You

race up after him, to find the whole crew alerted and closing on you. You can do nothing now but try to get away – you leap over the side and swim to the shore. Racing up the beach, you are still pursued by several pirates, some armed with bows. *Test your Luck*. If you are Lucky, turn to 90. If you are Unlucky, turn to 59.

54

You deal him a painful blow on the chest and his eyes widen in fear. Dropping to his knees, he babbles, 'Spare me, noble warrior, spare me.' As you menace him with your weapon, amazed at his cowardice, he cowers down and says, 'Wait, I can pay you well – take these Gold Pieces – more than a hundred!' He reaches into his coat and, taking out a box, offers it to you. If you accept it, turn to 345. If you refuse it, turn to 240.

55

With a rising feeling of panic, you sprint towards the west through the woods. But it is almost pitch black, and you are soon stumbling through the trees, branches whipping at your face and roots seeming to grab for your legs with malicious intent. *Test your Luck*. If you are Lucky, turn to 75. If you are Unlucky, turn to 136.



56

Mortis is ready for you. Even as you wrench the door open, he has already summoned a spell of deathly sorcery with which to slay you. A rolling cloud of grave-gas billows forth to engulf you; in the depths of it you feel phantom hands clawing at your flesh. You open your mouth to scream, but all you take into your lungs is the ghastly poisonous vapour that your enemy's magic has invoked. Your life ends here.



57

You manage to control the terror that threatens to overwhelm your mind. The Spirits draw near, and then you can hear their voices in your head, speaking to you. You realize they are trying to tell you something:

*'Like one, that on a lonesome road
Doth walk in fear and dread,
And having once turned round walks on,
And turns no more his head;
Because he knows, a frightful fiend
Doth close behind him tread.'*

Having relayed their strange message, the Spirits begin to drift slowly out to sea once more. Will you walk on (turn to 89), turn round (turn to 109) or wait (turn to 179)?

58

You must fight.

CHAOS SHAMAN SKILL 8 STAMINA 9

During each round of combat, the shaman's staff pulses with a dark light that seems to drain your strength. Win or lose, each round you must deduct 1 extra point from your STAMINA because the shaman's sorcery is draining you. You must kill him quickly or die! If you win, turn to 305.

59

An arrow thuds into your thigh and you fall, helpless, to the sand. Several pirates race up to you and run you through before you can act. Your adventure ends here.

60

It is almost dusk by the time you find the crypt of Lady Lotmora. 'Hurry,' hisses Elindora, reaching into her pack for a hammer and a wooden stake, 'they could awaken at any moment.' Grimly, you dash down the stairs into a dimly lit tomb.

'Too late,' screeches a voice, a voice resonant with such evil that it curdles your blood. From behind a large tombstone, a figure steps forward to block your view. It is a woman with pale skin and aristocratic features. Her eyes are like twin orbs of bloody nightmare and her mouth opens to reveal fangs that glitter in the rising moonlight.

'Lady Lotmora!' exclaims Elindora. 'We are undone!'

No, wait! Look – she is weak, it is still too early for the rise!' She could be right, you think to yourself. Lotmora does appear somewhat unsure on her feet.

'You poor fools,' snarls the Vampiress, 'to imagine you could destroy me!' She laughs maniacally and gestures to her left; four figures shamle into sight; they are Vampires – three obviously had once been farmers, the fourth is a former soldier of Bloodrise Keep. Their faces are a mask of bloodlust, all reason lost. Lady Lotmora stares at you both and you feel a terrible desire to surrender flooding over you. *Test your Resolve*. If you succeed, turn to 150. If you fail, turn to 120.

61

The road takes you south for some way, then it turns east, rising up into the rocky hills. Soon you find yourself walking through a shallow pass between two peaks. If you have the word 'PIRATE' on your *Adventure Sheet*, turn to 201. If not, turn to 141.

62

You find 10 Gold Pieces and a pack containing one lot of Provisions on the body of the Ogre, but nothing else (note them on your *Adventure Sheet*). Now you may search the large house (turn to 251) or the bungalow (turn to 71), if you have not already done so. Alternatively, if you decide you have done with searching the houses, you can investigate the temple (turn to 171) or the village hall (turn to 131);

or you can leave the village and go to the cove where the fishing boats should be (turn to 311).

63

You hurry back to the cellar belonging to the alchemist. It is still empty. Will you now climb out through the trapdoor and leave Benari (turn to 116), enter the left-hand tunnel (turn to 162), or the middle tunnel (turn to 323)?

64

'Sit down, sit down,' says the merchant as you approach his table. 'I see you are an adventurer - I have some items for sale that would be of interest to one such as you. I'm heading for Siltport as . . . ah . . . recent circumstances force me to flee Stayng, and so I am able to offer my stock at remarkable cut-price rates.' Provided you have enough gold, you may buy whatever you wish from the merchant.

A Puffball (explodes when thrown)

- 45 Gold Pieces

Two Potions of Healing (restores all lost STAMINA)

- 30 Gold Pieces each

A Ring of Skill (adds 1 to SKILL)

- 70 Gold Pieces

A suit of fine armour (subtracts 1 from all damage you take)

- 65 Gold Pieces

When you have concluded your dealings with the merchant you may talk to the innkeeper (turn to 34)

or to the farmers (turn to 135). If you have finished talking, turn to 273.

65

If you have the Spear of Qadarnai, turn to 22. If not, turn to 353.



66

You remain calm, your mind racing frantically for some plan that might save you. Unfortunately, the skeletons have no intention of giving you time to think. Fingers like dry twigs close on a dozen antique triggers, and a volley of bolts shoots towards you. Twisting as you throw yourself flat, you are still struck by a couple of the missiles; lose 3 points from your STAMINA. Even as you are rolling towards the door, one of the Undead draws its sword and slices down at you - a wild swing that cleaves into your thigh, causing the loss of another 1 point of STAMINA.

If you are still alive, you manage to hurl yourself through the door, pulling it shut behind you. As your foes scramble to get the door open, you are already bounding down the spiral stairs. Knowing they will be hot on your trail in moments, you reach the landing and open the door leading to the battlements. Add 3 to your *Alarm Value* and turn to 302.

67

You creep round to the back of the hall, avoiding the nest of pirates inside. Keeping a sharp lookout from round the corner, you see a couple of pirates loading a mule with booty taken during their recent raid on the village. They lead the mule away in the direction of the cove where the fishing boats are usually kept. Now you may search some of the larger houses in the village (turn to 51), if you have not already done so; alternatively, you can investigate the village temple (turn to 171); or you can leave the village and go to the cove where the fishing boats should be (turn to 311).



68

A sound echoes across the empty bailey, coming from the area of the barracks. The boy starts in alarm and hisses, 'It is dangerous to speak here, even in daylight! If we are found, it will be death – and then only a temporary one!' He turns tail and flees in terror back to the safety of the stables. For you, there is no option of flight. You must go on to complete your quest or die trying! Will you now investigate the barracks (turn to 42) or go to the great gate of the keep (turn to 379)?



69

You see the leering grin of the nearest skeleton. Its thin fingers reach in a leisurely way for the crossbow trigger, confident that you have no means of escape. Your thoughts are a blur as you try desperately to summon up a plan. Then, remembering your encounter with the castellan's mother, you recite the Charm of Disruption she taught you. The words sound like a death-knell, and you watch as the skeletons crumble before your eyes. Their ancient mould-clumped armour clangs hollowly on the floor as your foes turn to piles of fine grey dust. Your hasty search of the room reveals nothing of interest. On the other side of the room, a narrow flight of steps winds up to the roof. If you go that way, turn to 279. If you decide instead to return to the landing and go through the door leading to the battlements, turn to 302.



70

She is disconsolate at your refusal. Kandogor smiles triumphantly and ushers her out. You return to bed.

Some hours later, you are woken by the sensation of cold steel at your throat. You open your eyes just in time to glimpse Kandogor standing over you with a sneering smile on his face. It is the last thing you ever see.

71

Searching the bungalow proves fruitless. You find nothing except the body of a poor murdered fisherman. Cursing Mortis and his pirate allies, you leave. You may now make your way to the large house (turn to 251) or the stables (turn to 291), if you have not already searched these two places. Alternatively, if you have not done so, you can investigate the temple (turn to 171) or the village hall (turn to 131); if you would rather, you can leave the village and go to the cove where the fishing boats should be (turn to 311).

72

You make camp for the night on a tree-lined hillside. You are awoken in the early morning by a loud roaring noise. Leaping up, you see that you have made camp too near a cave and its inhabitants: a grizzly bear and her young cubs. After the brief fight that ensues you manage to escape, but not before a vicious paw-swipe has laid open your thigh. Deduct 2 points from your STAMINA. You wander on. Turn to 132.

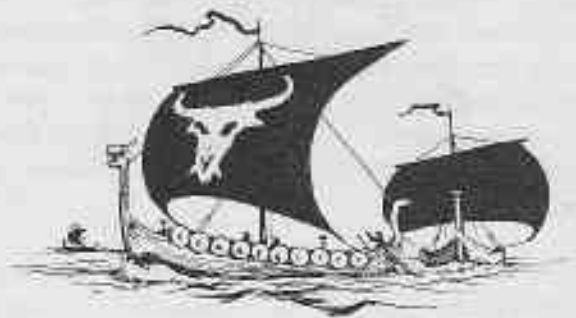
73

The Elves look you up and down suspiciously as you greet them. If you have the Ring of Fays, turn to 153. If not, turn to 243.



74

You edge your way along the left-hand colonnade. You are just passing the third column when a blood-chilling wail assaults your ears. Out of the darkness ahead of you ghostly apparitions streak towards you like nightmarish visions from hell itself. *Test your Resolve*, subtracting 1 from the total rolled. If you succeed, turn to 8. If you fail, turn to 39.



75

You drive yourself onward, panting for breath. Miraculously, the sounds of pursuit begin to fade – and then suddenly you burst out of the forest and on to a starlit meadow. You hear the sound of enraged snarling from the edge of the wood, but whatever it is that was chasing you seems unprepared to leave the trees. Heaving a sigh of relief, you examine yourself. You have been badly lacerated by your headlong flight through the wood – lose 1 point from your STAMINA. If you are still alive, you make a fresh camp some way from the wood. This time your sleep is undisturbed, and you wake in the morning to see the tor, pointing like a finger at the sky, a short distance away. Turn to 216.



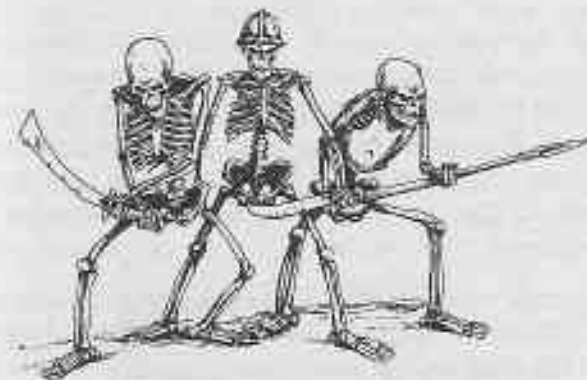


76

You have made too much noise in getting here, and your present whereabouts are known to Mortis; he has therefore sent a strong patrol to find and kill you. Two Wights appear behind you, and now you must fight them before you can do anything else. These undead beings fight without armour or weapons, but their taloned hands are as sharp as swords and they relish the taste of human flesh. You have to fight them both at the same time.

	SKILL	STAMINA
First WIGHT	8	10
Second WIGHT	9	9

If you win, add 3 to your *Alarm Value* and turn to 315.



77

He wakes without a sound and watches you with eyes like glassy pebbles. 'Well, you cur,' you say, glancing at the three doors, 'which way to the lair of your vile master?'

For a moment he still says nothing. Then his purple-stained lips break into a ghastly, maniacal grin and he raises his clowning stick. You think he is about to use ventriloquism and make the skull-head reply, but he is not so subtle. Uttering a bleak peal of laughter, he clouts you sharply across the face and runs off, leaving you alone, blinded by tears of pain.

You must now decide which door to take. Will it be:

- | | |
|---------------------------------|-------------|
| The door with the snake-symbol? | Turn to 172 |
| The door with the sword-symbol? | Turn to 376 |
| The door with the tree-symbol? | Turn to 100 |

78

You start to gather up the White Queen's holy objects which belong on the altar. The staff continues to drain your strength: lose 2 STAMINA points. If you still live, to your relief the staff stops pulsing after a moment or two, leaving you free to clean up the temple. As you leave, you receive the blessing of the Goddess; add 1 to your RESOLVE.

You may now search some of the larger houses in the village (turn to 51), if you have not already done so. Alternatively, you can investigate the village hall (turn to 131) or leave the village and go to the cove where the fishing boats should be (turn to 311).

79

The village blacksmith offers his services. He looks a little battered but seems to be the largest and most determined of the villagers. You and he rush to the armoury and you use the captain's keys to unlock it. Grabbing as many weapons as you can, you head back and arm the villagers. Leading them up on deck, you take the pirates completely by surprise. The villagers fight with a ferocity born of a desire for revenge, and soon all the pirates are killed or captured.

The villagers treat you like a hero and the blacksmith promises they will administer 'justice' to the remaining pirates. If you have met a boy called Paz and left him in the cellar of his house, turn to 348. If not, turn to 398.

80

The trapdoor lifts up easily. A ladder descends into darkness. As you climb down, a voice addresses you from the shadows below. 'Who are you, and what do you want?' someone demands. Will you give your name and assure the unknown speaker that you come in peace (turn to 25) or carry on down the ladder without replying (turn to 16)?



81

They nod, uninterested. There is nothing else here for you and it is time to get on with your mission. You decide to leave Siltport. Turn to 21.

82

Terrified out of your wits, you run for your life. *Test your Luck*. If you are Lucky, turn to 357. If you are Unlucky, turn to 393.

83

You climb still further until the stairs end at a doorway. You reckon you cannot be much more than two-thirds of the way up the tower – so whatever it is that lies beyond, it cannot be the roof. If you open the door, turn to 245. If you go back down, you can either go out on to the battlements (turn to 302) or retrace your steps as far as the entrance to the inner keep (turn to 313).



84

Your opponents falter, heads lolling horribly to and fro. Their jaws clack frenziedly as they recognize the fate you have inflicted upon them; but they have no voices with which to rail against you – nor, you are relieved to think, with which to raise the alarm. As their yellow bones blacken, cracks appear and a fine grey dust pours from their gaping mouths and empty eye-sockets. A stench of decay fills the room momentarily, then the ash into which they have decomposed falls softly to the floor.

Now it is time for you to be on your way. If you decide to go up the stairs, turn to 163. If you want to investigate the locked door first, turn to 343.

85

By the time you reach the outskirts of Port Borgos it is late afternoon. It is unnaturally quiet here and no smoke rises from the chimneys of the dwellings. Not a soul stirs. There is a pathway down to the beach near by. Ahead, the gates of Borgos lie splintered and broken. To the east, the road winds on, following the River Scort up into the hills and thence to Bloodrise Keep. Will you now enter Borgos (turn to 30), take the path to the beach (turn to 193), or camp out here and head for Bloodrise Keep tomorrow morning (turn to 329)?

86

Downstairs, you find a cellar where the boy must have been hiding, but nothing else of interest. You may now search the bungalow (turn to 71) or the stables (turn to 291), if you have not already done so. Alternatively you can investigate the temple (turn to 171) or the village hall (turn to 131); or you can leave the village and go to the cove where the fishing boats should be (turn to 311).

87

'You have nothing to trade. It's simple then: 35 Gold Pieces or the deal's off,' he says rudely. Will you pay over the gold for the potion, if you have that much (turn to 225), attack him and try to take the potion from him (turn to 200) or decline his offer and leave Benari (turn to 116)?

88

Mortis gives vent to a shout of rage as he recognizes the weapon that held him helpless for so many long centuries past. Then his cry turns into a groan of despair as the ivory spear slices through his breastplate, transfixing him at the very moment of sunset. Clouds of noxious vapour flood from his cape, making you choke. Shielding your face, you are forced to turn away, and so you never see what fate you have meted out to the Lich-Lord. You catch only a single glimpse of his face at the moment of his final, true death – a look of such terror and loneliness that you will carry it to your own grave. When you look back, there is only a wisp of grey mist and a

pervading stench of corruption to show where your enemy fell. Even the spear has gone.

You return to the castle, to find it littered with bodies already in a state of advanced decay: the legions of Mortis have died with their tyrannical master. When you free the castellan from the dungeons below the keep, he looks at you and knows at once that you have faced and defeated a monstrous evil, for your hair has turned stark white. Turn to 400.



89

You have scarcely taken a couple of steps before something smashes into your back, something sharp and tearing. Deduct 4 points from your STAMINA. If you are still alive, you turn to face whatever has attacked you – and your heart nearly stops. An unutterably hideous thing stands there, all scales and claws; you barely have time to make out its body, however, for its face is so horrifying that it almost drives you insane. Screaming, you turn to flee.

After a while you manage to recover, but now you are always glancing over your shoulder, forever unsure whether you are still being stalked. Lose 2

RESOLVE points permanently. You find yourself back at the gates of Borgos. Will you enter Port Borgos (turn to 30), or camp out here for the night and make for Bloodrise Keep tomorrow morning (turn to 329)?

90

You manage to escape under a hail of arrows, but not before one of them has grazed your leg. Deduct 1 point from your STAMINA. If you survive, you are forced to flee Keladon, and you watch helplessly as the *Merciless* puts out to sea with its cargo of innocent villagers. Cursing the pirate scum, you turn away dejectedly. Turn to 186.

91

As you are walking through the village, you notice a dash of colour on the horizon. You look out to sea. A large galley, sleek and low, with many banks of oars and black sails with a crimson skull embossed upon them, is passing by the headland where what remains of Keladon stands. You recognize a ship of the Chaos fleet. You can even make out its name, painted in large red letters on the bow – the *Merciless*. Its prow is a huge iron ram, fashioned to look like a scimitar. You decide to go down to the cove where the fishing boats should be. Turn to 391.

92

The Thrasher falls at last. After a brief rest, you take its head as a trophy and to prove to the villagers that you have carried out your task. The villagers are

overjoyed to see you, and their expressions of astonishment and joy are quite comical; clearly, most had not expected you to return. Belar thanks you gravely and hands over the promised 50 Gold Pieces (note the sum on your *Adventure Sheet*). He declares the morrow to be a day of feasting and celebration and invites you to attend as guest of honour. But you have a mission to complete. Politely declining their offer, you request that a guide be found to lead you to the tomb of Mortis. The villagers look away, shuffling their feet, and some of them whistle absent-mindedly.

Fortunately, Belar berates them as ungrateful cowards and eventually a thin, wiry man steps forward. 'All right, I'll lead you to the tomb,' he says. Belar



tells you his name is Khiro, and that he is their best hunter. To you, however, he looks a really shady character – still, he's all you've got. After a quick meal at the headman's table (you may restore up to 2 lost STAMINA points) Khiro leads you up into the hills. Turn to 352.

93

You activate the ring and Chaideshu's grizzled face appears in your mind. You relate recent events to him. 'You have done well,' he says, 'and I am glad you have reported in, for I have important news for you. Through our spy network we have heard that a pirate ship has recently left Bloodrise Keep with some important papers. Apparently it is to report back to the Chaos fleet, but not before it has raided the shores of Stayng. We guess that it will attack Keladon. If you have the time, go there and see what you can do to help the villagers. You may also be able to pick up some information that will prove useful in completing your mission. Thank you, and good luck.' Your mental connection with the general is cut off. Cross off a charge of the ring on your *Adventure Sheet*. Will you now set off northwards on the road to Port Borgos (turn to 46) or go southeast towards Shamdabag Wood and then on to the village of Keladon (turn to 325)?

94

Darkness falls. You make camp just off the road in readiness for any trouble. However, the night passes uneventfully and you get a good rest (restore

lost STAMINA points). The next day you leave the hills behind you, heading for the inn that is marked on your map.

It is late afternoon by the time you arrive at a three-way crossroads. An inn stands at the junction of the roads. As you near it, you see that it is called the Down among the Dead Men – doubtless intended as a wry joke in times gone by, for the inn overlooks the cemetery. Nowadays, the name is also a horrible irony, a constant reminder of the terrible events which have befallen the people of Stayng. As you near the inn, you see a sign outside the cemetery: 'STAYNG CEMETERY' – but the word 'Stayng' has been crossed out and 'Vampire' substituted in a barely legible scrawl. Graffiti have been daubed in a rust-coloured substance over the ceremonial granite portal of the cemetery. You can make out 'Bloodfang Rules OK' in another spidery scrawl. But for the lonesome cawing of some bird far overhead and the faint sounds of activity inside the inn, it is very quiet here. Untended fields of corn stretch out behind the inn and the sun beats down . . .

Consulting your map again, you now have a choice of routes: will you enter the inn first (turn to 5), or set off and follow the road south towards Shamdabag Wood and thence on to the village of Keladon (turn to 325), or take the road west towards Port Borgos (turn to 46)?





95

A few dry branches set the fire well and truly ablaze. You plant a couple of flaming torches to either side of you and stand, your back to the fire and sword drawn, awaiting whatever is coming at you out of the night. The howling stops. In the darkness ahead you can make out several glowing pinpricks of reddish light: your would-be assailants. Then, snarling, they burst out of the shadows and pause, unsure about the flames. There are three of them, and at first glance they look like over-large timber wolves. But they have long, lash-like tails lined with wicked-looking blades of horn, and their eyes are bright with cunning. They are Whipperwolves and you must fight them. Because of the position you have taken up by the fire, they have to come at you one at a time.

	SKILL	STAMINA
First WHIPPERWOLF	7	8
Second WHIPPERWOLF	8	7
Third WHIPPERWOLF	8	9

If you roll 11 or 12 for a Whipperwolf's Attack Round, whether or not you beat its score, it lashes you with its tail for 1 point of damage.

If you win, turn to 196



96

Holding up the ring, you think of the general. Presently his grizzled face appears in your mind's eye. 'You wish to report?' he says, his voice a tickle in your brain. You tell him about recent events and ask what he knows of the Finger. 'Never heard of it,' he growls. 'Now get on with your mission and stop wasting my time – and, more importantly, stop using up the charges of the ring!' His face abruptly disappears from your mind. Remember to cross off one of the ring's charges on your *Adventure Sheet*. There is nothing more to be done, so you leave the temple. Turn to 382.

97

The unfortunate blacksmith is dragged out. 'And now for our next bout, lads,' bellows the bos'n, 'the one you have all been waiting for since we left home – Baracas versus Grom the Ogre!' A hulking great brute, larger than Baracas and with a foully ugly face and arms like tree trunks, lumbers out through the doors at the back. Although bigger and heavier, the Ogre is fatter and less fit-looking. All around you pirates are laying bets on the bout. If you wish to place a bet, turn to 137. If not, turn to 277.



98

The knights falter when they hear the words of the charm. Dropping their swords, they press their skeletal hands to their heads as wispy smoke curls from their dry, cobweb-thin flesh, heads lolling horribly to and fro. As their yellow bones turn black, cracks appear and a fine grey dust pours from their gaping mouths and empty eye-sockets. A stench of decay billows along the gallery; then the ash into which they have decomposed falls softly to the floor. Turn to 385.

99

This evil pirate must have slain many innocents before without displaying a glimmer of mercy or remorse. He deserves to die, you think to yourself. One blow makes the world a safer place. Turn to 194.

100

The door opens without setting off any traps. You have made the right choice, it seems. If this was the first door you tried, regain 1 LUCK point.

Beyond the door, a passage disappears into cobwebby gloom. Steeling your nerves, you set off along it. Turn to 330.

101

You concentrate on the ring, holding the image of the general in your mind. Cross off one of the ring's three charges on your *Adventure Sheet*. A flickering image of the old veteran's grizzled visage appears in your mind and a voice speaks inside your head. 'Ah, a report. Where are you and what have you found, young warrior?' he asks.

You tell him that you have arrived safely and are now outside Siltport ready to undertake the quest.

'What?' bellows Chaideshu. 'You wasted a charge of the ring just to tell me you have arrived? You imbecile! Well, since you're here, so to speak, you must travel north and try to find the tomb of Mortis. There you may also find the ancient weapon that slew him. Now get on with it - and don't waste my time with trifling reports!' Then contact is broken. Will you head north towards Menela (turn to 181) or south through the hills (turn to 61)?

102

You hurl some of your rations into the middle of the running wolfpack. Instantly they halt and begin tearing at the food and at one another in their haste to gorge themselves. The Centaur comes to a stop, panting. Turn to 27.

103

When you are about half-way across, the floor beneath your feet suddenly gives way. A pit trap! *Test your Luck*. If you are Lucky, turn to 238. If you are Unlucky, turn to 207.

104

Your skeletal opponents fought without uttering any of the sanguine oaths and battle-cries beloved of living warriors. Nevertheless, each time your swords met, a harsh clang echoed in the shadow-draped upper reaches of the tower. Add 5 to your *Alarm Value*. Now you can either head up the stairs (turn to 163) or go down to the padlocked door you noticed earlier (turn to 343).

105

The merchant has two things which may be of interest to you: a pack of three Provisions, which he will sell you for 15 Gold Pieces, and a Potion of Skill (which will increase your SKILL by 1 point permanently) costing 50 Gold Pieces. You may purchase one or both if you have enough gold.

The merchant then points at a man who has moved to the centre of the clearing by the fire. 'Ah, Garond is to sing for us.' The man holds a lute and is clearly a bard. Will you stay to listen to his song (turn to 333) or, if you think you have already wasted enough time, do you prefer to leave the clearing and carry on towards Keladon (turn to 165)?

106

The door slams behind you, an instant before the undead crossbowmen release their bolts. You hear their volley tear into the wood, and several lethal metal tips protrude from the door - having penetrated oak three finger widths thick!

You race down the stairs before your foes can get the door open. Knowing they will be hot on your trail, you reach the landing and fling open the door leading to the battlements. Add 3 to your *Alarm Value* and turn to 302.

107

She smiles sadly. 'I had thought you a warrior of greater mettle. Still, I will pray you succeed in your mission.' She turns and leaves.

The next day dawns and you go downstairs. The same crowd are there, packing and readying themselves for the day's journey. The innkeeper says that the person in black left at dawn. You notice that one of the farmers is missing; the other two look downcast and frightened. You decide to get on with your journey. Will you head northeast towards Port Borgos (turn to 46) or south towards Shamdabag Wood (turn to 325)?

108

Elindora stares deeply into your eyes, and you feel a hypnotic trance creeping over you. You snap out of it, moments later, with no memory of what happened. However, now you feel more determined and vigorous. Add 1 to your *RESOLVE* permanently.

The cemetery divides up into roughly four main areas which you can search. Will you go to the northwest corner (turn to 269), the southwest corner (turn to 249), the northeast corner (turn to 149) or the southeast corner (turn to 209)?



109

You turn round – and your heart nearly stops. An unutterably hideous thing stands there, all scales and claws; you barely have time to make out its body, however, for its face is so demonic, so horrifying, that you are driven almost insane. Screaming, you turn and flee. After a while you recover, but you are always glancing over your shoulder, forever worried that you are still being stalked. Lose 2 *RESOLVE* points permanently.

You find yourself back at the gates of Port Borgos at last. Will you enter Borgos (turn to 30), or spend the night out here and head for Bloodrise Keep tomorrow morning (turn to 329)?



110

You have only one chance. You draw back the spear and hurl it with all your might. Roll two dice – you need to score less than or equal to your **SKILL** in order to hit Kandogor. If you succeed, turn to 304. If you miss, turn to 155.

111

A burning timber strikes you a glancing blow just as you reach the door; deduct 2 points from your **STAMINA**. If you are still alive, you have the misfortune to run into the two pirates as you leap out of the stable. They step back in surprise for a moment before snarling unpleasantly. Turn to 6.

112

You climb up into the hills. They rise steeply skyward, a jumble of rocky crags and treacherous ravines. Soon you are hopelessly lost. *Test your Luck*. If you are Lucky, turn to 132. If you are Unlucky, turn to 72.

113

You search the northwest part of the graveyard, once again to no avail. Time trickles on and now it is late afternoon. Elindora is becoming visibly agitated. 'We must find them today – tonight they will be alerted and will seek us out. We cannot afford to delay until another day!' Will you search the northeast corner (turn to 60) or the southwest (turn to 170)?



114

You unlock all the prisoners' chains and lead them on deck. But without weapons the villagers are easily overwhelmed by the armed and experienced pirates. In the ensuing struggle you decide you have no choice but to leave the prisoners to their fate. You can do nothing now but try to get away – you leap over the side and swim to the shore. Racing up the beach, you are pursued by several pirates, some armed with bows. *Test your Luck*. If you are Lucky, turn to 90. If you are Unlucky, turn to 59.

115

You must fight the Skull Beast.

SKULL BEAST

SKILL 9

STAMINA 10

The bony outer shell of the Skull Beast is so hard that you do only 1 point of damage to its STAMINA when you hit it, and you cannot use LUCK to increase damage. Even if you are able to use the Spear of Qadarnai, it will not do double damage to the Skull Beast. If you win, turn to 267.

116

From Benari you can head northeast to Port Borgos (turn to 85) or eastwards across country to the site of the ancient battle marked on your map (turn to 370).

117

Forcing your rising panic down, you manage to resist the urge to flee blindly. Breaking the Zombie's grip is not difficult, for it has been exposed to wind,

rain and, more importantly, sunlight. By now it is very weak and you are able to dispatch it quickly. All that you find lying on the floor of the cage is a heavy iron mace (note it on your *Adventure Sheet* if you take it). Will you continue on towards Borgos (turn to 85) or visit the village of Benari first (turn to 223)?

118

Screaming a war-cry, you charge towards the shaman. He whirls in horror but just has time to reach into his pouch, pull out a small ball and throw it at you. Roll 2 dice. If the total rolled is less than or equal to your SKILL, turn to 215. If it is greater than your SKILL, turn to 158.

119

Getting across the poop deck unseen, you find a cabin door with a plaque above it saying: 'Captain Jarnesh – disturb only with good reason'. You can hear someone mumbling on the other side, but you cannot detect a second voice. It appears that the captain is talking to himself. Will you burst in and try to surprise him (turn to 14) or knock on the door and say, 'Captain, a message from the two Chaos Knights' (turn to 187)?



120

You fall under a strange spell, a kind of mental haziness. Lotmora is not yet strong enough to enslave your will, but you find yourself sluggish and indecisive. Deduct 2 SKILL points (you may however restore them if you survive the battle). Outside the sun is setting, yet its faint rays still caress the cemetery and night has not quite fallen. Lady Lotmora's powers are not at their height – but you will have to be quick, for each minute that passes increases her strength. She screams in animal rage. She and her coven advance to the attack, fangs bared and hands that end in blackened talons ready to tear at you. Elindora takes on two of the Vampires – you must fight Lady Lotmora and the other two. They come at you all together.

	SKILL	STAMINA
First VAMPIRE	5	5
Second VAMPIRE	5	5
LADY LOTMORA	9	11

Remember: if you have the Spear of Qadarnai, it will do double damage against them. Whenever Lotmora hits you, roll another die; on a result of 1 or 2, her fangs pierce your skin and you must lose 1 SKILL point (you may however restore any lost SKILL points after you win). You have nine Attack Rounds in which to defeat them. If any are left after nine Rounds, turn to 363. If you manage to defeat them all, turn to 386.

121

In a low whisper, you tell the sailor of your intention to slay Mortis, free the island of the Undead who terrorize it, and thus rob the Chaos pirates of the ally they need to destroy the Delphic Islands. He is overjoyed at this news, and promptly tells everyone present about your mission. Soon they are all buying you drinks and wishing you luck. You spend a pleasant evening quaffing ale and impressing the locals. You do notice a shifty-looking individual leaving surreptitiously, but you soon forget him as another round of drinks is brought. Note down the word 'PIRATE' on your *Adventure Sheet*.

The next day, you decide to get on with your mission and leave Siltport. Turn to 21.

122

The young boy looks up in surprise as you step out of the shadows before him. For a moment, his face grimaces in fear but then he smiles. 'You're not one of those living dead creatures, are you?' he asks in a voice filled with hope and fear.

'I certainly am not,' you reply. 'In fact I have come here to destroy all the Undead, including their evil master, Lord Mortis.'

You wonder how the boy has managed to survive in this terrible place. He looks around and, beckoning furtively, ushers you into the stable. 'We can talk safely in here,' he says. 'The castle is crawling with Mortis's minions. When the castle fell, he put most

of his captives to death and then brought them back from the grave as Zombies. Just a few he kept alive for duties during the day – since Zombies have no minds for anything other than killing. I was spared so as to groom and feed these horses, which will be provided for the Chaos pirates when their ships drop anchor here next month; Mortis has made a pact with them. He'll leave me unharmed for as long as he needs a stableboy, but my days are numbered. At night I have to lock myself in here, and the horses and I sleep a sleep of living nightmares. I will do everything I can to help you destroy Mortis and his Zombie slaves.' Will you ask the boy about the barracks on the other side of the courtyard (turn to 49) or about the Great Keep itself (turn to 210)?

123

You now have the Charm of Disruption. As Iola told you, you can use it once and only once, so choose your moment wisely. When you decide to invoke the Charm, note the number of the paragraph you are reading at the time, then turn to 253. Now turn to 31.

124

You walk the length of the battlements, enjoying the momentary respite from thoughts of nightmare and death that a warm late-afternoon breeze gives you. About half-way along, you come across a battered siege-tower that has been left leaning against the wall. Obviously it was used by Mortis's soldiers in the final assault on the keep and, so

confident is the Lich-Lord of his impregnability, that he has not yet ordered it removed. You eye it dubiously. It is a makeshift structure of green-stained wooden beams, held together with thongs of rotting hide. Perhaps it was adequate for the skeletal troops of Mortis's legion to climb up, but you are far from sure that it could support your own weight.

If you decide to risk it, you can climb down to the ground outside the castle walls (turn to 358). Alternatively, you can go through the door to the east tower and ascend still further (turn to 377).

125

This time he drops his sword and grovels on the ground before you. Snivelling, he begs for mercy. Will you finish him off now (turn to 99) or spare his life (turn to 254)?



126

You see the general's leathery old features in your mind's eye. He listens to your report and then ponders for a moment. 'The stream that fills the moat has been blocked off because Mortis's undead legions would have difficulty crossing running water,' you hear him say. 'If enough of the castellan's men are still alive and if you can find and free them, they may be able to help you destroy the dam and trap the Undead in the keep. Act quickly, however. Daylight inhibits our enemy's powers, but it is only a few hours till nightfall.'

The sensation of his presence departs from your mind. Cross off one charge from the Ring of Communing (if you have now used it three times, it is useless and must be discarded). You make your way to the gatehouse. Turn to 228.

127

Garond acknowledges your compliments to him on his singing and he seems quite happy to chat with you. Will you ask him about the Charm of Unbinding (turn to 43), the Finger of Lhyss (turn to 268), or the ivory spear wielded by the hero Qadarnai (turn to 218)?



128

The left-hand door leads into a corridor running through the wall. Several doors line each side of the cool, dusty passageway ahead of you. At the far end it fades into gloom – but at least it appears to be deserted. Will you walk on (turn to 203) or head back to the entrance (turn to 313)?

129

'As you wish,' she says, and shrugs her shoulders, seemingly indifferent. 'It is time to begin. We must start our search for the crypt of Lady Lotmora.' There are roughly four main areas of the cemetery that you can search. Will you investigate the northwest corner (turn to 269), the southwest corner (turn to 249), the northeast corner (turn to 149) or the southeast corner (turn to 209)?



130

His eyes light up. 'I'll take either the amulet or the gold,' he says. 'Believe me, this potion is well worth having!'

Will you give him the amulet (turn to 307), pay him 55 Gold Pieces for the potion, if you have that much (turn to 225), attack him and try to take the potion (turn to 200) or decline his offer and leave Benari (turn to 116)?

131

If you have already searched all the places of interest in Keladon, turn to 91. If you have not yet searched all these places, turn to 37.



132

After a day or two of fruitless wandering, you emerge from the hills on to the road, just south of Menela. You cannot go back into the hills, for it is too dangerous – and the village won't welcome you. You have no choice but to go back past Siltport, and then follow the road south. Turn to 3.



133

You go to the end of the gallery and see that it is open along one side; it overlooks a great high-raftered hall where once the soldiers who defended the castle would have gathered. Now, huddled on the benches below, are a host of undead knights sitting in macabre silence, coal-black cloaks wrapped round them like bats' wings, tarnished goblets clutched in their pale hands. You reckon there must be two hundred of them at least. These must be the Knights of Alptraum, Lord Mortis's feared veteran guards. Doubtless they are sheltering here from the sunlight, awaiting the kiss of the night wind to restore their dark energies.

At the far end of the gallery you can just make out a doorway, barely visible in the gloom. You can walk along the gallery to it, but you run the risk of making a noise that will attract the attention of the grisly creatures seated in the hall below. If you decide to risk it, turn to 29. Otherwise, you must climb further up the spiral stairs towards the top of the tower; turn to 377.

134

From your adventure at the altar to Lyhss, you know that you have to blow the whistle at the Finger of Lhyss 'to gain great power'. If, as seems likely, Whistlestone Tor is indeed the Finger of Lhyss, then it might be worth a detour. If you set off for the tor, turn to 19. If you decide to go straight to Keladon, turn to 165.

135

You walk over and sit at the farmers' table. They welcome you grudgingly – and suspiciously. Will you ask them about the graffiti at the cemetery (turn to 183) or about the black-robed figure who sits in the corner (turn to 213)?

136

You run on, but the source of the howling is gaining on you. Something smashes into your shin and you fall, face down, on to the forest floor with a crash, momentarily stunned. There is a sudden snarling sound and a creature of some sort slams on to your back with bone-crushing force, biting and ripping at your defenceless back. Your adventure ends here.

137

The odds are evens on both Baracas and Grom – that is, you will get back twice what you bet if you win. Decide how many Gold Pieces you wish to bet, and cross them off your *Adventure Sheet*. Turn to 387 if you bet on Grom. Turn to 248 if you bet on Baracas.

138

Gingerly, you edge along the right-hand wall. As you pass each column, you set off a trap, so that you are assailed by various mechanical sword-, axe- and spear-thrusts. You must parry them all successfully in order to reach the altar. Roll two dice. If the result is less than or equal to your SKILL, turn to 189. If the total is greater than your SKILL, turn to 166.

139

Which of the following will you use?

The Ivory Spear of Qadarnai?	Turn to 110
A puffball	Turn to 346
The Ring of Fays	Turn to 270

If you don't have any of these, you stand for a moment in dangerous indecision – turn to 155.

140

You pace quietly down the long, dark and dank corridor. Soon it begins to bend around to the left. *Test your Luck.* If you are Lucky, turn to 164. If you are Unlucky, turn to 288.

141

The road leads you past an old quarry, long disused, which has been dug out of the foothills. You notice that part of one of the quarry rock-faces has crumbled away, revealing a fissure-like cave entrance. If you wish to enter this cave, turn to 17. To ignore the distraction and press on, turn to 94.





142

As you step forward to cut the cage down, the crows shriek madly and swoop down to peck and claw at you with razor-sharp beaks and talons. You must fight them off; treat them as one opponent.

A MURDER OF CROWS SKILL 7 STAMINA 9

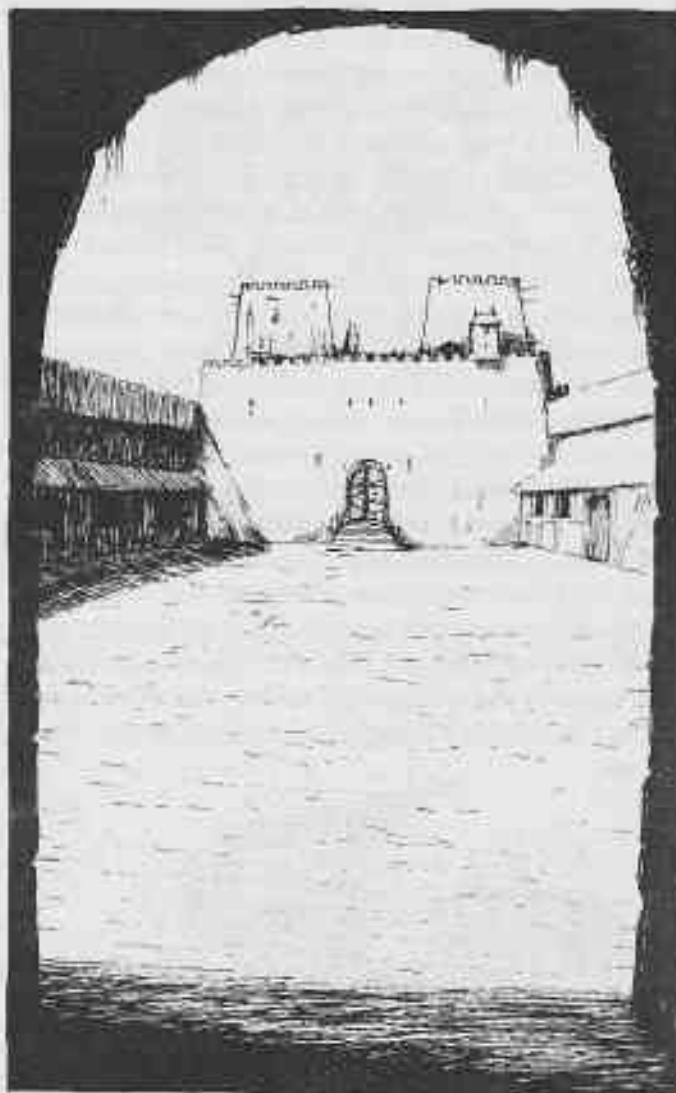
If you win, turn to 237.



143

You hare off down the left-hand tunnel. After only a minute or so, you see a light bobbing at the end and, up ahead, Hlassamon hobbling along as fast as he can. You catch up with him easily, and he falls to his knees. 'Take it, take it,' he stutters. 'Just spare my life!' You take the vial of potion and, drinking it, find yourself now more determined, able to face any horror. Note that on the next two occasions when you are asked to *Test your Resolve* you will automatically succeed and need not roll the dice (however, your RESOLVE will not be increased on these two occasions). Hlassamon smiles weakly at you, but you assure him you have no intention of killing him; it's just that you had to have the potion to aid you in your quest. While you are explaining this to him, he is already walking backwards, away from you, and then he turns and flees. Pressing on, you come eventually to a small hole, hidden by a bush, that leads into the open air. You emerge on a small hill just outside the village. Thanking the Goddess of Luck, you decide it is high time you left Benari. Turn to 116.





144

You stand by the gatehouse and look across the bailey towards the walls enclosing the inner keep, where twin towers stand like grim granite sentinels against the cloudless blue sky. Smouldering in the sultry heat of the afternoon, the packed earth of the courtyard throws back a fierce glare from the sun that makes you squint. The outer wall casts a block of shadow along the southern perimeter of the courtyard. If you want to use the shadows as cover to reach the stables to your left, turn to 9. If you prefer to make for the barracks to your right, turn to 42. If you are prepared to stride across the middle of the courtyard and enter the inner keep, turn to 379.

145

Will you use:

The Ivory Spear of Qadarnai?

Turn to 234

The Ring of Fays?

Turn to 4

The Charm of Disruption?

Turn to 338

If you have none of these, indecision makes you hesitate – and Mortis smites you a splintering blow with his flanged mace. Deduct 3 points from your STAMINA and (if you are still alive) return to 250 to give battle.



146

As you depart, the castellan calls after you in a voice made whisper-faint by fatigue and pain: 'Mortis has built a dam to block the stream feeding the moat and make it stagnant; he boasted of his plans to me. His undead troops can cross water that is stagnant. If you can smash the dam, fresh water will once again flow down around the castle – running water that will wash away the infection of necromantic magic – and his legion will be trapped within.'

Looking up the spiral well of the stairs, you see that the beam of sunlight above is now slanting up, indicating that the sun must be sinking close to the horizon. Pausing only to reassure the castellan that you will return, you hurry back up the stairs. You can now either ascend the tower (turn to 163) or, if you think you have any means of destroying the dam, you can head back outside the castle (turn to 396).

147

Stark horror rises like bile in your gorge, but you manage to retain an icy, rigid calm as you prepare to fight the three grisly figures. Add 1 to your **RESOLVE**.

While you are engaged in close combat with one of the undead archers, the others will try to shoot arrows at you. To determine whether an arrow hits or not, each Attack Round roll two dice for each archer shooting. A roll of 7 or below means that you have been hit: deduct 1 point from your **STAMINA**.

However, a roll of 8 or above means that the shot has hit the undead creature that you are fighting, and it loses 1 **STAMINA** point.

	SKILL	STAMINA
First		
UNDEAD ARCHER	7	5
Second		
UNDEAD ARCHER	7	4
Third		
UNDEAD ARCHER	7	4

If you defeat them all within eight Attack Rounds, turn to 365. If you are still fighting after this time, turn to 247.

148

You manage to break out of the clutches of the Werewight before Mortis's servants can encircle you. Scrambling backwards, you throw open the door and retreat into the courtyard. The Vampires cannot pursue you there, for the sun would shrivel their stolen beauty and they would become the dead things they truly are. The Werewight also seems to shun the daylight – though perhaps it simply has no wish to feel the bite of your sword again. It lurks just at the threshold of the barracks, giving vent to spine-chilling howls that resound eerily across the empty, sunlit courtyard. Add 4 to your *Alarm Value*. You must hurry away from here before Mortis sends his guards to investigate; you race across the courtyard towards the huge doorway that leads to the inner keep. Turn to 379.

You stumble across the entrance to an ornate crypt in the northeast corner of the cemetery. Elated. Elindora tells you it is the tomb of Lady Lotmora and, full of trepidation, you both descend into the yawning darkness of the portal. Below, you find five open coffins and, further back, a large stone sarcophagus. All are open and seem to be inhabited by sleeping people – or so you think until you see their deathly white faces, their pointed white fangs jutting over ruby-red lips, and their taloned hands crossed over cold, unmoving breasts. Vampires! With a grim face you set about the unwelcome task of driving wooden stakes through their hearts. In full daylight these creatures of evil are helpless – even Lady Lotmora, though at the last moment her eyes flick open. Elindora is satisfied: you have destroyed all the Vampires. Gain 1 RESOLVE and turn to 386.



The Vampires' powers of hypnosis seem strangely ineffective; outside, the sun is setting, yet its faint rays still caress the cemetery and it is not yet quite dusk. Lady Lotmora's powers are not at their full strength, but you will have to be quick, for each minute that passes increases her strength. She screams in bloody rage as she and her coven advance to the attack, fangs bared and hands that end in blackened talons ready to rend you. Elindora takes on two of the Vampires; you must fight Lady Lotmora and the other two. They come at you all at the same time.

	SKILL	STAMINA
First VAMPIRE	5	5
Second VAMPIRE	5	5
LADY LOTMORA	9	11

Remember: if you have the Spear of Qadarnai, it will wreak double damage against them. Whenever Lotmora hits you, roll another die; on a result of 1 or 2, she bites you and you lose 1 SKILL point (you may however restore any lost SKILL points after you win). You have nine Attack Rounds in which to defeat them all. If any are left after nine Rounds, turn to 363. If you manage to defeat them in time, turn to 386.



151

You lead Paz out of the cellar and into the open. Just as you round the corner of the house you spot a patrol and dodge back out of sight. However, Paz's nerve breaks at once; he gives a scream of fear and runs for his life towards the village gate. The two pirates give a whoop of delight and set off after him, but then they see you, stop and draw their weapons. One is a wiry whippet of a man, scabby and vicious-looking, the other a grinning, ember-eyed Hobgoblin. They wield scimitars and carry light wooden bucklers. Grimly they advance towards you. You must fight them both at the same time.

	SKILL	STAMINA
First		
CHAOS PIRATE	6	7
Second		
CHAOS PIRATE	8	6

If you win, turn to 231.

152

The Thrasher has swept you off your feet with its mace-like tail. Deduct 2 points from your STAMINA. You may use LUCK in the normal way to try and reduce this. If you are still alive, return to 192 and continue the fight.



153

One of the Elves recognizes the Ring of Fays on your finger. 'Ah, you must be the one Elindora told us of!' exclaims the Elf. 'Welcome to Shamdabag Wood, our home. I am Pelagon the Speaker. You have done us a great service, for Elindora could not have completed her task without your aid. We are in your debt.'

You mumble something like 'It was the least I could do.'

'You acted nobly, and we feel you should be rewarded further,' says Pelagon. He motions to one of his companions, who takes a round shield that had been slung on his back. It is of polished silver and is highly reflective. 'This may prove useful in your quest. It is of vital importance to us all that you succeed. Please take it as a gift.' He hands you the shield (note that you have the Polished Shield on your *Adventure Sheet*). As the Undead hate to see themselves reflected, whenever you are in combat with an undead creature and you have this Shield, deduct 1 from your opponent's SKILL. However, you may perform this action on only one Undead at a time.

Then one of the Elves points to a man who has moved to the centre of the clearing and is standing beside the fire. 'Ah, Garond is to sing for us,' says Pelagon. The man holds a lute and is clearly a bard. Will you stay to listen to his song (turn to 333) or, if you think you have already wasted enough time, do

you leave the clearing and carry on towards Keladon (turn to 165)?

154

You cough and gag as the liquid burns your throat. You have been poisoned; deduct 4 points from your STAMINA. If you are still alive, return to the paragraph whose number you noted.

155

Kandogor utters a mad shriek of laughter as he releases the catch on the ballista. You are overcome with raw hatred for the traitor: you'll soon wipe that grin -

The thought is cut off as the bolt strikes you in the chest. You stare at it in astonishment for an instant, then clutch feebly at the shaft and pitch forward into darkness. Your adventure ends in failure.

156

The first farmer snatches up the pieces of gold (cross them off your *Adventure Sheet*) and leans forward to whisper conspiratorially in your ear. The other two farmers look plainly terrified. 'Bloodfang is the name we give to the hideous creature that stalks the living from its lair in the cemetery. Some of us have been disappearing lately,' mumbles the farmer. Now will you talk to the innkeeper (turn to 34) or to the merchant (turn to 64) or, if you have done all the talking you wish to do, turn to 273.

157

You grip the spear and turn to smite whatever is behind you. Turn to 109.

158

You try to knock the ball out of the air but miss by a mile. The ball strikes you on the chest and then explodes with a loud bang, hurling you through the air. Deduct 4 points from your STAMINA. If you are still alive, you stagger to your feet, to find the shaman standing before you; he is wielding an ironshod staff covered in strange runes. Turn to 58.

159

Managing to break away from the battle before one of the skeletons can circle around and attack you from behind, you race up the stairs two at a time.

Reaching a landing at the top of the next flight, you spy a rack full of polearms standing beside the stairs. You glance back to see your pursuers not far behind you, clambering up the stairs with their antique swords raised to strike. Though only a dim glimmer of reason serves them, they can see that you are tired and lack the strength to flee any further.

You do not have to. Putting your shoulder against the rack of weapons, you heave and push it over. As it falls, the skeletons come to a halt and start to retreat, but they are too slow. A dozen heavy-bladed polearms crash into them, snapping their

old bones like twigs and carrying them down the stairs, to land in a broken tangle at the bottom. The crash echoes up the tower, and you fight down a surge of panic as you realize this has almost certainly alerted more of Mortis's guards. Add 7 to your *Alarm Value* and turn to 239.

160

You leap out, screaming a war-cry. The Skull Beast shrieks in rage and comes at you, flailing its tentacle-like tongues. If you have been to Benari and spoken with its chief, Morlak, turn to 50. Otherwise, turn to 115.

161

You charge off at full speed down the pass. The ambushers yell in rage, but by the time they have made it down to the path, you are long gone. 'Discretion is the better part of valour,' you think smugly to yourself.

Soon the road leads downwards, east and out of the hills. Turn to 141.

162

Holding the torch aloft, you set off down the left-hand tunnel. After only a few minutes you can make out light at the end of the tunnel. Running on, you find a small hole, hidden by a bush, that leads into the open air. You emerge on a small hill just outside the village. Thanking the Goddess of Luck, you decide it is time you left Benari. Turn to 116.

163

You climb the stairs as far as a landing. From here, through an arch you can see a long gallery, and the spiral stairway continues up into the topmost chambers of the tower. As you take a step back, debating which route to take, you stumble into a rack of weapons at the side of the landing. Several of the polearms are dislodged and, though you manage to catch them all, the disturbance sends a clatter echoing up the bare walls of the tower. Turn to 239.

164

The sound of slow, shuffling feet reaches your ears. You quickly wriggle into a narrow recess in the side of the corridor and conceal yourself in the shadows. A patrol of two Undead pass by; they reek of death, their flesh is a scabrous grey colour and their eyes are twin orbs of blank nothingness. Reduce your *Alarm Value* by 1. When they are out of sight, you come out of hiding and continue along the corridor. Turn to 324.

165

At last you can see the village of Keladon ahead. However, everything seems strangely quiet, save for the occasional faint sound of shouting. Plumes of black smoke spiral skyward from some areas of the village: it appears to be on fire. Black crow-like birds circle in the air, cawing desolately. As you draw nearer, no one comes out to challenge you and then you notice a couple of bodies by the wooden gate, slumped on the ground. The road branches

here: one way leads to the village, the other down to the cove where Keladon's fishing vessels are usually tethered. Will you enter the village (turn to 11), or head for the cove to see if there is anyone at the quayside (turn to 383)?

166

Unfortunately you suffer a sword-cut, and one of the spears grazes your side. Deduct 3 points from your STAMINA. If you are still alive, you step up to the altar. Turn to 303.

167

'I will take up the challenge,' you say in the most self-assured tones you can muster. The spectators go mad with excitement at the prospect of another fight, though several of them are looking at you as though you are quite mad. You step into the circle.

Baracas looks you up and down contemptuously. 'I will take you in three minutes,' he says. You must wrestle Baracas.

BARACAS SKILL 10 STAMINA 15

The fight is not to the death—any loss of STAMINA is temporary 'stun damage' and may be restored after the fight. You are not using weapons, so any SKILL bonuses you get from magic swords, etc., do not count. Wrestling combat is different. Each round, first roll two dice for Baracas; if the total scores less than or equal to his SKILL, he has you in a hold. Next, roll two dice for yourself; if you roll less than

or equal to your SKILL, you have broken his hold. If your score is higher than your SKILL, you must lose 5 points from your STAMINA. If Baracas rolls higher than his SKILL and you succeed in your roll, you have him in a lock, and he has to deduct 5 points from his STAMINA. When the STAMINA of either of you reaches zero or less, that competitor loses the bout. If you win, turn to 227. If you lose, turn to 347.



168

You make your way through the trees and into a large clearing, filled with a motley collection of people. There are peasants, farmers, merchants, one or two soldiers and several Wood Elves. A large fire has been lit, and several roasts are turning on spits. Music is being played and jugglers are juggling, dancers dancing and storytellers telling stories. A man armed with a halberd approaches you. He says nothing, merely scrutinizes you closely and then nods, as if satisfied. 'You can pass,' he says. You ask him what's going on, and he tells you that

these people are refugees from the villages which have been overrun by the Undead and that they have come here because elfin sorcery is preventing Mortis's legions from entering the wood – so far. Near by a man in once-rich robes is hawking goods from the back of a cart. Further on, a small group of Wood Elves are conversing in low tones. Will you see what the merchant has for sale (turn to 105) or go over to the Elves (turn to 73)?

169

Kandogor takes the first watch, and you lie down to rest. Just as you are on the point of falling asleep, the door flies open and the black-robed figure you saw in the room downstairs bursts in. Acting with commendable speed, Kandogor trips up the intruder with a deft kick. A moment later, his sword is at the throat of the sprawling night prowler. Will you stop him killing the unknown person (turn to 40) or let him finish the job (turn to 18)?

170

Your search proves fruitless yet again, and now the sun is setting. 'We must get out,' screams Elindora, 'and try to reach the safety of the inn!' As you make your way to the cemetery's entrance, evening shadows fall like a curtain descending upon your life. Just as the exit comes in sight, ahead of you a chilling laugh rings out, and from behind a large tombstone a figure steps forward to block your way. It is a woman with pale skin and aristocratic features. Her eyes are like twin orbs of bloody

nightmare and her mouth opens to reveal fangs that glitter in the brightening moonlight. 'Lady Lotmora!' exclaims Elindora. 'We are undone!'

'You poor fools,' snarls the Vampiress, 'to imagine you could destroy me!' She laughs maniacally and beckons to her left. Four more figures shamle into sight. They are Vampires – three obviously once farmers, the other a soldier from Bloodrise Keep; their faces are masks of bloodlust, all reason lost. Lady Lotmora stares fixedly at you both, and you begin to feel a terrible desire to surrender seize you. *Test your Resolve*, but add 2 to the dice-roll. If you succeed, turn to 190. If you fail, turn to 220.



171

If you have already searched all the places of interest in Keladon, turn to 91. If you have not yet searched all these places, turn to 38.

172

As you grasp the door-handle, a needle concealed in it pricks your skin and a virulent poison is injected into your bloodstream. Roll one die: you must lose the number of STAMINA points the die-roll de-

mands. If you are still alive, you soon find out that this is a false door leading nowhere. You must choose one of the others – the one marked with either the sword (turn to 376) or the tree (turn to 100).

173

He is not interested in the slightest in anything you may have – except an Amulet of Ages. If you have one, turn to 130; otherwise, turn to 87.

174

Fortunately the door is not locked, and you slip inside, to find yourself in a small storeroom which is stacked with barrels of water, rope and so on.

You wait a few hours for all the noise to die down and then step silently out into the corridor. There is no one else about. Will you try to get to the captain's cabin (turn to 119) or go where the prisoners are held and try to free them (turn to 314)?

175

One of the skeletons opens its mouth in a dire hissing laugh, and your nerve snaps. Uttering a scream of uncontrolled terror, you drop your weapon (note this on your *Adventure Sheet*) and throw yourself backwards, fingers frantically searching for the handle to pull the door shut behind you. *Test your Luck*. If you are Lucky, turn to 106. If you are Unlucky, turn to 195.

176

You enter a small storeroom, full of jars of wine and rotting food. The Undead have no use for this kind of nourishment any more, so no one has been here for some time. You may stay and hide here for a short while (turn to 318); or you can leave and open the door opposite (turn to 199) or make your way down the corridor (turn to 140).

177

Your battle-honed instincts take over and you throw yourself into action almost before you are aware of having formulated a plan. Tilting the shield, you reflect the bright glare of the afternoon sun straight into Kandogor's face and he is forced to shoot blind. You hurl yourself to one side and the ballista bolt whistles past you, grazing your arm. Deduct 2 points from your STAMINA. If you are still alive, you ignore the pain and race forward to attack Kandogor before he can ready another bolt. Turn to 366.



178

Terror threatens to engulf you like an icy wave when you see three beautiful but corpse-pale faces loom out of the darkness behind the snarling Were-wight. Red lips part hungrily to reveal pointed fangs. Obviously these are the Vampire concubines of dread Mortis, attracted by war-cries and the smell of fresh blood as moths are attracted to a flame. *Test your Luck.* If you are Lucky, turn to 148. If you are Unlucky, turn to 364.

179

You feel a tingling sensation between your shoulder-blades: something is close behind you. Will you turn round (turn to 109) or (if you have one) use an item: either the Spear of Qadarnai (turn to 157), the polished shield (turn to 283), or an iron mace (turn to 375)?

180

Test your Luck. If you are Lucky, turn to 258. If you are Unlucky, turn to 155.

181

You travel north on a dusty, unmade road. To your right, a column of rocky crags and low hills marches alongside you. After a while you spot the smoke of a village up ahead. As you near it, you notice that part of the outer stockade has been destroyed and that some of the buildings are damaged, as if struck by a giant flail. At the makeshift wooden gate stand several guards, weapons at the ready. They are

clearly desperate – and desperate men are dangerous men. Curtly one of them demands your business at the village of Menela. Will you look down your nose at them and tell them to mind their own business (turn to 221) or tell them you are on a mission for General Chaideshu that concerns the welfare of the whole island and its inhabitants (turn to 281)?

182

Wielding the mace, you defend yourself.

SKULL BEAST SKILL 9 STAMINA 10

Because you are using the mace, you are able to do normal damage to the Skull Beast – its outer shell of bone may be tough, but it is brittle and vulnerable to smashing forces. If you win, turn to 267.

183

'Don't know anything 'bout that,' says one gruffly. The other two look scared when you mention it. Will you offer two pieces of gold for more information (turn to 156) or go and talk to the innkeeper (turn to 34) or to the merchant (turn to 64) or, if you have done all the talking you wish to do, turn to 273?

184

You step through the doorway and have to feel your way along, as very little light penetrates the closed casements in the outer wall and you dare not risk kindling a torch. As your eyes adjust to the darkness, you discern a door and a narrow flight of steps

that must wind down to the great hall. Briefly you consider your chances of defeating all two hundred Knights of Alptraum, should you goad them into attacking you up the narrow stairs. Were there only fifty, you might manage it, fighting them one at a time and with the advantage of height. But the sheer weight of numbers, coupled with their tireless sinews, would prevail against you in the end. Instead, you turn your attention to the door directly ahead of you which, you discover, leads on to the east battlements.

If you go out on to the battlements, turn to 124. If you return to the east tower and climb further up the staircase, turn to 377.



185

You search the northwest of the graveyard, once again to no avail. Time trickles on and now it is late afternoon. Elindora is becoming visibly agitated. 'We must find them today - they will be alerted tonight and seek us out. We cannot afford to wait another day!' Will you search in the northeast corner (turn to 60) or the southeast (turn to 170)?

186

Leaving Keladon behind, you set out on the road north again, heading for the crossroads at the inn, and then eastwards towards Bloodrise Keep. After a short while you notice a commotion off the road to the south. You can make out what looks like a horseman riding hard, apparently pursued by a pack of wolves, but the dust they are raising makes it hard for you to be sure. Will you press on (turn to 65) or run towards them and see if you can help the rider (turn to 13)?





187

You knock and give your story.

'Wait while I deactivate the trap,' you hear a voice say; then, 'Come in.'

You open the door and step into a cluttered cabin: the desk is littered with papers and nautical instruments; chests of booty and captured treasures lie around in disorder. Captain Jarmesh is a small, rat-like man dressed in gaudy clothes, his eyes beady and cunning. At the sight of you he gives an oath and shouts, 'You are not one of my men!' Drawing his sword, he comes towards you. Turn to 294.

188

The fight is hard and protracted. You make a lot of noise in slaying the undead guards. Add 2 to your *Alarm Value*. Will you now go out into the courtyard (turn to 286), go through the door to your right (turn to 230) or through the door to the left (turn to 128)?



189

Incredibly, you manage to parry all the attacks. You step up to the altar. Turn to 303.



190

You manage to throw off the effects of her hypnosis. Lady Lotmora shrieks in rage as she and her coven advance to the attack, fangs bared and hands that end in blackened talons outstretched to rend you. Elindora takes on two of the Vampires; you must fight Lady Lotmora and the other two. They all come at you at the same time.

	SKILL	STAMINA
First VAMPIRE	7	9
Second VAMPIRE	6	8
LADY LOTMORA	11	18

Remember: if you have the Spear of Qadarnai, it will inflict double damage upon them. Whenever Lot-

mora hits you, roll another die; on a roll of 1 or 2, she bites you and you lose 1 SKILL point (you may however restore any lost SKILL points if you win). If you manage to defeat them, turn to 386.

191

While examining an upstairs room that has already been thoroughly ransacked, you hear a door slam downstairs and then the sound of running feet, as someone dashes out of the house. Sticking your head out of the window, you see a small boy, clearly terrified, running for his life away from the house. He darts round the corner. Will you run after him (turn to 36) or carry on searching the house (turn to 36)?





192

The villagers instruct you to follow a mountain trail which is marked by the unmistakable path of the Thrasher: large footprints, smashed trees and shattered rocks. Nobody will come with you to guide you. As you set off the villagers wish you good luck. 'He'll need it,' you hear one of them mutter. Belar cuffs him round the head, before turning to you with a warm smile: 'I'm sure it'll be an easy job for one such as you - no doubt we'll soon see you!'

An hour or so later, while you are following the trail of the Thrasher, you hear a loud crashing and grinding noise up ahead. Round a corner on the mountain trail a raging beast appears, rampaging through the trees. It is the Thrasher. It has a large, toad-like body with two small forelimbs and two huge back legs, obviously for leaping. The body is heavily furred with black, matted bristles. Its head resembles that of a hyena, save for the gaping mouth lined with small, sharp teeth. The tail is long and massive, ending in a solid ball of cartilage which it uses to pulverize its prey. With one bound it leaps at you, swinging its tail ominously. You must fight it.

THRASHER

SKILL 7

STAMINA 13

If the dice-roll for the Thrasher totals 11 or 12 for its Attack Strength, before adding its SKILL score, turn to 152. If you win, turn to 92.



193

As you follow the path to the seashore, you have an uncanny feeling that you are being followed. You turn to look behind you, but there is nothing there. Dusk is falling: in the failing light you notice some faint shapes that seem to be floating on the surface of the roaring breakers of the sea that crash on to the beach. The sound of the rolling waves and the sharp call of a seagull seem to pierce your heart with a sense of lonely desolation. For a moment you feel as if you were the last person left alive. But then your heart begins to pound and an adrenalin rush of fear fills your blood, for the faint shapes are gliding towards you, and you can see them more clearly now: they are the spectral shadows of the drowned. Ghostly forms, pallid white and wreathed in seaweed, fill your mind with dread. The Spirits of the Drowned are calling to you with whispered words like the surging sea. *Test your Resolve.* If you succeed, turn to 57. If you fail, turn to 82.

194

Captain Jarmesh is dead. Searching his desk, in one of the drawers you find a scroll and some keys. One of the keys is labelled 'armoury'; others are for storerooms, the brig and the locks to the fetters that bind the galley-slaves. The scroll is more interesting. It bears a message from Mortis to Jarmesh. Reading it, you learn that Jarmesh is the first Chaos pirate to have arrived, and that a whole fleet is on the way; their mission is to pick up Mortis's undead legions and then sail to attack the Delphic Alliance.

Mortis reports that he has full control of Bloodrise Keep and has built a dam of bodies and bones on the River Scort. This has rendered the moat round the castle stagnant and still. Quite why he has done this is unclear, although Mortis mentions that he and his Undead are 'free and unfettered'. You also find orders from Lord Kashu of Vorodu, the Grand Admiral of Chaos himself, ordering the *Merciless* to terrorize those areas of Stayng Island that are still free of Undead and to take as many slaves as possible to man the slaveships of the Chaos fleet. Will you try to escape from the boat now and leave Keladon to pursue your quest (turn to 26) or try to rescue the villagers from the hold (turn to 354)?

195

While still fumbling with the door-handle, you are struck glancing blows from several crossbow bolts. Since you were dodging, they inflict the loss of only 3 points of STAMINA. If you are still alive, you manage to slam the door behind you in time to block the rest of the volley, which tears into the thick oak as though it were balsa wood. As your foes scramble to get the door open, you are already bounding down the spiral stairs. Knowing they will be hot on your trail in moments, you reach the landing and open the door leading to the battlements. Add 3 to your *Alarm Value* and turn to 302.



196

The last Whipperwolf lies dead at your feet. You are able to pass the rest of the night in undisturbed sleep. Next day, you leave Shamdabag Wood without any further trouble, and you soon spot the tower, pointing like a finger at the sky, a short distance to the west. Turn to 216.

197

Amazed at your remarkable fighting skills, the rest of the pirates turn tail and flee. Just as you step out the back of the village hall, you observe a couple of pirates loading a mule up with plunder taken from their recent raid on the village. They lead the mule away in the direction of the cove where the fishing boats are usually kept. Now you may search some of the large houses in the village if you have not already done so (turn to 51). Alternatively, you can investigate the village temple (turn to 171) or leave the village and go to the cove where the fishing boats should be (turn to 311).



198

You begin your search of the cemetery. The rows of graves, tombstones and small crypts seem endless, and after an hour or two of searching you begin to feel like some forsaken traveller lost in hell. Broken headstones and untended graves lend a sense of desolation to the grim and bleak landscape. Some graves have been opened and defiled; others look as if the occupants have dug their own way out.

It is well past midday now. Elindora sighs with frustration but Kandogor leads you to another area. 'This way, this way, I am sure of it,' he says. You begin to suspect that he is leading you in the wrong direction. Once again your search proves fruitless, and now the sun is setting. 'We must get out,' urges Elindora, 'if we are to reach the safety of the inn!' As you make your way to the cemetery entrance, evening shadows fall like a shroud. As the exit comes in sight, a chilling laugh sounds ahead of you. A figure steps out from behind a large tombstone to block your escape; it is a woman with pale skin and aristocratic features. Her eyes are like twin orbs of bloody nightmare and her mouth opens to reveal fangs that glitter in a pool of moonlight. 'Lady Lotmora!' screams Elindora. 'We are undone!'

'You poor fools,' snarls the Vampiress, 'to imagine you could destroy me!' She laughs maniacally and gestures to her left. Four figures shamle into sight. They are Vampires, three obviously once farmers, the other once a soldier at Bloodrise Keep. Their faces are masks of bloodlust, all reason gone. Lady

Lotmora stares hard at you both, and you feel a terrible wish to surrender welling up inside you. *Test your Resolve*, but add 2 to the dice-roll. If you succeed, turn to 309. If you fail, turn to 399.

199

The door opens into a room overlooking the gate. Arrow slits allow thin streams of dust-filled sunlight into the room, creating a latticework of light on the cold stone floor. Suddenly the sound of shuffling and an incoherent bellowing fill you with fear, and from the dark corner of the room three rotting forms stumble towards you! Your nostrils are filled with the smell of the grave and your eyes widen at the hideous sight of living putrefaction, as three undead warriors advance towards you. *Test your Resolve*. If you succeed, turn to 147. If you fail, turn to 397.

200

You give a war-cry and charge at Hlassamon, intent on forcing him to hand over the potion to you. He leaps to his feet, howling in abject cowardice. But at the last moment he hurls a handful of dust into your face and, while you are doubled up, coughing and sneezing, he runs off in the direction of the three tunnels at the far end of the room. When your eyes finally stop watering, he has gone. Will you abandon him to his fate and leave Benari (turn to 116), or do you prefer to try and catch up with him by grabbing the torch and racing down the left-hand tunnel (turn to 143), the middle tunnel (turn to 323) or the right-hand tunnel (turn to 287)?

201

Suddenly an arrow thuds into the ground beside your foot! You look up to see three figures with bows shooting at you from behind a boulder, a little way up the side of the pass. You recognize one of them as the shady-looking man you saw leaving the Sword of the Samurai inn at Siltpport; the other two look like buccaneers or Chaos pirates. An arrow grazes your shoulder – deduct 1 point from your STAMINA. Will you charge up the hill at the pirates (turn to 261) or try to make a run for it down the pass (turn to 161)?

202

After a while Salesh begins to complain of your weight, saying, 'Bah, it is not right that a great lord like myself should have to serve as a mere beast of burden!' You remind him of his promise recently made, and he groans in annoyance. He leads you across country and on to the road that leads to Borgos, a short-cut that avoids the inn. Then he stops. 'I must rest, my friend – but only for a short time.' You dismount, eyeing the Centaur suspiciously. He looks at you. Then he slaps a hand to his forehead, as if a thought has just struck him. 'Ye gods,' he exclaims, 'the council meet! I must be there – and it had all but slipped my mind.' It is transparently obvious to you that Salesh is lying through his teeth. 'Forgive me, noble friend, matters of state – I must return to Shamdabag Wood.'

'What of my vital mission to kill Mortis,' you say wryly, 'which after all in the long run is probably more important to you than it is to me?'

'Ah, yes, well . . . I'm sure that a great warrior like yourself will have no trouble – in fact I would only be a hindrance. Well, my thanks, and good luck.' With that, he turns tail and canters off southwards. Shrugging your shoulders, you set off on foot on the road to Port Borgos. Turn to 46.

203

At the far end of the corridor you find an armoury. Swords and polearms must once have filled the wooden racks along the walls, but now the room has been ransacked by the undead army and most of the better weapons are gone. However, your attention is caught by a broad-bladed halberd, which looks as if it may have been fashioned in the land of Hachiman, where the weaponsmith's art is supreme. You test it; it is quite heavy, but you could carry it if you first discarded your current weapon. Decide whether you are going to do that (note the halberd on your *Adventure Sheet* and delete your current weapon, if you decide to) and then plan your next move. From here, you can retrace your steps and head east (turn to 313), or you can ascend the stairs to the west tower (turn to 362).



204

You are within a few steps of the door when suddenly it swings open and you are confronted by two of the Knights of Alptraum. Sheer surprise makes you stand still, frozen into immobility. They are ghastly to look upon: angular, bony frames on which the scant flesh clings like a tissue of ragged parchment, in their eyes a glimmer like that of stars on a cold winter's night, and their guttural, voiceless cries as they draw their greatswords. You must kill them quickly or run the risk of alerting the other undead knights seated below.

	SKILL	STAMINA
First KNIGHT OF ALPTRAUM	10	9
Second KNIGHT OF ALPTRAUM	10	9

If you win, turn to 385.

205

You turn the body over: it is that of a man, middle-aged, balding and with a thick black beard. He holds a chipped sword in one hand. Then, to your surprise, his eyes flick open – he still lives! 'Water, water,' he croaks. You give him a drink from your canteen. He is covered in blood and is obviously dying. Pulling you closer, he whispers in your ear. 'Listen to me. My name is Morlak and I was the chief of Benari,' he rasps. 'Mortis sent his hordes to destroy us. The Undead were led by some foul thing summoned by Mortis to this plane from the Lands

of the Dead. It was like a giant skull on a myriad skeletal legs. From its grinning maw it flung out tentacled tongues that pulled its victims into its clacking, snapping jaws. We tried to fight it but our swords and arrows barely seemed to harm its bony form. I think it must be vulnerable only to heavy smashing weapons, such as clubs or maces. Remember this, if you should have the misfortune to meet it.' These are his last words, for he coughs spasmodically and the light of life leaves his eyes for ever.

Sparing a brief moment of time to mourn the brave chief, you bury him beside the shrine, swearing that Mortis will pay for his evil. Will you now leave Benari (turn to 116) or investigate the ruined buildings (turn to 335)?

206

With only seconds to spare, you manage to leap from the raging inferno that was the stable, just as a flaming timber crashes to the ground behind you. Unfortunately you run straight into the two pirates; they step back in surprise for a moment before snarling unpleasantly. Turn to 6.



207

With a cry, you fall into the pit, impaling yourself on wooden spikes on the floor. Deduct 3 points from your STAMINA. If you are still alive, you haul yourself out of the pit, gasping in pain. After a few moments' rest spent binding your wounds, you step up to the altar. Turn to 303.

208

Mortis gives vent to a snarl of rage as he recognizes the weapon that held him helpless for long centuries past. Then his cry becomes a wail of despair as the ivory spear slices through his breastplate, impaling him through his dead heart. Clouds of noxious vapour flood from his cape and choke you. Shielding your face, you are forced to turn away, so you never see what fate you have meted out to the Lich-Lord. You catch one glimpse of his face at the moment of his true death – a look of such final terror and loneliness that you will carry it to your grave. When you look back, only a wisp of grey mist and a pervading stench of corruption show where your enemy fell; even the spear has gone. You go back down the stairs, to find the castle strewn with bodies already in an advanced state of decay. The legions of Mortis died with their tyrannical master.

You go to free the castellan from the dungeons below the keep. When he looks at you, he knows at once that you have faced and defeated a monstrous evil: your hair has become stark white. Turn to 400.

209

You search the southeast area of the cemetery. The graves, tombstones and small crypts seem endless, and after an hour or two of searching you begin to feel like some forsaken traveller, lost in hell. Broken headstones and untended graves lend a sense of desolation to the bleak and grim landscape. Some graves have been opened and defiled; others look as if the occupants have dug their own way out.

It is past midday now. Elindora sighs with frustration. Now will you search the northwest corner (turn to 113), the southwest (turn to 20) or the northeast (turn to 60)?



210

'The keep is a terrible place,' says the boy. 'I'm not allowed to enter it, but I know that Mortis himself resides there. The former castellan, Braxis, is held in one of the dungeons at the bottom of the east tower. I know. He was still alive, the last I heard, for the black-hearted Lich-Lord loves to torment him – although it won't be long before he tires of this game and turns Braxis into a Zombie. There are many undead patrols; but some servants have been kept alive to carry out those tasks that the Zombies cannot do – in much the same way that I have been left alive and with all *my* senses. You may be able to get some help from one of these, as we all live in fear for our lives.' Turn to 68.

211

Most of the buildings are simple huts, now empty or on fire. However, there are larger houses (other than the temple and town hall) that may be worth investigation; one is a large thatched bungalow, one a two-storeyed brick house, and the last is the smithy with a large stable attached. Will you search the bungalow (turn to 71), the house (turn to 251) or the stables (291)?

212

As you step through the doorway, the skull symbol seems to give off a pulse of eerie light. A wave of terror sweeps over you. *Test your Resolve*, but subtract 2 from the dice-roll. If you succeed, turn to 312. If you fail, turn to 292.

213

'Don't know – never seen him before,' says one.

'Probably one of them agents of that Mortis feller,' says another.

'Well, I certainly don't intend to find out,' says the third. Will you now ask about the graffiti at the cemetery (turn to 183), or have you asked all the questions you want for now (turn to 273)?





214

Elindora stares deeply into your eyes, and you feel the effect of a hypnotic trance stealing over you. Moments later, you snap out of it with no memory of what has happened; however, you do feel more determined and vigorous. Add 1 to your RESOLVE permanently. You assure Kandogor you are all right, but he merely glowers, muttering under his breath. 'It is time to begin searching the cemetery for the crypt of Lady Lotmora,' says Elindora. Turn to 198.

215

With a deft flick of the wrist you manage to hit the ball to the ground with your weapon. It rolls into a corner and then, to your surprise, explodes with a loud bang. Snarling in frustration, the shaman pulls an ironshod staff from across his back as you close with him. The staff is covered in strange-looking runes. Turn to 58.

216

The craggy rock, over five metres high, stands motionless before you like some primordial leviathan of stone. It is heavily eroded, pitted and scarred by wind and rain. You stand at its base and gaze up at the brooding, lifeless rock: it seems to exude an atmosphere of foreboding. Raising the whistle to your lips, you blow one short, shrill blast. For a moment a deathly silence falls across the land—and then suddenly everything changes. You find yourself standing on a broad, flat expanse of black

and featureless sand. The sky is dark and threatening, filled with storm clouds. Lightning crashes and thunder booms. A deluge of rain lashes your face. You are alone, save for the towering rock. A bolt of lightning strikes the rock with a flash and it begins to creak and sway ominously. Stepping back, you watch with growing panic as it starts to change before your eyes. The stone begins to move, and rocky limbs like crystal form round it. The shape resolves itself into a giant, four-armed, two-legged Rock Golem with eyes of coruscating blue plasma. A nimbus of crackling azure energy plays about its body like fire. You must fight it.

ROCK GOLEM SKILL 9 STAMINA 17

Each time you hit the Golem, deduct damage in the normal way and then roll another die. On a roll of 1, turn to 276. Otherwise, fight on. If you defeat the Rock Golem, turn to 316.

217

When it is gone, you climb out of the well. Realizing that Borgos is not a safe place to linger in, you decide to camp outside of the town. Turn to 329.



218

Garond's eyes light up with enthusiasm as he relates the story to you. 'Legend tells of the great battle fought between Mortis's legions and the true men of Stayng. In the thick of the fighting Qadarnai sought out Mortis himself, and the two of them clashed like Titans. Interestingly, although the ivory spear Qadarnai fought with had been wrought specifically to slay the Undead, it had been fashioned by Elves and lacked magical properties when wielded by the hand of a mortal human being. Knowing this, Qadarnai was able to slay Mortis only by throwing the spear through the air, so that when it struck the evil Lich it was not at that moment in a mortal's hands. Perhaps you recall the lines of the poem:

*Aware that his war-spear,
Elf-wrought ivory, rune-graven and gilt,
Was woven with a secret spell
That made it treacherous in his hands,
Qadarnai cast it from him
And across the space between them it flew,
Then found its rest in the Lich's heart
And with a sere sigh Mortis was gone from this world.'*

Will you now ask Garond about the Charm of Unbinding (turn to 320) or the Finger of Lhyss (turn to 300)?

219

When you are half-way along the hall, you are gripped by an abrupt sense of chilling unease. *Test your Resolve*. If you succeed, turn to 262. If you fail, turn to 282.

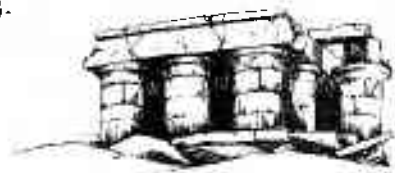
220

You cannot resist the urge to give yourself up, and you sink to your knees. Elindora, though unaffected, is unable to defeat the Vampires alone. You watch helplessly as she is slain, and is then brought back from death as a Vampire. Soon it will be your turn . . . Your adventure ends here.

221

As you growl at them contemptuously they step back in fear and level their spears at you. One of them shouts a command and several archers stick their heads up from behind the wooden palisade that surrounds the village. Before you can protest, they draw their bows, and you are forced to flee. Fortunately they are not good shots and you are hit by only one arrow. Deduct 2 points from your STAMINA. Obviously you cannot go back there.

You spend the rest of the day searching the hills, but to no avail. You have no choice but to head south. Turn to 3.



222

You have given away your position and Mortis is sending out more patrols of Undead. Now you have been discovered by one – a patrol of four rotting Zombies. You must fight them one at a time.

	SKILL	STAMINA
First		
UNDEAD GUARD	6	5
Second		
UNDEAD GUARD	5	7
Third		
UNDEAD GUARD	6	6
Fourth		
UNDEAD GUARD	6	6

If you win, add 2 to your *Alarm Value*, then turn to 133.

223

Plumes of black smoke rise skyward as you near Benari. When you finally reach it, your worst fears are confirmed: the whole place has been burnt to the ground; all that remains are the smoking hulks of homes and buildings. Several bodies lie scattered about, but not as many as you would expect from the destruction of the whole village. A few dogs slink away at the sight of you, and vultures go about their grisly business. Will you examine the bodies (turn to 369), investigate the ruined buildings (turn to 335) or leave the smoking village (turn to 116)?

224

You rub the Ring of Fays and call upon its power. You feel a faint nausea and the air shimmers around you for a moment. Looking down you cannot see your body! It has rendered you invisible – but for how long? Cross the Ring of Fays off your *Adventure Sheet*. Unseen, you are able to walk on to the *Merciless* without being spotted. To the left is a door set into the wall of the poop deck; presumably it leads to the Captain's cabin. To the right is a gangway that leads down below decks. You can feel the invisibility beginning to wear off now. Will you go in search of the Captain (turn to 119) or go down below and try to free the villagers (turn to 314)?

225

You hand over the Gold Pieces (cross them off your *Adventure Sheet*). 'Thank you,' he mutters politely and passes you the potion. 'You had better drink it straight away,' he suggests.

You do so and find yourself at once more determined, able to face any horror. Note that on the next two occasions when you are asked to *Test your Resolve*, you will succeed automatically, and need not roll any dice (however, your *RESOLVE* will not be increased on these two occasions). The alchemist bids you good day, and you climb out of the cellar and leave Benari. Turn to 116.



226

With a final bestial cry, the shambling man-thing crashes to the floor. Hurriedly you wipe its blood from your sword before it can tarnish the metal. Desperation has lent you great strength, and you were able to kill it quickly before its bellows of insensate bloodlust could attract the attention of Mortis's sentries. Restore 1 point of *LUCK*, but also add 2 to your *Alarm Value*, since the creature's death will not go unnoticed for long. You can now either go along the hall to an archway at the far end (turn to 219) or go back out into the courtyard and make for the inner keep (turn to 379).

227

After a mighty tussle you finally have Baracas in a stranglehold. He will not submit but slides into unconsciousness. The crowd cannot believe its eyes as his prone body is dragged out; many of them have lost money, betting on Baracas. You collect your 25 Gold Pieces. Now the excitement dies down, and you are just sidling to the back door when the bos'n says, 'Wait a moment – who the hell are you anyway?' The pirates turn to stare. 'Never seen his like before,' says one. 'Get him, lads!' cries another, and several rush towards you, drawing their sabres. Turn to 297.

228

As you approach, you notice a mechanism like a giant crossbow on top of the gatehouse. It is a ballista, a device capable of hurling lethal steel-tipped bolts a distance of up to 400 metres. Doubtless in the past it has been deployed against many besiegers of the keep, but you are sure it would have been of minimal effect against the relentless troops of Mortis's Zombie army. If you have a copper coin with the head of Mortis stamped on both sides, turn to 285. Otherwise, turn to 388.

229

You scream out a war-cry and slash at the black-robed figure, who promptly turns tail and flees. A bit easy, you think to yourself doubtfully, but you are not disturbed further that night.

The next day dawns and you go downstairs. The same crowd are there as before, packing and readying themselves for the day's journey. The innkeeper tells you that the person in black left first thing in the morning. You notice that one of the farmers is missing; the other two look downcast and frightened. You decide to press on with your journey. Will you head northeast towards Port Borgos (turn to 46) or south towards Shamdabag Wood (turn to 325)?



230

The right-hand door opens on to a corridor running the length of the outer wall; it is lit by torches set in brackets on either side. There is a wooden door to either side of you, and ahead the corridor disappears into gloomy darkness. Will you go through the left-hand door (turn to 176) or the right-hand door (turn to 199), or go straight ahead (turn to 140)?

231

At least the boy seems to have escaped, you think to yourself as you search the bodies. You find nothing. You may now search the bungalow (turn to 71) or the stables (turn to 291), if you have not already visited these two places. Alternatively you can investigate the temple (turn to 171) or the village hall (turn to 131); otherwise, you leave the village and make your way to the cove where the pirate ship should be (turn to 311).



232

Leaving the tomb behind, you set off down the hillside.

The villagers give you a good send-off and you stride out down the road towards Siltpport once more. Turn to 3.

233

The jester's eyes snap open and he gets to his feet without a sound. You watch him warily, and he stares back with dull eyes set in a livid white face. His painted smile looks eerie and insincere. At last you break the silence: 'Which door must I take to reach Mortis's sanctum?'

He bares his mouldering teeth in a crooked, crafty smile. 'Ah,' he says, 'it depends on whether you know how to get two things out of one, and how to make sense out of a mix-up.' You stare at him as though he were mad, which he probably is. 'Password! Password!' he snaps at you suddenly. 'Are you a dullard? *Password*, I say!'

You don't know any password, so you snarl at him in frustration and draw your sword before turning to inspect the three doors. One of them presumably leads to the tower where Mortis has his lair—but you have no way of knowing what traps might lie behind the other two, nor how to distinguish them from the correct door. Or do you . . . ? Choose which door you will take:

The door with the snake-symbol?
The door with the sword-symbol?
The door with the tree-symbol?

Turn to 172
Turn to 376
Turn to 100



234

The dying sun is in your eyes, and all you can see of Mortis is an onrushing shadow against the blood-stained twilight sky. You raise your arm and hurl the spear towards him. Roll two dice and compare the total to your SKILL. If the total rolled is greater than your SKILL, your aim was askew; the spear has missed and you must fight him without a weapon (return to 250). If the total is less than or equal to your SKILL, you have hit him (turn to 88).

235

You say goodbye to the innkeeper and make as if to leave. He stares at you in astonishment. 'You cannot leave now, sir!' he exclaims in a high thin voice tinged with panic. 'You'll get yourself killed! And then you'll come back . . .'

'What do you mean, you oaf?' you demand rudely, annoyed that none of these people will speak plainly.

'I cannot say,' replies the innkeeper. 'But do not leave this night, or your life will be in grave peril, believe me.'

Will you laugh scornfully and leave anyway (turn to 339) or take the fat innkeeper's advice and go up to your room (turn to 298)?

236

At the last moment you dodge to one side and the bolts of plasma crash into the sand behind you, fusing it into a sheet of glass. Return to 216 and fight on.

237

You drive the last few crows away, and they fly away eastwards. Carefully you lower the cage to the ground, then you lift the bar and open it, reaching inside for the poor man. Suddenly he locks his hands round your throat in an iron grip. Startled, you look into his eyes and, with a thrill of horror, gaze into milky white orbs, staring and dead. His flesh is rotting, and you see a deep wound in his chest. The man is a Zombie! Mortis must have imprisoned him and watched him die, then brought him back as one of the Undead! You are caught completely unawares – *Test your Resolve*. If you succeed, turn to 117. If you fail, turn to 322.

238

You leap for the other side of the pit as the floor crumbles away beneath you. Your fingers grab the lip of the pit just in time, permitting you to haul yourself out, unhurt. You step up to the altar. Turn to 303.

239

Your *Alarm Value* indicates how much attention you have drawn to yourself while penetrating the castle's defences. If you have made too much noise or stayed in one place too long, the patrols of undead sentries may be alerted. To see if this has happened, roll two dice and add 3 to the total rolled. If the new total is less than or equal to your *Alarm Value*, you hear someone approaching – turn to 222. If it is greater than your *Alarm Value*, you have escaped detection as yet, and must now turn to 133.

240

'Curse you then, you swine,' he snarls and comes at you again with his sword.

CAPTAIN JARMESH SKILL 8 STAMINA 4

If you wound him again, turn to 125.

241

A cursory search of the bodies reveals a pouch on the belt of one of the pirates. Inside you find 25 Gold Pieces (note them on your *Adventure Sheet*). You continue down the road, which leads east out of the hills. Turn to 141.

242

You find a suitable house, small and cosy, to spend the night in. Will you light a fire and cook yourself some food (turn to 310) or make do with cold snacks and a chilly night without a fire (turn to 373)?

243

They greet you cordially enough. However, when you try to engage them in conversation, you get no further than an exchange of bland pleasantries. Apparently they do not wish to talk with you but are too polite to say so to your face. Then one of them points to a man who has moved to the middle of the clearing and is standing beside the fire. He holds a lute and is clearly a bard. 'Ah, Garond is going to sing for us,' says an Elf. Will you stay to listen to the song (turn to 333) or, if you think you have already wasted too much time, leave the clearing and walk on towards Keladon (turn to 165)?

244

'As you wish,' she says, shrugging her shoulders indifferently. Now it is time to begin. 'We must search for the crypt of Lady Lotmora,' says Elinora. Turn to 198.

245

You walk straight into a guardroom. A dozen skeletons are standing round the walls, facing out through the tower windows in untiring vigilance and with cocked crossbows in their bony hands. No sooner have you entered than they whirl around. A dozen deadly sharp quarrels are levelled at your chest and you know that at least one would find your heart before you could back out through the door. *Test your Resolve*. If you succeed, turn to 66. If you fail, turn to 175.

246

You find a bunch of iron keys on the traitor's belt. Take these if you wish to (note them on your *Adventure Sheet*). After rolling the body down into the gatehouse and hiding it in a place where you hope it will not be found, you hurry on into the outer bailey. Turn to 144.



247

However many opponents are left turn and lope out through the door before you can kill them. Cursing, you realize the survivors will warn the others of your presence. Add 4 to your *Alarm Value*. A closer examination of the room reveals nothing of interest, but one of the dead Zombies is carrying a pouch. Inside are 10 Gold Pieces and an iron key (note them on your *Adventure Sheet*). Leaving the room, you continue on your way down the corridor into the depths of the keep. Turn to 140.

248

The combatants go at each other hammer and tongs, using smashes, head-butts, kicks, gouges, throws and holds. There don't appear to be any rules – except that weapons aren't allowed. For a while the Ogre's superior size and weight seem to be winning him the fight, but soon Baracas gets the measure of his opponent and his superior skill begins to show through. He manages to trip Grom – and suddenly Baracas has him, face down on the ground, in a punishing stranglehold. Grom is forced to submit. You have won! Collect your winnings – twice what you bet – and add them to your *Adventure Sheet*. The excitement dies down now, and you are just sidling to the back door when the bos'n points at you and says, 'Wait a moment – who the hell are you anyway?'

The pirates turn to stare. 'Never seen his like before,' says one. 'Get him, lads!' cries another, and several of them rush you, drawing their sabres. Turn to 297.

249



You search the southwest area of the cemetery. The graves, tombstones and small crypts seem to go on forever, and after an hour or two of searching you begin to feel as if you were some forsaken traveller, lost in hell. Broken headstones and untended graves lend a sense of desolation to the bleak and grim landscape. Some graves have been opened and defiled; others look as if the occupants have dug their own way out.

It is past midday now. Elindora sighs with frustration. Will you now search the northwest corner (turn to 185), the southeast (turn to 374) or the northeast (turn to 149)?

250

You continue to climb towards the top of the dam of bones while Mortis rides closer. As he dismounts and places his gauntlets on the dam, preparatory to climbing up it after you, the whole structure quivers. You almost lose your grip; but you do manage to scramble the last few metres until you are on top of the dam. With your boots planted squarely on the faces of men long dead, you peer down in the deepening twilight: Mortis is climbing towards you, looking like a great black bat, ragged cape fluttering in the salt breeze, eyes flashing behind his visor as they catch a last scarlet blaze of sunset. Now you must do battle with him. *Test your Resolve*. If you succeed, you have to deduct only 1 point from your SKILL owing to the fear you feel, but you can fight him normally. If you fail, you are not only shaking

so much that you must lose a point of SKILL; ~~terse~~ draws all strength from your limbs, so any blow you do land will inflict only 1 point of damage to your adversary's STAMINA (3 if you successfully use LUCK). If you wish to use an item against the ~~Lick~~ Lord, turn to 145.

LORD MORTIS SKILL 10 STAMINA 2

If you succeed in killing him, turn to 400.

251

The front door of the house is hanging brokenly at its hinges. Stepping inside, you find yourself in a simple hallway, with stairs leading up and doors on either side. Will you first search the ground floor (turn to 331) or the upstairs (turn to 191)?

252

The undead creature collapses in a heap, truly dead this time. Will you use the Ring of Communing to report back to General Chaideshu (turn to 32) or leave the hills and take the road to Siltport (turn to 3)?

253

You hastily recite the words taught you by the castellan's mother. Even as you do, it occurs to you that you may have chosen the wrong moment – and now that you have spoken the Charm, it is spent and cannot work again.

If the paragraph you have just turned from is listed below, the Charm will have some effect:

- If you have turned from 66, turn to 69
- If you have turned from 204, turn to 98
- If you have turned from 245, turn to 69
- If you have turned from 250, turn to 338
- If you have turned from 293, turn to 84
- If you have turned from 358, turn to 338

If the paragraph you turned from is not listed here, you have used up the Charm to no purpose; turn back to the paragraph you noted and continue your adventure.

254

This evil pirate must have slain many innocents before without showing mercy or remorse. Still, you cannot bring yourself to kill someone who has surrendered. You lower your sword and step back. With a snarl of contempt, Jarmesh plucks a dagger from his boot and hurls it at you. Deduct 3 points from your STAMINA. If you survive, he shouts, 'You naïve fool – now I will kill you,' and comes at you again.

CAPTAIN JARMESH SKILL 8 STAMINA 2

If you kill him, turn to 194.



255

As you leave the temple you feel behind you the rage of the White Queen; she curses you for abandoning her chapel. Lose 1 point from your LUCK. You may now search some of the larger houses in the village if you have not already done so (turn to 51). Alternatively you can investigate the village hall (turn to 131), or you can leave the village and go to the cove where the fishing boats should be (turn to 311).

256

You try to dodge, but one of the searing bolts of plasma catches you a glancing blow. Lose 5 points from your STAMINA. If you are still alive, return to 216 and fight on.

257

You slay the last Vampire and see that Elindora has dispatched her opponents using swordplay and sorcery. Kandogor is astonished and promptly turns tail to flee. If you have the Spear of Qadarnai, turn to 326. Otherwise, turn to 296.

258

The ballista bolt whizzes over your head and buries itself in the swampy ground a few paces behind you. Kandogor tries desperately to winch the ballista back for a second shot, but you reach him long before he can reload. Turn to 366.

259

Rounding a bend in the tunnel, you find yourself at the entrance to a huge chamber. Hundreds of Giant Ants are crawling about everywhere, many tending football-sized eggs constructed of a soft white membrane. As you appear, fifty or more warrior Giant Ants catch your scent and scurry towards you. They are inhumanly fast and, though you try to flee, they catch up with you easily. You cannot fight so many and soon, overwhelmed, you are food for their young. Your adventure ends here.

260

After several hours of aimless wandering, you finally see a pinprick of light at the end of a tunnel. Running on, you find a small hole, hidden by a bush, that leads into the open air. Wriggling through, you come out on the side of a small hill, just outside the village. Thanking the Goddess of Luck for rescuing you, however belatedly, you decide it is time you left Benari. Turn to 116.

261

Shouting a war-cry, you charge straight up at your ambushers. Their eyes widen in surprise; desperately they try to shoot you before you can reach them. Instinctively, you dodge and weave to avoid their arrows. *Test your Luck.* If you are Lucky, turn to 341. If you are Unlucky, turn to 301.



262

Panic wells up inside you, but you manage to fight it down. Add 1 to your **RESOLVE**. You realize that you are in great danger here: the barracks must be the base for Mortis's undead troops, and it is only a heaven-sent premonition that has warned you to get away before they return and find you. With your jangling nerves still on a tight rein, you quickly retrace your steps and go out again into the courtyard. The sunlight does something to restore your spirits after that harrowing sense of foreboding you experienced, but you now realize that there are only a couple of hours until nightfall. You hurry across to the inner keep; turn to 379.

263

You charge the wolfpack and they come at you, snarling. The Centaur stops running and turns to throw its spears at them from a safe distance. You must fight (treat the pack as a single opponent).

WOLFPACK **SKILL 8** **STAMINA 13**

Roll 1 additional die at the end of each round of combat. On a throw of 1, the Centaur has accidentally hit you with a javelin, causing 2 points of damage to your **STAMINA**. On a throw of 4-6, he hits the wolves for 2 points of damage. On a roll of 2 or 3, he misses completely. If you win, turn to 27.

264

To your relief the key fits and you are able to remove the padlock. Gently swinging the door open, you are greeted by a stench of filth and stale air. You grimace as you step into the blackness beyond.

As your eyes adjust, you can make out a heavy bronze grating covering a pit in the floor.

You step over to it and the sound of your tread awakens its occupant. He calls out in a weak voice. Peering down through the bars of the grating, you see it is Braxis, the young castellan. The dank, cramped confines of this shallow cell force him to squat, bent almost double in his own filth. The marks of a brand across his face and the congealed blood staining his tattered tunic tell you that he has been cruelly tortured. His eyelids flutter weakly as he tries to speak. If you unlock the grating and haul him out, turn to 278. If you first give him time to speak, turn to 336.





265

You slip into the well, then poke your head out over the top as a hideous-looking creature scuttles around the corner into the plaza. More than anything else, it looks like a giant skull above a myriad insect-like legs, but instead of chitin these legs are made of skeletal bone. Several long, sinuous tentacle-tongues rasp and writhe from the grinning jaws reaching for you, trying to grab you and draw you towards its snapping jaws. You recognize the legendary Skull Beast, a creature that lives in the Lands of the Dead, and which comes to Titan only when summoned by an evil and powerful necromancer like Mortis. Will you stay hidden for the time being (turn to 10) or show yourself and attack the Beast (turn to 160)?

266

Stepping into the chapel you are struck immediately by the scent of the place: clean and wholesome and without that rotting smell of decay that permeates the rest of Bloodrise Keep. The chapel is small: just a few pews and, at the far end, an altar draped in gold-edged white linen. On it rests a beautiful ivory statuette of the White Queen. Someone dressed in rich black robes is sitting in front of the altar. It is a middle-aged woman, noble and beautiful. For a moment you stare at each other in fear, until you both realize that neither of you is undead. You tell her of your mission, and she says, 'I am Iola, the mother of Braxis, the castellan. He has been taken prisoner and is held in the east tower. Please release

him – if you do he may be able to help you destroy the evil Mortis.’ You express concern over her safety. ‘As long as I remain in the chapel I am completely safe. No Undead can enter here, not even Mortis himself; the power of the White Queen keeps them out. I will aid you in your noble quest, for I know a magic charm that I can teach you: it will disrupt all Undead within hearing, causing their bones to dissolve and their flesh to rot to dust. Use it wisely, however, for it can work once and once only. Now go,’ she says. ‘I will pray for you and for my son.’ She turns to kneel at the altar of the White Queen.

You leave the chapel and continue along the corridor towards the east tower. Turn to 123.

267

The Skull Beast explodes in a cloud of bone-dust and disappears in a rush of foul air and energy. Regain 1 point of LUCK. Then you notice something very strange: its shadow has remained behind, a dark shape on the floor. Will you take it (turn to 33) or leave it (turn to 350)?

268

Garond says, ‘Many stories abound. One relates that the Finger of Lhyss is some ancient artefact fashioned by the goddess for a reason now long lost in the mists of myth and legend. According to this story, it lies on this very island and is, in fact, the feature now known as Whistlestone Tor, which is a

short way west of here. Who can say whether this is true or not? But it makes for a good tale.’ You can now ask about the Charm of Unbinding (turn to 340) or the Spear of Qadarnai (turn to 380). If you feel, however, that you have spent enough time here already, you can continue towards the village of Keladon (turn to 165).

269

You search the northwest area of the cemetery. The rows of graves, tombstones and small crypts seem endless, and after an hour or two of searching you begin to feel the way some forsaken traveller must, lost in hell. Broken headstones and untended graves lend a sense of desolation to the bleak and grim landscape. Some graves have been opened and defiled; others look as if the occupants have dug their own way out.

It is past midday now. Elindora sighs with frustration. Will you search the southeast corner (turn to 289), the southwest (turn to 359) or the northeast (turn to 149)?





270

You hastily invoke the power of the Ring of Fays. Instantly it vanishes from your finger (cross it off your *Adventure Sheet*), but the next moment you sense a tall, shadowy figure flanking you on either side. Even in the bright sunlight, the Fays seem surrounded by a cold green shadow as they step forward and hold up great shields to protect you. You are not sure whether or not Kandogor can see them. He releases the ballista bolt but is astonished when it drops in mid-flight and falls harmlessly at your feet. You race to the gatehouse, reaching it long before he has managed to get another bolt ready. Only then do you notice that the Fays have vanished as silently as they came. Turn to 366.



271

He says he is starving and you leave some food for him (cross off one *Provision* from your *Adventure Sheet* – if you have none, you cannot help him). You reassure the boy that you will be as quick as you can and you tell him firmly not to leave the cellar under any circumstances, for it is very dangerous. He begs you to come back as soon as possible. You promise to do so and to bring those scum of the sea, the Chaos pirates, to justice. You may now search the bungalow (turn to 71) or the stables (turn to 291), if you have not already done so. Alternatively, you can investigate the temple (turn to 171) or the village hall (turn to 131); or, if you prefer, you can leave the village and go to the cove where the pirate ship should be (turn to 311).





272

You pick up the spear; it feels good in your hands, as if imbued with a powerful force of its own. The spear is useful in combat against the Undead. Whenever you fight undead foes with the spear, you may double all the damage you inflict. It has no other properties you know of – yet. Note the Spear of Qadarnai on your *Adventure Sheet*. Then your gaze flicks to the corpse of the adventurer – you could have sworn it twitched! To your horror, its eyes snap open and it sits up with a jerk. Its milky-white, dead eyes stare at you hungrily. It comes at you with its sword. You must fight the creature.

UNDEAD

TOMB-ROBBER

SKILL 6

STAMINA 8

If you win, turn to 252.

273

Outside, as the sun sinks, darkness is creeping over the land like a fog. The patrons of the inn smile nervously and put on a false air of joviality. The innkeeper starts to fidget and fiddle with the garlic buds. The soldier looks up from his mug and nods at you in a comradely fashion – although something about his eyes disturbs you. Will you leave the inn now and carry on with your journey (turn to 235) or decide to go up to your room and get some sleep (turn to 298)?



274

Unobserved, you make your way further up the beach to a spot out of sight of the pirate guards. You swim out and around to the aft side of the *Merciless*. Reaching the anchor-chain, you begin to climb up it. *Test your Luck*. If you are Lucky, turn to 7. If you are Unlucky, turn to 394.

275

The Elixir acts as a Potion of Skill. Add 1 to your *Initial* and current *SKILL*. Return to the paragraph whose number you noted.

276

The Golem gives a deafening bellow of rage and twin bolts of lightning leap from its eyes towards you. *Test your Luck*. If you are Lucky, turn to 236. If you are Unlucky, turn to 256.

277

The combatants go at each other hammer and tongs, using smashes, kicks, throws and holds. The only rule seems to be that weapons aren't allowed. For a while the Ogre's superior size and weight seem to be winning him the fight, but Baracas soon gets the measure of his opponent and his superior skill begins to tell. He manages to trip Grom - and suddenly Baracas has him, face down on the ground, in a punishing stranglehold. Grom is forced to submit. The pirates shout excitedly, 'Another, another!'

The Ogre is dragged out, and Baracas gets to his feet, saying, 'I will fight any who challenges me. Come on, you seadogs, twenty-five Gold Pieces says I can beat any man-jack of you!' The rest of them fall silent, shuffling their feet and looking shifty. No one steps forward. Will you take up the challenge (turn to 167) or decide that discretion is the better part of valour and leave (turn to 328)?



278

Braxis seemed to be on the verge of fainting when you were unlocking the grating, but now he utters a terrible groan as you lift him out of the pit. For several seconds he is unable to control the spasms of pain, as circulation creeps tortuously back into his cramped limbs; despite his great bravery, he cannot stifle a cry of agony. Add 2 to your *Alarm Value*.

'Come,' you say, 'we must find Mortis before the sun sets.'

Braxis, curled on the floor, shakes his head. 'No,' he gasps. 'I'm too weak to stand unaided, and if you burden yourself with me you'll just jeopardize your mission. Find and kill the evil lord, then you can come back for me.'

It grieves you to leave this brave man here in this foul dungeon, but you are forced to admit that he is right. 'Rest then, castellan,' you say, touching his shoulder as you turn to leave. Turn to 146.

279

You emerge on to the tower roof. Mortis's black pennant flies from the top of a pole here – but it is the creature chained to that pole which concerns you most of all. You have the impression of great bulk, of a face like that of a giant rat silhouetted against the sinking sun, of eyes of red fire and wings like the shutters of night. You are already backing off as it makes a lunge towards you. You must kill it as quickly as you can, since it is loudly rattling the chain that tethers it and uttering horrifying shrieks all the while.

NYCTERIN

SKILL 9

STAMINA 15

Note the number of Attack Rounds you spend fighting it, then add that number to your *Alarm Value*. If you kill it, you can return to the first landing and take the door to the battlements; turn to 302.

280

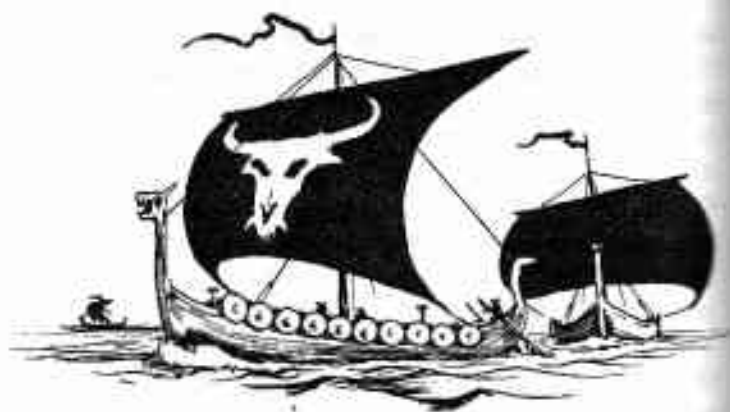
'Legend tells of the great battle fought between Mortis's legions and the true men of Stayng,' Garond declaims. 'There Qadarnai sought out Mortis himself and closed with him in a struggle to the death. Although Qadarnai's spear was wrought specifically to slay the Undead, nevertheless its power was weakened by contact with the blood-

soaked earth, where so many had fallen, both the dead and dying. Thus it was that Qadarnai, realizing this, was able to slay Mortis only by throwing the spear with the last of his strength as he fell, dying, from a charring blast of sorcerous energy. In flight, the thrown spear's power was undiminished, and it struck the unlife from Mortis's foul corpse as it pierced him through his shrivelled black heart.' You begin another question, but he says, 'Well, it has been pleasant talking to you – but now there are other matters claiming my attention.' You see a comely young girl waving to him from across the clearing. 'Farewell, young warrior.' He leaves. You decide it is time to press on to the village of Keladon; turn to 165.

281

'Yeah? And my aunt's the queen of all Khul,' mocks the guard. 'Be off with you!' The other guard looks you over, then whispers to his companion. They both look at you again, carefully this time, then the first guard says, 'Well, I suppose we'd better take you to see Belar, just in case. Come on.' He motions you to enter the village. Turn to 321.





282

You cannot control a sudden access of overwhelming terror. Phantasms claw up from the darkest corners of your imagination; as you whirl around in panic, you seem to glimpse movements and scurryings in the deep shadows against the wall. Suddenly an uncontrollable shriek flies from your lips like a gleeful spectre, echoing along the halls and deserted corridors of the castle. You turn to run, but it is too late. You blunder over an outstretched pike and pitch headlong against a spiked breastplate. Gaunt, grey hands seize you. Your adventure ends here.

283

You raise the polished shield in front of your face and, using it as a mirror, look over your shoulder. Your heart nearly stops, for some unutterably hideous thing stands behind you, all claws and scales, its face a mask of horror. However, the

reflection of its face is blurred – but you know that if you were to gaze upon it directly, it would drive you mad. The creature sees its own reflection in the shield and gives a moan of despair. Then it howls in rage and madness and runs away. Regain 1 LUCK point.

Musing on these strange events, you leave the beach. Will you now enter Port Borgos (turn to 30) or camp outside it for the night and make for Bloodrise Keep in the morning (turn to 329)?



284

Your struggle with the bellowing man-beast goes on and on, until you seem to be trapped in an unending nightmare in which you rain blow after blow upon it, to no effect. At last, it flails a final desperate time, then staggers back and crashes to the floor, at the same time knocking heraldic shields from the wall. The noise echoes leadenly in the low-ceilinged hall. Add 4 to your *Alarm Value*, for one of Mortis's undead sentries will surely have heard the noise and may come to investigate at any minute. You can now either go along the hall to an archway at the far end (turn to 219) or go back out into the courtyard and head towards the inner keep (turn to 379).



285

While you are still thirty paces from the main gate and are just wading out of the mire that is the moat, a sudden movement makes you freeze: Kandogor appears on the roof of the gatehouse and watches you with a sneer as he levels the ballista. 'So,' he says, 'you thought to take my master unawares. Did you believe it would be easy to creep up on him while the sunlight forces him to remain entombed in his lair? Fortunately he has loyal servants, mortals like myself, to protect him.'

You spit on the ground. 'Loyalty? You cur – you don't know the meaning of the word!' If you have the Polished Shield, turn to 177; if not, and you wish to use an item, turn to 139. Otherwise, you decide to make a rush forward (turn to 317).

286

You step through the archway and cross the inner courtyard. Ahead is the main gate of the keep, flanked by a tower on either side. Suddenly a loud banging alerts you to danger. Dozens of wooden shutters are flung open in all the walls and a torrent of arrows rains down. There is no time to react. Your adventure ends here.

287

Holding the torch aloft, you set off down the right-hand tunnel. You follow a twisting passage that has been hewn out of the solid rock by pickaxes and chisels; it looks like an old mine-working. After a

the other direction, the stairs descend to a padlocked door of stout mahogany. In the wan light filtering down, the dark wood seems the colour of a bloodstain.

If you go up the tower, turn to 163. If you go down to the locked door, turn to 343. If you decide to lie low here for a while in case Mortis's undead patrols are scouring the castle for you, turn to 293.

291

The stable and smithy prove rather uninteresting. You do find 6 Gold Pieces in an old leather pouch under a pile of straw on the upper level of the stable, however. You are just pocketing it when you hear some noise outside. Looking cautiously out through a window, you spot two pirates, one an Orc and the other a large Ogre, laughing evilly outside and sharing a gourd of wine. One has a burning torch in his hand, and to your consternation he suddenly throws it into the stable. Within seconds the dry straw goes up in flames, much to the merriment of the cut-throats. Desperately you make a run for the door, but the wooden building is rapidly catching fire. *Test your Luck*. If you are Lucky, turn to 206. If you are Unlucky, turn to 111.



292

You flee in absolute terror, overcome by a supernatural fear. This fright has taken root in the very depths of your being – you can never return here again without losing your mind. After a short while you regain your senses, but now you are hopelessly lost in the hills. *Test your Luck*. If you are Lucky, turn to 132. If you are Unlucky, turn to 72.

293

You could not have chosen a worse place to hide: right in the stairwell of the tower leading up to Mortis's personal apartments! After a few minutes, you hear a noise like the clattering of hollow sticks, followed by the scrape of a rusted sword leaving its scabbard. Whirling, you see that two skeletal warriors of the Lich-Lord's elite Battalion of Millennial Bones have entered through one of the archways behind you. They advance noiselessly, their hard white faces set eternally in grins of unholy glee.

SKILL STAMINA

First

SKELETON WARRIOR	9	8
------------------	---	---

Second

SKELETON WARRIOR	9	9
------------------	---	---

If you defeat them both in six Attack Rounds or less, turn to 355. If it takes you longer than six Rounds, turn to 104. If you wish to escape and flee up the stairs, turn to 159.

294

You must fight Jarmesh.

CAPTAIN JARMESH SKILL 8 STAMINA 11

If you reduce Jarmesh's STAMINA to 5 or less, turn to 54.

295

It is no good: you are hopelessly lost; soon you fall exhausted. The torch goes out, and when that happens there is no hope for you. Your adventure ends here.

296

You are much too tired to pursue the traitor after your monumental battle, and Elindora is equally exhausted. However, in his haste to flee, Kandogor drops a pouch of coins, which you take. Note on your *Adventure Sheet* you have 10 Gold Pieces and a copper coin with the head of Mortis on both sides. Elindora curses Kandogor for a treacherous viper. 'No wonder he was so keen to discredit me,' she adds. Turn to 386.



297

You have a tough fight on your hands: more than ten pirates are rushing you. However, you do have your back to the wall and only two can get to you at a time.

	SKILL	STAMINA
First PIRATE	6	8
Second PIRATE	7	7
Third PIRATE	8	6
Fourth PIRATE	7	9

If you defeat all the pirates, turn to 197.

298

As you are walking past the table where the black-cowled figure sits, he grabs your wrist in a vice-like grip and leans forward as if to speak or to stab you. Just then, the soldier appears and pushes him to the floor. 'Get out,' he screams at the figure lying sprawled on the ground. The unknown gets up and slinks away without a sound, save for a light cough.

The soldier smiles then and motions to you to sit. 'You can't trust anyone in these parts – there are servants of Mortis everywhere,' he comments in a surprisingly cultured voice. 'Well met, my friend. My name is Kandogor, former soldier of Bloodrise Keep.' He unfastens his studded leather jerkin to display his uniform hidden underneath; its livery shows the falcon symbol of Castellan Braxis of Bloodrise Keep. 'I managed to escape when Mortis attacked and took the keep. He still holds Braxis

prisoner for his own ends, but most of the soldiers were slain. Well, that is to say, slain for a spell – and then brought back. You know – as *Zombies*.’ Kandogor looks you over and adds, ‘I judge you to be no friend of Mortis – tell me who you are.’

Will you tell Kandogor the truth about your mission (turn to 327), or pass yourself off as an adventurer who made the mistake of coming to Stayng at the wrong time and who now just seeks to get off it as soon as possible (turn to 367)?

299

The Giant Ant lies before you, unmoving. You walk on a short distance until you become aware of a great deal of noise up ahead, hissing and buzzing sounds and a loud clicking as of a thousand crickets. You recognize the sound made by the Giant Ant – but now multiplied many times. Will you make your way back to the chamber you came from (turn to 63) or press on towards the noise (turn to 259)?

300

He tells you that various tales exist concerning the Finger of Lhyss. ‘One is of local interest,’ he says, ‘because it claims that this ancient artefact now lies on Stayng Island – indeed, that the Finger of Lhyss is what we now call Whistlestone Tor, just a short walk to the west of here. But personally I believe this to be an over-literal story; my personal view is that references to the Finger of Lhyss were intended by the ancient poets as representing the immanence of

Luck in our lives. Still, as ever, the truth is unknowable . . .’

Before he can launch into a monologue on the features of epic poetry, you make an excuse and leave. You have wasted enough time already, after all. If you have a whistle from the Temple of Lhyss, turn to 134. Otherwise, you decide it is time to hasten to the village of Keladon – turn to 165.

301

An arrow thuds into your chest. Fortunately your armour takes most of the impact, but the head of the arrow digs into your flesh. Deduct 2 points from your *STAMINA*. With a snarl you pull the arrow out and run at them, brandishing your sword. Cursing, the pirates drop their bows and draw their cutlasses. Turn to 381.

302

You stand upon the battlements of Bloodrise Keep. The sun still has an hour or more to go before setting, and its slanting rays bathe the east tower, directly ahead of you at the far end of the wall, in a lustrous amber glow. The sunlight will prevent most of the more powerful Undead from coming out here. Reduce your *Alarm Value* by 1, and turn to 124.



303

The altar is a block of black stone draped in red velvet, tattered and decayed. On it are laid a scroll case, an ornate golden whistle and a potion labelled 'Elixir of Lhyss'. You may take one of these from the altar (turn to 334) or leave the temple without taking anything (turn to 382).

304

The ivory spear streaks through the air and buries itself in the traitor's throat. His cry of dismay dies away. However, his hand is already on the ballista catch as he falls forward. *Test your Luck*. If you are Lucky, turn to 319. If you are Unlucky, turn to 344.

305

The shaman breathes his last. His staff clatters to the ground, but it is still draining your life force! Will you leave immediately (turn to 356) or stay and take the time to restore the altar of the White Queen to its original state (turn to 78)?

306

You have destroyed the patrol without undue noise. Turn to 324.

307

You give him the amulet. Cross it off your *Adventure Sheet*. 'Thank you,' he mutters politely and hands you the potion. 'Drink it straight away,' he suggests. You do so, and now you find yourself more determined, able to face any horror. Note that

on the next two occasions when you are asked to *Test your Resolve* you will automatically succeed, and need not roll the dice (however, your **RESOLVE** will not increase on these two occasions).

He bids you good day and you climb out and leave Benari. Turn to 116.

308

The Elixir is in fact a Potion of Healing: you may regain up to 6 lost **STAMINA** points. Return to the paragraph whose number you noted.



309

You manage to throw off the effects of Lady Lotmora's hypnosis, and she screams in rage. She and her coven advance to the attack with fangs bared and hands that end in blackened talons ready to tear at you. To your horror, Kandogor runs towards the Vampiress; you try to shout a warning to him, but Lady Lotmora does nothing. Instead, Kandogor turns to sneer at you: 'You fool, I have sworn to serve Mortis. You and your pitiful Elven friend are doomed!'

Lady Lotmora smiles evilly. 'Thank you, Kandogor, you have done well,' she says. Slowly the group advances on you. Elindora takes on two of the



to rob *this* tomb. Will you examine the contents of the tomb (turn to 372) or take the spear from the dead body (turn to 272)?

313

As you make your way back, you observe a patrol of skeletal guards standing at the entrance to the inner keep. Stepping back into the shadows before you can be spotted, you watch to see what the skeletons will do. They hesitate at the doorway for a moment, milling about as if reluctant to venture into the open sunlight. Then, with a clatter of antique arms and armour, they shuffle outside and the great door creaks shut behind them. This gives you heart, for you know that the main search for intruders must be concentrated in the outer keep – you have already got past the first line of the enemy's defences. Add 1 to your **LUCK** and **RESOLVE** and reduce your *Alarm Value* by 2. From here, your only untried route lies through a door in the right-hand wall of the porch. Turn to 230.

314

Reaching the hold where the prisoners are presents no problems. When you arrive, the villagers are still being chained to low benches beside the oars by three pirates. You take out your weapon, catching the pirates completely by surprise. You cut two of them down, but not before the third has run on deck and given the alarm. You race after him, only to find the whole crew alerted and coming for you. You can do nothing but try to get away now. You leap over

the side and swim to the shore. Racing up the beach, you are pursued by several pirates, some armed with bows. *Test your Luck*. If you are Lucky, turn to 90. If you are Unlucky, turn to 59.

315

You edge forward into the space beyond the door and find yourself in a vestibule hung with musty black drapes. Double doors lead to a chamber beyond this. As your eyes get accustomed to the darkness, you see that a forbidding emblem has been etched like a bloodstain across the doors: the outline of a horned skull. If you wish to flee back down the stairs and out of the castle, turn to 396. If you have the courage to throw open the doors, turn to 378.



316

The Golem totters and falls to the sand with an earth-shaking crash; you have defeated it . . . Then you are back at Stayng Island. Beside you, the tor is nothing but a heap of shattered rubble. Suddenly and without any warning a cloud of blue energy

risers from its remains and arcs towards you. Before you can do anything about it, you are bathed in an electrifying aura of energy. There is a moment of utter agony . . . and then it is gone, leaving you feeling stronger and mightier than before. Lhyss, the Goddess of Luck, has favoured you. Add 3 to your *Initial* and current LUCK, 1 to your SKILL and 4 to your STAMINA. You decide to continue with your trip to Keladon. Turn to 165.

317

The ballista is designed to be operated by a team, and you know that Kandogor will not be able to work it easily single-handed. He will get the chance for just a single shot in the time it will take you to reach the gatehouse. If you charge straight forward, turn to 155. If you decide to run in a zig-zag as you advance, turn to 180.

318

You crouch down behind some jars in the corner of the room and wait for things to quieten down a bit. Reduce your *Alarm Value* by 2. After a short while you decide it is now safe to go on. Will you go through the right-hand door (turn to 199) or straight ahead (turn to 140)?

319

Kandogor falls right across the device, preventing the bolt from being released. You breathe a sigh of relief and go up to the gatehouse roof to retrieve the spear. You are not sure even now whether it was

luck or magic that guided your aim, but you are heartened by having escaped the fate Kandogor intended for you. Many more perils await you in the keep, but for now you may regain 1 LUCK point. Turn to 246.



320

'According to legend,' says Garond, 'the Charm was taught to certain wise women of old by their goddess, the White Queen, a deity of succour and solace whom the Elves worship under another name. This Charm works on any dead thing, such as bone or unliving flesh, turning it instantly to dust. In the lay, as you will recall, the White Queen's followers used it to destroy the skeletal swordsmen whom Mortis sent to assassinate Qadarnai in his tent on the night before the battle.' You ask if he himself knows the Charm, but he explains that he does not. 'The only person who might know it is Lady Iola, the mother of Braxis. She reveres the White Queen, and since I have met her I can attest to her holiness. But now that Bloodrise Keep has fallen to Mortis, it is probable that Lady Iola and her son have been slain,' he adds sadly.

You begin another question, but he interrupts: 'Now I must take my leave of you, for I have developed quite a thirst with all my singing, and I fully intend to make serious inroads on yonder barrel of ale! Goodbye, young warrior; I hope that one day I will sing a song in praise of your own triumphs . . .' He leaves. Having wasted enough time already, you decide it is time to leave and make your way to the village of Keladon. Turn to 165.

321

You are taken to see Belar, the village headman. You tell him that you are on a mission for Chaideshu, to find out what has happened to Braxis and to kill Mortis.

Belar is suitably impressed. 'We haven't had so bad a time of it around here,' he explains, 'at least as far as Mortis and his Undead go. It was a sad blow to hear of Braxis's defeat, for he was a just and fair lord. However, our food situation is worsening, for the other villages – especially those nearest Bloodrise Keep – have been very badly hit by the ravages of marauding Undead. It is difficult to carry on trading, and we are forced to turn refugees away and to fortify ourselves against Mortis's raiders. The villagers here live in constant fear. And now another terror has come to plague us: some hideous monster has made its lair in the hills and is attacking the village from time to time, destroying our stores and buildings and carrying off people to eat. This is a simple village – we have no heroes. But now that

you have come along, you could free us from this thing! We will pay you well, no less than fifty Gold Pieces, a princely sum for humble folks like us. Kill the beast for us!

Will you ask for more information concerning this beast (turn to 361) or ask Belar if he knows the whereabouts of Mortis's tomb (turn to 12)?

322

The sudden shock of finding yourself face to face with one of the living dead is too much for you. Breaking the creature's grip with superhuman strength, you turn and flee for your life - and you don't stop until you have regained your senses . . . and put a good distance between yourself and the monstrosity. Nor will anything convince you to return. You may flee either towards Borgos (turn to 85) or to Benari village (turn to 223).

323

Holding the torch aloft, you set off down the middle tunnel; it has been hewn from the solid rock with pickaxe and chisel and looks like a gallery in an old mine. You follow a series of twisting passages, but they seem to lead nowhere. You try to retrace your steps, but you are soon hopelessly lost. *Test your Luck.* If you are Lucky, turn to 260. If you are Unlucky, turn to 295.

324

You continue along the corridor. After walking a short distance, you notice a door on your left marked 'Chapel of the White Queen'. The White Queen is a local goddess of love and life. Will you enter the chapel (turn to 266) or keep going along the corridor (turn to 31)?

325

You set off on the road that leads to the village of Keladon, through Shamdabag Wood. After a while, the trees of the forest loom ahead of you; the road snakes among the thick and ancient oaks, dimly lit by a sun that struggles to penetrate their heavy branches. By late afternoon you are well into the wood, when you hear sounds coming from your left. Through the trees you can just make out some kind of a clearing with, in its centre, a large fire. Voices, some singing, waft towards you, together with the smell of roasting food. Will you investigate the clearing (turn to 168) or continue on towards Keladon (turn to 165)?



326

You hurl the spear at the running figure. Roll two dice: if the total rolled is greater than your SKILL, you have missed him – turn to 296. If the total is less than or equal to your SKILL, your aim is true and you hit the fleeing traitor, killing him instantly.

Elindora sighs with relief. 'No wonder he was so keen to discredit me,' she says. When you go to retrieve your spear, you notice a bunch of iron keys attached to the dead traitor's belt and you decide to take them (make a note of them on your *Adventure Sheet*). Now turn to 386.



327

You tell him about your mission to destroy Mortis and rescue Braxis, if at all possible. He nods excitedly. 'Good news,' he says, 'for I am a veteran of Braxis's garrison, and am eager to avenge my lord and serve my country.' He looks keenly at you. 'Let me accompany you; I will make you an invaluable companion. As for the strange behaviour of the people at this inn – a coven of Vampires have taken over the cemetery and are terrorizing the area; but

we should travel on to Bloodrise Keep as soon as possible and destroy Mortis. When that is done, all the Undead on this island will be equally destroyed. Come, let us take a room for the night, and be on our way tomorrow. Together we can succeed, where one alone would be defeated!"

It feels good, having a companion to help you on your lonely quest. You decide to share a room, so that one of you can remain awake at all times in case of attack during the night from Vampires. Turn to 169.

328

The excitement has died down now, and you are just sidling to the back door when the bos'n says, 'Wait a moment – who the hell are you anyway?' The pirates turn to stare. 'Never seen his like before,' says one. 'Get him, lads!' cries another, and several make a rush at you, drawing their sabres. Turn to 297.





334

You are about to pick up one of the items when a disturbance of the air distracts you. Looking up, you see an opaque crimson gas swirling and coalescing into human shape before your very eyes. Seconds later, a tall being stands where moments ago there was but empty air: it is covered from head to toe in armour fashioned out of scarlet metal, antique in style but uncorroded. Two pinpricks of ruby light sparkle behind the visored helm. A deep voice resonates from within: 'I am the Temple Guardian. The Gifts of Lhyss are not so easily won, mortal adventurer. First you must defeat me!' Its hollow laughter echoes through the vaulted chamber as it brandishes its weapons – a long thin sword in each hand. You must fight.

TEMPLE GUARDIAN SKILL 9 STAMINA 10

Each time you succeed in wounding the Guardian, roll another die. On a roll of 1–4, your blow is slightly deflected by some ludicrously unlucky event, and you must subtract 1 point from the damage you do. On a roll of 5 or 6, your blow is rendered more effective by some equally preposterous stroke of fortune: add 1 to the damage you inflict. If you win, turn to 368.

335

Most are just ashes and embers, revealing nothing of interest. However, in the remains of one building you spot a trapdoor set into the floor. Will you lift it and go down (turn to 80) or decide to leave the village (turn to 116)?

336

'Don't touch the grating,' Braxis gasps. 'Mortis sealed it with his own black-gloved hand, and there is no doubt that a sorcerer such as himself would know if anyone were to disturb it. You can come back for me later if your mission is successful.'

You grudgingly admit that he is right. 'Endure this humiliation but a few hours more, then, castellan,' you mutter, turning to go. 'By nightfall, if the gods smile on us, Lord Mortis will have died another death.' Turn to 146.

337

Making your way through the town you come at last to an open courtyard with a well in the middle. The clacking noise is much closer now, just round the corner of a building near by, you judge. Will you climb down the well and hide (turn to 265) or head straight for the noise (turn to 389)?

338

For a moment you panic – you cannot remember the words – then they come back to you and you recite them in a spirit of uncanny calm. Immediately a crackling sound comes from the dam of bones: it reminds you of the sound of a frozen pond melting in the morning sun. The whole structure shifts alarmingly; you have to jump for your life on to a spur of rock just as the dam gives way and a torrent of water surges down towards the keep. Lord Mortis himself is engulfed, and almost at once you lose sight of his flailing limbs amid the debris of bone and shrouds that is swept down from the hills.

You make your way back to the keep, to find the castellan and his mother safe outside it. 'I was able to free my son while the evil one's attention was elsewhere,' she explains.

You look towards the castle, now once more surrounded by a moat of fresh water which Mortis's undead troops cannot cross. They cluster on the walls, blind faces staring out hopelessly for some sight of their lost lord. Then a terrible soft moan rises into the night sky from a thousand unliving throats, and you see the glimmer of torches. Suddenly sparks shoot up the sides of the great east tower. 'They're setting fire to the keep!' you say. 'Why?'

'Perhaps they prefer destruction to remaining as they are,' mutters the castellan. 'Who would not?'

The three of you stand and watch all through the night as a great conflagration spreads through the castle, casting a hot red light like spilled blood across the hills. By morning all that remains of Bloodrise Keep is the hollow, smouldering shell of the walls. Then you behold a miraculous sight: a flock of white birds, perhaps a thousand or more, rises up from the ruins and soars into the silvery morning sky.

'The souls of those whom Mortis made undead,' says Lady Iola. 'Thank the Goddess, his destruction has liberated them at last.'

Turn to 400.

339

You leave the inn just as night is falling. The lights from the inn cast a ghostly pallor over the cemetery. Curling mists wreath the tombstones, an owl hoots, and a flapping sound as of bat-like wings disturbs the blackness near by. You are just turning towards the road when suddenly you find yourself face to face with a woman of great beauty who stands before you, her skin pale as the moon. But the shocking thing about her is that her eyes are twin orbs of bloody nightmare, and, when she smiles, fangs glint in the dim light. Behind you, several more figures close in for the kill. That is your last memory; your adventure ends here.

340

He tells you that, according to legend, the Charm is a powerful enchantment used by the priestesses of the White Queen, the goddess of healing whom the Wood Elves worship under another name. This Charm works on any dead thing, such as bone or unliving flesh, turning it instantly to dust. 'The White Queen's followers used it in ancient times,' he adds, 'to undo the necromancy that animates the Undead, laying them instantly to rest, for the twilit hell of Undeath is abhorrent to that sweet goddess.' You ask whether he himself knows the Charm, but he admits that he does not. 'The only person who might know it is Lady Iola, the mother of Braxis. She reveres the goddess; having met her, I can attest to her holiness. But since Bloodrise Keep has fallen to Mortis, it is probable that Lady Iola and her son have

been slain,' he adds sadly. You start to ask another question, but he says, 'Now I must take my leave of you, for I have a pressing engagement involving some boisterous friends, a full wineskin, and a game of dice! Farewell, young warrior.'

He leaves. Do you have a whistle from the Temple of Lhyss? If so, turn to 134. Otherwise, you can continue on your way to Keladon; turn to 165.

341

Incredibly, you manage to reach them unscathed. Cursing, they drop their bows, and draw their cutlasses. Turn to 381.

342

You catch the Skull Beast completely by surprise: note that you will automatically win the first two rounds of combat when you fight it. First, however, if you have been to Benari and spoken with its chief, Morlak, turn to 50. If you have not, turn to 115.

343

You test the padlock and find the door securely locked. If you have an iron key (whether a single key or a bunch), turn to 264. If you haven't, you are unable to open the door and must go up the tower instead - turn to 163.



344

The ballista moves to one side as the traitor falls, but still he manages to free the weapon with the last of his strength. You try to leap aside, but you are too slow: the bolt hits you in the shoulder, gashing you severely, even though it was only a glancing blow; deduct 3 points from your STAMINA. If you survive, you stagger up to the gatehouse roof and recover your spear. Turn to 246.

345

You take the box and open it. Immediately, it explodes in your face. Deduct 4 points from your STAMINA. If you are still alive, Jarmesh cackles in triumph and comes at you again with his sword.

CAPTAIN JARMESH SKILL 8 STAMINA 4

If you wound him again, turn to 125.

346

You grab the puffball from your backpack. 'Hah!' snorts the despicable Kandogor. 'How do you think *that's* going to save you?' However, his derisory laughter changes to a gasp of alarm when you throw the puffball to the ground and it immediately releases a cloud of purple 'smoke' – actually thousands of microscopic spores – which give you cover while you race forward into the gatehouse. Cross the puffball off your *Adventure Sheet* and turn to 366.

347

You are knocked unconscious by Baracas. When you come to, you find yourself chained to an oar as a galley-slave in a pirate ship. There will be no escape for many years, if ever. You have failed in your mission and your adventure ends here.

348

You ask among the villagers for Farmer Jervas and his wife Mrynie to step forward. They do, and you tell them that their son is safe in the cellar of their house. They are overjoyed at the news and cannot thank you enough. 'Here, take this,' says Farmer Jervas. 'It is an old family heirloom and is the only thing of value we have to give.' He hands you a ruby gem, set in gold and hanging on a chain. It is the Amulet of Ages; note it on your *Adventure Sheet*. Turn to 398.

349

Before you can catch it, the second Zombie guard escapes, no doubt to report back to its superiors. Add 3 to your *Alarm Value*. Turn to 324.

350

The rest of the night passes without incident and you sleep well. The next morning you are ready for the keep. You follow the road that skirts the River Scort up into the hills until you can see the keep ahead. Turn to 2.

351

The last pirate falls dead. On their bodies you find 7 Gold Pieces in loot. You may now search the bungalow (turn to 71) or the stables (turn to 291), if you have not already done so. Alternatively you can investigate the temple (turn to 171) or the village hall (turn to 131), or you can leave the village and go to the cove where the fishing boats should be (turn to 311).

352

Khiro leads you over rough ground and along a tortuous mountain trail that you could never have found on your own. Eventually you are confronted by a set of double doors set in a broad rock-face. The doors are jet black and are adorned with a large skull, imprinted into the wood in silver. You turn to thank Khiro for guiding you here, but he has already turned tail and fled. Quickly you check your gold pouch – it is still there, to your relief. You approach the doors. On a lintel above the portal are these words:

Herein lies the body of the necromancer Mortis, slain in battle by the sun-bright spear of the hero Qadarnai. Thrice-cursed is Mortis for his many evils. May he remain here for all time.

You notice that one of the doors is slightly ajar. Faint tracks still mark the passage of a person or persons through the doors. Steeling yourself, you step into the shadowy darkness beyond. Turn to 212.

353

Passing through Shamdabag Wood without incident, you head across country, avoiding the inn, until you strike the road heading east. Turn to 46.

354

Hastily putting on some of Jarmesh's clothing, you are able to cross the deck to the hold without being stopped. Only one pirate is guarding the villagers, who are all chained to their oars. It is an easy matter to take the pirate by surprise, and soon he is unconscious and bound. The prisoners can hardly believe their eyes – at last they have reason to hope. However, you don't have much time before someone will come to check up on them. Will you use the captain's keys to free them all now (turn to 114) or free one of them and go with him to get weapons from the armoury (turn to 79)?

355

Even though your battle was conducted in eerie silence, without the usual exchange of oaths and war-cries, there is still a chance that the sound of clashing swords will have carried up the stairwell. Roll one die twice, subtracting the second number rolled from the first. If the result is greater than zero, add that number to your *Alarm Value*. Now you can either head up the stairs (turn to 163) or go down to the padlocked door you noticed earlier (turn to 343).



356

You run out before you can suffer any more damage. You may now search some of the larger houses in the village (turn to 51), if you have not already done so. Alternatively, you can investigate the village hall (turn to 131) or leave the village and go to the cove where the fishing boats should be (turn to 311).

357

Terrified, you race back up the path to Borgos in panic. You re-enter the town, where you come to your senses once more. Turn to 30.

358

You head up into the hills above Bloodrise Keep, guided by the muddy ditch which now takes the place of the stream that used to feed into the moat. Gnats swarm in the last warmth of the setting sun; lulled by the sound of crickets and of seagulls wheeling overhead, you could almost forget the horror of the last few hours. Then you catch sight of the most gruesome sight of all, and your blood thickens like cold quicksilver. Ahead, blocking the mouth of the stream, is a dam built entirely of human bones: skulls, spines, pelvic bones, ribcages and the bones that once were limbs are all piled up, tangled together in an awful, grisly heap, the gaps filled in with grave-dirt and decaying shrouds. Water, turned black and unwholesome by its passage, seeps slowly through this nightmarish wall.

You begin to clamber up the dam, oblivious of the sharp splinters of bone that pierce your hands. All you can think of is that you must find a way to smash the dam, release the pent-up water so it can flow cleanly once more in the moat round the keep. Then you catch sight of a tall figure clad all in tarnished silver, riding out from the castle on a pallid charger. He has a couched lance of sere black wood, and the pennant he flies is the symbol of plague. Lord Mortis himself! He is venturing out before the sun has set, so you must present a real threat to him. A phalanx of skeletal spearmen march behind him, but they falter at the castle gates and seem fearful of venturing out. Mortis glances back and acknowledges their cowardice with a guttural snarl that cracks across the hills like thunder. It makes your heart quail to think that such a sound could come from any human throat. Turn to 250.

359

You search in the southwest of the graveyard, once again to no avail. Time trickles on into the late afternoon. Elindora is becoming visibly agitated. 'We must find them today – they will be alerted tonight and will surely seek us out. We cannot afford to delay until another day!' Will you search the northeast corner (turn to 60) or the southeast (turn to 170)?



360

His face blanches. 'Protection,' he mutters under his breath, before hurrying off into the kitchen, plainly terrified. You may now talk to the farmers (turn to 135) or to the merchant (turn to 64) or, if you have finished talking, turn to 273.

361

'No one has seen it clearly,' Belar stutters. 'It seems toad-like, but it is furry. What we do know for sure is that it has a powerful tail that it can use to smash down walls. For this reason we call it the Thrasher. Please, will you accept the mission?' If you accept, turn to 52. If you decline, turn to 332.

362

You climb the spiral stairs until you reach a landing. In the wall opposite you see a narrow door, which probably leads out on to the battlements. If you wish to go through it, turn to 302. Alternatively, you can continue up the stairs to the top of the tower (turn to 83).

363

The sun sinks and black night claims the cemetery for its own. The surviving Vampires howl exultantly and actually seem to grow in stature and power before your very eyes – even their wounds seem to heal over. Elindora curses. You must fight on, but now add 5 STAMINA and 2 SKILL points to each Vampire. Go to the last paragraph of 120 and fight to a finish.

364

Before you can break away from your struggle with the Werewight, the Vampire women have flitted around behind you. You feel slender, dead-white fingers touch your shoulder; in that instant, it is as though your veins have been emptied of blood and have then been refilled with icy water. Driving the frenzied Werewight away with luminous glares, they turn you round and lower their ruby lips to your warm flesh. Theirs is the kiss that damns a mortal to unliving hell, and you are powerless to resist. From now on, you will skulk in Mortis's vaults like a grave-worm, fearing the daylight and wanly exulting in the soulless evil of your dread lord. Your adventure ends here.

365

You kill the three Zombies quickly and efficiently, but in doing so you have made some noise. Add 1 to your *Alarm Value*. Close examination of the room reveals nothing of interest, but one of the Zombies is carrying a pouch. Inside are 10 Gold Pieces and an iron key (note them on your *Adventure Sheet*). Leaving the room, you continue on your way down the corridor into the depths of the keep. Turn to 140.

366

Kandogor is waiting for you with his sword drawn as you mount the gatehouse steps. He gives a scream of frustrated rage as you parry his first blow. He can see from the look in your eyes that his time is numbered.

KANDOGOR

SKILL 8

STAMINA 8

If you defeat him, turn to 246.

367

For a moment he looks suspicious . . . and then he seems to accept your story. 'Well, good luck,' he says before leaving.

You retire to your room and bed down for the night. You notice that your window is already barred and surrounded by a wreath of wild garlic flowers; so is the door, both inside and out. Puzzled, you lie down. You are just drifting off to sleep when a sound coming from outside your door alerts you. You leap up and draw your sword just as the door slowly opens, revealing the black-cowled figure, who starts in surprise to see you ready and waiting. Will you attack immediately (turn to 229) or wait a few seconds to see what will happen (turn to 395)?

368

Your last blow seems to cut through thin air as the Temple Guardian dissipates into nothingness. You pick up the Golden Whistle from the altar (note it on your *Adventure Sheet*). The scroll reads: 'Blow the whistle at the Finger of Lhyss to win great power.' You may also take the Elixir of Lhyss. Whenever you wish to drink the potion, note the number of the paragraph you are currently reading, then turn to 35. Once you have finished, return to the paragraph you have noted and read on. You also find a pouch containing 25 Gold Pieces.

To leave the temple, turn to 382. If you wish to use the Ring of Communing and ask General Chaideshu what he knows about the Finger of Lhyss, turn to 96.

369

On closer inspection, you become aware that the bodies are all those of destroyed Zombies or Skeletons, the soldiers of Mortis; at least the inhabitants of Benari put up a fight. Presumably the villagers themselves are now Zombies in the service of Mortis. In one corner of the village you find a shrine to some local deity. At the foot of the rough stone altar lies a body which does not appear to have been one of the Undead. Will you investigate this body (turn to 205), leave Benari (turn to 116), or look over the ruined buildings (turn to 335)?

370

The cross-country walk to the old battle-site is almost pleasant. You arrive at last in a wide green meadow with an old standing stone near by, inscribed with the history of this ancient battle. Looking around, you see that in all directions the earth is churned up as if by hundreds of labourers digging for treasure. The few named graves that you find are all open and empty. It is as if the dead had woken from their sleep to do battle once more. You examine the plaque on the standing stone. It reads:

Here was fought a great battle between the hero Qadarnai and his knights against the necromancer

Mortis and his undead servants. Amongst the servants of Mortis were the Battalion of Ancient Bones, skeletal warriors without number, and the dreaded Knights of Alptraum, the honour guard of Mortis, summoned to him from other worlds. Terrible in battle are they, for they can never be fully laid to rest. Their power is great and the fear of them is all-encompassing. Yet the great hero, aided by the White Queen, did overcome them and their master, although he lost his own life in doing so.

There is nothing else of interest here on the old site. Will you now head north for Port Borgos (turn to 85) or northeast into the hills and thence to Bloodrise Keep (turn to 2)?

371

The door splinters in two after a single powerful kick. Lighting a torch you descend into the gloom of the cellar. A low ceiling forces you to stoop slightly as you make your way among several barrels of dried fish and poor-quality wine. You hear someone whimpering fearfully, and huddled in the corner you find a fat boy, about six or seven years old and clearly terrified. He thinks you must be a pirate. It takes you some time to reassure him that he is safe and then he blurts out his tearful story. It seems a pirate ship arrived without warning at the cove, and fifty or more buccaneers stormed the village, marching off most of the villagers to the hold of their ship, to be sold as slaves. Those who resisted were brutally slain. The boy tells you that his name is Paz and that his father is Farmer Jervas, and his mother

Mistress Mrynie, both of whom he thinks were taken away. 'Please help me,' he pleads pitifully as he wipes his eyes on your cloak. Will you tell him to stay hidden here while you try to find his parents (turn to 271) or leave the house and take him with you (turn to 151)?



372

You find nothing else of interest. Will you take the spear (turn to 272) or leave this desolate place and return to Siltport (turn to 232)?

373

The night passes without incident – but the house is cold and you do not sleep particularly well. In the morning you set off up the Scort River towards Bloodrise Keep. Turn to 2.

374

You explore the southeast part of the graveyard, but again to no avail. Time trickles on into the late afternoon. Elindora is becoming visibly agitated. 'We must find them today – they will be alerted tonight and will certainly seek us out. We cannot afford to wait for another day!' Will you now search in the northeast corner (turn to 60) or the northwest (turn to 170)?

375

Hefting the iron mace, you turn to strike whatever is behind you. Turn to 109.

376

The back of the door-handle is as sharp as a razor, but you do not notice this until you try to open it – and then you succeed in gashing your right hand badly. You tear strips from your tunic to staunch the flow of blood; but you must fight with your other hand for the rest of the adventure: deduct 1 point from your SKILL. Cursing this ill-luck, you manage to prise the door open without touching the handle again – only to reveal a blank wall. You will have to choose one of the other two doors: either the one with the picture of a serpent (turn to 172) or the one with the picture of a tree (turn to 100).



377

You reach the door leading to the apartments at the top of the tower. This door has Mortis's seal upon it, and it is with some trepidation that you swing it open. As you do so, an ominous creaking sound comes from its hinges, carrying into the dark stillness beyond. Roll two dice and add 4 to the total rolled. If this number is less than or equal to your *Alarm Value*, turn to 76. If it is greater, turn to 315.

378

If your *Alarm Value* is 9 or more, turn to 56. If it is 8 or less, turn to 48.



379

You sprint across the courtyard, the afternoon sun warming your bones. You haven't much time: soon twilight's shadows will light your way, dread night will fall across the castle like a shroud and the living dead will stalk these walls. The gate looms above you, a huge edifice of crenellated stone. The two doors are of iron-bound oak, carved with the insignia of the Triumvirate. They are not even closed, so sure is Mortis of his invulnerability. All is quiet. Stepping in, you find yourself in an arched entranceway. Ahead of you, a raised portcullis leads to the inner bailey of the castle. As your eyes grow accustomed to the gloom, you see a door set into the wall on either side. Suddenly, out of the shadows two figures emerge. They are dressed in ragged armour, grimed with rust, and they wield strange, ornately barbed swords, equally rusty but none the less deadly. Their eyes stare blankly at you, their faces ghastly masks of worm-eaten decay. Zombies! The sight of these undead things fills you with terror. First, add 1 to your *Alarm Value*; next, *Test your Resolve*. If you fail to make the roll, you are trembling with fear while fighting them – subtract 1 from your *SKILL* for the duration of this fight only. If you succeed in the roll, fight on normally. You must fight them one at a time.

	SKILL	STAMINA
First		
UNDEAD GUARD	7	9
Second		
UNDEAD GUARD	6	10

If you kill them and are yourself wounded twice or more, turn to 188. If you kill them but take only one wound or none, turn to 384.

380

Legend tells of the great battle fought between Mortis's legions and the true men of Stayng, Garond intones. 'It was at this battle that Qadarnai sought out Mortis himself and clashed with him in a dreadful death-duel. Although Qadarnai's spear was wrought specifically to slay the Undead, its power was weakened by contact with living flesh. Thus it was that Qadarnai, knowing this, was able to slay Mortis only by throwing the spear with the last of his strength as he fell, dying, from a charring blast of sorcerous energy. Untouched by living hands, the spear's power was at its height and struck Mortis dead in an instant. But it was a victory won by Qadarnai, as I have said, at the cost of his own life.' You are about to begin another question when he says, 'Ah well, it has been good talking to you, but now other matters are claiming my attention . . .' You observe a comely young girl waving to him from across the clearing. He smiles and waves back. 'Farewell, young warrior,' he says, shaking you by the hand and turning away before you can say a word. Do you have a whistle from the Temple of Lhyss? If so, turn to 134. If you do not, you decide to resume your journey to Keladon – turn to 165.

381

You must fight the pirates.

	SKILL	STAMINA
First CHAOS PIRATE	6	6
Second CHAOS PIRATE	7	5
Third CHAOS PIRATE	8	7

You must fight the first two together – the third awaits the outcome and will then fight you singly. If you win, turn to 241.

382

As you step through the doors of the Temple of Lhyss into bright sunshine, you suddenly feel a warm glow inside. Add 1 to your *Initial* and current LUCK. Smiling happily, you continue onward. Turn to 94.





383

Following the path from the village, you walk down a rocky hillside that leads to the beach. There is a wooden quay here and several burning fishing boats are moored to it. At the end of the quay is a large warship equipped with several banks of oars and large black sails, adorned with a crimson skull symbol, the mark of the Chaos pirates. The ship's name is painted on her sides: the *Merciless*. You see a column of prisoners – the villagers of Keladon – being led in chains on to the pirate ship. Several pirates – men, Orcs, Hobgoblins and the like – are brutally whipping them aboard. At the gangway, you see two figures overseeing the operation. They wear full black armour that covers them from head to foot, inlaid with weird patterns of red tracery. You recognize them as dreaded Chaos Knights. Will you decide there is nothing you can do here and leave Keladon (turn to 186); or will you try and get on board, either by attacking now (turn to 15), by disguising yourself as a prisoner and joining the column of would-be slaves (turn to 45), by swimming out to sea a short distance and approaching the ship from the other side (turn to 274) or by using the Ring of Fays, if you have it (turn to 224)?



384

You defeat the Zombies quickly and with minimal noise. Will you now go out into the courtyard (turn to 286), go through the door to the right (turn to 230) or through the door to the left (turn to 128)?

385

You stare down anxiously, your body pressed into the shadows behind the balustrade in case any of the knights in the hall below should look up. However, it seems that the noise of your fight did not carry down to them – or perhaps they are sunk in deathly torpor until nightfall. You have escaped their immediate attention, but the disappearance of the two Undead you have destroyed will not go unnoticed; add 2 to your *Alarm Value*. If you now want to see what is on the other side of the door where the knights came from, turn to 184. If you want to go back along the gallery and up the main stairs to the top of the tower, turn to 377.

386

After burning the bodies to make sure that they are properly destroyed, you and Elindora leave the cemetery. Elindora says that it is time for you to part, as she must report back to the Elves. She thanks you solemnly, saying that she could not have succeeded without you. She then gives you a ring of pale silver, with a strange pattern cut into it. 'This is the Ring of Fays; it is rich with Elven sorcery and will aid you according to your needs at the time you summon forth its power. You may call upon it

once only, so use it wisely. Farewell, brave warrior.' She waves once and leaves.

You also have a mission to complete. Will you go northeastwards on the road to Port Borgos (turn to 46), southeast towards Shamdabag Wood and then on to the village of Keladon (turn to 325), or is this time to use the Ring of Communing to consult with General Chaideshu (turn to 93)?

387

The combatants go at each other hammer and tongs, using head-butts, smashes, kicks, gouges, throws and holds. There don't appear to be any rules: only weapons aren't allowed. For a while the Ogre's superior size and weight seem to be winning him the fight; but soon Baracas gets the measure of his opponent and his superior skill shows through. He manages to trip Grom – and suddenly Baracas has him, face down on the ground, in a punishing stranglehold. Grom is forced to submit. You have lost. The excitement has died down now and you are just sidling dejectedly to the back door when the bos'n points at you and says, 'Wait a moment – who the hell are you anyway?' The pirates turn to stare. 'Never seen his like before,' says one. 'Get him, lads!' cries another, and several rush you, drawing their sabres. Turn to 297





392

Cross off two Provisions from your *Adventure Sheet*. The blacksmith happily takes both your sword and the Provisions. He soon returns and, to your relief, you find he has done a good job. You may add 1 to the damage you inflict whenever you use this sword in combat from now on. Turn to 192.



393

In a blind, mindless panic, not knowing what you are doing, you dash straight into the sea. Desperately you begin to swim, but you are assailed by the ghostly dead and fear drives you under water. You have become one with the Spirits of the Drowned. Your adventure ends here.



394

Half-way up the anchor-chain, a pirate on the shore spots you and gives the alarm. You clamber up the chain, but a couple of archers appear at the rail above you and loose off half a dozen arrows. You are hit and must deduct 3 points from your STAMINA. If you are still alive, you fall back into the sea. Under a hail of arrows you manage to dive beneath the surface and swim away as fast as you can. The pirates are alerted now, and you are forced to flee Keladon and watch helplessly as the *Merciless* puts out to sea with its cargo of innocent villagers. Cursing the pirate scum, you turn away dejectedly. Turn to 186.





395

Hurriedly, the figure pulls back the cowl – it is a female Elf! Her skin is like moonlight, her large eyes like liquid emeralds, and her brown hair is bound in a circlet of white flowers, a picture of beauty. In a lilting voice she says, 'Please, listen to me. My name is Elindora, and I am one of the few Elves who still live in Shamdabag Wood. We are worshippers of the goddess Iatro, She who Heals and Succours. The goddess loathes the Undead as abominable travesties of life and has commanded us to help the people to defeat Mortis. I have been forced to travel in disguise, for his spies are everywhere, but when I saw you I knew your mission was as ours, to destroy the Undead. Tell me, is this true?'

You explain patiently that you are not a worshipper of Iatro and that you have come here as a mercenary adventurer to slay Mortis – for the money, not for the people.

'Thank the heavens some action is being taken at last. But there is good in you – I can feel it,' she insists. You shrug resignedly. 'I have come to beg for your aid,' she implores. 'The cemetery holds the tomb of Lady Lotmora, once the wife of Mortis. Now that Mortis has returned, he has used his foul necromancy to return her to the world – as a Vampire. Now she terrorizes the area; she has already built up a small coven of Vampires out of the local population – or what remains of it. The priestess of Iatro has sent me to destroy her, but I cannot succeed alone. Help me, and I will aid you in your quest to kill Mortis.'

Will you agree to help her (turn to 23); or do you decide that your prime mission is to kill Mortis himself and say that you cannot help (turn to 107)?

396

Hastily you cross the deserted courtyard and trudge back through the rank mire that was once the castle's moat. From far off in the hills a wolf howls into the sky – a sky which is now the colour of rose-petals, with clouds like a wash of gold against it. Has so much time passed since you arrived here, then? Some fiendish sorcery must pervade the keep, dulling the wits, so that you have barely noticed the passage of time. Turn to 358.

397

Stark horror rises like a haze across your mind, and you cannot prevent yourself from flinching as you look upon the Zombie archers' puffed, clammy flesh and blank expressions. As you recover your nerve to attack, the nearest Zombie crouches down and the other two unleash black-fletched arrows that rip into your shoulder; deduct 2 points from your STAMINA. While you are engaged in hand-to-hand combat with one of the undead archers, the others will try to hit you with their arrows. To determine whether an arrow hits, each Attack Round roll two dice for each archer shooting. A roll of 7 or below means that you have been hit: lose 1 STAMINA point. However, a roll of 8 or higher means that the arrow has hit the undead creature you are fighting, and it loses 1 STAMINA point.

	SKILL	STAMINA
First		
UNDEAD ARCHER	7	5
Second		
UNDEAD ARCHER	7	4
Third		
UNDEAD ARCHER	7	4

If you defeat all three of them within eight Attack Rounds, turn to 365. If you are still fighting after eight Rounds, turn to 247.

398

The blacksmith gives you 10 Gold Pieces and some healing herbs, saying ruefully that this is all they have left to give you (note these on your *Adventure Sheet*). 'You will always have a home here,' he adds. You may use the healing herbs just once to restore up to 6 lost STAMINA points. You wave goodbye to everyone, for they have all come to see you off. Your quest beckons. Turn to 186.

399

You cannot resist the urge to give yourself up and you sink to your knees. Horrified, you witness Kandogor chuckling evilly as he walks over, to stand beside Lady Lotmora. The Vampiress thanks him for leading you to her. Elindora is unaffected, but she is unable to defeat the Vampires alone. You watch helplessly as she is hacked down and then is brought back as a Vampire. Soon it will be your turn . . . Your adventure ends here.

Your Ring of Communing crackles into life, even though you believed you had used up all its energy. Against the backdrop of your imagination you can see General Chaideshu's gruff, battle-scarred features suspended in a void. 'You have the thanks of us all,' says his voice in your mind. 'Without Mortis at their head, the Chaos pirates will soon scatter before our fleets. But the linchpin of our victory has been the battle you fought today.'

You feel pride at his words – but you don't let him sense it. 'Fine,' you imagine yourself replying. 'Now, how about sending a ship to get us off this godforsaken island!' You can look forward to a hero's welcome in Port Kanthos.



388

As you approach the gatehouse, the ballista seems to be watching you like an ominous giant insect. It is only your imagination, of course; without anyone to operate it, the potentially lethal weapon is just a harmless piece of machinery. Then again, what if Mortis has left spells on it that could make it shoot of its own accord? You try not to think of that possibility! It is with considerable relief that you reach the gatehouse safely and pass on into the outer bailey. Turn to 144.

389

You walk purposefully towards the noise. A foul-looking creature scuttles round the corner – and it looks intent on tearing you limb from limb. Most of all it resembles a giant skull supported by a myriad insect-like legs; but instead of chitin these legs are made of skeletal bone. Several long, sinuous tentacle-tongues rasp and writhe from the grinning jaws, reaching for you, trying to grab you and draw you to its snapping jaws. You recognize the legendary Skull Beast, a creature that lives in the Lands of the Dead and which comes to Titan only when summoned by some evil and powerful necromancer like Mortis. Now you must defend yourself. If you have been to Benari and have spoken with its headman, Morlak, turn to 50. If not, turn to 115.

390

'Hah,' he says, 'is that not obvious? The return of Mortis has ruined my trade! And the return of Lady Lotmora, his hellish consort . . . ' He blanches at the very thought.

'Who is this lady?' you ask, but he just gives an inarticulate cry of terror and runs off to the kitchen. You may now talk to the farmers (turn to 135) or to the merchant (turn to 64) or, if you have finished talking, turn to 273.

391

Following the path from the village, you walk down a rocky hillside that leads to the beach. There is a wooden quay here, with the hulks of several burning fishing boats moored to it. The sand has been churned up by the passage of many booted feet, and various objects litter the ground: a broken sandal, a girl's small doll, an empty wineskin, and the like. Other than this, the place is deserted. Looking out to sea, you can just make out a sail in the far distance. It looks like a Chaos pirate warship to you. Evidently the whole population of Keladon has been carried off into slavery by the pirates. Dejected, you turn and leave Keladon to continue your mission. Turn to 186.



331

You discover nothing of interest until you come to a cellar door that seems to be barred from the inside. It is only of light construction and you could smash it down easily if you wished. If you want to go into the cellar, turn to 371. If you want to search upstairs, turn to 191. Alternatively, you can leave here and search elsewhere. You may enter the bungalow (turn to 71) or the stables (turn to 291), if you have not already searched through these two buildings. If you decide you have finished searching the houses, you can investigate the temple (turn to 171) or the village hall (turn to 131); alternatively, you can leave the village and go to the cove where the fishing boats should be (turn to 311).

332

You refuse to help, declaring that your mission is more important than some joyride in the hills. The villagers decide you are a coward, and glare at you and spit when you pass by. The atmosphere is bad; when you ask about the tomb of Mortis, which is in these parts, you are met with stony silence. You are left with no choice but to depart. Will you therefore head south, back towards Siltport (turn to 3), or try to find the tomb of Mortis yourself and set off for the hills (turn to 112)?



333

The minstrel introduces himself and begins a rambling introduction to what he is going to sing to-night. He opens with some ballads and then recites an epic poem about the ancient heroes. These are all entertaining – but are of little interest to you. Just as you are on the point of leaving, he begins a song which at once draws and holds your attention. The audience too seems particularly interested in this song, which Garond calls 'The Lay of Mortis and Qadarnai'. It is a tale of the great warrior Qadarnai, called the 'War-Spear of the Sun', who defeated Mortis in his previous incarnation. Some parts of the lay are most intriguing: Garond sings of a charm, known by certain wise women, that unbinds the sorcery which Mortis used to raise his armies from the dead. In his song Garond also tells how Qadarnai used his ivory spear to slay the necromancer. In a mythic interlude dealing with the gods' overwatching of the battle, something called the Finger of Lhyss is also mentioned – Lhyss being the Goddess of Luck, who often intervened on Qadarnai's behalf.

When Garond's song is finished, the crowd applauds and he bows, obviously satisfied with his performance. You can talk to him now (turn to 127) or, if you think you have spent enough time here, you can leave and press on to the village of Keladon (turn to 165).

Vampires while you must fight Lady Lotmora, Kandogor and the other two. They come at you all at once.

	SKILL	STAMINA
First VAMPIRE	7	9
Second VAMPIRE	6	8
LADY LOTMORA	11	18
KANDOGOR	7	7

Remember: if you have the Spear of Qadarnai, it will do double damage against the Vampires (but not against Kandogor). Whenever Lotmora hits you, roll another die; on a roll of 1 or 2, she manages to bite you and you lose 1 SKILL point (you may however restore any lost SKILL points when you win). If you reduce Kandogor's STAMINA to 3 or less, he will stop fighting and step back to watch, just like the hopeless coward he really is. If you manage to defeat them all, turn to 257.

310

You light a fire in the grate and soon smoke is writhing up through the chimney. You bed down for the night and are just dozing off when a loud rattling noise awakens you. Without warning, the door and half the wall are smashed to rubble and a hideous creature lumbers in towards you: it resembles a giant skull perched on a myriad insect-like legs made of skeletal bone. Several long, sinuous tentacle-tongues rasp and writhe from the grinning jaws, reaching for you, trying to grab you and draw you into its snapping jaws. You recognize

the legendary Skull Beast, a creature that lives in the Lands of the Dead and which comes to Titan only when summoned by some evil and powerful necromancer like Mortis. Now you must defend yourself. If you have been to Benari and spoken with Morlak, its headman, turn to 50. If not, turn to 115.

311

If you have already searched the village hall, the temple and the larger houses of the village, turn to 391. If you have not searched all three of these areas, turn to 383.

312

You manage to resist the awful fear that threatens to overwhelm your mind. You open the doors wide to let light into the tomb. Inside, you see a simple square room, with symbols of the Good Gods adorning the walls. In the centre is a large black sarcophagus; its heavy stone lid is shattered and lies around in pieces. Slumped to one side at the base of the sarcophagus is the dead body of a man, clearly an adventurer. You judge him to have died about three weeks ago; his face is frozen in a fearfully grinning mask of dread, and in his right hand he still grips an old sword. His other hand holds a rune-carved ivory spear. You step across and look inside the sarcophagus, where the body of Mortis rightfully belongs. All that is inside are some broken chains, the links of which appear to have been torn asunder. It looks as though the would-be tomb-robber got more than he bargained for when he tried



329

You settle down and make a small fire, a few hundred metres outside the town of Borgos. Fortunately your night is undisturbed, and when dawn comes you feel refreshed and ready for your coming ordeal at the keep. You set off into the hills towards the castle. Turn to 2.

330

The corridor runs for a short distance, then opens out into the stairwell of the east tower. A spiral staircase leads up and down. Beside it stands a Zombie guard; it turns its ravaged, dead face to you and its dead-fish eyes glitter menacingly in the torchlight. To your horror, you recognize an old friend and veteran of the White Tiger Legion, Davmori, who joined the border guards for a quiet life. He staggers towards you, spear in hand. He must have been killed by a blow to the body before he was brought back as undead, for a wound in his chest gapes horribly. A vile stench wafts over you, making you gag in disgust. You call out his name, but all intelligence has left this mindless thing. Revulsion and horror course through your veins like fire. *Test your Resolve.* If you fail, you scream in horror and must add 2 to your *Alarm Value*. If you succeed, you manage to stifle your fear. Whatever the result, you must fight your old friend, Davmori.

DAVMORI

THE UNDEAD

SKILL 7

STAMINA 8

If you win, turn to 290.

while, the tunnel widens, and now it appears to have been dug out by some other kind of instrument, something that has taken great gouges out of the rock. A sound ahead of you causes you to pull up short. Then from around a corner emerges a strange-looking creature, resembling a Giant Ant. Its antennae wave in the air in your direction and the thing scuttles towards you, mandibles twitching. You must fight it to survive.

GIANT ANT SKILL 7 STAMINA 8

If you win, turn to 299.

288

You round the corner and walk straight into two of the living dead. Their flesh is a hideous scabrous grey and their eyes are blank and lifeless. The smell of the grave assails your nostrils and you are filled with horror. Add 2 to your *Alarm Value*, then *Test your Resolve*. If you succeed, fight them normally. If you fail, for the first Attack Round you are paralysed with fear and will have to deduct 4 points from your STAMINA because your opponents get in a free hit against you. Now fight them both at the same time.

	SKILL	STAMINA
First		
UNDEAD GUARD	6	7
Second		
UNDEAD GUARD	7	6

If you have still not killed one of the guards after four Attack Rounds, turn to 349. If you have, and then succeed in killing the other guard, turn to 306.

289

You search the southeast part of the graveyard, yet again to no avail. Time trickles on until the late afternoon. Elindora is becoming visibly agitated. 'We must find them today – tonight they will be alerted and seek us out. We cannot afford to wait for another day!' Will you now search in the northeast corner (turn to 60) or the southwest (turn to 170)?



290

You stand over the fallen body of your former friend, cursing Mortis's perverted mind for transforming Davmori into such a hideous unliving travesty. Wiping tears of rage from your eyes, you scan the stairwell for exits. A short distance along the wall, another archway leads out, but when you look down it you see it gives on to a long stretch of empty corridor. Squinting up the stairs, you see a golden shaft of sunlight, which must be shining through one of the arrowslits high in the wall, transforming the dust in the upper levels of the tower. From the angle of the beam of light, you judge there to be perhaps an hour of daylight left. In